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.)*

4/4

3/3

104/277 R
MID • EN ✒ Chris Rallis

™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*

4/4

3/3

104/277 R
MID • EN ✒ Chris Rallis

™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*

4/4

3/3

104/277 R
MID • EN ✒ Chris Rallis

™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*

4/4

3/3

104/277 R
MID • EN ✒ Chris Rallis

™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast

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.)*
4/4
3/3
104/277 R
MID • EN ✒ Chris Rallis
™ & © 2021 Wizards of the Coast