

Coercive Recruiter 4



The card features a central illustration of a green-skinned Orc Pirate with a red bandana and a sword, holding a human head. To the left, a close-up of a human man's face is shown in profile, looking towards the Orc. The background shows a ship's sail. The card has a red border with a decorative pattern. The text is in a stylized font. The bottom right corner has a red circle with the number 4/3. The bottom left corner has the text '169 / 361 R CMR • EN • RANDY VARGAS'. The bottom center has a small circular logo with a white and black design. The bottom right corner has the text 'TM & © 2020 Wizards of the Coast'.

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

169 / 361 R
CMR • EN • RANDY VARGAS

TM & © 2020 Wizards of the Coast

Coercive Recruiter

4/2



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.”

169 / 361 R
CMR • EN • RANDY VARGAS

4/3

TM & © 2020 Wizards of the Coast

Coercive Recruiter 4/3



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.”

169 / 361 R
CMR • EN • RANDY VARGAS

4/3

TM & © 2020 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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS

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

169/361 R
CMR • EN RANDY VARGAS