

Daring Saboteur

1



Creature — Human Pirate

2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate

2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate

2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate

2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate

2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate

2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate

2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate

2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate

2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast

Daring Saboteur

1



Creature — Human Pirate



2 : Daring Saboteur can't be blocked this turn.
Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

"They'll never see me coming."

2/1

064/361 U
CMR • EN • VICTOR ADAME MINGUEZ

™ & © 2020 Wizards of the Coast