
Howlpack Piper
3
Creature — Human Werewolf
This spell can't be countered.
1, T: You may put a creature card from your hand onto the battlefield. If it's a Wolf or Werewolf, untap Howlpack Piper. Activate only as a sorcery.
Daybound (If a player casts no spells during their own turn, it becomes night next turn.)
2/2
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