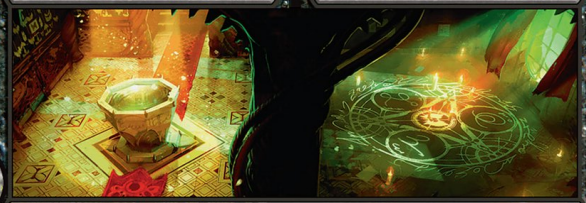
R 011B
DSK • EN
Matteo Bassini

Unholy Annex {2}{B}

Ritual Chamber {3}{B}{B}



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.)

At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.

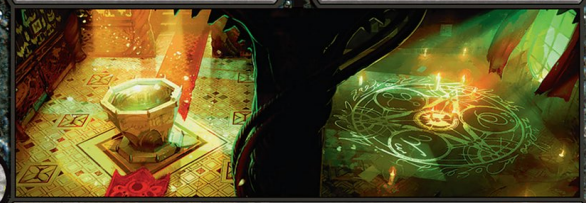
When you unlock this door, create a 6/6 black Demon creature token with flying.

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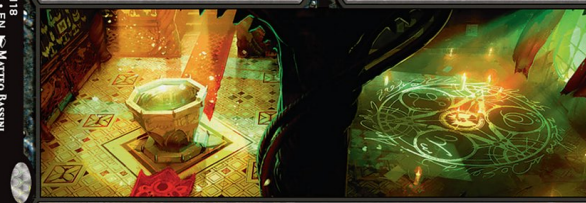
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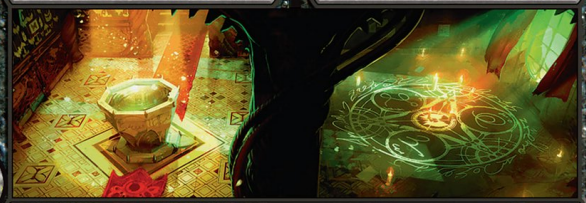
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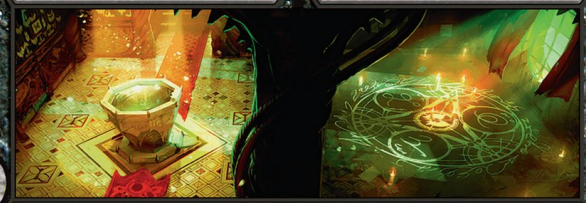
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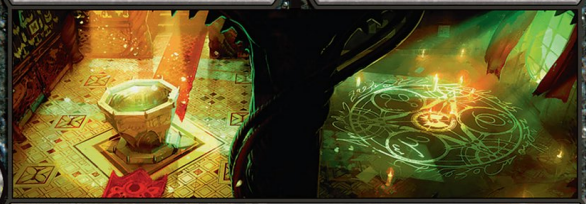
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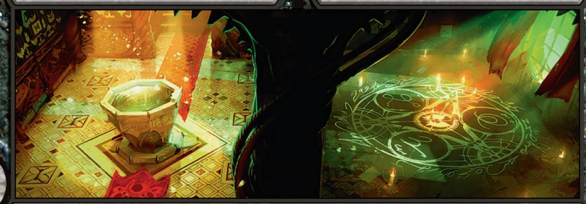
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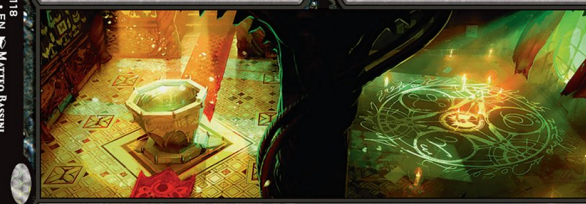
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