

Red Room Recruit

1



Creature — Human Spy Villain

M

When this creature enters, it
connives. (Draw a card, then discard a
card. If you discarded a nonland card, put a
+1/+1 counter on this creature.)

“The Red Room doesn’t grade on a curve.
Only the deadliest make it out.”
—Black Widow, Natasha Romanoff

1/2

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