

# Blossomwood Staff

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*Item*



Once each turn, when you hit with an attack, gain **one** inspiration.



# Bramble Snare

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*Starter Move*



**attack 1**

**block**

# Commune with Nature

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*Starter Move*



Gain one inspiration.

**Invoke.**

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# Druid Ascension

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*Conjured Move - Ascension*



Conjured - I appear when another card conjures me and disappear when I leave play.

Gain 

**attack 4**



# Grasping Roots

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*Move*



Choose one of your opponent's items. At the end of this turn, banish it.





# Leaf-Crowned Ancient

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*Move - Sequence*



1. attack 2
2. attack 2
3. attack 2

# Nourishing Bonds

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*Starter Inspiration*



**Equip:** Equip me and any number of other cards from your hand face-down as inspiration.

# Signature: The Druid

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## *Signature Move*



You can only claim me if you are on the Path of the Disciple, and only after losing half your hearts.

**Equip:** Equip one of your starter moves. I become an upgraded copy of that card.

*Bramble Snare* – The second time you play me this match, conjure your ascension to hand.

*Wild Companion* – I get +1 attack power.

*Commune with Nature* – Invoke an additional time.



# Wild Companion

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*Starter Move - Permanent*



The first time I see you attack each turn: **attack 1**

**End step:** If I attacked this turn, pay ☐ or return me to your hand.