

Control:

	AP	HP		
Herald-The Trap Master	+10	20		
Jack in the Box	Cost 5	Range 5	Hit N/A	Type Offensive
Place Object that blocks line of sight and threatens every square around it, has 3 health and cannot be moved.				
Spring Board	Cost 5	Range 5	Hit N/A	Type Offensive
Move target 3 squares				
Steel Box in a box	Cost 5	Range 5	Hit N/A	Type Offensive
Place one marker, When an enemy character walks over it they are immobilized by an object until 5 damage is done to the object. They may attack outside of the object and others may attack the object. May only voluntarily activate the trap by walking over it.				
Saved for a Rainy Day	Cost 10	Range self		Type Defensive
Activate a bomb attached to Herald dealing 6d6 damage to Herald and 4d6 damage to anything within 1 square				

	AP	HP		
Bwarg- The Sheep in Monster's Clothing	+10	30		
Part of the Flock	Cost N/A	Range N/A		Type Trait
Any damage dealt to any ally character within 2 squares (on the same side as Bwarg) will also deal half damage to Bwarg (rounded down)				
The Bleat of Grotesque Horror	Cost 10	Range 5	Hit 4+	Type Offensive
Target may not do any actions, generate action points, or move until the start of your next turn.				
The Demon Sheer	Cost 5	Range Melee	Hit Melee	Type offensive
Deal 1d6 and next attack against the target deals an extra 2d6				
The Herded Become the Herders	Cost 5	Range 5	Hit N/A	Type Offensive
Move target enemy up to 4 squares				

	AP	HP		
Billow – Adept of the Wind	+10	20		
Storms of the South	Cost 5	Range 5	Hit 4+	Type offensive
Deal 1d6 and move target up to three squares				

Gale Force winds	Cost 5	Range 5	Hit N/A	Type Offensive
Place four markers anywhere in range. Until the start of your next turn these are impassible, but do not block line of sight. These cannot be placed in the same place next turn				
Twin tornadoes	Cost 5	Range 7	Hit N/A	Type Offensive or Defensive
(Offensive) Choose two enemy targets and change their facing (Defensive) choose two ally targets and change their facing				