











Ashborn

Order Of Fire - Tank Sentinel

Fallen Ash

Erupts flames of walls 2 tiles wide in location of choosing, which prevent enemy units from passing through. Wall lasts 2 turns.



Kaisel

Order Of Fire - Ranger Sentinel

Burning Skies

Attack range increased to 10 tiles radius for 3 turns



Whispera

Order Of Water - Support Sentinel

Bless Thy Sea

Chosen Unit gets the chance to teleport to a target tile within allied territory.



Cyclao

Order Of Water - Tank Sentinel

Mother Ocean

The abilities of all enemy sentinels in a 5 tile radius are sealed for the next 2 turns.



Whirphew

Order Of Water - Warrior Sentinel

Swallow Em Whole

All units in adjacent tiles are killed. Units further than 2 tiles away are pushed back 1 tile.



Carniva

Order Of Nature - Warrior Sentinel

Devour & Destroy

Kills all enemy units in a frontal semicircle radius of 1 tile.



Creef

Order Of Nature - Ranger Sentinel

Creeping Vines

Immobilizes all enemies in a 3 tile semicircle radius for a turn.



Beerus

Order Of Nature - Tank Sentinel

Sturdy Wood

Immune from all attacks & status ailments for the next 4 turns



Touci

Order Of Nature - Support Sentinel

Nature's Call

Creates a constant healing area of 5 tile radius around it. Every turn, health worth 1 hit is restored to all units.



Rhind

Order Of Stone - Tank Sentinel

Armoured Up

Immune to all damage and status effects for the next 3 turns.



Shanks

Order Of Water - Ranged Sentinel

Frozen Frontier

Movement speed of all enemy units in respective region slowed, while range increases to 6 tile radius.



Salaman

Order Of Fire - Warrior Sentinel

Burning Hell

Unit can teleport to a distance within 7 tiles radius and heal itself worth 1 hit.



Phoenix

Order Of Fire - Support Sentinel

Flaming Heaven

All units in a 10 circle radius are healed worth 2 hits.

Support



Ranged



Warrior



Tank



Support



Ranged

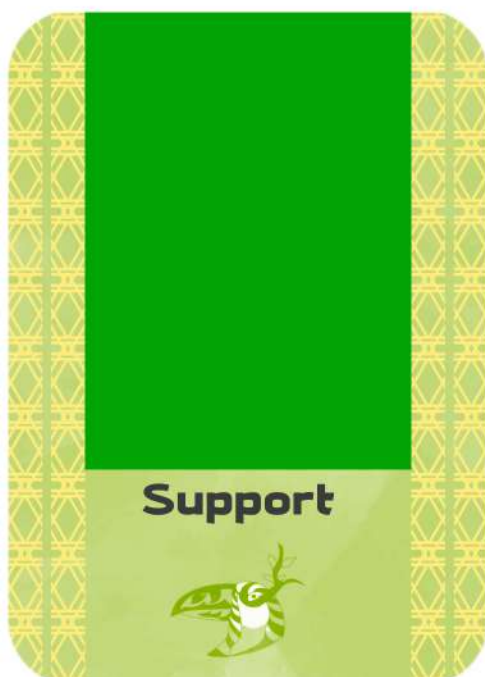
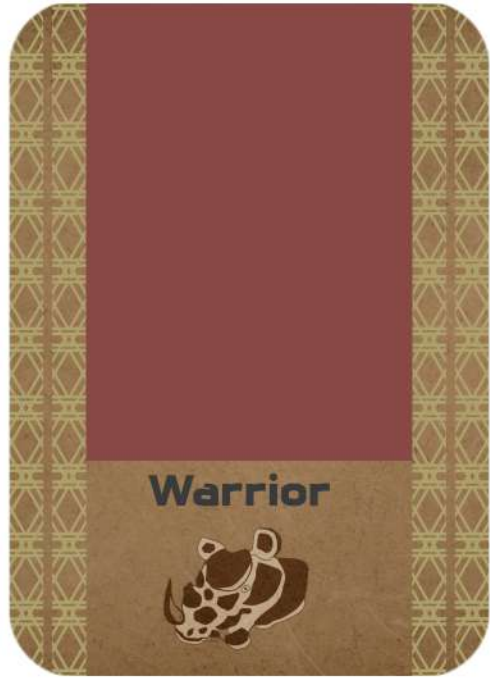


Warrior



Tank







Heraklion

Order Of Stone - Support Sentinel

Hail Of Stone

Allied units gain immunity from the next 2 attacks.



Hathor

Order Of Stone - Warrior Sentinel

Swirling Winds

Pushes enemies in a row backwards and immune to damage for the next 2 turns.



Osiris

Order Of Stone - Ranger Sentinel

Call Of The Dead

Halves the movement speed of chosen player for the next 2 turns. Makes them incapable of sieging in said period.

