

Chosen Grove

Starting Setup

- 1 x Oaksworn Guard
- 1 x Seed Bearer

Eldiri Nimid
 Summoner • Chosen Grove

20

Rooted
 Unless your draw pile is empty, this unit has -1 strength and cannot move or be forced.

Gift of Life
 You may summon units adjacent to this unit. After you do, you may move 1 boost from this unit to the summoned unit.

4

Events (2x)

Bloom of Spring
 Standard • Move Phase

0

Boost and remove 1 damage from each friendly unit within 2 spaces of your summoner.

Vigor of Summer
 Standard • Attack Phase

0

Boost a friendly unit.

ACTIVE
 Your summoner and friendly units within 3 spaces of your summoner have +1 strength while they are boosted.

Shroud of Autumn
 Standard • Magic Phase

0

Boost a friendly unit. Then target any number of friendly boosted units within 3 spaces of your summoner. Place each target adjacent or diagonal to your summoner.

ACTIVE
 Friendly units adjacent to your summoner cannot be forced.

Uproot
 Epic • Move Phase

0

You may target a non-summoner card adjacent to your summoner. Add 5 damage to the target.

ACTIVE
 Your summoner does not have its Rooted ability. It has this ability:

Slow
 This unit moves 1 fewer space.

Commons (4x)

Oaksworn Guard
 Common • Chosen Grove

2 5

Protect
 When an adjacent enemy attacks, the target of that attack must be a unit with the Protect ability.

Shove
 After this unit attacks an adjacent enemy common or champion, you may force that enemy 1 space.

2

Stag Rider
 Common • Chosen Grove

2 2

Swift
 When this unit moves, it may move 1 extra space.

Backtrack
 At the end of your Attack Phase, if this unit attacked an enemy unit this turn, you may spend 1 boost to place this unit adjacent to your summoner.

3

Sapling
 Common • Chosen Grove

0 3

Empowered
 This unit has +1 strength while it is boosted.

Return to Soil
 After this unit is destroyed, if it was boosted, boost your summoner.

1

Seed Bearer
 Common • Chosen Grove

1 3

Sow Seeds
 After this unit attacks an enemy unit, it may boost a friendly unit within 3 spaces.

Vine Grab
 After this unit moves, you may spend 1 boost to target an enemy common within 3 spaces. Force the target 1 space toward this unit.

2

Champions

Knight of Seasons
Champion • Chosen Grove

6 ♦ 8 ♥

Call Seasons
After summoning this unit, you may retrieve up to 1 each of a Spring, a Summer, and an Autumn event from your discard pile, reveal them, and add them to your hand.

Imbued Strength
This unit has +1 strength for each boost it has, to a maximum of +5.



Eldiri Ursa
Champion • Chosen Grove

4 ♦ 5 ♥

Charged
After summoning this unit, boost it.

Hibernate
At the end of your Magic Phase, spend 1 boost. If you cannot, place this unit on the bottom of your draw pile.



Adric Brighton
Champion • Chosen Grove

5 ♦ 6 ♥

Well-Prepared
After summoning this unit, add 2 boost to it.

Counter Shot
After a friendly unit within 3 spaces of this unit is attacked by an enemy unit, spend 1 boost, if able. If you do, add 1 damage to the attacking unit.



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