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Funeral Room 2 | **Awakening Hall** 6



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.)

Whenever a creature you control dies, each opponent loses 1 life and you gain 1 life.

When you unlock this door, return all creature cards from your graveyard to the battlefield.

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