

MOURNBLADE



Grasping Dead Remove all Knight

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

Guardian Champion

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

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Grave Summons Mournblade makes

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



Forward, Minions!

Move each Knightshade that is within range up to 2 hexes.

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MOURNBLADE



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

3 5 5



All friendly champions within range may make a rally action.



Soul Cleave

Hit Effect: The Knightshades make a recruit action.

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



Where's Master? If Mournblade is wi

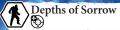
If Mournblade is within range, he may make a rally action or move up to 2 hexes.

Death Grip

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



4* 4* 5* 4* 5* 5*





Death's Door

If the Knightshades made a recruit action this activation, Death's Door has +1 🏟 and 🔊.



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