Ill-Tempered Loner

2



Creature — Human Werewolf

Whenever Ill-Tempered Loner is dealt damage, it deals that much damage to any target.

1: Ill-Tempered Loner gets +2/+0 until end of turn.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

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3/3

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