
Suspicious Stowaway
Creature — Human Rogue Werewolf
Suspicious Stowaway can't be blocked.
Whenever Suspicious Stowaway deals combat damage to a player, draw a card, then discard a card.
Daybound (If a player casts no spells during their own turn, it becomes night next turn.)
2/1
1/1
080/277 R
MID • EN
Jake Murray
™ & © 2021 Wizards of the Coast

Suspicious Stowaway
Creature — Human Rogue Werewolf
Suspicious Stowaway can't be blocked.
Whenever Suspicious Stowaway deals combat damage to a player, draw a card, then discard a card.
Daybound (If a player casts no spells during their own turn, it becomes night next turn.)
2/1
1/1
080/277 R
MID • EN
Jake Murray
™ & © 2021 Wizards of the Coast

Suspicious Stowaway
Creature — Human Rogue Werewolf
Suspicious Stowaway can't be blocked.
Whenever Suspicious Stowaway deals combat damage to a player, draw a card, then discard a card.
Daybound (If a player casts no spells during their own turn, it becomes night next turn.)
2/1
1/1
080/277 R
MID • EN
Jake Murray
™ & © 2021 Wizards of the Coast


Suspicious Stowaway
Creature — Human Rogue Werewolf
Suspicious Stowaway can't be blocked.
Whenever Suspicious Stowaway deals combat damage to a player, draw a card, then discard a card.
Daybound (If a player casts no spells during their own turn, it becomes night next turn.)
2/1
1/1
080/277 R
MID • EN
Jake Murray
™ & © 2021 Wizards of the Coast

Suspicious Stowaway
Creature — Human Rogue Werewolf
Suspicious Stowaway can't be blocked.
Whenever Suspicious Stowaway deals combat damage to a player, draw a card, then discard a card.
Daybound (If a player casts no spells during their own turn, it becomes night next turn.)
2/1
1/1
080/277 R
MID • EN
Jake Murray
™ & © 2021 Wizards of the Coast

Suspicious Stowaway
Creature — Human Rogue Werewolf
Suspicious Stowaway can't be blocked.
Whenever Suspicious Stowaway deals combat damage to a player, draw a card, then discard a card.
Daybound (If a player casts no spells during their own turn, it becomes night next turn.)
2/1
1/1
080/277 R
MID • EN
Jake Murray
™ & © 2021 Wizards of the Coast


Suspicious Stowaway
Creature — Human Rogue Werewolf
Suspicious Stowaway can't be blocked.
Whenever Suspicious Stowaway deals combat damage to a player, draw a card, then discard a card.
Daybound (If a player casts no spells during their own turn, it becomes night next turn.)
2/1
1/1
080/277 R
MID • EN
Jake Murray
™ & © 2021 Wizards of the Coast

Suspicious Stowaway
Creature — Human Rogue Werewolf
Suspicious Stowaway can't be blocked.
Whenever Suspicious Stowaway deals combat damage to a player, draw a card, then discard a card.
Daybound (If a player casts no spells during their own turn, it becomes night next turn.)
2/1
1/1
080/277 R
MID • EN
Jake Murray
™ & © 2021 Wizards of the Coast

Suspicious Stowaway
Creature — Human Rogue Werewolf
Suspicious Stowaway can't be blocked.
Whenever Suspicious Stowaway deals combat damage to a player, draw a card, then discard a card.
Daybound (If a player casts no spells during their own turn, it becomes night next turn.)
2/1
1/1
080/277 R
MID • EN
Jake Murray
™ & © 2021 Wizards of the Coast


Suspicious Stowaway
Creature — Human Rogue Werewolf
Suspicious Stowaway can't be blocked.
Whenever Suspicious Stowaway deals combat damage to a player, draw a card, then discard a card.
Daybound (If a player casts no spells during their own turn, it becomes night next turn.)
2/1
1/1
080/277 R
MID • EN
Jake Murray
™ & © 2021 Wizards of the Coast

Suspicious Stowaway
Creature — Human Rogue Werewolf
Suspicious Stowaway can't be blocked.
Whenever Suspicious Stowaway deals combat damage to a player, draw a card, then discard a card.
Daybound (If a player casts no spells during their own turn, it becomes night next turn.)
2/1
1/1
080/277 R
MID • EN
Jake Murray
™ & © 2021 Wizards of the Coast

Suspicious Stowaway
Creature — Human Rogue Werewolf
Suspicious Stowaway can't be blocked.
Whenever Suspicious Stowaway deals combat damage to a player, draw a card, then discard a card.
Daybound (If a player casts no spells during their own turn, it becomes night next turn.)
2/1
1/1
080/277 R
MID • EN
Jake Murray
™ & © 2021 Wizards of the Coast