

Fungal Dwarves

Starting Setup

- 1 x Spore Carrier
- 1 x Fungal Beast

Events (2x)

Release Spores
Epic Event • Magic Phase

0

Retrieve up to 2 Carrier units from your discard pile and place them adjacent to your summoner.



Stimshrooms
Standard Event • Summon Phase

0

ACTIVE
After moving a unit, you may boost it. If you do, first you may force it 1 space, then add 1 damage to it.



Symbiotic Healing
Standard Event • Move Phase

0

Target any number of damaged friendly commons and champions. Remove 1 damage from each target and boost each target.



Demand
Standard Event • Attack Phase

0

Target a friendly common within 3 spaces of your summoner. The target may resolve an extra attack. Destroy the target.



Commons (4x)

Fungal Beast
Common Unit • Fungal Dwarves

3 5

Infect
After this unit destroys a unit, you may replace the destroyed unit with a Carrier unit from your discard pile.

Parasitic
At the end of your Attack Phase, either spend 1 boost or add 1 damage to this unit.



Spore Carrier
Common Unit • Fungal Dwarves

0 2

Rupture
At the end of your Magic Phase, if this unit has 3 or more boost, destroy it.

Fungal Transformation
After this unit is destroyed, if it had 3 or more boost, replace it with a Fungal Beast from your discard pile, if able.



Blood Shaman
Common Unit • Fungal Dwarves

1 2

Transfer
After this unit moves, it may target 1 or 2 friendly units within 2 spaces. Move any number of boost either from this unit to one target, or from one target to the other.



Blight Mage
Common Unit • Fungal Dwarves

2 3

Blood Imbue
Once per turn, during your Move Phase, this unit may target a friendly unit within 2 spaces. Boost the target, then add 1 damage to it.



Kuldak
Summoner Unit • Fungal Dwarves

12

Blood Bloom
After each time a friendly unit within 2 spaces of this unit is destroyed, boost all friendly units that were within 2 spaces of this unit at that time.

4



Champions

Maldar
Champion Unit • Fungal Dwarves

3♦ 8♥

Corrupt
At the end of your Move Phase, add 1 damage to this unit. If this unit is still in play, you may then target a friendly adjacent unit. Add 2 boost to the target.

3!



Monstrosity
Champion Unit • Fungal Dwarves

3♦ 13♥

Final Form
When paying costs to summon this unit, you must also destroy a friendly Fungal Beast that has 5 or more boost. Replace the destroyed unit with this unit.

5!



Thoon
Champion Unit • Fungal Dwarves

6♦ 7♥

Blood Fury
Each time a unit is destroyed on your turn, boost this unit. At the end of your turn, remove 2 boost from this unit.

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

2



Copyrights for the Summoner Wars logo and art belong to Plaid Hat Games, used herein with their express permission.



PlaidHatGames.com