

# Sentinel



ATK HP SPD AP Size  
**3 16 6" 2 Medium (32mm)**

Mana Start: 5  
Regen: 2/turn Max: 20

Mana

max 20

Wounds

max 16

Status tokens

## Abilities

**[A] Guardian's Blessing** — 2 mana, CD 2

Remove 3 wound markers and all status effects from an allied unit within 4"

CD 2

**[A] Nature's Gift** — 1 AP, CD 2 **QUICK**

An ally or yourself gains 2 mana. An allied unit within 4" gains Shield(2) until end of turn

CD 2

**[P] Bulwark**

Allied units within 4" of the Sentinel gain Defense:1