Essence Warden {G}

Creature -- Elf Shaman

Whenever another creature enters, you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest

Basic Land -- Forest

({T}: Add {G}.)

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Playtest cards - PrincessChooChoo - Pauper v3 Group 1F09F3 (Pest Mascot, Marauding Blight- sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hinterland Sanctifier (W)

Creature -- Rabbit Cleric

Whenever another creature you control enters, you gain 1 life.

1/2

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Playtest cards - PrincessChooChoo - Pauper v3 Group 1F09F3 (Pest Mascot, Marauding Blight- sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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Jaspera Sentinel (G)

Creature -- Elf Rogue

Reach
{T}, Tap an untapped creature you control: Add one mana of any color.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land Grant (1)(G)

Sorcery

If you have no land cards in hand, you may reveal your hand rather than pay this spell's mana cost.
Search your library for a Forest card, reveal that card, put it into your hand, then shuffle.

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Lead the Stampede {2}{G}

Sorcery

Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Loam Dryad {G}

Creature -- Dryad Horror

{T}, Tap an untapped creature you control: Add one mana of any color.

1/2

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Marauding Blight-Priest (2)(B)

Creature -- Vampire Cleric

Whenever you gain life, each opponent loses 1 life.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pest Mascot (1)(B)(G)

Creature -- Pest Ape

Trample
Whenever you gain life, put a +1/+1 counter on this creature.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quirion Ranger (G)

Creature -- Elf Ranger

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Radiant Grove

Land -- Forest Plains

({T}: Add {G} or {W}.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saruli Caretaker (G)

Creature -- Dryad

Defender
{T}, Tap an untapped creature you control: Add one mana of any color.

0/3

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0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul Warden (W)

Creature -- Human Cleric

Whenever another creature enters, you gain 1 life.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unflinching Hortimancer {1}{W}

Creature -- Human Cleric

Ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)
Whenever you gain life, put a +1/+1 counter on this creature.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Cleric

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Whitemane Lion {1}{W}

Creature -- Cat

Flash
When this creature enters, return a creature you control to its owner's hand.

2/2

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Winding Way {1}{G}

Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crimson Acolyte {1}{W}

Creature -- Human Cleric

Protection from red
{W}: Target creature gains protection from red until end of turn.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Macabre {1}{B}{B}

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Macabre {1}{B}{B}

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fang Dragon {5}{R}{R}

Creature -- Dragon

Flying

[sideboard]

6/3

- - - ADVENTURE - - -

Forktail Sweep {1}{R}

Sorcery -- Adventure

Forktail Sweep deals 1 damage to each creature you don't control. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Fang Dragon {5}{R}{R}

Creature -- Dragon

Flying

[sideboard]

6/3

- - - ADVENTURE - - -

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Field Surgeon {1}{W}

Creature -- Human Cleric

Tap an untapped creature you control: Prevent the next 1 damage that would be dealt to target creature this turn.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Field Surgeon {1}{W}

Creature -- Human Cleric

Tap an untapped creature you control: Prevent the next 1 damage that would be dealt to target creature this turn.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Medics {2}{R}

Creature -- Goblin Shaman

Whenever this creature becomes tapped, it deals 1 damage to any target.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gorilla Shaman {R}

Creature -- Ape Shaman

{X}{X}{1}: Destroy target noncreature artifact with mana value X.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guardian Naga {5}{W}{W}

Creature -- Snake

Vigilance
During your turn, prevent all damage that would be dealt to this creature.

[sideboard]

5/6

- - - ADVENTURE - - -

Banishing Coils {2}{W}

Instant -- Adventure

Exile target artifact or enchantment. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Masked Vandal {1}{G}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

[sideboard]

1/3

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Creature -- Shapeshifter

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[sideboard]

1/3

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Mirrorshell Crab {5}{U}{U}

Artifact Creature -- Crab

Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)
Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.

[sideboard]

5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reef Shaman {U}

Creature -- Merfolk Shaman

{T}: Target land becomes the basic land type of your choice until end of turn.

[sideboard]

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shinen of Life's Roar {1}{G}

Creature -- Spirit

All creatures able to block this creature do so.
Channel -- {2}{G}{G}, Discard this card: All creatures able to block target creature this turn do so.

[sideboard]

1/2

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