Ulrich of the Krallenhorde 3



Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3



Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3



Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3



Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast

Ulrich of the Krallenhorde 3

Legendary Creature — Human Werewolf

Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn.

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

6/6

4/4

191/205 M
EMN • EN
Slawomir Maniak

™ & © 2016 Wizards of the Coast