Werewolf Pack Leader



Creature — Human Werewolf

Pack tactics — Whenever Werewolf Pack Leader attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card.

3: Until end of turn, Werewolf Pack Leader has base power and toughness 5/3, gains trample, and isn't a Human.

3/3

211/281 R
AFR • EN Miranda Meeks
™ & © 2021 Wizards of the Coast

Werewolf Pack Leader
Creature — Human Werewolf
Pack tactics — Whenever Werewolf Pack Leader attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card.
3: Until end of turn, Werewolf Pack Leader has base power and toughness 5/3, gains trample, and isn't a Human.
3/3
211/281 R
AFR • EN Miranda Meeks
™ & © 2021 Wizards of the Coast

Werewolf Pack Leader
Creature — Human Werewolf
Pack tactics — Whenever Werewolf Pack Leader attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card.
3: Until end of turn, Werewolf Pack Leader has base power and toughness 5/3, gains trample, and isn't a Human.
3/3
211/281 R
AFR • EN Miranda Meeks
™ & © 2021 Wizards of the Coast

Werewolf Pack Leader
Creature — Human Werewolf
Pack tactics — Whenever Werewolf Pack Leader attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card.
3: Until end of turn, Werewolf Pack Leader has base power and toughness 5/3, gains trample, and isn't a Human.
3/3
211/281 R
AFR • EN Miranda Meeks
™ & © 2021 Wizards of the Coast

Werewolf Pack Leader
Creature — Human Werewolf
Pack tactics — Whenever Werewolf Pack Leader attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card.
3: Until end of turn, Werewolf Pack Leader has base power and toughness 5/3, gains trample, and isn't a Human.
3/3
211/281 R
AFR • EN Miranda Meeks
™ & © 2021 Wizards of the Coast

Werewolf Pack Leader
Creature — Human Werewolf
Pack tactics — Whenever Werewolf Pack Leader attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card.
3: Until end of turn, Werewolf Pack Leader has base power and toughness 5/3, gains trample, and isn't a Human.
3/3
211/281 R
AFR • EN Miranda Meeks
™ & © 2021 Wizards of the Coast

Werewolf Pack Leader
Creature — Human Werewolf
Pack tactics — Whenever Werewolf Pack Leader attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card.
3: Until end of turn, Werewolf Pack Leader has base power and toughness 5/3, gains trample, and isn't a Human.
3/3
211/281 R
AFR • EN Miranda Meeks
™ & © 2021 Wizards of the Coast

Werewolf Pack Leader
Creature — Human Werewolf
Pack tactics — Whenever Werewolf Pack Leader attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card.
3: Until end of turn, Werewolf Pack Leader has base power and toughness 5/3, gains trample, and isn't a Human.
3/3
211/281 R
AFR • EN Miranda Meeks
™ & © 2021 Wizards of the Coast

Werewolf Pack Leader
Creature — Human Werewolf
Pack tactics — Whenever Werewolf Pack Leader attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card.
3: Until end of turn, Werewolf Pack Leader has base power and toughness 5/3, gains trample, and isn't a Human.
3/3
211/281 R
AFR • EN Miranda Meeks
™ & © 2021 Wizards of the Coast