

# Swamp Orcs

## Starting Setup

- 1 x Vinemancer
- 1 x Bog Shaman

**Mugglug**  
 Summoner • Swamp Orcs

13

**Reap**  
 Before this unit attacks, it may spend 1 boost from any number of friendly units within 3 spaces. This unit has +1 strength during that attack for each boost spent.

**Far Strike**  
 This unit may attack cards up to 2 clear straight spaces away.

3!



## Events (2x)

**Regenerate**  
 Standard • Attack Phase

0

Target a friendly summoner or champion. Spend 1 boost from up to 3 friendly boosted units within 3 spaces of the target. Remove 1 damage from the target for each boost spent.



**Sow**  
 Standard • Attack Phase

0

Either target all friendly boosted commons or target all friendly unboosted commons. Boost each target.



**Vine Gate**  
 Standard • Structure

0 3

After you summon a unit adjacent to this gate, boost that unit, unless it was already boosted by a Vine Gate.



**Emerge**  
 Epic • Summon Phase

0

Move 1 boost from up to 3 friendly units to this card. You may retrieve a champion from your draw or discard pile, reveal it, and add it to your hand.

**ACTIVE**  
 Reduce the cost of the next champion you summon by the number of boost on this card.



## Commons (4x)

**Bog Witch**  
 Common • Swamp Orcs

1 2

**Grow**  
 After this unit moves, boost it.

**Augment**  
 Instead of attacking with this unit, you may spend 2 boost to resolve an extra attack with a friendly adjacent summoner or champion.

2



**Bog Shaman**  
 Common • Swamp Orcs

1 3

**Entwine**  
 After a friendly unit ends its move within 2 spaces of this unit, if this unit has 2 or fewer boost, boost this unit.

2



**Mud Drudger**  
 Common • Swamp Orcs

1 1

**Tireless**  
 You may choose this unit as an extra moving unit during your Move Phase.

**Prune**  
 When 1 or more damage would be added to your summoner, if it is adjacent to any friendly units with Prune, instead destroy those units.

3!



**Vinemancer**  
 Common • Swamp Orcs

1 3

**Grow**  
 After this unit moves, boost it.

**Vine Pull**  
 Once per turn, during your attack phase, you may spend 1 boost to target a friendly unit or enemy common within 3 spaces of this unit. Force the target 1 space toward this unit.

2!



# Champions



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