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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