




**Frantic Spirit**


**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)
 




**Whispering Steel**

**Enchantment — Aura**


Enchant artifact

You control enchanted artifact.

When enchanted artifact leaves the battlefield, transform Whispering Steel.

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

 Aminoapps.com
 




**Markov Shadowmaster**


**Creature — Vampire Wizard**


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

1 ☠: Put a shadow counter on target nonland 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
 




**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."*







**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.

 (http://creaturespotlight.blogspot.it)
 




**Curse of Culling**

**Enchantment — Aura Curse**


Enchant player

At the beginning of each upkeep, enchanted 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
 




**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 into Blazing Shaman.



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**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 Ziel Pass Arsonist.



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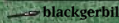

**Grausam, Maw of the Woods**



**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.



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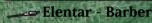

**Grausam, Claw of the Wild**

**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.



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