

Magi-Rashaar



Actions



Life



Will



Command



Size



Ducats



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
3	5	3	4	6

Weapon	Range	Evasion	Damage	Penetration	Abilities
Ancient Trident	2"	-	+1	-	Aquatic, Two-handed

Keywords

*Faction (Rashaar), Leader, Discipline
(Blood Rites, Runes of Sovereignty,
Wild Magic)*

Character Abilities

- Expert Sorcerer (1)
- Fast Swimmer (2)
- Mage (3)
- Water Creature

Command Ability: *Fury of Dagon*

Pick a friendly character within 6".
That character gains First Strike (2)
until the end of their next activation.