



### FINVARR

**Phantom Banners** 4 - -  
Choose any number of friendly banners within range. Place them on objective hexes within range.

**Guardian Champion**  
A guardian moves the turn token +1 step when they have their banner on an objective hex during the end phase.

**Banner Warden**  
If Finvarr is on an objective hex, his skills have +2.



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**Poised to Strike** - - -  
Hit Effect: Move target up to 1 hex.

**Shadow Ward** 2 5 -  
Hit Effect: Move target up to 1 hex.



### FINVARR

**Mirage** - - -  
Choose a friendly banner within 2 hexes of Finvarr. Place it on an objective hex that is 1 hex away from its current hex.

**Void Weapon** - - -

**Life Blade** 1 4 5  
Hit Effect: Remove up to 1 of Finvarr's wounds.



### SHADOW SENTINELS

FOLLOWERS OF FINVARR

**Protect** 1 - -

**Shadow Snare** 1 4 5 -  
Hit Effect: Knock out.

**Shadow Step**  
If the Shadow Sentinels do not make an advance action during their activation, each Shadow Sentinel may move up to 1 hex when the activation ends.



### SHADOW SENTINELS

FOLLOWERS OF FINVARR

**Void Weapon** - - -

**Life Trade** 1 4 5 4 5 5  
If this skill knocks out an enemy while the Shadow Sentinels are below their maximum unit size, add 1 Shadow Sentinel to this hex.

**Shadow Step**  
If the Shadow Sentinels do not make an advance action during their activation, each Shadow Sentinel may move up to 1 hex when the activation ends.

