



YORGAWTH

MINOTAUR MARAUDER

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

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
17	19	21

SOUL HARVEST **2**

	Cost	Reach	Glance	Solid	Crit
 Giant Mace	1AP	2	2	3	5

COMMON INNATE ABILITIES

Regeneration (2); Shadow; Steady

Shadow Augment - [Innate] Yorgawth gains +1 MEL when adjacent to a Shadow Orb.

Shadow Tear (1♣) - [Manoeuvre] Place a Shadow Orb Icon in an unoccupied adjacent hex.

Ground Smash (1AP) - [Active] Roll 3 dice, +1 for each level Yorgawth has gained. For each (X) or (J) rolled, an adjacent enemy suffers *knock down*.

Leap (1AP) - [Active] Target an unoccupied hex within the MOV distance of Yorgawth and place Yorgawth in that hex.

Shadow Blast (1AP) - [Active] Destroy adjacent Shadow Orb to deal 3 True damage to target enemy within 2 hexes.

Unbreakable (1F) - [Active] Remove all enemy Tokens from Yorgawth.

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

Lvl 2: Momentum - [Innate] When *Giant Mace Attack* crits, Yorgawth can make a *Giant Mace Attack* for (OAP) after resolving the first attack. The extra attack must target an enemy other than the original target of the crit. **Momentum** can only be triggered during Yorgawth's activation. Attacks triggered by **Momentum** cannot trigger further attacks.

Lvl 3: Critical Strike (1F) - [Manoeuvre] For this activation, *Giant Mace Attack* resolves solid hits as crits.

GODS



CLASS

