

NIA
MASTER OF CHAOS

1 LEVEL 1



2 LEVEL 2



Erosion

Hit Effect: ☠️ You may move the target up to 1 hex.



3 LEVEL 3

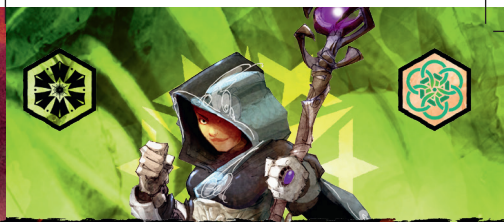


Rock and Roll

Clash phase only. Move target up to 3 hexes in a straight line.



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NIA
MASTER OF LIFE

1 LEVEL 1



2 LEVEL 2



Crystal Mirror

Choose a boon on any model within range. Then choose up to two friendly models within range to gain that boon.



3 LEVEL 3



Calcification

Plot phase only. Choose up to two hexes in range that contain 1 Quartzling, replace each Quartzling with an objective hex.



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RAITH'MARID
MASTER OF LIFE

1 LEVEL 1



2 LEVEL 2



Rippling Scales

Before a Splashling leaves the battlefield, friendly models in adjacent hexes remove up to 1 wound and Raith'Marid may gain the boon of your choice.



3 LEVEL 3



Aegis

Choose a hex within range containing one Splashling. All friendly models in an adjacent hex gain a boon of your choice, then remove the Splashling.



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RAITH'MARID
MASTER OF QUEST

1 LEVEL 1



2 LEVEL 2



Ker-Splash

Choose a hex within range containing one Splashling. Remove the Splashling and place Raith'Marid in that hex. Raith'Marid can use this skill more than once in the same activation.



3 LEVEL 3



Whirlpool

Choose a hex within range containing one Splashling. Remove the Splashling and place a champion within range in that hex.



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RATTLEBONE
MASTER OF CHANGE

1 LEVEL 1



2 LEVEL 2

Roll the Bones

At the end of Rattlebone's activation, roll two dice. For each die, if you roll a 1 or 2, you may remove a boon or a blight from a model within that many hexes of Rattlebone and place it on a different model within that many hexes.



3 LEVEL 3

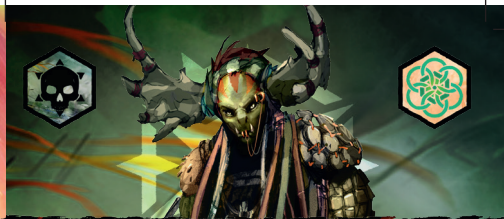


Omened

Move one boon or blight from the Hexlings to any model within range.



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RATTLEBONE
MASTER OF DEATH

1 LEVEL 1



2 LEVEL 2



Deadly Curse

Hit Effect: ☠️ The target gains two blights of your choice.



3 LEVEL 3

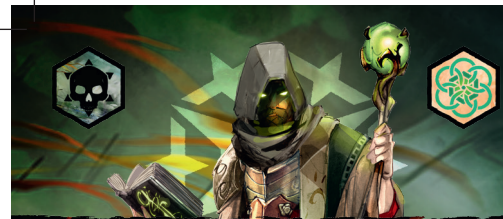


Totemic Mastery

Clash phase only. Choose a hex that contains an enemy banner within range. Place Rattlebone on the hex.



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SHAYLE
MASTER OF DEATH

1 LEVEL 1



2 LEVEL 2



Stone Strength

If Landslide is within range, it gains ☠️ and ☠️.



3 LEVEL 3



Fortify

Landslide makes a recruit action, then moves up to 1 hex. Landslide gains ☠️ and ☠️.



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SHAYLE
MASTER OF KNOWLEDGE

1 LEVEL 1



2 LEVEL 2



Stone Spikes

Hit Effect: ☠️ If the target is on an objective hex, you may move the objective hex onto an empty, adjacent hex. Models on the hex move with it.



3 LEVEL 3



Tectonic Shift

Clash phase only. Choose an empty objective hex within range. If Landslide is within range, the objective hex and Landslide exchange places on the battlefield.



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