





GENDRIS

MINOTAUR DRUID

MOV	AGI	RES	MEL	MAG	RNG
3	3	1	6	7	-

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
16	18	20

SOUL HARVEST **5**

	Cost	Reach	Glance	Solid	Crit
 Staff	1AP	2	2	3	4
 Lightning Bolt	1AP	4	2	3	4

COMMON INNATE ABILITIES

Honour; Pathfinder; Regeneration(2); Summoner

Lightning Leap (2⚡) - [*Manoeuvre*] If an enemy takes damage from *Lightning Bolt Attack*, another enemy within 2 hexes of the hex of the original target is dealt the same amount in True Damage.

Find a Path (1AP) - [*Active*] Target friendly model within 2 hexes gains **Pathfinder** and +1 MOV. Expires at the end of their next activation.

Wild Growth (1AP+1F) - [*Active*] Place a forest template within 3 hexes. The forest counts as treacherous ground for enemy models. Expires at the start of Gendris' next activation.

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

Lvl 2: Hold Person (1AP) - *[Active]* Target enemy within 3 hexes cannot perform an **Advance** or **Charge** action until the end of their next activation. The enemy can remove **Hold Person** by spending (1F) during their next activation.

Lvl 3: Elemental Command (0AP) - *[Active]* Gendris summons an Earth Elemental - Druid Familiar model by paying its Summon cost. **Elemental Command** cannot be cast if Gendris has an Elemental already in play.

GODS



CLASS

