




# DUSKMOURN<sup>™</sup>

## HOUSE of HORROR

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Arthur Yuan

# RUMPUS ROOM

CREATURES YOU CONTROL HAVE TRAMPLE AND HASTE.





# VAULT

WHEN YOU FLIP THIS TILE AND AT THE BEGINNING OF YOUR FIRST  
MAIN PHASE, CREATE TWO TREASURE TOKENS.



Eli Minaya

# CLOCK TOWER

WHEN YOU FLIP THIS TILE AND AT THE BEGINNING OF YOUR FIRST  
MAIN PHASE, YOU MAY DISCARD ALL THE CARDS IN YOUR HAND,  
THEN DRAW THAT MANY CARDS.

Jana Heidersdorf



# THE SEEING ROOM

ONCE DURING EACH OF YOUR TURNS, YOU MAY CAST AN  
INSTANT OR SORCERY SPELL FROM YOUR GRAVEYARD.  
IF YOU DO, EXILE IT AS IT RESOLVES.



Marco Gorfel

# FORBIDDEN LIBRARY

WHEN YOU FLIP THIS TILE AND AT THE BEGINNING OF YOUR  
FIRST MAIN PHASE, REVEAL THE TOP CARD OF YOUR LIBRARY  
AND PUT THAT CARD INTO YOUR HAND. YOU LOSE LIFE  
EQUAL TO ITS MANA VALUE.



# RUBBISH HEAP

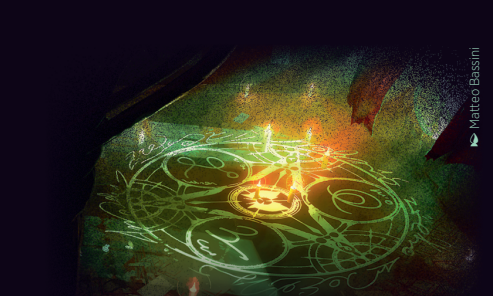
WHEN YOU FLIP THIS TILE, EACH CREATURE GETS  
-2/-2 UNTIL END OF TURN.  
WHENEVER A NONTOKEN CREATURE YOU CONTROL DIES  
DURING YOUR TURN, TARGET OPPONENT LOSES 2 LIFE.

Ivan Shavrin

An illustration of a dark, cavernous lair. In the center, a staircase leads up to a glowing, multi-eyed figure. The walls are covered in organic, tentacle-like structures. Two large, circular, eye-like structures are prominent on the left and right sides of the frame.

# MASTERMIND'S LAIR

WHEN YOU FLIP THIS TILE, MOVE EACH PLAYER TO ANY TILE.  
AT THE BEGINNING OF YOUR UPKEEP, SURVEIL 2.



Matteo Bassini

# THE RITUAL CHAMBER

**SPELLS YOU CAST HAVE CONVOKE.**

*(Each creature you tap while casting that spell pays for ①  
or one mana of that creature's color.)*

# THE LABORATORY

WHENEVER YOU CAST AN INSTANT OR SORCERY  
SPELL, PROLIFERATE.

*(Choose any number of permanents and/or players, then give  
each another counter of each kind already there.)*





Ralph Horsley

# BOILER ROOM

**WHEN YOU FLIP THIS TILE AND AT THE BEGINNING OF YOUR FIRST  
MAIN PHASE, GOAD TARGET CREATURE AN OPPONENT CONTROLS.**

*(Until your next turn, that creature attacks each combat if able  
and attacks a player other than you if able.)*

# THE DISCOVERY ROOM

WHENEVER YOU CAST A SPELL WITH MANA VALUE 6  
OR GREATER, DISCOVER 5.

*(Exile cards from the top of your library until you exile a nonland card with  
mana value 5 or less. Cast it without paying its mana cost or put it into your  
hand. Put the rest on the bottom in a random order.)*



Andrew Mar

# COLLAPSED ROOM


WHEN YOU FLIP THIS TILE, PLACE IT ON TOP OF ANY OTHER  
TILE AND MOVE ONTO IT. THE COVERED TILE NO LONGER HAS  
AN EFFECT. DRAW A CARD.



► Helge C. Balzer

# MIRRORED HALLWAY

IF A PERMANENT ENTERING THE BATTLEFIELD CAUSES A TRIGGERED ABILITY OF A PERMANENT YOU CONTROL TO TRIGGER, THAT ABILITY TRIGGERS AN ADDITIONAL TIME.



Néstor Ossandón Leal

# WINDING STAIRCASE

AT THE BEGINNING OF YOUR END STEP, EXILE UP TO ONE TARGET  
CREATURE YOU CONTROL, THEN RETURN IT TO THE BATTLEFIELD  
UNDER ITS OWNER'S CONTROL.



José Hernaliz

# VIVARIUM

**NONTOKEN CREATURES YOU CONTROL ENTER THE BATTLEFIELD  
WITH AN ADDITIONAL +1/+1 COUNTER ON THEM.**



▶ Martin de Diego Sádaba

# AVIARY

WHEN YOU FLIP THIS TILE AND AT THE BEGINNING OF YOUR  
FIRST MAIN PHASE, PUT A FLYING COUNTER ON TARGET  
CREATURE YOU CONTROL.



## DARK CLOSET

WHEN YOU FLIP THIS TILE AND AT THE BEGINNING OF YOUR FIRST  
MAIN PHASE, MANIFEST DREAD.

*(Look at the top two cards of your library. Put one onto the battlefield face  
down as a 2/2 creature and the other into your graveyard. Turn it face up any  
time for its mana cost if it's a creature card.)*




Leonardo Borazio



# FORTIFIED DEN

AT THE BEGINNING OF YOUR END STEP, PUT THREE +1/+1 COUNTERS  
ON TARGET TAPPED CREATURE YOU CONTROL.



John Di Giovanni

# OBSERVATORY

AT THE BEGINNING OF YOUR END STEP, UNTAP ALL NONCREATURE  
PERMANENTS YOU CONTROL.

A dark, atmospheric photograph of a grand hall. In the foreground, a grand piano is partially visible on the left. In the background, a large, ornate staircase leads up to a brightly lit area. A strong, glowing blue light source, possibly a chandelier or a large window, illuminates the scene from above, casting a long, vertical beam of light. The walls are textured and appear to be made of stone or brick. The overall mood is mysterious and dramatic.

Marco Gorfel

# GRAND HALL

PLAYERS BEGIN THE GAME HERE.