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Shrine to Arden Elemental Air Shrine v1.1

Shrine Reward
Gain 1 Fate
Place 1 friendly model within 5" of its current location.
Lightning attack against the nearest enemy model within 8".

Attack	Type	MAG	Range	Glance	Solid	Crit
Lightning	Magic	8	8"	3	5	7

Combat Manoeuvres
Stun 1S
A model damaged by Lighting gains the *stun* condition.

Note
If the Shrine to Arden kills an enemy model when shooting in the Communion Phase, the nearest friendly model, within 2" of the Shrine to Arden, will automatically harvest the Soul.

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Shrine to Wellin Elemental Water Shrine v1.1

Shrine Reward
Gain 1 Fate
Heal 1 friendly model for 5 health within 10" of the Shrine.
Ice Blast attack against the nearest enemy model within 8" of the Shrine/

Attack	Type	MAG	Range	Glance	Solid	Crit
Ice Blast	Magic	8	8"	3	5	7

Combat Manoeuvres
Knocked Down 1S
A model damaged by Ice Blast gains the *knocked down* condition.

Note
If the Shrine to Wellin kills an enemy model when shooting in the Communion Phase, the nearest friendly model, within 2" of the Shrine to Wellin, will automatically harvest the Soul.

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Shrine to Forin Elemental Fire Shrine v1.1

Shrine Reward
Gain 2 Fate
Friendly heroes within 2" can immediately buy/sell/trade magical artefacts as if they were base-to-base with their Effigy.

Intense Fire
Models that become base-to-base with the shrine, at any time, automatically gain the *fire* condition.

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Shrine to Eldir Elemental Earth Shrine v1.2

Shrine Reward
Gain 1 Fate
Shrine of Eldir can be replaced by Terra - Earth Elemental.
Terra joins the Warband that controlled this shrine during step 3 of the Communion Phase.

Respawn
If Terra is dead at the start of the Communion Phase and the Shrine of Eldir is not on the board, then the Shrine of Eldir will immediately respawn at its original location as per the current map. Any models that are over the spawning location footprint, when the shrine respawns, they will be moved by the path of least disturbance until the Shrine of Eldir can be placed in its original location.