



MARCU ESENWEIN

UTGAR

LIFE DRAIN

Each time Marcu Esenwein destroys a figure, you may remove a wound marker from this Army Card. Marcu Esenwein cannot Life Drain destructible objects.

ETERNAL HATRED

After revealing an order marker on this card, you must roll the 20-sided die. If you roll a 17 or higher, choose an opponent. That opponent will now control Marcu Esenwein for the remainder of your turn, but will not be able to view any unrevealed order markers on his card. At the end of that turn, control of Marcu returns to you. All order markers and figures that were on Marcu's Army Card will stay on his Army Card.

FLYING

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



UNDEAD

UNIQUE HERO

DEVOURER

TERRIFYING

MEDIUM 4

6

LIFE

MOVE

7

SPACES

RANGE

1

SPACE

ATTACK

4

DICE

DEFENSE

1

DIE

20

POINTS



**MARCU
ESENWEIN**



Feylund
Fields of Valor
15/21

MOVE 7
SPACES

RANGE 1
SPACE

ATTACK 4
DICE

DEFENSE 5
DICE

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