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.)*

4/4

2/2

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