Howlpack Piper



Creature — Human Werewolf

This spell can't be countered.

{1}{G}, {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

472 R
DBL • EN
Cristi Balanescu

™ & © 2022 Wizards of the Coast

Howlpack Piper



Creature — Human Werewolf

This spell can't be countered.

{1}{G}, {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

472 R
DBL • EN
Cristi Balanescu

™ & © 2022 Wizards of the Coast

Howlpack Piper



Creature — Human Werewolf

This spell can't be countered.

{1}{G}, {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

472 R
DBL • EN
Cristi Balanescu

™ & © 2022 Wizards of the Coast

Howlpack Piper



Creature — Human Werewolf

This spell can't be countered.

{1}{G}, {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

472 R
DBL • EN
Cristi Balanescu

™ & © 2022 Wizards of the Coast