



# NAIAS

## DEMON PRIESTESS OF ECSTASY

MOV	AGI	RES	MEL	MAG	RNG
3	5	0	7	-	-

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
14	15	16

SOUL HARVEST **6**

	Cost	Reach	Glance	Solid	Crit
 Claws	1AP	1	2	3	4

### COMMON INNATE ABILITIES

Coalesce; Immune (*poison*); Soulgazer

**Poison Cloud (2♣)** - [*Manoeuvre*] Enemy damaged by *Claws Attack* suffers *poison*. A second target enemy within 2 hexes of Naias suffers *poison*.

**Rejuvenate (1AP)** - [*Active*] Adjacent friendly Hero Heals 3 points, +1 for each Soul bound to Naias and the friendly Hero. Naias does not double the +1 bonus if she heals herself while Souls are bound to her.

**Hypnotise (1F)** - [*Active*] Target enemy within 2 hexes cannot execute **Active Abilities** that have a Fate cost. Expires at the end of that enemy model's next activation.

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

*Choose one ability at level 2 and another at level 3.*

**Restore (1AP)** - [Active] Remove 1 *condition* from target friendly model within 2 hexes.

**Seduce (1AP)** - [Active] Target enemy within 4 hexes cannot target Naias in its next activation. Expires at the end of that enemy model's next activation.

**Shadow Meld (1F)** - [Active] Gains **Stealth**. Expires at the start of Naias' next activation.

**Physical Augmentation** - Naias permanently gains +1 to any attribute other than RES.

GODS



CLASS

