





**Case of the Uneaten Feast**



Whenever a creature enters the battlefield under your control, you gain 1 life.

To solve — You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.)

Solved — Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.

**Enchantment — Case**

**Castle Lothwain**



**Land**

Castle Lothwain enters the battlefield tapped unless you control a Swamp.

•: Add ♦.

1 ♦♦: Draw a card, then you lose life equal to the number of cards in your hand.

*Without Lothwain's persistence, the realm would stagnate and die.*

**Caves of Koilos**



**Land**

•: Add ♦.

•: Add \* or ♦. Caves of Koilos deals 1 damage to you.

*After years of silence, the caves once again echo with the grisly sounds of Phyrexians preparing for war.*

**Cemetery Tampering**



**Enchantment**

Hideaway 5 (When this enchantment enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)

At the beginning of your upkeep, you may mill three cards. Then if there are twenty or more cards in your graveyard, you may play the exiled card without paying its mana cost.

**City of Brass**



**Land**

Whenever City of Brass becomes tapped, it deals 1 damage to you.

•: Add one mana of any color.

*"There is much to learn here, but few can endure the ringing of the spires."*  
—Nulakam the Archivist

**Cloud Key**



**Artifact**

As Cloud Key enters the battlefield, choose artifact, creature, enchantment, instant, or sorcery.

Spells you cast of the chosen type cost 1 less to cast.

*The musical sound of its turning triggers the tumblers of revelation.*

**Command Tower**

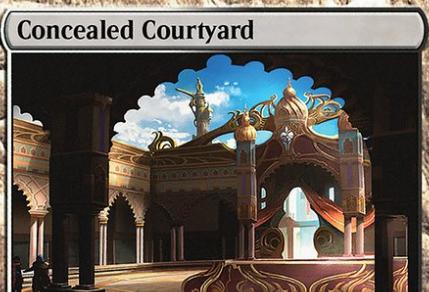


**Land**

•: Add one mana of any color in your commander's color identity.

*When defeat is near and guidance is scarce, all eyes look in one direction.*

**Concealed Courtyard**



**Land**

Concealed Courtyard enters the battlefield tapped unless you control two or fewer other lands.

•: Add \* or ♦ to your mana pool.

*Where high society and dark opportunity intersect.*

**Dark Confidant**



**Creature — Human Wizard**

At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its converted mana cost.

*Greatness, at any cost.*









