Case of the Locked Hothouse 3



You may play an additional land on each of your turns.

To solve — You control seven or more lands. *(If unsolved, solve at the beginning of your end step.)*

Solved — You may look at the top card of your library any time, and you may play lands and cast creature and enchantment spells from the top of your library.

Enchantment — Case

R 0155
MKM • EN • Leanna Crossan

™ & © 2024 Wizards of the Coast

Case of the Locked Hothouse 3

You may play an additional land on each of your turns.

To solve — You control seven or more lands. *(If unsolved, solve at the beginning of your end step.)*

Solved — You may look at the top card of your library any time, and you may play lands and cast creature and enchantment spells from the top of your library.

Enchantment — Case

R 0155
MKM • EN • Leanna Crossan

™ & © 2024 Wizards of the Coast

Case of the Locked Hothouse 3

You may play an additional land on each of your turns.

To solve — You control seven or more lands. *(If unsolved, solve at the beginning of your end step.)*

Solved — You may look at the top card of your library any time, and you may play lands and cast creature and enchantment spells from the top of your library.

Enchantment — Case

R 0155
MKM • EN • Leanna Crossan

™ & © 2024 Wizards of the Coast

Case of the Locked Hothouse 3

You may play an additional land on each of your turns.

To solve — You control seven or more lands. *(If unsolved, solve at the beginning of your end step.)*

Solved — You may look at the top card of your library any time, and you may play lands and cast creature and enchantment spells from the top of your library.

Enchantment — Case

R 0155
MKM • EN • Leanna Crossan

™ & © 2024 Wizards of the Coast

Case of the Locked Hothouse 3

You may play an additional land on each of your turns.

To solve — You control seven or more lands. *(If unsolved, solve at the beginning of your end step.)*

Solved — You may look at the top card of your library any time, and you may play lands and cast creature and enchantment spells from the top of your library.

Enchantment — Case

R 0155
MKM • EN • Leanna Crossan

™ & © 2024 Wizards of the Coast

Case of the Locked Hothouse 3

You may play an additional land on each of your turns.

To solve — You control seven or more lands. *(If unsolved, solve at the beginning of your end step.)*

Solved — You may look at the top card of your library any time, and you may play lands and cast creature and enchantment spells from the top of your library.

Enchantment — Case

R 0155
MKM • EN • Leanna Crossan

™ & © 2024 Wizards of the Coast

Case of the Locked Hothouse 3

You may play an additional land on each of your turns.

To solve — You control seven or more lands. *(If unsolved, solve at the beginning of your end step.)*

Solved — You may look at the top card of your library any time, and you may play lands and cast creature and enchantment spells from the top of your library.

Enchantment — Case

R 0155
MKM • EN • Leanna Crossan

™ & © 2024 Wizards of the Coast

Case of the Locked Hothouse 3

You may play an additional land on each of your turns.

To solve — You control seven or more lands. *(If unsolved, solve at the beginning of your end step.)*

Solved — You may look at the top card of your library any time, and you may play lands and cast creature and enchantment spells from the top of your library.

Enchantment — Case

R 0155
MKM • EN • Leanna Crossan

™ & © 2024 Wizards of the Coast

Case of the Locked Hothouse 3

You may play an additional land on each of your turns.

To solve — You control seven or more lands. *(If unsolved, solve at the beginning of your end step.)*

Solved — You may look at the top card of your library any time, and you may play lands and cast creature and enchantment spells from the top of your library.

Enchantment — Case

R 0155
MKM • EN • Leanna Crossan

™ & © 2024 Wizards of the Coast