

Deepwood Groaks

Starting Setup

- 1 x Mind Warden
- 1 x Bloom Mystic

Events (2x)

Hekateia
 Summoner Unit • Deepwood Groaks

12    

Momentum
 Once per turn, after this unit attacks an enemy unit, boost this unit.

Arcane Brew
 Once per turn, during your Magic Phase, this unit may target a friendly unit within 3 spaces. Move any number of boost from the target to this unit or from this unit to the target.

4 



Poison Potion
 Standard Event • Magic Phase

1 

Move up to 5 boost from a friendly unit to this card.

ACTIVE
 After an enemy moves, remove 1 boost from this card, if able. If you do, add 1 damage to that enemy. Do not discard this card at the start of your turn if it is boosted.



Strong Potion
 Standard Event • Attack Phase

0 

Move up to 5 boost from a friendly unit to this card.

ACTIVE
 Before a friendly unit attacks, you may remove 1 boost from this card. If you do, that unit has +1 strength during that attack. Do not discard this card at the start of your turn if it is boosted.



Swift Potion
 Standard Event • Any Phase

0 

Move up to 5 boost from a friendly unit to this card.

ACTIVE
 After a friendly unit moves or attacks, you may remove 1 boost from this card to force it 1 space. Do not discard this card at the start of your turn if it is boosted.



Wither Potion
 Epic Event • Magic Phase

1 

Move up to 5 boost from a friendly unit to this card.

ACTIVE
 Before an enemy unit attacks, remove 1 boost from this card, if able. If you do, that unit has -1 strength during that attack. Do not discard this card at the start of your turn if it is boosted.



Commons (4x)

Mind Warden
 Common Unit • Deepwood Groaks

2  5 

Psychic Field
 After this unit or a friendly unit within 2 spaces is attacked and damaged by an enemy unit, boost this unit.

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

2 



Sightless Seer
 Common Unit • Deepwood Groaks

1  3 

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

Psychic Strike
 This unit may attack commons within a number of spaces equal to the number of boost it has, to a maximum of 5 spaces away.

2 



Bloom Mystic
 Common Unit • Deepwood Groaks

1  2 

Refill
 After this unit attacks an enemy unit, it may boost a friendly active event or a friendly unit within 3 spaces.

3 



Bloom Warrior
 Common Unit • Deepwood Groaks

2  4 

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

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

1 



Champions



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