



ULGINESH

ULLAR

MIND LINK

Instead of taking a turn with Ulginesh, you may take a turn with up to 2 different Elf Wizards you control. Ulginesh cannot be one of the 2 Elf Wizards. Any Elf Wizard that is taking a turn instead of Ulginesh must be within 6 clear sight spaces of Ulginesh before moving.

ELF

UNIQUE HERO

WIZARD

TRICKY

LARGE 6

FLYING

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



5

LIFE

MOVE

7

SPACES

RANGE

6

SPACES

ATTACK

3

DICE

DEFENSE

3

DICE

150

POINTS





ULGINESH



Feylund
Defenders of Kinsland
11/19

MOVE 7
SPACES

RANGE 6
SPACES

ATTACK 3
DICE

DEFENSE 5
DICE

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