

Disorienting Roar

1

Command

MUDDLE and IMMOBILIZE

Target all enemies within Range 2

17

Swap the positions of any two figures.

447

Spirit Swap

1

Command

Move 2

22

Swap the positions of any two enemies.

448

Venomous Ally

1

Summon Green Adder

POISON

79

Attack 2

Range 4

POISON

449

Relentless Ally

1

Summon Tattered Wolf

81

Move 5

450

Concentrated Rage

1

Attack 1

Range 4

DISARM

51

Before your bear acts, you may choose to forego the top action of your turn to add +3 Attack to your bear's attacks for the round.

Before your bear acts, you may choose to forego the bottom action of your turn to add +3 Move to your bear's moves for the round.

451

Disappearing Wounds

1

Heal 4

Self

23

Attack 2

452

Patch Fur

1

All summoned allies gain Shield 1.

20

Heal 4

Self

453

Maul

1

Command

Attack 4

14

Move 3

Shield 1

Affect one adjacent ally

454

Forceful Swipe

1

Command

Attack 2

35

Move 3

PUSH 2

Target one adjacent enemy

455

Howling Bolts

1

Attack 1

Range 4

Target 3

47

Move 5

456

Soaring Ally

1

Summon Red Falcon

Flying

77

Move 3

Jump

457

Focused Aggression

1

Attack 3

Range 3

31

Attack 5

458

Borrowed Essence

1

Attack 2

Range 3

+2 Attack

Heal 2

Self

+2 Heal

56

Redistribute all damage taken by you and all summoned allies however you like.

No figure may receive more damage than they have hit points.

459

Energizing Strike

2

Command

Attack 4

STRENGTHEN

Self

29

Heal 1

Affect all allies

460

Earthen Spikes

2

Attack 3

Range 2

IMMOBILIZE

11

Shield 2

Affect all summoned allies

Retaliate 2

Affect all summoned allies

461

Vicious Ally

3

Summon Swamp Alligator

IMMOBILIZE

86

Attack 2

Target 2

462

Unstoppable Beast

3

Command

Attack 3

+1 Attack

32

Move 5

463

Ancient Ward

4

Attack 2

Range 4

Target 2

DISARM

19

Heal 4

Range 4

464

Punch Through

4

Command

Attack 3

PIERCE 4

44

Move 3

Add +1 Attack to all Command actions this round.

465

Rampage

5

Command

Attack 2

Move 2

Attack 2

Move 2

Attack 2

Any one summoned ally performs

Move +0

Attack +0

with you controlling the actions.

34

466

Stone Sigil

5

Summon Monolith

Shield 2

95

Move 5

467

Primal Blessing

6

Heal 2

Range 4

Target 3

28

Move 2

Swap positions with your bear.

Move 2

468

Blood Hunger

6

After your bear's next five attacks, it performs a "Heal 2, Self" action.

42

Attack 3

Heal 3

Self

469

Storm Sigil

7

Summon Wind Totem

Target all adjacent enemies

PUSH 2

93

Attack 4

470

Tyrannical Force

7

Attack 3

Range 3

STUN

37

All summoned allies within Range 3 perform

Move -1

with you controlling the actions.

471

Lash Out

8

Command

Attack 4

Target all adjacent enemies

18

Move 3

PUSH 2

Target all adjacent enemies

472

Natural Remedy

8

Heal 5

Range 3

+1 Heal, +1 Range

25

Move 4

STRENGTHEN

Affect one adjacent ally

473

Jaws of Death

9

Command

Kill one adjacent normal enemy whose current hit point value is equal to or less than 6.

48

Attack 2

PUSH 3

Move 3

Attack 2

474

Tribal Sigil

9

Summon Spirit Banner

All adjacent allies add +2 Attack to their Attack actions.

91

Recover up to two lost cards with Summon actions on them.

475