Ill-Tempered Loner

2 {R} {R}



Creature — Human Werewolf

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

{1} {R}: 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.)*

4/4

3/3

162/277 R
VOW ★ EN Grzegorz Rutkowski

™ & © 2021 Wizards of the Coast