

Path of the  
**Druid**



Starter

Bind in Thorns



3

Starter

Lifebloom



4



0

Wildshape



3

Tooth and Claw



3

Fierce Seedling



5

Sheltering Ancient



# Bind in Thorns

*Starter*



**Attack**



**Block an attack.**



**3**

I get +1 attack power.

# Lifebloom

*Starter - Sequence*





Gain .

Gain .



4

Gain   each turn instead.



# Wildshape

*Advanced – Sequence*



0



Recall Tooth and Claw.

I Your opponent's attacks get -1 attack power.

II Your opponent's attacks get -1 attack power.

When I leave play, banish Tooth and Claw.



3

I stay in play for an additional turn; same effect as the final turn.



# Tooth and Claw

*Linked*



*Linked (This card begins the match banished and is recalled by Wildshape.)*

Attack



Attack



*(One block can only stop one attack.)*



# Fierce Seedling

*Advanced – Permanent*



3



**On play:** No effect this turn.

Each turn after that:

**Attack**



# Sheltering Ancient

*Advanced – Innate Permanent*



5



**Innate:** Play before match starts.

When you are attacked, banish me to:

**Block an attack.**



At the end of the second turn of the match, banish me.