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Widow's Walk 3



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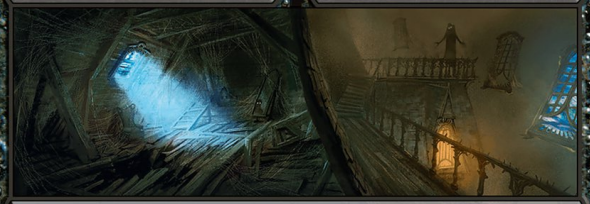
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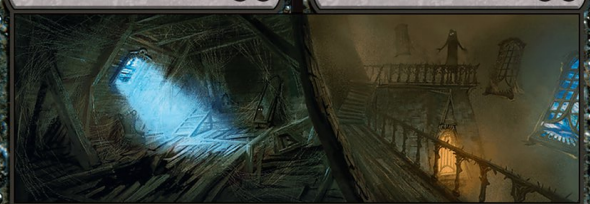
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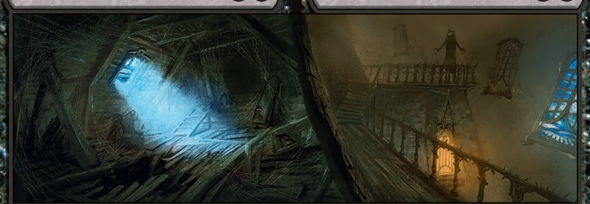
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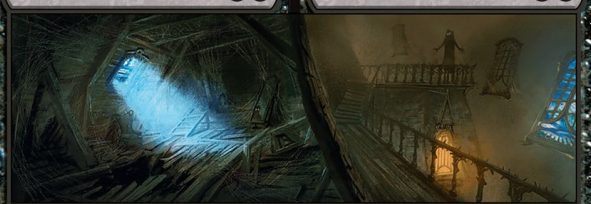
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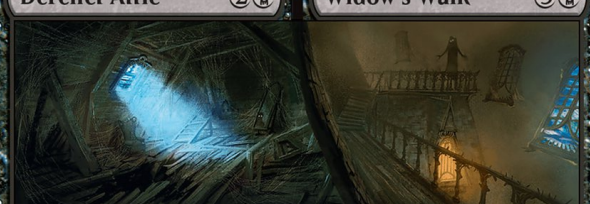
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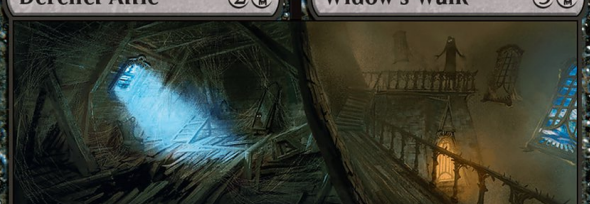
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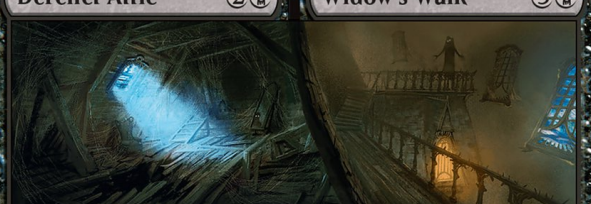
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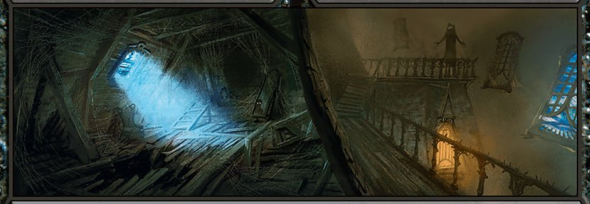
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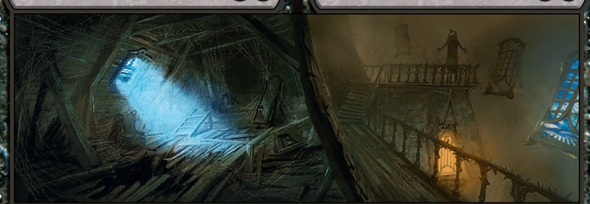
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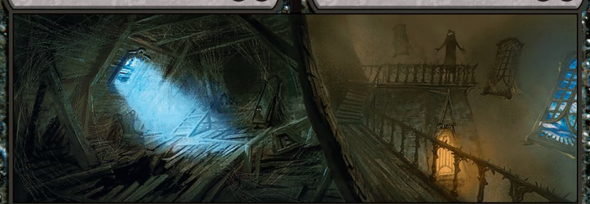
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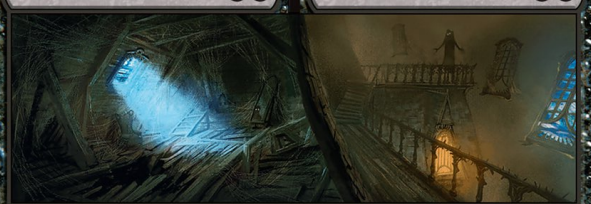
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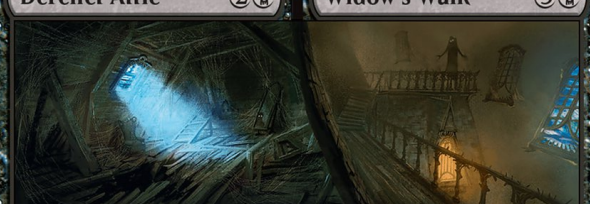
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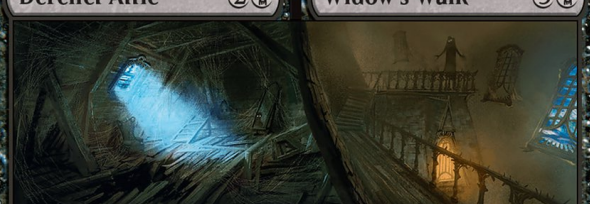
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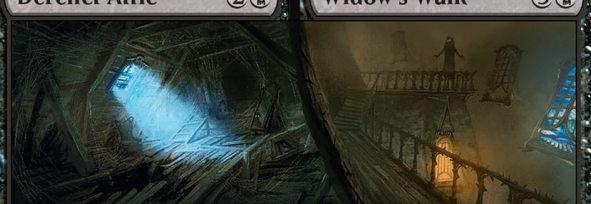
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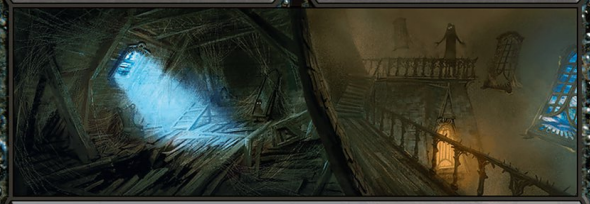
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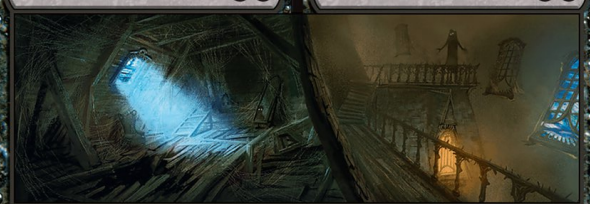
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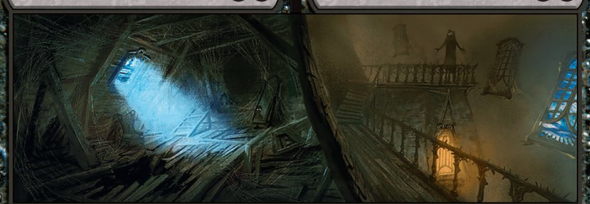
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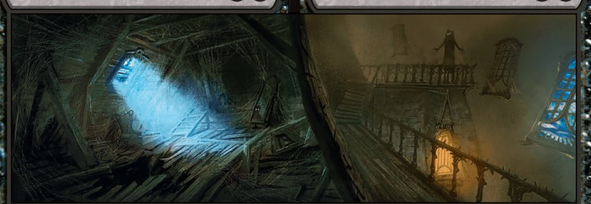
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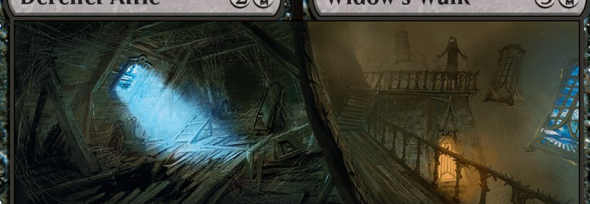
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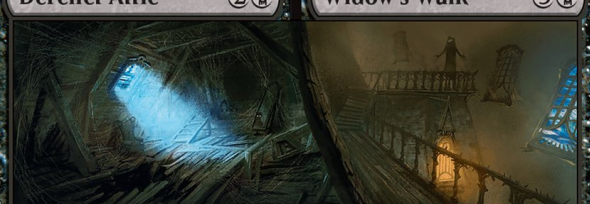
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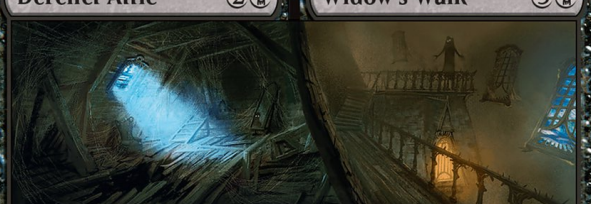
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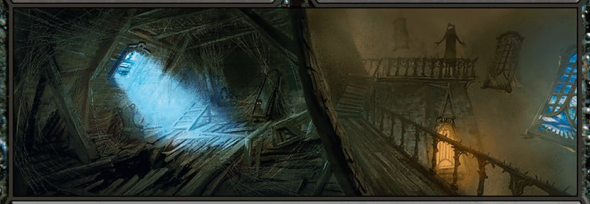
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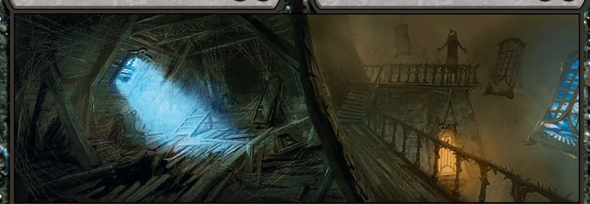
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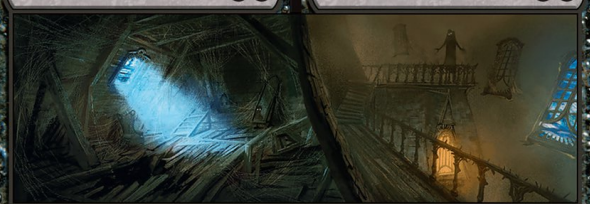
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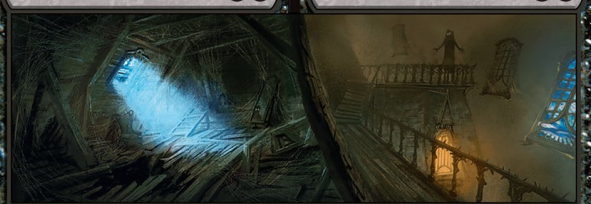
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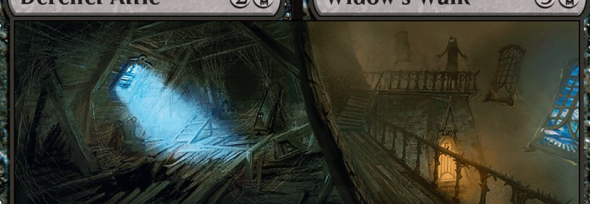
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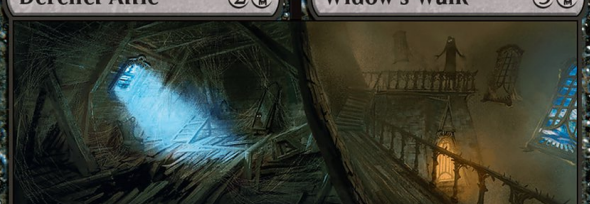
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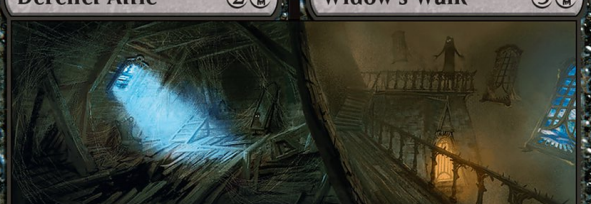
Whenever a creature you control attacks alone, it gets +1/+0 and gains deathtouch until end of turn.

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DSK - EN
Marc Simonetti

Derelict Attic 2

Widow's Walk 3



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, you draw two cards and you lose 2 life.

Whenever a creature you control attacks alone, it gets +1/+0 and gains deathtouch until end of turn.

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