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Central Elevator 3



Promising Stairs 2



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, search your library for a Room card that doesn't have the same name as a Room you control, reveal it, put it into your hand, then shuffle.

At the beginning of your upkeep, surveil 1. You win the game if there are eight or more different names among unlocked doors of Rooms you control.

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