

**RUMPUS ROOM**

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**VAULT**

WHEN YOU FLIP THIS TILE AND AT  
THE BEGINNING OF YOUR FIRST  
MAIN PHASE, CREATE TWO  
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**CLOCK TOWER**

WHEN YOU FLIP THIS TILE AND AT  
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ALL THE CARDS IN YOUR HAND,  
THEN DRAW THAT MANY CARDS.

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**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.

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**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.

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**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.

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<p><b>MASTERMIND'S LAIR</b></p> <p>WHEN YOU FLIP THIS TILE, MOVE EACH PLAYER TO ANY TILE. AT THE BEGINNING OF YOUR UPKEEP, SURVEIL 2.</p>	<p><b>MASTERMIND'S LAIR</b></p> <p>WHEN YOU FLIP THIS TILE, MOVE EACH PLAYER TO ANY TILE. AT THE BEGINNING OF YOUR UPKEEP, SURVEIL 2.</p>
<p><b>THE RITUAL CHAMBER</b></p> <p>SPELLS YOU CAST HAVE CONVOKE. (Each creature you tap while casting that spell pays for (1) or one mana of that creature's color.)</p>	<p><b>THE RITUAL CHAMBER</b></p> <p>SPELLS YOU CAST HAVE CONVOKE. (Each creature you tap while casting that spell pays for (1) or one mana of that creature's color.)</p>
<p><b>THE LABORATORY</b></p> <p>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.)</p>	<p><b>THE LABORATORY</b></p> <p>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.)</p>

### 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.)

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### 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.)

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### 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.

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**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.

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**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.

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**VIVARIUM**

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

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**AVIARY**

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**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.)

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**FORTIFIED DEN**

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

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**OBSERVATORY**

AT THE BEGINNING OF YOUR END  
STEP, UNTAP ALL NON-CREATURE  
PERMANENTS YOU CONTROL.

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**GRAND HALL**

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