Lurking Deadeye 3



Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3



Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3



Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3



Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast

Lurking Deadeye 3

Creature — Human Assassin

Flash
When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.

"There's no roar so mighty that it can't be silenced."

4/2

437 C
J22 • EN
Livia Prima

™ & © 2022 Wizards of the Coast