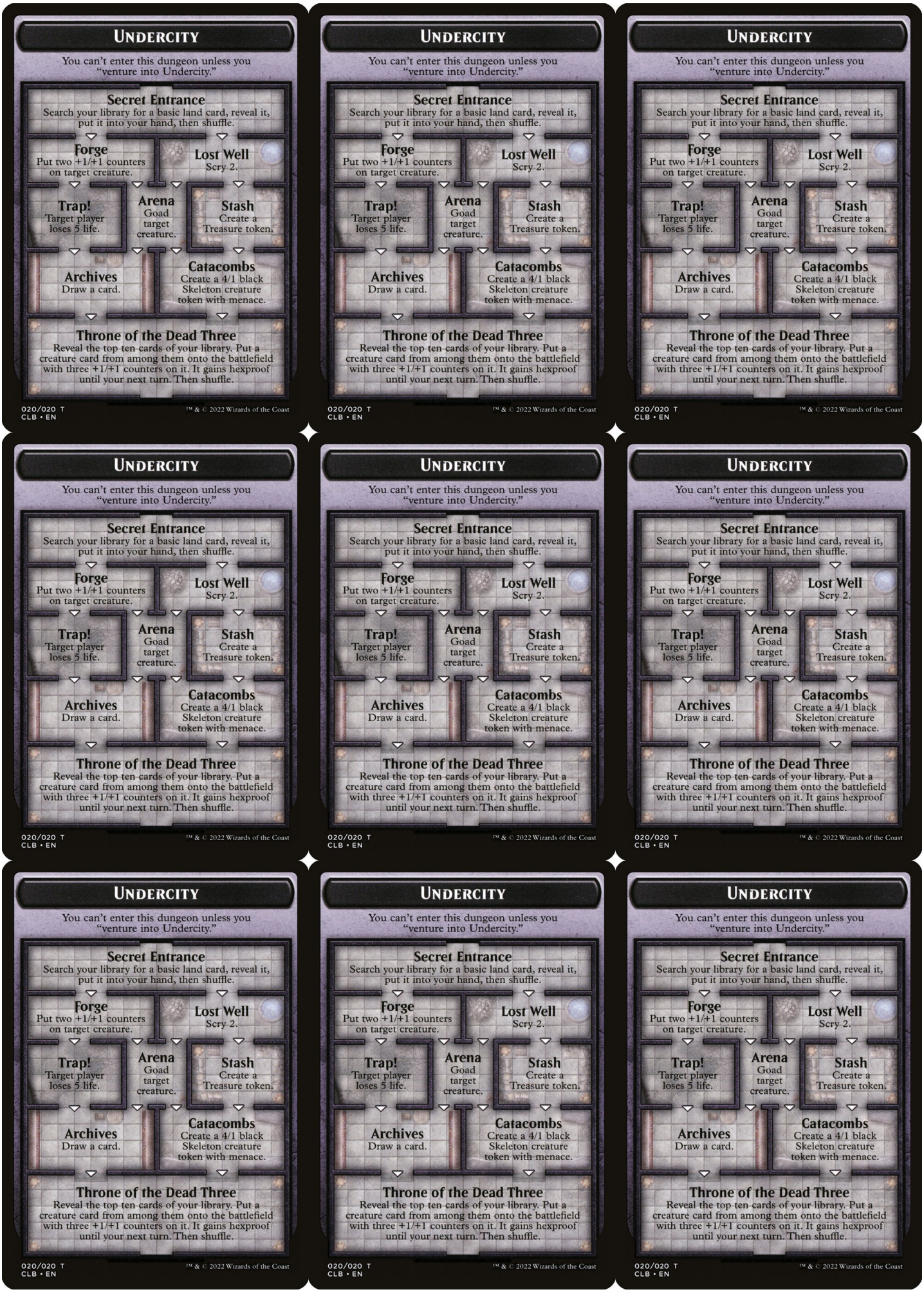
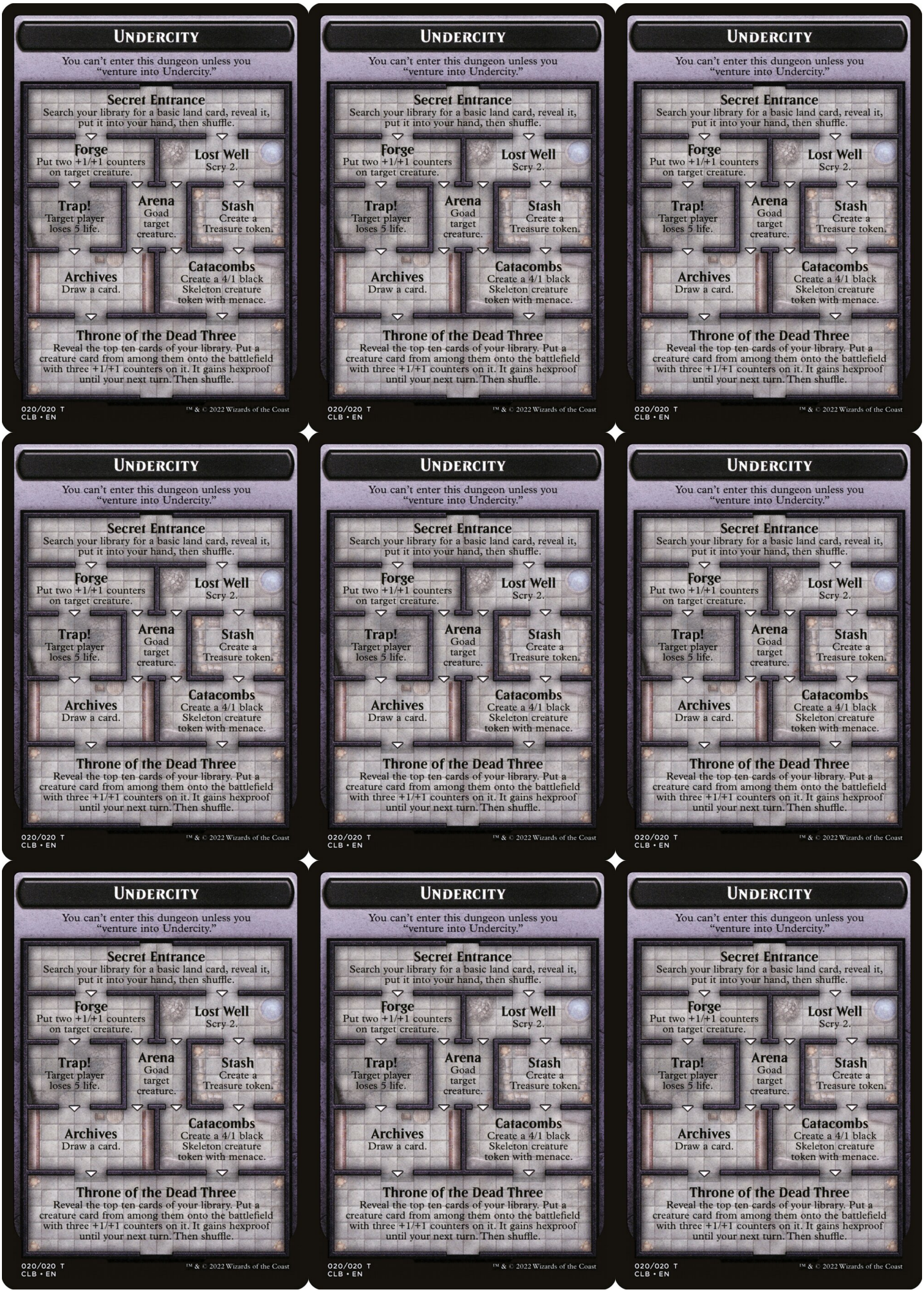
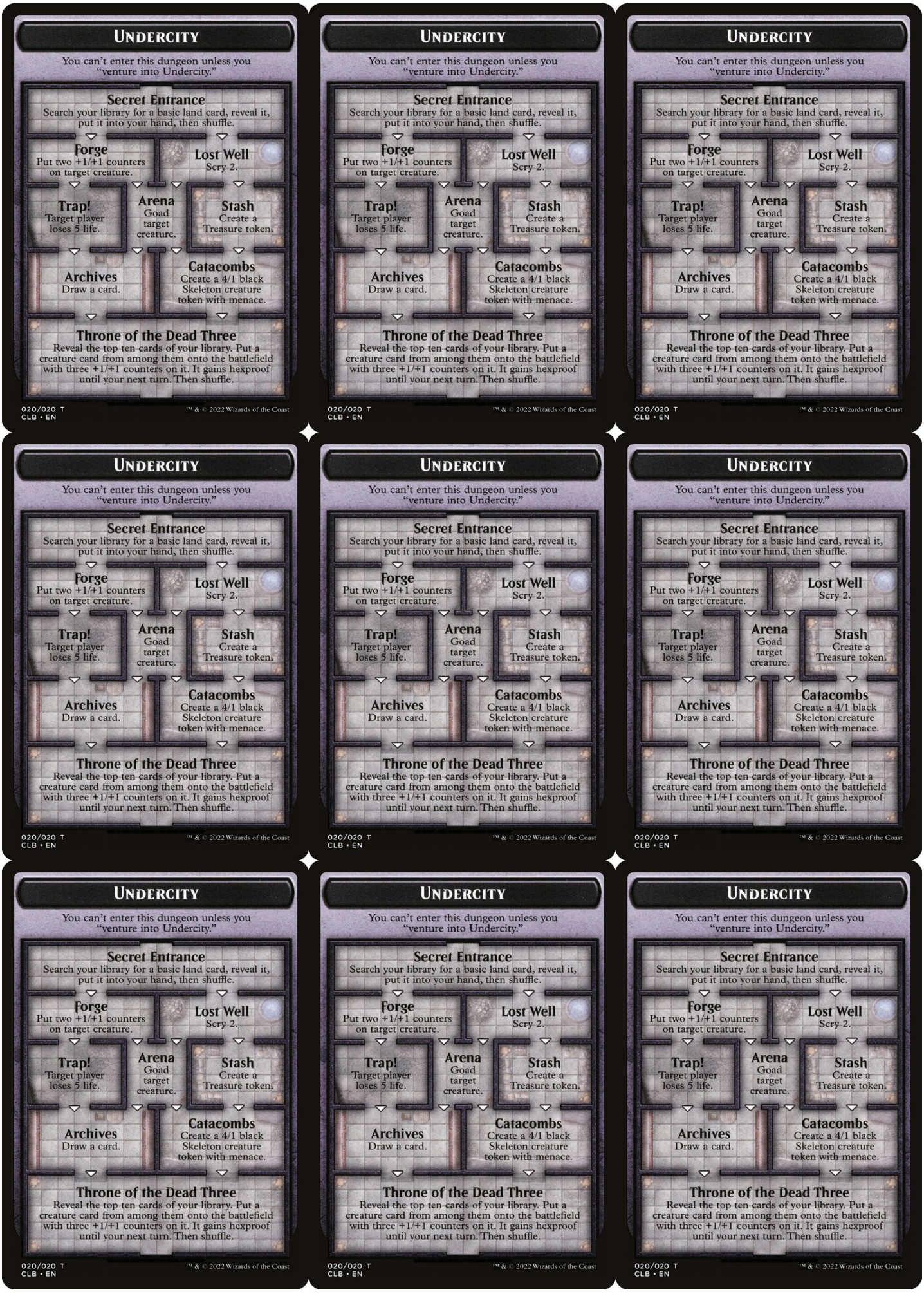
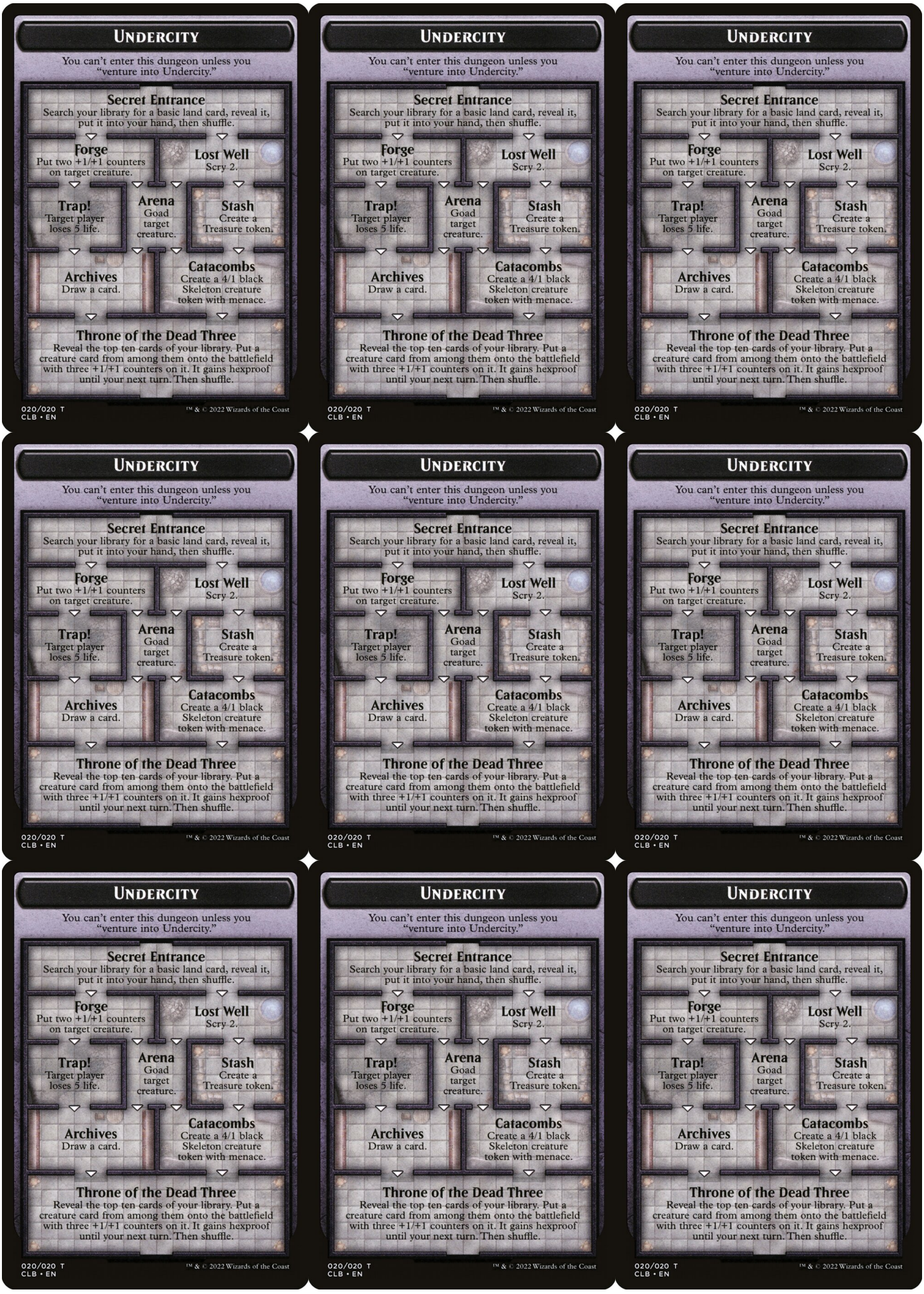

Undercity
You can't enter this dungeon unless you "venture into Undercity."
Secret Entrance
Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
Forge
Put two +1/+1 counters on target creature.
Lost Well
Scry 2.
Trap!
Target player loses 5 life.
Arena
Goad target creature.
Stash
Create a Treasure token.
Archives
Draw a card.
Catacombs
Create a 4/1 black Skeleton creature token with menace.
Throne of the Dead Three
Reveal the top ten cards of your library. Put a creature card from among them onto the battlefield with three +1/+1 counters on it. It gains hexproof until your next turn. Then shuffle.
020/020 T
CLB • EN
™ & © 2022 Wizards of the Coast


Undercity
You can't enter this dungeon unless you "venture into Undercity."
Secret Entrance
Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
Forge
Put two +1/+1 counters on target creature.
Lost Well
Scry 2.
Trap!
Target player loses 5 life.
Arena
Goad target creature.
Stash
Create a Treasure token.
Archives
Draw a card.
Catacombs
Create a 4/1 black Skeleton creature token with menace.
Throne of the Dead Three
Reveal the top ten cards of your library. Put a creature card from among them onto the battlefield with three +1/+1 counters on it. It gains hexproof until your next turn. Then shuffle.
020/020 T
CLB • EN
™ & © 2022 Wizards of the Coast


Undercity
You can't enter this dungeon unless you "venture into Undercity."
Secret Entrance
Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
Forge
Put two +1/+1 counters on target creature.
Lost Well
Scry 2.
Trap!
Target player loses 5 life.
Arena
Goad target creature.
Stash
Create a Treasure token.
Archives
Draw a card.
Catacombs
Create a 4/1 black Skeleton creature token with menace.
Throne of the Dead Three
Reveal the top ten cards of your library. Put a creature card from among them onto the battlefield with three +1/+1 counters on it. It gains hexproof until your next turn. Then shuffle.
020/020 T
CLB • EN
™ & © 2022 Wizards of the Coast


Undercity
You can't enter this dungeon unless you "venture into Undercity."
Secret Entrance
Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
Forge
Put two +1/+1 counters on target creature.
Lost Well
Scry 2.
Trap!
Target player loses 5 life.
Arena
Goad target creature.
Stash
Create a Treasure token.
Archives
Draw a card.
Catacombs
Create a 4/1 black Skeleton creature token with menace.
Throne of the Dead Three
Reveal the top ten cards of your library. Put a creature card from among them onto the battlefield with three +1/+1 counters on it. It gains hexproof until your next turn. Then shuffle.
020/020 T
CLB • EN
™ & © 2022 Wizards of the Coast