Experimental Lab {3}{G}



Enchantment — Room

(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

When you unlock this door, manifest dread, then put two +1/+1 counters and a trample counter on that creature.

Staff Room {2}{G}

Whenever a creature you control deals combat damage to a player, turn that creature face up or put a +1/+1 counter on it.

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