
Graveyard Trespasser
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 (If a player casts no spells during their own turn, it becomes night next turn.)
3/3
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