



ZHIM'GIGRAK

UNDEAD LICH

MOV	AGI	RES	MEL	MAG	RNG
3	4	0	-	8	-

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
14	15	16

SOUL HARVEST **5**



Cost	Reach	Glance	Solid	Crit
1AP	5	2	3	4

COMMON INNATE ABILITIES

Immune (*freeze*); Undead

Frost Shroud - [*Innate*] Zhim'gigrak gains +1 AGI and +1 RES vs RNG attacks.

Frost Bite (2♣) - [*Manoeuvre*] Enemy damaged by *Frost Bolt* Attack suffers *freeze*. If a (♠) was rolled and the enemy was damaged, they take 1 extra True Damage.

Switch (1AP) - [*Active*] Zhim'gigrak switches places with target friendly model within 4 hexes. Both models are placed in the hex of the other model with which they were switched.

Ice Storm (1AP+1F) - [*Active*] D3+1 number of enemies within 3 hexes take 3 True Damage and suffer *freeze*. Active player chooses which enemies are affected.

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

Lvl 2: Cone of Cold (1AP) - *[Active]* Zhim'gigrak may immediately make a *Frost Bolt Attack* for (OAP). After resolving that attack Zhim'gigrak may make *Frost Bolt Attacks* for (OAP) against up to 2 additional enemy targets adjacent to the original target and within *Frost Bolt's* reach. Calculate the attack dice pool for each model separately. The additional models must be within the reach of *Frost Bolt Attack*.

Lvl 3: Unholy Tether (1F) - *[Active]* Target enemy within 3 hexes becomes **Tethered**. The **Tethered** model takes 1 point of True Damage for each damage suffered by Zhim'gigrak. Expires at the start of Zhim'gigrak's next activation.

GODS



CLASS

