## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast


## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast


## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast


## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast


## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast

## Coercive Recruiter 4



Creature — Orc Pirate

Whenever Coercive Recruiter or another Pirate enters the battlefield under your control, gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and becomes a Pirate in addition to its other types.

*"Choose, vampire: our hat on your head, or no hat, no head."*

4/3

R 0222
LCC • EN Randy Vargas
™ & © 2023 Wizards of the Coast