

<p>R 0017 DSC • EN</p>		<div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <p>Cramped Vents</p> <p>3</p> </div> <div style="width: 45%;"> <p>Access Maze</p> <p>5</p> </div> </div> <div style="text-align: center;">  </div>	<p>Enchantment — Room</p> <hr/> <p><i>(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.)</i></p>	<p>When you unlock this door, this Room deals 6 damage to target creature an opponent controls. You gain life equal to the excess damage dealt this way.</p> <p>Once during each of your turns, you may cast a spell from your hand by paying life equal to its mana value rather than paying its mana cost.</p>
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Access Maze 5

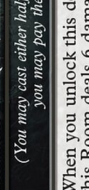
Cramped Vents 3

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, this Room deals 6 damage to target creature an opponent controls. You gain life equal to the excess damage dealt this way.

Once during each of your turns, you may cast a spell from your hand by paying life equal to its mana value rather than paying its mana cost.

 3	Cramped Vents	 5	Access Maze
			
<p>Enchantment — Room</p> <p><i>(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.)</i></p> <p>When you unlock this door, this Room deals 6 damage to target creature an opponent controls. You gain life equal to the excess damage dealt this way.</p>		<p>Enchantment — Sorcery</p> <p>Once during each of your turns, you may cast a spell from your hand by paying life equal to its mana value rather than paying its mana cost.</p>	

<p>Cramped Vents</p> <p>3</p>		<p>Access Maze</p> <p>5</p>	
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Access Maze

5

Cramped Vents

3

Enchantment - Room

1

Access Maze

5

Cramped Vents

3

Enchantment - Room

1

Access Maze

5

Cramped Vents

3

Enchantment - Room

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Access Maze

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Cramped Vents

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Enchantment - Room

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Access Maze

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Cramped Vents

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Access Maze 5

Cramped Vents 3

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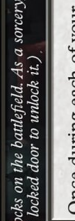
When you unlock this door, this Room deals 6 damage to target creature an opponent controls. You gain life equal to the excess damage dealt this way.

Once during each of your turns, you may cast a spell from your hand by paying life equal to its mana value rather than paying its mana cost.

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The image shows two cards from the game. The top card is 'Access Maze' (3 mana, 5 cost) with an illustration of a maze. The bottom card is 'Enchantment — Room' (3 mana, 5 cost) with an illustration of a room. Both cards have a text box at the bottom containing a quote from Arthur Yuan.

<p>R 0017 DSC • EN</p>		<p>3</p>	<p>Cramped Vents</p>
<p>Enchantment — Room</p>			
<p><i>(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.)</i></p>			
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Access Maze

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Cramped Vents

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Enchantment — Room

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Once during each of your turns, you may cast a spell from your hand by paying life equal to its mana value rather than paying its mana cost.

When you unlock this door, this Room deals 6 damage to target creature an opponent controls. You gain life equal to the excess damage dealt this way.

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Enchantment — Room <i>(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.)</i>			
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[illegible]

Access Maze 5

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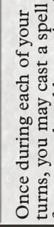
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Cramped Vents 3



Access Maze 5



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Access Maze 5

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The image shows two adjacent rooms from the game 'The Binding of Isaac: Rebirth'. The top room is 'Access Maze', which costs 5 coins to enter. It features a dark, maze-like environment with a red door. The bottom room is 'Cramped Vents', which costs 3 coins to enter. It features a dark, industrial environment with a red door. The text 'Enchantment - Room' is visible on the right side of the screen. The overall theme is dark and industrial, with a focus on the 'Enchantment' mechanic.

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Access Maze (5 mana, 3 cards)
Room
Once during each of your turns, you may cast a spell from your hand by paying life equal to its mana value rather than paying its mana cost.

Cramped Vents (3 mana, 3 cards)
Room
When you unlock this door, this Room deals 6 damage to target creature an opponent controls. You gain life equal to the excess damage dealt this way.

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Access Maze 5

Cramped Vents 3

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Cramped Vents

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Access Maze

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Cramped Vents

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Cramped Vents

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