**Phantom Banners**
Choose any number of friendly banners within range. Place them on objective hexes within range.

**Guardian Champion**
A guardian moves the turn token +1 step when they have their banner on an objective hex during the end phase.

**Banner Warden**
If Finvarr is on an objective hex, his skills have +2.

**Poised to Strike**
- - -

**Shadow Ward**
Hit Effect: Move target up to 1 hex.

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

**Void Weapon**
- - -

**Life Blade**
Hit Effect: Remove up to 1 of Finvarr’s wounds.

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