

BUFFED

While attacking, this champion has **+2 Attack**.

Expend: [After this champion completes an attack] → Remove this condition.

BUFFED

While attacking, this champion has **+2 Attack**.

Expend: [After this champion completes an attack] → Remove this condition.

BUFFED

While attacking, this champion has **+2 Attack**.

Expend: [After this champion completes an attack] → Remove this condition.

BUFFED

While attacking, this champion has **+2 Attack**.

Expend: [After this champion completes an attack] → Remove this condition.

DISARMED

This champion's equipment is considered exhausted.

Recover: ⚔️ - 1⌚ → Remove this condition.

DISARMED

This champion's equipment is considered exhausted.

Recover: ⚔️ - 1⌚ → Remove this condition.

DISARMED

This champion's equipment is considered exhausted.

Recover: ⚔️ - 1⌚ → Remove this condition.

DISARMED

This champion's equipment is considered exhausted.

Recover: ⚔️ - 1⌚ → Remove this condition.

EMPOWERED

This champion has **+1 Attack** and **+1 Defense**.

This champion may have up to two copies of the Empowered condition.

EMPOWERED

This champion has **+1 Attack** and **+1 Defense**.

This champion may have up to two copies of the Empowered condition.

EMPOWERED

This champion has **+1 Attack** and **+1 Defense**.

This champion may have up to two copies of the Empowered condition.

EMPOWERED

This champion has **+1 Attack** and **+1 Defense**.

This champion may have up to two copies of the Empowered condition.

MARKED

While this champion is targeted by an attack, the target cannot be changed.

Shake Pursuit: ⚔️ → Remove this condition.

MARKED

While this champion is targeted by an attack, the target cannot be changed.

Shake Pursuit: ⚔️ → Remove this condition.

MARKED

While this champion is targeted by an attack, the target cannot be changed.

Shake Pursuit: ⚔️ → Remove this condition.

MARKED

While this champion is targeted by an attack, the target cannot be changed.

Shake Pursuit: ⚔️ → Remove this condition.