



MOURNBLADE

Grasping Dead 3 - -
Remove all Knightshades from the battlefield. Then place all three Knightshades on hexes that are within 3 hexes of Mournblade.

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

Undying
When Mournblade is knocked out, he is worth 1 step instead of 4. When an enemy is knocked out, Mournblade may immediately make a rally action.

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

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MOURNBLADE

Grave Summons 3 - -
Mournblade makes a claim action. You may place his banner on any objective hex within range.

Forward, Minions! 4 - -
Move each Knightshade that is within range up to 2 hexes.

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MOURNBLADE

Death Wind 2 - -
If Mournblade's banner is within range, place it on an objective hex within range.

Raise Dead 3 - -
All friendly champions within range may make a rally action.

Soul Cleave 3 5 5
Hit Effect: The Knightshades make a recruit action.

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KNIGHTSHADES FOLLOWERS OF MOURNBLADE

Careful, Master 3 - -
If Mournblade is within range, he gains.

Where's Master? 3 - -
If Mournblade is within range, he may make a rally action or move up to 2 hexes.

Death Grip
Enemy models that make an advance action while they are adjacent to a Knightshade have speed 0 during that advance action.

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KNIGHTSHADES FOLLOWERS OF MOURNBLADE

Depths of Sorrow - - -
A recruit action.

Death's Door 1 4* 4*
5* 5* 5*
If the Knightshades made a recruit action this activation, Death's Door has +1 and.

Death Grip
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