

DRUID FAMILIAR



TERRA

EARTH ELEMENTAL

MOV	AGI	RES	MEL	MAG	RNG
3	2	2	7	-	8

HEALTH
10

SUMMON COST
1AP + 1F

	Cost	Reach	Glance	Solid	Crit
 Rock Fist	1AP	1	3	4	5
 Rock Hurl	2AP	4	3	5	7

COMMON INNATE ABILITIES

Lesser Being; Pathfinder; Steady; Summoned

Eldir's Blessing - [*Innate*] When Terra is slain, the enemy Hero that dealt the Killing Blow gains a level. In addition, (1F) is added to the Warband's Fate pool if an enemy is adjacent to Terra when she is slain.

Elemental Restraint - [*Innate*] When Terra is in play at the start of her Summoner's activation, the Summoner loses (1AP) for that activation.

Hurl (1♣+1♠) - [*Manoeuvre*] Throw(2) an enemy adjacent to Terra that has been damaged by *Rock Fist Attack*.

Rock Blast (1♣+1♠) - [*Manoeuvre*] Model damaged by *Rock Hurl Attack* suffers *knock down*. Enemies adjacent to the *Rock Hurl* target are dealt half damage, taken by the original target, rounded up.