

Elder Treant

7

Creature — Huge (60mm+)



Passive: creatures deployed within 2" of the Treant gain +1 max HP.

[A] 2 AP, CD 3: Ancient Roots — all enemy units within 6" are Root(2). All allied creatures within 6" gain Regenerate(2) until end of turn

Summoner, Defense:1.

ATK 7

HP 12

SPD 3"

AP 2