Hullcarver



Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver

Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver

Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver



Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver

Artifact Creature — Robot Assassin

Deathtouch

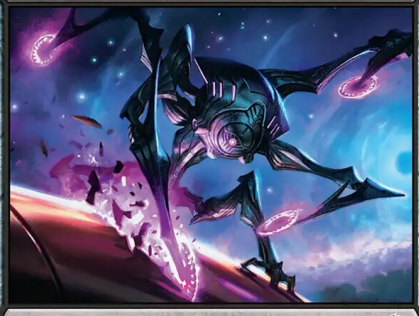
"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver



Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver

Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver

Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver



Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver

Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver

Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver



Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver

Artifact Creature — Robot Assassin

Deathtouch

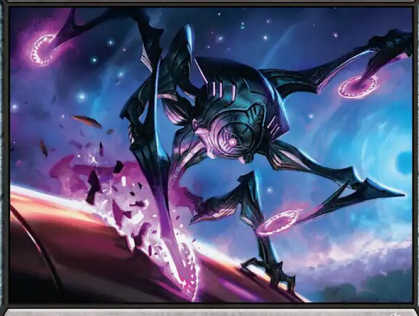
"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver



Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver

Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver

Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver



Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver

Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver

Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver



Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver

Artifact Creature — Robot Assassin

Deathtouch

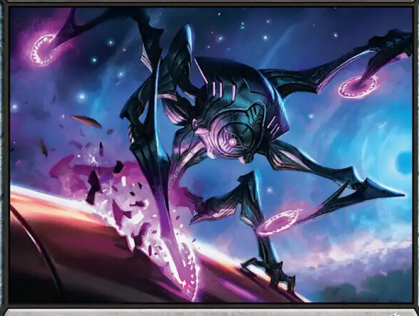
"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver



Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver

Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver

Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver



Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver

Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver

Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver



Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver

Artifact Creature — Robot Assassin

Deathtouch

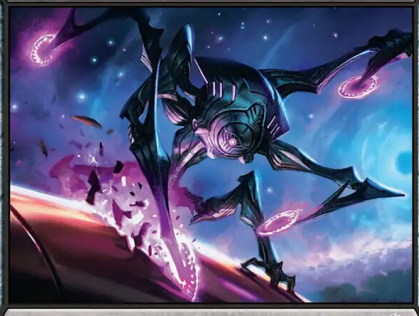
"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver



Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver

Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast

Hullcarver

Artifact Creature — Robot Assassin

Deathtouch

"Sunstar thinking is too linear. While they fight head-on, we hit them everywhere else."
—Alpharael, Stonechosen

1/1

C 0105
EOE • EN
Michal Ivan

™ & © 2025 Wizards of the Coast