



ABHOTHAS

DEMON DJINN OF MALIFICA

MOV	AGI	RES	MEL	MAG	RNG
3	5	0	6	7	-

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
14	15	16

SOUL HARVEST **3**

	Cost	Reach	Glance	Solid	Crit
 Sabre	1AP	1	1	2	4
 Magic Blast	1AP	5	2	3	4

COMMON INNATE ABILITIES

Coalesce; Dash; Immune (*curse*); Nimble;

Arcane Spirit - [*Innate*] When a non-Demon hero dies within 5 hexes of Abhothas, place a friendly Coalesce Icon in the hex they died. Remove the Coalesce Icon at the start of that hero's next activation. While adjacent to a hex that contains any Coalesce Icon, Abhothas gains +1 damage to his basic attacks. Note that Demon heroes still place a Coalesce Icon when they die, as per the rules.

Contagion (2♣) - [*Manoeuvre*] Enemy damaged by *Magic Blast Attack* suffers -1 MEL, RNG and MAG. Expires at the end of their next activation.

Gravity Well (1F) - [*Active*] Abhothas gains **Gravity Well** (this model cannot be **Charged**). Expires at the start of Abhothas' next activation.

Consume Spirit (1AP) - [Active] Target a Coalesce Icon within 2 hexes. Enemy hero models within 3 hexes of the Coalesce Icon suffer 1 True Damage and the *curse condition*. Abhothas heals the amount of damage dealt via Consume Spirit. Remove the Coalesce Icon.

LEVEL 2 Gain 1 Health LEVEL 3 Gain 1 Health

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

Physical Augmentation - [Innate] Abhothas permanently gains +1 to any attribute other than RES.

True Sight (1F) - [Active] Abhothas ignores **Stealth** and LoS restrictions when attacking a model with *Magic Blast Attack*. Expires at the start of Abhothas' next activation.

Steal Magic (2♣) - [Manoeuvre] Remove Marker or Counter from model damaged by *Sabre Attack*. Apply that Marker or Counter to target friendly hero within 3 hexes of Abhothas. Note that when a Token description uses the name of a hero, replace that name with the hero that has gained the Token. **Steal Magic** has no effect on Souls, bound or unbound.

Devour (2♣+1F) - [Active] Enemy hero damaged by *Sabre Attack* loses a level. Can only execute once per activation.

GODS



CLASS

