Spymaster's Vault



Land

Spymaster's Vault enters the battlefield tapped unless you control a Swamp.

{T}: Add {B}.

{B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. *(Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)*

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