RATTLEBONE

Power Hex 2 -Choose one blight for each Hexling within range. Each enemy champion within range gains those blights.

Shaper Champion

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

Roll the Bones

At the end of Rattlebone's activation, roll one die. If you roll a 1 or 2, you may remove a boon or blight from a model within that many hexes of Rattlebone and place it on a different model within that many hexes.

RATTLEBONE

Shaper Champion

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

Roll the Bones

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HEXLINGS FOLLOWERS OF RATTLEBONE \odot Attune Magic Gain the boon of your choice.

Hex Bolt 2 2 4 6 Hit Effect: The target gains the blight of your choice.

Hex Eaters

When Rattlebone rolls a blank on her Roll the Bones roll, the Hexlings may gain the boon of your choice.





Hit Effect: The target gains (a or 🕘



Hit Effect: The target gains 🚳 or 🔀

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