KAILINN

Impaling Horn 1 - -Move Kailinn up to 1 hex. Then you may choose an enemy follower within range to gain wounds until it is knocked out. You move the turn token an extra +2 steps instead of the usual maelstrom bonus for this knock out.

Maelstrom Champion

A maelstrom @ moves the turn token +1 step when they knock out an enemy follower.

Centaur

Kailinn cannot enter objective hexes. During her activation she may enter small followers hexes. If she ends her movement on a hex containing small followers, move each small follower into an adjacent hex.

KAILINN

Maelstrom Champion

A maelstrom @ moves the turn token +1 step when they knock out an enemy follower.

Centaur

Kailinn cannot enter objective hexes. During her activation she may enter small followers hexes. If she ends her movement on a hex containing small followers, move each small follower into an adjacent hex.

KAILINN

Powerful Leap Place Kailinn on a hex up to 2 hexes from her current hex.

Thundering Hooves 2 - -Move Kailinn up to 1 hex. Then move one friendly champion within range up to 1 hex.

KAILINN

Brutal Charge 1 4 **~** If Kailinn made an advance action this activation, Brutal Charge is a bonus action.

Flashing Blade 1 5 6 This skill may target up to two followers that are in different hexes.

VIRTUES FOLLOWERS OF KAILINE

Patience If Kailinn i If Kailinn is within range, she gains a boon of your choice. 2 - -

Compassion Move this Virtu Move this Virtue up to 1 hex. Then move one friendly follower within range up to 1 hex.

Harmonious

Immediately after a Virtue uses a skill, the other Virtue may use the same skill as part of the same action.



Virtue may use the same skill as part of the same action.

