
Painter's Studio 2
Defaced Gallery 1
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, exile the top two cards of your library. You may play them until the end of your next turn.
Whenever you attack, attacking creatures you control get +1/+0 until end of turn.
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