Kruin Outlaw 1 R R



Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R



Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R



Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R



Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast

Kruin Outlaw 1 R R

Creature — Human Rogue Werewolf

First strike
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

"Hold tight. I've got a surprise for them."

3/3

2/2

R 0161
INR • EN ✒ David Rapoza

™ & © 2025 Wizards of the Coast