
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
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Jake Murray
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