



# ONKURA

DEMON HARBINGER OF RUIN

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

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
16	17	18

SOUL HARVEST **4**

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

## COMMON INNATE ABILITIES

Coalesce; Fly; Leech (1)

**Barkskin** - [*Innate*] Onkura gains +1 RES vs *Melee Attacks*.

**Weakening Blow (2♣)** - [*Manoeuvre*] Enemy damaged by *Mallet Attack* incurs a -1 damage penalty on their *Basic Attacks*. Expires at the end of their next activation.

**Bell of Doom (1F)** - [*Active*] Place the Bell of Doom Icon in an unoccupied adjacent hex. While within 2 hexes of the Bell of Doom, enemies lose 1 die from their attack dice pool for *Basic Attacks*, after all other modifiers. An enemy Hero can remove the Bell of Doom by spending (1AP) when adjacent to it during their activation. Onkura can remove the Bell of Doom for no cost during her activation and immediately place it in an adjacent hex for free. Only a single Bell of Doom can be in play at the same time for each Warband.

**Contagion (1AP)** - [Active] Target enemy within 2 hexes incurs -1 MEL, RNG, and MAG. Expires at the end of their next activation.

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

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

**Backlash (1F)** - [Active] Enemies suffer D6 True Damage for each (F) they spend while within 2 hexes of Onkura. Expires at the start of Onkura's next activation.

**Suppress (1F)** - [Active] Target adjacent enemy non-demon model is unable to **Cleanse conditions** during its next activation. Expires at the end of that model's next activation.

**Sunder Armour (1AP)** - [Active] Target enemy within 2 hexes has its RES reduced by 1. Expires at the start of Onkura's next activation.

**Stone Grasp (1F)** - [Active] Adjacent enemies cannot **Advance** or **Charge**, and their *Combat Manoeuvres* require an additional (♣). Expires at the start of Onkura's next activation.

GODS



CLASS

