

GREAT SPIRIT SHAMAN

7PTS

SPECIALIST, WARRIOR NATION, HUMAN, SHAMAN



GREAT SPIRIT SHAMAN

1 x

1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

PORTAL MASTERY: This Unit may create a Portal Marker or remove a Friendly or Enemy Portal Marker. This Unit may make a Manipulate Portal Special Action for no Action Points cost each Activation and may determine the direction of any scatter for Portals Markers they create. The distance the second Portal Marker may be placed is increased up to 12" rather than the usual 10" and does not scatter.

SAVANT: SPECIAL ACTION - Select and examine up to two random cards in the opponent's hand of Adventure cards. One of the chosen cards is discarded, the remaining is returned to the opponent's hand

WEIRDING: This Unit may allow a friendly Unit within 5" of this Unit to spend this Unit's Fortune as though it was their own.



v3.04c

SPIRIT BLADE

ATTUNED

FATAL



RNG PRC ROA

1" -1 1

SPIRITUAL INFERNO

ATTUNED, BLAST, SPECIAL



10" -1 1