

### Shield Spikes

Each time after an adjacent enemy attacks you, that enemy suffers damage equal to your Shield value.

Attack  2

Range  2

Heal  2

Range  2

Shield  1

226

### Healing Sands

Heal  4

Self 

Move  3

.....

All attacks targeting you gain Disadvantage this round.

Attack  2

Range  2

225

### Swift Strength

Attack  2

Range  2

Target  2

PULL  1

Move  2

Jump  &

.....

Shield  1

Attack  2

Range  2

224

### Twirling Stabs

Attack  2

Target all adjacent enemies 

: +1 Attack 

Attack  2

: WOUND 

Attack  2

.....

Attack  2

Range  2

38

229

### Blinding Sickle

Attack  3

Range  2

IMMOBILIZE 

Attack  2

Range  2

87

228

### Flaming Sickle

Attack  3

Range  2

PULL  1

Attack  2

Range  2

63

227



Red Guard



Red Guard



Red Guard



Red Guard



Red Guard



Red Guard





Red Guard



Red Guard



Red Guard



Red Guard



Red Guard



Red Guard

### Barbaric Instincts

2

Shield 1

PULL 1

Range 2

All adjacent enemies suffer 1 damage.

12

: Move 2, 1

Attack 1

WOUND

238

### Harvest Sickle

2

Attack 4

Range 2

52

Move 5

Loot each hex you enter with this movement.

237

### Precision Strike

1

Attack 4

Add +3 Attack if the target has a negative condition.

40

Move 2

PULL 2

Range 3

236

### Radiant Sickle

4

Attack 4

Range 2

All enemies adjacent to the target suffer 1 damage.

79

Move 2

Heal 2

Range 2

241

### Strangling Chain

3

Attack 3

IMMOBILIZE

Each time the target is attacked this round, it suffers 1 damage. To signify this, place one of your character tokens on the target.

19

Move 4

IMMOBILIZE

Target all adjacent enemies

240

### Warmth of the Sun

3

Attack 3

+1 Attack

MUDDLE 2

23

Heal 4

Range 1

239



Red Guard



Red Guard



Red Guard



Red Guard



Red Guard



Red Guard



