Packsong Pup

Creature — Wolf

At the beginning of combat on your turn, if you control another Wolf or Werewolf, put a +1/+1 counter on Packsong Pup.

When Packsong Pup dies, you gain life equal to its power.

A wolf pup is always dangerous, because a wolf pup is never alone.

1/1

213/277 U
VOW • EN ▶ April Prime

™ & © 2021 Wizards of the Coast

Packsong Pup

Creature — Wolf

At the beginning of combat on your turn, if you control another Wolf or Werewolf, put a +1/+1 counter on Packsong Pup.

When Packsong Pup dies, you gain life equal to its power.

A wolf pup is always dangerous, because a wolf pup is never alone.

1/1

213/277 U
VOW • EN ▶ April Prime

™ & © 2021 Wizards of the Coast

Packsong Pup

Creature — Wolf

At the beginning of combat on your turn, if you control another Wolf or Werewolf, put a +1/+1 counter on Packsong Pup.

When Packsong Pup dies, you gain life equal to its power.

A wolf pup is always dangerous, because a wolf pup is never alone.

1/1

213/277 U
VOW • EN ▶ April Prime

™ & © 2021 Wizards of the Coast

Packsong Pup

Creature — Wolf

At the beginning of combat on your turn, if you control another Wolf or Werewolf, put a +1/+1 counter on Packsong Pup.

When Packsong Pup dies, you gain life equal to its power.

A wolf pup is always dangerous, because a wolf pup is never alone.

1/1

213/277 U
VOW • EN ▶ April Prime

™ & © 2021 Wizards of the Coast

Packsong Pup

Creature — Wolf

At the beginning of combat on your turn, if you control another Wolf or Werewolf, put a +1/+1 counter on Packsong Pup.

When Packsong Pup dies, you gain life equal to its power.

A wolf pup is always dangerous, because a wolf pup is never alone.

1/1

213/277 U
VOW • EN ▶ April Prime

™ & © 2021 Wizards of the Coast

Packsong Pup

Creature — Wolf

At the beginning of combat on your turn, if you control another Wolf or Werewolf, put a +1/+1 counter on Packsong Pup.

When Packsong Pup dies, you gain life equal to its power.

A wolf pup is always dangerous, because a wolf pup is never alone.

1/1

213/277 U
VOW • EN ▶ April Prime

™ & © 2021 Wizards of the Coast

Packsong Pup

Creature — Wolf

At the beginning of combat on your turn, if you control another Wolf or Werewolf, put a +1/+1 counter on Packsong Pup.

When Packsong Pup dies, you gain life equal to its power.

A wolf pup is always dangerous, because a wolf pup is never alone.

1/1

213/277 U
VOW • EN ▶ April Prime

™ & © 2021 Wizards of the Coast

Packsong Pup

Creature — Wolf

At the beginning of combat on your turn, if you control another Wolf or Werewolf, put a +1/+1 counter on Packsong Pup.

When Packsong Pup dies, you gain life equal to its power.

A wolf pup is always dangerous, because a wolf pup is never alone.

1/1

213/277 U
VOW • EN ▶ April Prime

™ & © 2021 Wizards of the Coast

Packsong Pup

Creature — Wolf

At the beginning of combat on your turn, if you control another Wolf or Werewolf, put a +1/+1 counter on Packsong Pup.

When Packsong Pup dies, you gain life equal to its power.

A wolf pup is always dangerous, because a wolf pup is never alone.

1/1

213/277 U
VOW • EN ▶ April Prime

™ & © 2021 Wizards of the Coast