



CRADOL

UNDEAD SHADOW HUNTER

MOV	AGI	RES	MEL	MAG	RNG
3	3	1	6	-	-

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
15	16	18

SOUL HARVEST **5**

	Cost	Reach	Glance	Solid	Crit
 Tomahawk	1AP	1	1	2	4

COMMON INNATE ABILITIES

Dual Wield (Tomohawk); Mark Target; Regeneration (1); Shadow; Shadow Mist; Undead

Shadow Wraith (1♣) - [*Manoeuvre*] Remove X Shadow Mist Counters attached to Cradol. Target friendly model within 2 hexes Heals X health.

Shadow Door (0AP) - [*Active*] Remove 3 Shadow Mist Counters from Cradol. An adjacent friendly model can be placed adjacent to a Shadow Orb Icon placed by Cradol's Warband.

Shadow Rift (0AP) - [*Active*] Place a Shadow Orb Icon in an unoccupied adjacent hex.

Shadow Step (1AP) - *[Active]* When adjacent to a friendly Shadow Orb or friendly Effigy, Cradol can be placed adjacent to any other friendly Shadow Orb or friendly Effigy. Shadow Stepping from a Shadow Orb destroys it.

LEVEL 2 Gain 1 Health **LEVEL 3** Gain 2 Health

Lvl 2: Shadow Cleanse (0AP) - *[Active]* Target Token, Template, or Hero with a Token, within 2 hexes. Remove 3 Shadow Mist Counters from Cradol and remove the Token or Template. Shadow Cleanse has no effect on Souls, bound or unbound.

Lvl 3: Shadow Shield (0AP) - *[Active]* Remove X Shadow Mist Counters from Cradol. Target friendly adjacent model within 2 hexes gains X temporary Health. Expires at the start of Cradol's next activation.

GODS



CLASS

