

Moonsage of Nephalia 2



Creature — Human Cleric 1

At the beginning of your upkeep, if you gained life this turn, transform Moonsage of Nephalia.

3/4

Melodee Cyr 2/2

1a/21

Archmage of Blessed Sleep



Creature — Human Cleric 1

The surge of white mana from the Cursemute renewed her powers, flooding her body with holy strength.

3/4

Alex Garner 3/4

1b/21

Half-Sleep Shade 2



Creature — Shade 1

Defender

☠: Half-Sleep Shade gets +1/+1 until end of turn.

At the beginning of each end step, if Half-Sleep Shade's power is 4 or more, transform it.

1/2

(www.wallpaper.com) 0/1

8a/21

Pavor Nocturnus



Creature — Horror 1

Lifelink

2 ☠: Pavor Nocturnus gets +2/+2 until end of turn.

"The boogeyman set the table on me last night."

—Popular saying for "having a nightmare"

(pinterest) 1/2

8b/21

Hotheaded Hoodlum 1



Creature — Human Werewolf 1

At the beginning of each upkeep, if no spells were cast last turn, transform Hotheaded Hoodlum.

Despite death taking a heavy toll on isolated villages, homeless orphen are not a common sight on Imnistrad, since most are taken in by relatives or family friends... 4/2

Josh Calloway 2/1

12a/21

Warmblooded Wanton



Creature — Werewolf 1

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Warmblooded Wanton.

... the few living on the streets usually chose to do so, and are thus regarded with suspicion.

(WallPapersXL) 4/2

12b/21

Vildin Unrepentant 3



Creature — Human Werewolf

At the beginning of each upkeep, if no spells were cast last turn, transform Vildin Unrepentant.

The Vildin pack once took pride in recruiting only humans with their hands already stained with blood. 4/6

(funnyjunk.com) 2/4

Slashing Untamed



Creature — Werewolf

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Slashing Untamed.

Now they call themselves the Untamed, the last of the werewolves to fully embrace their feral side. 4/6

Niconoff 13b/21

Breakneck Hermit 2



Creature — Spider Werewolf

Reach

At the beginning of your upkeep, you may sacrifice a creature. If you do, transform Breakneck Hermit.

Savagery and malice merge into its bestial eyes, mesmerizing its victims until it's too late. 3/5

Mark Tarrisse 16b/21

Eightclaw Prowler



Creature — Horror Werewolf

Reach, deathtouch

At the beginning of your end step, you may sacrifice a creature; then, if no creature died this turn, transform Eightclaw Prowler.

(Pinterest) 16b/21

Wild Boar 3



Creature — Boar Werewolf

At the beginning of your upkeep, you may sacrifice a creature. If you do, transform Wild Boar.

"We set out from the camp, following its trail till the Breakneck Ride: the tracks soon became confused, and we thought that the beast had become werewolf sport..." 5/5

Christian Chihaia 20b/21

Darkwood Savage



Creature — Horror Werewolf

Trample

At the beginning of your end step, you may sacrifice a creature; then, if no creature died this turn, transform Darkwood Savage.

"...suddenly the thing changed, hooves twisted into claws and horns sharpened like razors." 5/5

Troll Juncha 20b/21

Geistcatcher Plate 3



Artifact — Equipment

Equipped creature gets +0/+3.
Whenever equipped creature dies, exile it, then transform Geistcatcher Plate.

Equip 2

0/3

DleoBlack
21a/21

Haunted Armor



Artifact Creature — Construct

Defender

The list of possible applications includes bodyguard, secretary, alarm, butler, decoration, lamppost...

0/3

GKB3RK
21b/21

Restless Lieutenant 3



Creature — Spirit Soldier

Flying

Whenever you cast a creature spell, put a +1/+1 counter on Restless Lieutenant, then gain 1 life.
When Restless Lieutenant dies, return it to the battlefield transformed and attach it to target player.

One for all, answer the call.

Jason Engle
2a/21

1/2

Curse of Haunting



Enchantment — Aura Curse

Enchant player

Whenever enchanted player casts a creature spell, you may pay *. If you do, put a 1/1 white Spirit creature token with flying on the battlefield.

All for one, you call, we come.

(<http://fbcoverstreet.com>)
2b/21

Cloudstalker Geist 3



Creature — Spirit

Flying

1 : Transform Cloudstalker Geist.

Only a handful of spirits managed to avoid the collars of angels and the chains of necromancers...

0/4

Rasmes Mendelez
3a/21

2/2

Mistwalker



Creature — Spirit

Flying

Other Spirits you control get +1/+1.

...carrying on their eternal drifting in the skies.

0/4

Rasmes Mendelez
3b/21

Curse of Perfidy 3

Enchantment — Aura Curse

Enchant player

Whenever enchanted player casts a creature spell, each other creature he or she controls gets -1/-1 until end of turn.

Whenever a creature dies, you may transform Curse of Perfidy.

3/3

Darey Dawn

Malevolent

Creature — Horror

Malevolent gets +1/+1 for each Curse you control.

It is said that demons spawn only from the worst deeds and from despicable thoughts, but there's no evil petty enough for Innistrad to let it go to waste.

3/3

Kez Laczin

Fateweaver Shaman 2

Creature — Human Shaman

When Fateweaver Shaman enters the battlefield, each player discards a card.

Sacrifice another creature: Transform Fateweaver Shaman.

"Fear not, my dear. The card of the Grim One doesn't necessarily mean harm: it is the harbinger of change, the opportunity for improvement..."

4/3

(bruixeta.centerblog.net)

2/1

Doomsealer Witch

Creature — Human Shaman

When this creature transforms into Doomsealer Witch, you may return target Curse card from your graveyard to the battlefield under your control, then attach it to target player.

"... just joking. You'll be dead by morning."

(Wordpress)

4/3

Deft Recruit 2

Creature — Human Werewolf

Crusade - Whenever Deft Recruit, an Aura or an Equipment enters the battlefield under your control, Humans you control get +1/+0 until end of turn.

At the beginning of each upkeep, if no spells were cast last turn, transform Deft Recruit.

5/5

Gworld

2/2

Swift Renegade

Creature — Werewolf

Whenever this creature transforms into Swift Renegade, Wolves and Werewolves you control get +2/+0 until end of turn.

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Swift Renegade.

Filipe Pagliuso

5/5

Somberwald Scout

Creature — Human Werewolf

3 ♣: Target Vampire can't be blocked until end of turn.

At the beginning of each upkeep, if no spells were cast last turn, transform Deft Recruit.

She guided many defeated vampires to safety, betraying the trust of her kind for little to no gain.

3/1

Avvart
14b/21

1/1

Underwood Scourge

Creature — Werewolf

3 ♣: Another target Wolf or Werewolf you control fights target creature you don't control.

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Swift Renegade.

After all, the hunted should support each other.

3/1

Carol Phillips
14b/21

3/1

Cloven Oak

Creature — Plant Werewolf

Defender

At the beginning of your upkeep, you may sacrifice a creature. If you do, transform Cloven Oak.

"Do tell me, Otto: isn't that fur, dangling from the lower branches?"

7/6

Yume-Rie
17b/21

0/6

Emissary of the Ulvenwald

Creature — Treefolk Werewolf

Menace

At the beginning of your end step, you may sacrifice a creature; then, if no creature died this turn, transform Emissary of the Ulvenwald.

"So it seems, my good Reimbert, yet I fear it would be impolite of us to stop by and ask."

(drawcrowd.com)

7/6

17b/21

Elusive Squirrel

Creature — Squirrel Werewolf

Elusive Squirrel can't be blocked unless all creatures defending player controls block it.

At the beginning of your upkeep, you may sacrifice a creature. If you do, transform Elusive Squirrel.

3/2

Karol Pawlinski
18b/21

1/1

Erratic Mongrel

Creature — Horror Werewolf

All creatures able to block Erratic Mongrel do so.

At the beginning of your end step, you may sacrifice a creature; then, if no creature died this turn, transform Erratic Mongrel.

The Rafa
18b/21

3/2

Frantic Spirit 2

Creature — Spirit

Flying

Whenever Frantic Spirit deals combat damage to a player, you may transform it and attach it to target artifact.

Surrounded by the hunters, he made his choice as the last moment, just as the blade was descending upon him.

(Pinterest) 4/21 **1/1**

Whispering Steel

Enchantment — Aura

Enchant artifact

You control enchanted artifact.

When enchanted artifact would leave the battlefield, unattach Whispering Steel and transform it.

The new arrangement was unexpectedly cozy, albeit without central heating.

Fetschart 4b/21

Markov Shadowmaster

Creature — Vampire Wizard

Other black creatures you control get +1/+0.

1: Put a shadow counter on target non-land permanent. That permanent is black.

: Transform Markov Shadowmaster. Activate this ability only if black is the only color among permanents on the battlefield.

"He likes to play with you! The Sun, jester of sky..."

Bogdan Marica 9a/21 **1/1**

Fear of the Dark

Creature — Vampire Horror

Other black creatures you control get +1/+1.

: sacrifice a Swamp: Gain control of target black permanent until Fear of the Dark leaves the battlefield.

At the beginning of your end step, if black isn't the only color among permanents on the battlefield, sacrifice a Swamp. If you don't, sacrifice Fear of the Dark.

"... I'll have you know the truth: his mistress is the Night."

Chris Cold 9b/21 **3/3**

Lightning Shaman

Creature — Human Werewolf

Haste

Whenever Lightning Shaman becomes blocked, it deals 2 damage divided as you choose among one or two creatures blocking him.

At the beginning of each upkeep, if no spells were cast last turn, transform Lightning Shaman.

Anna Podeworna 13a/21 **3/2**

Storm of Ziel Pass

Creature — Werewolf

Prowess

Whenever another player casts a spell, Storm of Ziel Pass deals 1 damage to target creature or player.

At the beginning of each upkeep, if a player cast two or more spells this turn, transform Storm of Ziel Pass.

(Pinterest) 13b/21 **4/3**

Grausam, Maw of the Woods 3 



Legendary Creature — Bear Werewolf 

Other Bears, other Werewolves, Beasts and Wolves you control get +1/+1.

At the beginning of your upkeep, you may sacrifice a creature. If you do, transform Grausam, Maw of the Woods.

8/8

blackgerbil  4/4

19b/21

Grausam, Claw of the Wild



Legendary Creature — Horror Werewolf 

Other Werewolves, Bears, Beasts and Wolves you control get +3/+3.

Whenever this creature transforms into Grausam, Claw of the Wild, you may have another target Werewolf, Bear, Beast or Wolf you control fight target creature you don't control.

At the beginning of your end step, you may sacrifice a creature; then, if no creature died this turn, transform Grausam, Claw of the Wild.

8/8

Mark Molnar  8/8

19b/21

Seagraf Pollution  



Enchantment — Aura Curse 

Enchant player

Whenever Seagraf Pollution or another Curse becomes assigned to enchanted player, you may look at that player's hand. You may choose a card with converted mana cost 3 or less from it. That player discards that card.

Whenever there are six or more creature cards in enchanted player's graveyard, transform Seagraf Pollution and attach it to target player.

(<http://creaturespotlight.blogspot.it>)

10a/21

Curse of Culling



Enchantment — Aura Curse 

Enchant player

At the beginning of enchanted player's upkeep, that player loses 3 life unless he or she sacrifices a creature with converted mana cost 3 or less.

An overfed graveyard will quickly become a glutton.

D&D 5.0 — Curse of Strahd

10b/21

Havengul Archivist  



Creature — Spirit 

Crusade - Whenever Havengul Archivist, an Aura or an Equipment enters the battlefield under your control, you may pay 1. If you do, draw a card.

At the beginning of your end step, if you have seven or more cards in hand, transform Havengul Archivist.

Their obsession over ancient texts is so meticulous that some scholars use them as... unliving indexes.

(www.epicwords.com)

5a/21 0/4

Archive Leftover



Artifact 

7 : Draw a card.

1, , discard seven cards: Draw seven cards.

AppliBot  5b/21