## Dungeon Map



Artifact

{T}: Add {C}.

{3}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

*"Wait, is that a secret door? I can't tell for sure . . . there's some blood in the way."*

242/281 U
AFR • EN
Aaron Miller

™ & © 2021 Wizards of the Coast


## Dungeon Map

Artifact

{T}: Add {C}.

{3}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

*"Wait, is that a secret door? I can't tell for sure . . . there's some blood in the way."*

242/281 U
AFR • EN
Aaron Miller

™ & © 2021 Wizards of the Coast



## Dungeon Map

Artifact

{T}: Add {C}.

{3}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

*"Wait, is that a secret door? I can't tell for sure . . . there's some blood in the way."*

242/281 U
AFR • EN
Aaron Miller

™ & © 2021 Wizards of the Coast



## Dungeon Map

Artifact

{T}: Add {C}.

{3}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

*"Wait, is that a secret door? I can't tell for sure . . . there's some blood in the way."*

242/281 U
AFR • EN
Aaron Miller

™ & © 2021 Wizards of the Coast