Central Elevator 3



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.

Promising Stairs 2

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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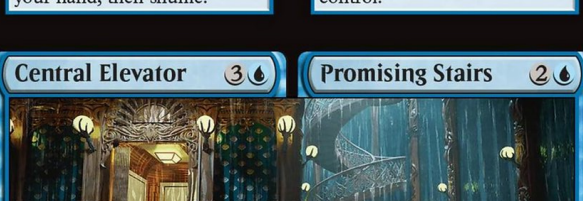

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