

FINVARR
MASTER OF QUEST

1 LEVEL 1 +1

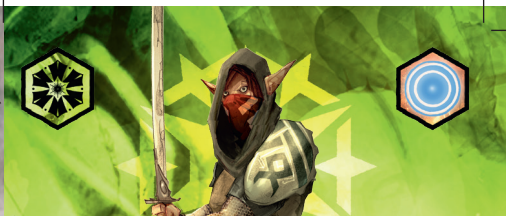
2 LEVEL 2

Mirage
Choose a friendly banner within 3 hexes of Finvarr. Place it on an objective hex that is up to 2 hexes away from its current hex.

3 LEVEL 3

Phase Shift
Clash phase only. Choose a banner within range. You may push each model that is within 2 hexes of the banner up to 1 hex away from the banner.

©Copyright Steamforged Games Ltd. 2019



FINVARR
MASTER OF LIFE

1 LEVEL 1 +1

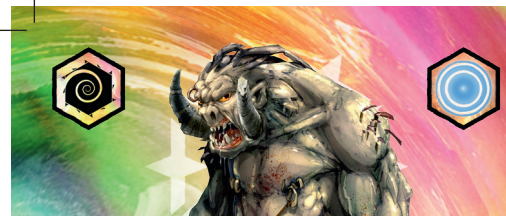
2 LEVEL 2

Banner Warden
If Finvarr is on an objective hex, his skills have +2. If he begins his activation on an objective hex, you may remove 1 of his wounds.

3 LEVEL 3

Martyr
Give Finvarr up to 4 wounds. This activation, Finvarr gains +1 and for each wound. Finvarr cannot gain a wound if it would knock him out. Soul Swap is a bonus action.

©Copyright Steamforged Games Ltd. 2019



HALFTUSK
MASTER OF CHANGE

1 LEVEL 1 +1

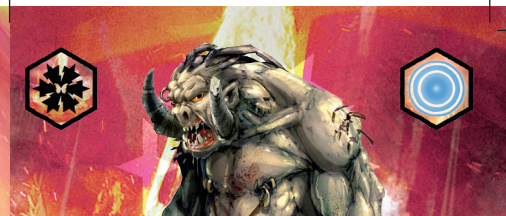
2 LEVEL 2

Regenerate
Remove up to 2 of Halftusk's wounds. Choose any number of blights within range and flip them over.

3 LEVEL 3

Tear Spawned
Clash phase only. If the Frogldytes are below their maximum unit size, remove an empty objective hex within range. The Frogldytes make a recruit action. Place the recruited Frogldyte on that hex.

©Copyright Steamforged Games Ltd. 2019



HALFTUSK
MASTER OF CHAOS

1 LEVEL 1 +1

2 LEVEL 2

Two Punch
Hit Effect: Move the target up to 2 hexes, Halftusk may move up to 2 hexes towards the target.

3 LEVEL 3

Combo Chain
Clash phase only. This skill targets one enemy within range, then Halftusk moves up to 1 hex, then this skill may target one enemy within range. Hit Effect: Move the target 1

©Copyright Steamforged Games Ltd. 2019



MOURNBLADE
MASTER OF KNOWLEDGE

1 LEVEL 1 +1

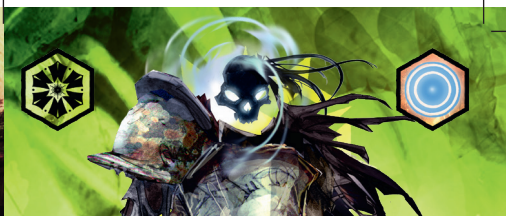
2 LEVEL 2

Death Wind
Choose an objective hex within range that contains a banner. Move the objective hex up to 2 hexes. The banner moves with the objective hex.

3 LEVEL 3

Resurrect Energy
Clash phase only. Choose an empty objective hex within range. Place it adjacent to any other objective hex within range.

©Copyright Steamforged Games Ltd. 2019



MOURNBLADE
MASTER OF LIFE

1 LEVEL 1 +1

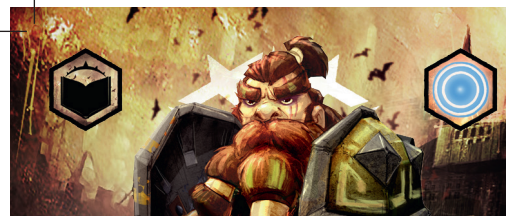
2 LEVEL 2

Raise Dead
All friendly champions within range make a rally action. Remove up to 1 wound from each friendly champion within range.

3 LEVEL 3

Reanimate
Clash phase only. Choose a friendly champion within range. Their follower unit makes recruit actions until it reaches its maximum unit size.

©Copyright Steamforged Games Ltd. 2019



RHODRI
MASTER OF KNOWLEDGE

1 LEVEL 1 +1

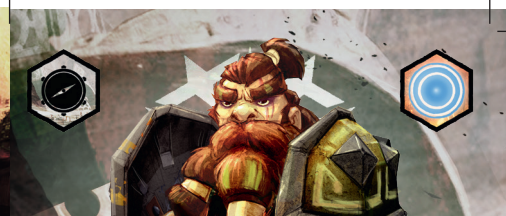
2 LEVEL 2

March
You may choose an objective hex within range. Move Rhodri up to 1 hex. Then move the objective hex up to 1 hex towards Rhodri. Models on the objective hex move with it.

3 LEVEL 3

Consolidate
Clash phase only. Choose an objective hex within range that contains a friendly banner. Move the objective hex up to 2 hexes. The banner moves with the objective hex.

©Copyright Steamforged Games Ltd. 2019



RHODRI
MASTER OF QUEST

1 LEVEL 1 +1 -1

2 LEVEL 2

Answer The Call
Choose a follower within range. Its unit makes a recruit action, then every model in the unit may move up to 2 hexes.

3 LEVEL 3

Powerful Charge
Clash phase only. Rhodri may move up to 2 hexes in a straight line before choosing a target. This skill has +2 for each hex Rhodri moved.

©Copyright Steamforged Games Ltd. 2019