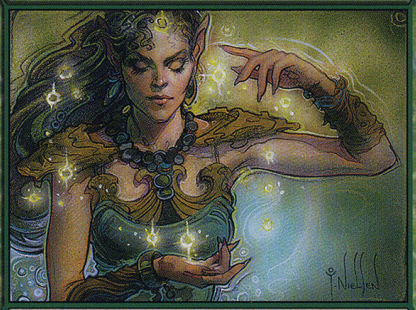
Essence Warden



Creature — Elf Shaman

Whenever another creature comes into play, you gain 1 life.

"The more our numbers grow, the more I gain hope that Volrath and his cursed stronghold will one day fall."
—Eladamri, Lord of Leaves

Terese Nielsen

1/1

™ & © 1993-2007 Wizards of the Coast, Inc. 145/165

Essence Warden

Creature — Elf Shaman

Whenever another creature comes into play, you gain 1 life.

"The more our numbers grow, the more I gain hope that Volrath and his cursed stronghold will one day fall."
—Eladamri, Lord of Leaves

Terese Nielsen

1/1

™ & © 1993-2007 Wizards of the Coast, Inc. 145/165

Essence Warden

Creature — Elf Shaman

Whenever another creature comes into play, you gain 1 life.

"The more our numbers grow, the more I gain hope that Volrath and his cursed stronghold will one day fall."
—Eladamri, Lord of Leaves

Terese Nielsen

1/1

™ & © 1993-2007 Wizards of the Coast, Inc. 145/165

Essence Warden

Creature — Elf Shaman

Whenever another creature comes into play, you gain 1 life.

"The more our numbers grow, the more I gain hope that Volrath and his cursed stronghold will one day fall."
—Eladamri, Lord of Leaves

Terese Nielsen

1/1

™ & © 1993-2007 Wizards of the Coast, Inc. 145/165

Essence Warden

Creature — Elf Shaman

Whenever another creature comes into play, you gain 1 life.

"The more our numbers grow, the more I gain hope that Volrath and his cursed stronghold will one day fall."
—Eladamri, Lord of Leaves

Terese Nielsen

1/1

™ & © 1993-2007 Wizards of the Coast, Inc. 145/165

Essence Warden

Creature — Elf Shaman

Whenever another creature comes into play, you gain 1 life.

"The more our numbers grow, the more I gain hope that Volrath and his cursed stronghold will one day fall."
—Eladamri, Lord of Leaves

Terese Nielsen

1/1

™ & © 1993-2007 Wizards of the Coast, Inc. 145/165

Essence Warden

Creature — Elf Shaman

Whenever another creature comes into play, you gain 1 life.

"The more our numbers grow, the more I gain hope that Volrath and his cursed stronghold will one day fall."
—Eladamri, Lord of Leaves

Terese Nielsen

1/1

™ & © 1993-2007 Wizards of the Coast, Inc. 145/165

Essence Warden

Creature — Elf Shaman

Whenever another creature comes into play, you gain 1 life.

"The more our numbers grow, the more I gain hope that Volrath and his cursed stronghold will one day fall."
—Eladamri, Lord of Leaves

Terese Nielsen

1/1

™ & © 1993-2007 Wizards of the Coast, Inc. 145/165

Essence Warden

Creature — Elf Shaman

Whenever another creature comes into play, you gain 1 life.

"The more our numbers grow, the more I gain hope that Volrath and his cursed stronghold will one day fall."
—Eladamri, Lord of Leaves

Terese Nielsen

1/1

™ & © 1993-2007 Wizards of the Coast, Inc. 145/165