Pyrewood Gearhulk 2



Artifact Creature — Construct

Vigilance, menace

When this creature enters, other creatures you control get +2/+2 and gain vigilance and menace until end of turn. Damage can't be prevented this turn.

A mighty memorial to a fallen savior.

7/7

M 0216
DFT • EN Martin de Diego Sádaba

™ & © 2025 Wizards of the Coast

Pyrewood Gearhulk 2

Artifact Creature — Construct

Vigilance, menace

When this creature enters, other creatures you control get +2/+2 and gain vigilance and menace until end of turn. Damage can't be prevented this turn.

A mighty memorial to a fallen savior.

7/7

M 0216
DFT • EN Martin de Diego Sádaba

™ & © 2025 Wizards of the Coast

Pyrewood Gearhulk 2

Artifact Creature — Construct

Vigilance, menace

When this creature enters, other creatures you control get +2/+2 and gain vigilance and menace until end of turn. Damage can't be prevented this turn.

A mighty memorial to a fallen savior.

7/7

M 0216
DFT • EN Martin de Diego Sádaba

™ & © 2025 Wizards of the Coast

Pyrewood Gearhulk 2

Artifact Creature — Construct

Vigilance, menace

When this creature enters, other creatures you control get +2/+2 and gain vigilance and menace until end of turn. Damage can't be prevented this turn.

A mighty memorial to a fallen savior.

7/7

M 0216
DFT • EN Martin de Diego Sádaba

™ & © 2025 Wizards of the Coast

Pyrewood Gearhulk 2

Artifact Creature — Construct

Vigilance, menace

When this creature enters, other creatures you control get +2/+2 and gain vigilance and menace until end of turn. Damage can't be prevented this turn.

A mighty memorial to a fallen savior.

7/7

M 0216
DFT • EN Martin de Diego Sádaba

™ & © 2025 Wizards of the Coast