Blossomwood Staff



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

Archetype: Druid



Bramble Snare

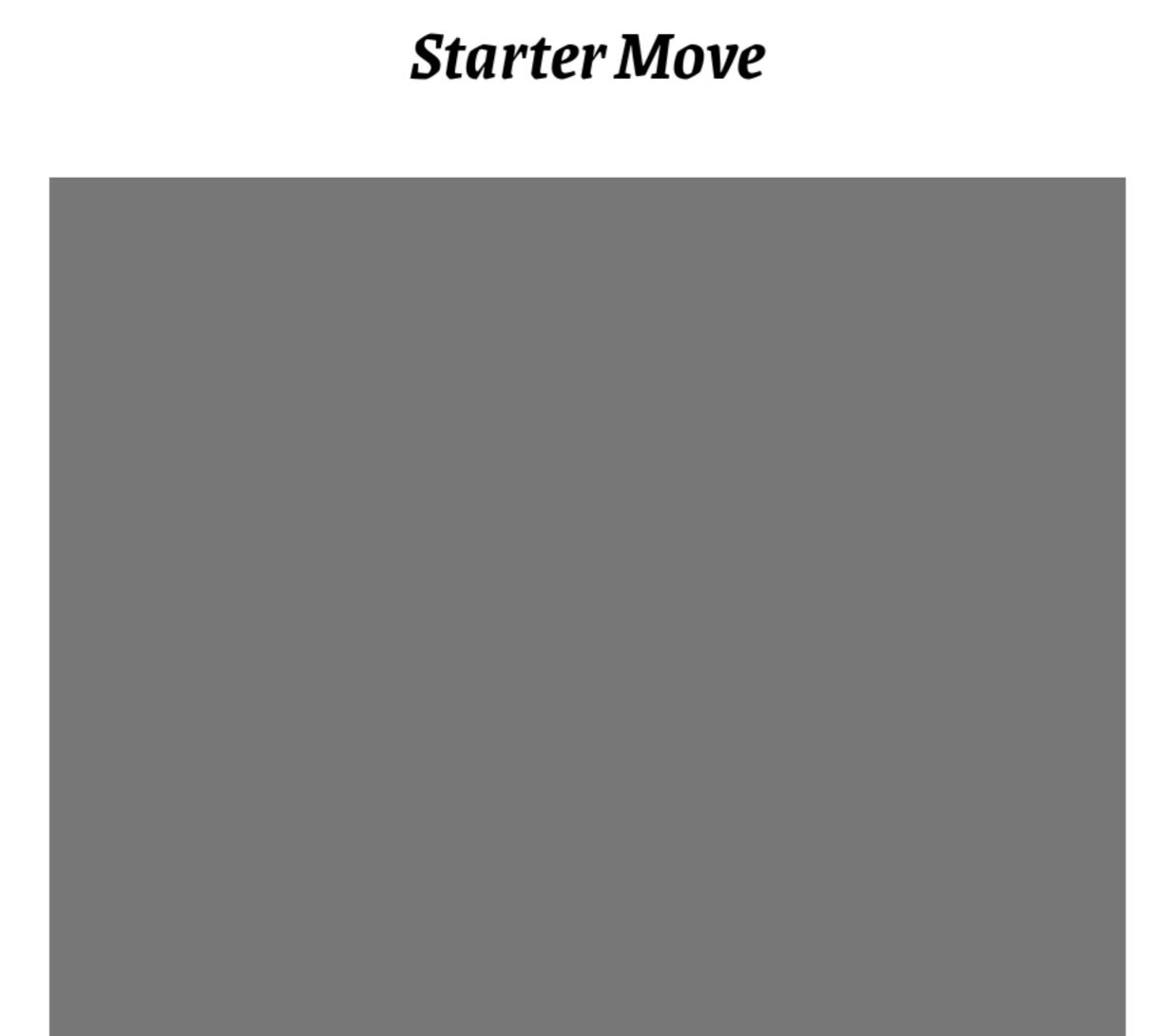
Starter Move

attack 1 block

Archetype: Druid

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Commune with Nature



Gain one inspiration.

Invoke.

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Druid Ascension

Conjured Move - Ascension

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

Gain Gain

attack 4

Archetype: Druid



Grasping Roots

Move

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



Leaf-Crowned Ancient



Move - Sequence



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

Nourishing Bonds

Starter Inspiration

Equip: Equip me and any number of other cards from your hand facedown as inspiration.

Archetype: Druid

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Signature: The Druid

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

Starter Move - Permanent

The first time I see you attack each

End step: If I attacked this turn,

pay or return me to your hand.

Archetype: Druid

turn: attack 1