



TEMPEST GARTH

MYSTICAL TEMPEST

Start the game with 6 water tiles on this card. After moving, instead of attacking with Tempest, you may choose an empty land space within 4 spaces of Tempest and place a water tile from this card on that space, if possible. After placing the water tile, one at a time, roll an unblockable attack die against each figure within one space of the water tile.

WATER STRENGTH 2

Tempest does not stop his movement when entering water spaces. Add 2 dice to Tempest's attack and defense while he is on a water space.

MAGICAL DEFENSE

When Tempest is attacked by an opponent's figure that does not have the Magical Defense special power, the most wounds Tempest can take for this attack is one.



ATLANTEAN

UNIQUE HERO

TITAN

WILD

MEDIUM **5**

4
LIFE

MOVE **5**

RANGE **4**

ATTACK **3**

DEFENSE **4**

210
POINTS

