



XUNDAR

VYDAR

SHADOW CAST SPECIAL ATTACK

Range 5. Attack 3 + Special.
When Xundar attacks a figure with Shadow Cast Special Attack, add 1 additional attack die if at least one friendly Shadow figure is engaged with the defending figure. If Xundar destroys an opponent's figure with Shadow Cast Special Attack, replace that figure immediately, if possible, with one of your own previously destroyed Common Shadow figures.

DROW

UNIQUE HERO

SORCERER

TRICKY

MEDIUM 5

MASTER OF SHADOWS

After revealing an Order Marker on Xundar, and instead of taking that turn with Xundar, you may move Xundar up to 5 spaces and then take a turn with up to three small or medium Common Shadow heroes you control that are within 8 spaces of Xundar.



6

LIFE

MOVE

5

SPACE

RANGE

1

SPACE

ATTACK

3

DICE

DEFENSE

2

DICE

150

POINTS





XUNDAR



Toril
Looming Shadows
1

MOVE 5
SPACES

RANGE 5
SPACES

ATTACK 3
DICE

DEFENSE 3
DICE

