Choose a hex within range containing one Splashling. Remove the Splashling and place Raith’Marid in that hex. Raith’Marid can use this skill more than once in the same activation.

Choose a hex within range containing one Splashling. Remove the Splashling and place a champion within range in that hex.

Choose a hex within range containing one Splashling. All friendly models in an adjacent hex gain a boon of your choice, then remove the Splashing.

Choose a hex within range containing one Quartzling, replace each Quartzling with an objective hex.

Choose a boon on any model within range. Then choose up to two friendly models within range to gain that boon.

Choose a hex within range containing one Quartzling. If Landslide is within range, the objective hex and Landslide exchange places on the battlefield.

Choose a hex that contains an enemy banner within range. Place Rattlebone on the hex.

Choose a hex within range containing one Quartzling. If Landslide is within range, it gains and .

Choose a hex within range containing one Quartzling. All friendly models in an adjacent hex gain a boon of your choice, then remove the Splashing.

Choose a hex within range containing one Quartzling. Place Rattlebone on the hex.

Choose an empty objective hex within range. If Landslide is within range, the objective hex and Landslide exchange places on the battlefield.

Choose a hex within range containing one Quartzling. Place Rattlebone on the hex.

Choose a hex within range containing one Quartzling. Place Rattlebone on the hex.

Choose a hex within range containing one Quartzling. Place Rattlebone on the hex.

Choose a hex that contains an enemy banner within range. Place Rattlebone on the hex.