



CYPRIEN ESENWEIN

UTGAR

LIFE DRAIN

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

CHILLING TOUCH

After moving and before attacking, Cyprien Esenwein may attempt a Chilling Touch. To do this, choose a figure adjacent to Cyprien Esenwein and roll the 20-sided die.

- If you roll 1-12, nothing happens.
- If you roll 13-15, the chosen figure receives 1 wound.
- If you roll 16-17, the chosen figure receives 2 wounds.
- If you roll 18-19, the chosen figure receives 3 wounds.
- If you roll a 20 or higher, the chosen figure receives 6 wounds.

Cyprien Esenwein's Chilling Touch does not affect Soulborgs or destructible objects.

STEALTH FLYING

When counting spaces for Cyprien Esenwein's movement, ignore elevations. Cyprien Esenwein may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Cyprien Esenwein starts to fly, if he is engaged he will not take any leaving engagement attacks.



6

LIFE

MOVE

8

SPACES

RANGE

1

SPACE

ATTACK

3

DICE

DEFENSE

4

DICE

150

POINTS



CYPRIEN ESENWEIN



Feylund
Fields of Valor
17/21

MOVE

8

SPACES

RANGE

1

SPACE

ATTACK

5

DICE

DEFENSE

6

DICE

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