



AIR ELEMENTAL

JANDAR

SWIRLING VORTEX

When an opponent's small or medium figure moves onto a space within 2 clear sight spaces of an Air Elemental you control, that figure must end its move there. Figures can never move through any figure affected by Swirling Vortex.

AIR MASTERY

Figures that have the Flying or Stealth Flying special power subtract 1 from their defense dice when attacked by an Air Elemental.

STEALTH FLYING

When counting spaces for an Air Elemental's movement, ignore elevations. An Air Elemental may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If an Air Elemental is engaged when it starts to fly, it will not take any leaving engagement attacks.



ELEMENTAL
COMMON HERO

CONSTRUCT

RELENTLESS

MEDIUM 4

1
LIFE

MOVE

5
SPACES

RANGE

1
SPACE

ATTACK

3
DICE

DEFENSE

3
DICE

30
POINTS



AIR ELEMENTAL



Toril
Champions of
the Forgotten Realms
7/20

MOVE 5
SPACES

RANGE 1
SPACE

ATTACK 5
DICE

DEFENSE 4
DICE

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