

# Savanna Elves

## Starting Setup

- 1 x Border Archer
- 1 x Lioness

## Events (2x)

**Abua Shi**  
Summoner Unit • Savanna Elves

10

**Spirit Bond**  
After this unit moves, you may target a friendly unit within 3 spaces. Boost the target and move all boost from this unit to the target.



**Chant of Growth**  
Standard Event • Move Phase

0

Target a friendly unit. Boost the target and each friendly adjacent unit.



**Chant of Entangling**  
Standard Event • Summon Phase

0

Target 2 friendly commons within 3 spaces of your summoner.

**ACTIVE**  
Each of the targets has all of the base abilities of the other target. Discard this card if either target leaves the battlefield.



**Chant of Power**  
Epic Event • Attack Phase

1

Target a common or champion within 3 spaces of your summoner. Until the end of your turn, the target has this ability:

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



**Chant of Weaving**  
Standard Event • Summon Phase

0

Target a friendly unit.

**ACTIVE**  
You may summon units adjacent to the target. Boost the target each time you summon a unit adjacent to it.



## Commons (4x)

**Border Archer**  
Common Unit • Savanna Elves

2 4

**Prepare**  
Instead of moving this unit, you may boost it.

**Swift Shot**  
Once per turn, after this unit attacks, you may spend 1 boost to resolve an extra attack with it.



**Lioness**  
Common Unit • Savanna Elves

2 2

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

**Imbued Life**  
This unit has +1 life for each boost it has, to a maximum of +5.



**Rhinoceros**  
Common Unit • Savanna Elves

2 5

**Imbued Speed**  
When this unit moves, it may move 1 extra space for each boost it has, to a maximum of +5.

**Trample**  
When this unit moves, it may move through commons. After this unit moves, add 1 damage to each common it moved through.



**Spirit Mage**  
Common Unit • Savanna Elves

1 2

**Charged**  
After summoning this unit, boost it.

**Commune with Spirits**  
After this unit moves, either boost it or spend 1 boost to boost a friendly unit within 3 spaces.



# Champions

**Makeinda Ru**  
Champion Unit • Savanna Elves

5♦ 9♥

**Prepare**  
Instead of moving this unit, you may boost it.

**Swift Shot**  
Once per turn, after this unit attacks, you may spend 1 boost to resolve an extra attack with it.

2♦



**Miti Hyru**  
Champion Unit • Savanna Elves

5♦ 7♥

**Inspire**  
After this unit moves, boost each friendly adjacent unit.

**Withdraw**  
After this unit attacks, you may spend either 1 boost or 1 magic. If you do, force this unit 1 or 2 spaces.

4♣



**Miti Munway**  
Champion Unit • Savanna Elves

8♦ 11♥

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

**Trample**  
When this unit moves, it may move through commons. After this unit moves, add 1 damage to each common it moved through.

1♣



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