



MORSBANE

ULLAR

ROD OF NEGATION

Start the game with 3 brown Negation Markers on this card. At the end of the turn, if you have at least 1 Negation Marker on this card, you may choose any opponent's unique figure within 6 clear sight spaces of Morsbane. Roll the 20-sided die. If you roll a 1-15, nothing happens. If you roll a 16-19, place a Negation Marker on the chosen figure's Army Card. All of that figure's special powers are negated for the entire game. If you roll a 20, destroy the chosen figure.

ELF

UNIQUE HERO

WIZARD

TRICKY

MEDIUM 5



6

LIFE

MOVE

5

SPACES

RANGE

1

SPACE

ATTACK

3

DICE

DEFENSE

2

DICE

100

POINTS



MORSBANE



Feylund

Zanafor's Discovery

21/25

MOVE

6

SPACES

RANGE

7

SPACES

ATTACK

3

DICE

DEFENSE

6

DICE

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