**Shayle**

- **Avalanche**
  Choose any number of objective hexes within 3 hexes of Landslide. Move each up to 1 hex onto an empty non-objective hex in any order. Models on the objective hexes move with them.

- **Shaper Champion**
  A shaper moves the turn token +1 step when they make a claim action.

- **Runecaller**
  After Shayle makes an action during his activation, if he is within 3 hexes of Landslide, you may place Landslide in a hex up to 2 hexes from its current hex.

**Landslide**

- **Eruption**
  Friendly and enemy models adjacent to Landslide gain .

- **Earthquake**
  Hit Effect: Move target champion or all followers in target’s unit up to 2 hexes.

- **Boulder Bash**
  Hit Effect: Move a boon from the target to any model within range.

- **Rubble**
  When Landslide is knocked out, replace it with an objective hex.

**Tremor**

Remove all boons from enemies within range.

**Stone Spikes**

If Landslide is within range, it gains or .

**Stone Strength**

If Landslide is within range, it gains or .

**Runeweaving**

Hit Effect: Move a boon from the target to any model within range.

**Runecaller**

A/f_t after Shayle makes an action during his activation, if he is within 3 hexes of Landslide, you may place Landslide in a hex up to 2 hexes from its current hex.