Cursed Ground 2 - -
Place up to two objective hexes on empty non-objective hexes within range. Remove them at the end of the clash phase.

Deadly Curse 2 4 6
Hit Effect: The target gains or .

Call Totems - - -
Remove any number of Hexlings from the battlefield. Then place them on hexes within 2 hexes of Rattlebone.

Grasping Curse 2 6 -
Hit Effect: The target gains or .

Roll the Bones
At the end of Rattlebone’s activation, roll one die. If you roll a 1 or 2, you may remove a boon or blight from a model within that many hexes of Rattlebone and place it on a different model within that many hexes.

Power Hex 2 - -
Choose one blight for each Hexling within range. Each enemy champion within range gains those blights.

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

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