**Master of Chaos**

**Level 1**

1. **Combos Chain 1**
   - Clash phase only. This skill targets one enemy within range, then Halftusk moves up to 1 hex, then this skill may target one enemy within range.
   - Hit Effect: Move the target 1-3 hexes.

**Level 2**

2. **Halftusk**
   - Two Punch 1-4-5
   - Hit Effect: Move the target up to 2 hexes, Halftusk may move up to 2 hexes towards the target.

**Level 3**

3. **Mournblade**
   - Raise Dead 3
   - All friendly champions within range make a rally action. Remove up to 1 wound from each friendly champion within range.

**Master of Quest**

**Level 1**

1. **Answer The Call 3**
   - Choose a follower within range. Its unit makes a recruit action, then every model in the unit may move up to 2 hexes.

**Level 2**

2. **Powerful Charge 1-5-3**
   - Clash phase only. Rhodri may move up to 2 hexes in a straight line before choosing a target. This skill has +2 for each hex Rhodri moved.

**Level 3**

3. **Banner Warden**
   - Choose a banner within range. You may push each model that is within 2 hexes of the banner up to 1 hex away from the banner.

**Master of Change**

**Level 1**

1. **Regenerate 1**
   - Remove up to 2 of Halftusk’s wounds. Choose any number of blights within range and flip them over.

**Level 2**

2. **Tear Spawned 2**
   - Clash phase only. If the Froglodytes are below their maximum unit size, remove an empty objective hex within range. The Froglodytes make a recruit action. Place the recruited Froglodyte on that hex.

**Level 3**

3. **Martyr**
   - Give Finvarr up to 4 wounds. This activation, Finvarr gains +1 and for each wound.
   - Finvarr cannot gain a wound if it would knock him out. Soul Swap is a bonus action.

**Master of Knowledge**

**Level 1**

1. **March 1**
   - You may choose an objective hex within range.
   - Move Rhodri up to 1 hex. Then move the objective hex up to 1 hex towards Rhodri. Models on the objective hex move with it.

**Level 2**

2. **Resurrect Energy 3**
   - Clash phase only. Choose an empty objective hex within range. Place it adjacent to any other objective hex within range.

**Level 3**

3. **Resurrect Energy 3**
   - Clash phase only. Choose an empty objective hex within range. Place it adjacent to any other objective hex within range.

**Master of Life**

**Level 1**

1. **Raise Dead 4**
   - All friendly champions within range make a rally action. Remove up to 1 wound from each friendly champion within range.

**Level 2**

2. **Reanimate 3**
   - Clash phase only. Choose a friendly champion within range. Their follower unit makes recruit actions until it reaches its maximum unit size.

**Level 3**

3. **Resurrect Energy 3**
   - Clash phase only. Choose an empty objective hex within range. Place it adjacent to any other objective hex within range.

**Master of Quest**

**Level 1**

1. **Mirage**
   - Choose a friendly banner within 3 hexes of Finvarr. Place it on an objective hex that is up to 2 hexes away from its current hex.

**Level 2**

2. **Phase Shift**
   - Clash phase only. Choose a banner within range. You may push each model that is within 2 hexes of the banner up to 1 hex away from the banner.

**Level 3**

3. **Death Wind**
   - Choose an objective hex within range that contains a banner. Move the objective hex up to 2 hexes. The banner moves with the objective hex.

**Master of Life**

**Level 1**

1. **Martyr**
   - Give Finvarr up to 4 wounds. This activation, Finvarr gains +1 and for each wound.
   - Finvarr cannot gain a wound if it would knock him out. Soul Swap is a bonus action.

**Level 2**

2. **Resurrect Energy 3**
   - Clash phase only. Choose an empty objective hex within range. Place it adjacent to any other objective hex within range.