Dire Fleet Daredevil 1R

Creature — Human Pirate

First strike

When Dire Fleet Daredevil enters the battlefield, exile target instant or sorcery card from an opponent's graveyard. You may cast that card this turn, and you may spend mana as though it were mana of any type to cast that spell. If that card would be put into a graveyard this turn, exile it instead.

2/1

099/196 R
RIX • EN Zoltan Boros

™ & © 2018 Wizards of the Coast

Dire Fleet Daredevil 1R
Creature — Human Pirate
First strike
When Dire Fleet Daredevil enters the battlefield, exile target instant or sorcery card from an opponent's graveyard. You may cast that card this turn, and you may spend mana as though it were mana of any type to cast that spell. If that card would be put into a graveyard this turn, exile it instead.
2/1
099/196 R
RIX • EN Zoltan Boros
™ & © 2018 Wizards of the Coast

Dire Fleet Daredevil 1R
Creature — Human Pirate
First strike
When Dire Fleet Daredevil enters the battlefield, exile target instant or sorcery card from an opponent's graveyard. You may cast that card this turn, and you may spend mana as though it were mana of any type to cast that spell. If that card would be put into a graveyard this turn, exile it instead.
2/1
099/196 R
RIX • EN Zoltan Boros
™ & © 2018 Wizards of the Coast

Dire Fleet Daredevil 1R
Creature — Human Pirate
First strike
When Dire Fleet Daredevil enters the battlefield, exile target instant or sorcery card from an opponent's graveyard. You may cast that card this turn, and you may spend mana as though it were mana of any type to cast that spell. If that card would be put into a graveyard this turn, exile it instead.
2/1
099/196 R
RIX • EN Zoltan Boros
™ & © 2018 Wizards of the Coast

Dire Fleet Daredevil 1R
Creature — Human Pirate
First strike
When Dire Fleet Daredevil enters the battlefield, exile target instant or sorcery card from an opponent's graveyard. You may cast that card this turn, and you may spend mana as though it were mana of any type to cast that spell. If that card would be put into a graveyard this turn, exile it instead.
2/1
099/196 R
RIX • EN Zoltan Boros
™ & © 2018 Wizards of the Coast

Dire Fleet Daredevil 1R
Creature — Human Pirate
First strike
When Dire Fleet Daredevil enters the battlefield, exile target instant or sorcery card from an opponent's graveyard. You may cast that card this turn, and you may spend mana as though it were mana of any type to cast that spell. If that card would be put into a graveyard this turn, exile it instead.
2/1
099/196 R
RIX • EN Zoltan Boros
™ & © 2018 Wizards of the Coast

Dire Fleet Daredevil 1R
Creature — Human Pirate
First strike
When Dire Fleet Daredevil enters the battlefield, exile target instant or sorcery card from an opponent's graveyard. You may cast that card this turn, and you may spend mana as though it were mana of any type to cast that spell. If that card would be put into a graveyard this turn, exile it instead.
2/1
099/196 R
RIX • EN Zoltan Boros
™ & © 2018 Wizards of the Coast

Dire Fleet Daredevil 1R
Creature — Human Pirate
First strike
When Dire Fleet Daredevil enters the battlefield, exile target instant or sorcery card from an opponent's graveyard. You may cast that card this turn, and you may spend mana as though it were mana of any type to cast that spell. If that card would be put into a graveyard this turn, exile it instead.
2/1
099/196 R
RIX • EN Zoltan Boros
™ & © 2018 Wizards of the Coast

Dire Fleet Daredevil 1R
Creature — Human Pirate
First strike
When Dire Fleet Daredevil enters the battlefield, exile target instant or sorcery card from an opponent's graveyard. You may cast that card this turn, and you may spend mana as though it were mana of any type to cast that spell. If that card would be put into a graveyard this turn, exile it instead.
2/1
099/196 R
RIX • EN Zoltan Boros
™ & © 2018 Wizards of the Coast