



TEEKL

FAMILIAR BOND

After revealing an Order Marker on a Klarion Army Card you control and before taking a turn with Klarion, you may first take a turn with Teekl. At the end of each round, you may remove one Wound Marker from this card and from the Army Card of an adjacent Klarion figure you control.



CAT

UNIQUE HERO

FAMILIAR

DECEPTIVE

SMALL

2

MAGICAL PERCEPTION 6

Figures within 6 spaces of Teekl are always considered within clear sight of Teekl.

AGILE CLIMBING

Teekl can move through all figures and is never attacked when leaving an engagement. When moving normally up levels of height to move onto a space with Teekl, do not count a space for the first level. You may ignore Teekl's height of 2 when climbing. Teekl never takes falling damage or major falling damage.



9

LIFE

MOVE 6

RANGE 1

ATTACK 2

DEFENSE 1

95

POINTS