



KELDA THE KYRIE WARRIOR

JANDAR

HEALING TOUCH

After moving and before attacking, choose a wounded hero figure adjacent to Kelda. Then roll the 20-sided die to add or remove wound markers from the chosen figure's card:

- If you roll 1, add 2 markers.
- If you roll 2-5, remove 1 marker.
- If you roll 6-17, remove up to 2 markers.
- If you roll 18-20, remove all markers.

FLYING

When counting spaces for Kelda's movement, ignore elevations. Kelda may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Kelda starts to fly, if she is engaged she will take any leaving engagement attacks.



5

LIFE

MOVE

6

SPACES

RANGE

1

SPACE

ATTACK

2

DICE

DEFENSE

3

DICE

80

POINTS



**KELDA THE
KYRIE WARRIOR**



Valhalla
Mallidonn's Prophecy
21/25

MOVE 5
SPACES

RANGE 1
SPACE

ATTACK 2
DICE

DEFENSE 7
DICE

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