
Graveyard Trespasser
2
Creature — Human Werewolf
Ward—Discard a card.
Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.
Daybound
4/4
3/3
290 R
MID • EN
Tyler Crook
™ & © 2021 Wizards of the Coast


Graveyard Trespasser
2
Creature — Human Werewolf
Ward—Discard a card.
Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.
Daybound
4/4
3/3
290 R
MID • EN
Tyler Crook
™ & © 2021 Wizards of the Coast


Graveyard Trespasser
2
Creature — Human Werewolf
Ward—Discard a card.
Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.
Daybound
4/4
3/3
290 R
MID • EN
Tyler Crook
™ & © 2021 Wizards of the Coast


Graveyard Trespasser
2
Creature — Human Werewolf
Ward—Discard a card.
Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.
Daybound
4/4
3/3
290 R
MID • EN
Tyler Crook
™ & © 2021 Wizards of the Coast