**Death Wind**
If Mournblade’s banner is within range, place it on an objective hex within range.

**Raise Dead**
All friendly champions within range may make a rally action.

**Soul Cleave**
Hit Effect: The Knightshades make a recruit action.

**Forward, Minions!**
Move each Knightshade that is within range up to 2 hexes.

**Grave Summons**
Mournblade makes a claim action. You may place his banner on any objective hex within range.

**Grasping Dead**
Remove all Knightshades from the battlefield. Then place all three Knightshades on hexes that are within 3 hexes of Mournblade.

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

**Undying**
When Mournblade is knocked out, he is worth 1 step instead of 4. When an enemy is knocked out, Mournblade may immediately make a rally action.

**Depths of Sorrow**
Death’s Door
If the Knightshades made a recruit action this activation, Death’s Door has +1 and +1.

**Death Grip**
Enemy models that make an advance action while they are adjacent to a Knightshade have speed 0 during that advance action.

**Careful, Master**
If Mournblade is within range, he gains Undying.

**Where’s Master?**
If Mournblade is within range, he may make a rally action or move up to 2 hexes.

**Death Grip**
Enemy models that make an advance action while they are adjacent to a Knightshade have speed 0 during that advance action.