**Raith’Marid**

**Tsunami**
Place Raith’Marid on a hex within range. Then move each enemy model within 2 hexes of him up to 2 hexes in the order of your choice.

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

**Rippling Scales**
When a Splashing leaves the battlefield, Raith’Marid may gain the boon of your choice.

**Undertow**
Choose an empty objective hex within range. Place it on an empty non-objective hex within range.

**Ker-Splash**
Choose a hex within range containing one Splashing. Remove the Splashing and place Raith’Marid in that hex.

**Headbutt**
Hit Effect: Move target up to 1 hex.

**Lunging Strike**
Before the hit roll, move Raith’Marid up to 1 hex towards the target.

**Jet**
Move a Splashing within range up to 3 hexes.

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**Splashing**

**Current**
You may place each Splashing in a hex up to 3 hexes from its current hex.

**Tide**
Hit Effect: Move target up to 1 hex.

**Like Water**
Once per phase during the Splashing’s activation, you may choose a boon on Raith’Marid. The Splashings gain that boon.

**Current**
You may place each Splashing in a hex up to 3 hexes from its current hex.

**Tide**
Hit Effect: Move target up to 1 hex.

**Like Water**
Once per phase during the Splashing’s activation, you may choose a boon on Raith’Marid. The Splashings gain that boon.