

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

8a/78

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>)

8b/78

Cloven Oak 4



Creature — Plant Werewolf

Defender, reach

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?" 8/6

Yume-Rie

53a/78

2/6

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 Reinbert, yet I fear it would be impolite of us to stop by and ask." 8/6

(drawcrowd.com)

53b/78

8/6

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

53c/78

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

53d/78

3/2


Fateweaver Shaman




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


Curse of Perfidy




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

28a/78


Malevolent




Creature — Horror


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

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

Kez Laczin

28b/78

3/3


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

19a/78

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.

Carol Phillips

19b/78

3/1



Deft Recruit



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

14b/78

2/2



Swift Renegade



Creature — Werewolf



Whenever this creature transform 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

14b/78

5/5