



RAITH'MARID



Tsunami 3 - -
Place Raith'Marid on a hex within range. Then move each enemy model within 2 hexes of him up to 2 hexes in the order of your choice.

Shaper Champion

A shaper moves the turn token +1 step when they make a claim action.

Rippling Scales

When a Splashing leaves the battlefield, Raith'Marid may gain the boon of your choice.



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Undertow 1 - -
Choose an empty objective hex within range. Place it on an empty non-objective hex within range.



Ker-Splash 3 - -
Choose a hex within range containing one Splashing. Remove the Splashing and place Raith'Marid in that hex.



Jet 2 - -
Move a Splashing within range up to 3 hexes.



RAITH'MARID



Ker-Splash 3 - -
Choose a hex within range containing one Splashing. Remove the Splashing and place Raith'Marid in that hex.



Headbutt 1 5 5
Hit Effect: Move target up to 1 hex.



Lunging Strike 2 6 4
Before the hit roll, move Raith'Marid up to 1 hex towards the target.



SPLASHLINGS

FOLLOWERS OF RAITH'MARID



Current - - -
You may place each Splashling in a hex up to 3 hexes from its current hex.



Tide 2 5 7 - -
Hit Effect: Move target up to 1 hex.

Like Water

Once per phase during the Splashlings' activation, you may choose a boon on Raith'Marid. The Splashlings gain that boon.



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FOLLOWERS OF RAITH'MARID



Current - - -
You may place each Splashling in a hex up to 3 hexes from its current hex.



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Hit Effect: Move target up to 1 hex.

Like Water

Once per phase during the Splashlings' activation, you may choose a boon on Raith'Marid. The Splashlings gain that boon.

