

Savanna Elves

Starting Setup

- 1 x Border Archer
- 1 x Lioness

Events (2x)

Abua Shi
Summoner • 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.

5



Chant Of Growth
Standard • Move Phase

0

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




Chant Of Entangling
Standard • 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 • 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 • 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 • 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.

2



Lioness
Common • 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.

3



Rhinoceros
Common • 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.

2




Spirit Mage
Common • 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.

3



Champions

Makeinda Ru
Champion • 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 Nyru
Champion • 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 Mumway
Champion • 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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