

Warden
Daily Power

Winter's Grasp

Use as an attack.

Until the start of your next turn each monster that enters or starts their turn in your tile suffers 1 damage.

Warden
Utility Power

Warding Vines

Use this power during your Hero phase.

Place the Warding Vines token in your tile with 5 tokens.

(Each time a hero in the Warding Vine's tile would take damage, they may discard a token from Warding Vine to reduce that damage by 1.)

Warden
Utility Power

Triumphant Vigor

Use this power during your Hero phase.

Heal 2 HP.

Warden
Daily Power

Thunder Step

Teleport up to 1 tile and then attack an adjacent monster.

Att +7

Dmg 2

Miss: 1 damage.

Warden
At-Will Power

Thorn Strike

Attack a monster in your tile.

Att +6

Dmg 1 and you may place the target in any square in the tile.

Warden
At-Will Power

Strength of Stone

Attack an adjacent monster.

Att +6

Dmg 1 and heal 1 HP.

Warden
Daily Power

Storm Strike

Attack each monster on your tile.

Att +6

Dmg 1 and slide the target 1 tile.

Miss: 1 damage.

Warden
Utility Power

Shield of Stone

Use this power during your Hero phase.

Target another hero within 1 tile. Slide the target up to 1 tile. Until the start of your next turn the target gains +3 AC.

Warden
At-Will Power

Earth Shield Strike

Attack an adjacent monster.

Att +6

Dmg 1 and gain +1 AC until the start of your next turn.