
Unholy Annex
Ritual Chamber
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.)
At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.
When you unlock this door, create a 6/6 black Demon creature token with flying.
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