



SAYLIND THE KYRIE WARRIOR



KYRIE

UNIQUE HERO

WARRIOR

VALIANT

VALHALLA

MEDIUM 5

5
LIFE



6



1



3



3

POINTS

80

SPEAR OF SUMMONING

After moving and before attacking, choose any figure you control on the battlefield, then roll the 20-sided die. If you roll a 1-8, nothing happens. If you roll a 9-20, move the chosen figure to any space adjacent to Saylind. If the summoned figure is engaged, the figure does not receive any leaving engagement attacks.

FLYING

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



SAYLIND THE KYRIE WARRIOR

heroScape

Jandar's Oath
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6



1



3



7

