M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast

M 0067
DSK - EN
Helge C. Balzer

Mirror Room 2

Fractured Realm 5



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, create a token that's a copy of target creature you control, except it's a Reflection in addition to its other creature types.

If a triggered ability of a permanent you control triggers, that ability triggers an additional time.

™ & © 2024 Wizards of the Coast