



FAZEAL

UNDEAD DEATH KNIGHT

MOV	AGI	RES	MEL	MAG	RNG
3	4	0	7	-	-

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
15	16	18

SOUL HARVEST **4**



Blight Bringer

Cost	Reach	Glance	Solid	Crit
1AP	1	2	3	5

COMMON INNATE ABILITIES

Dash; Honour; Mounted; Undead

Affliction (2♣) - [*Manoeuvre*] Enemy damaged by *Blight Bringer Attack* suffers *poison* or *curse*. Active player chooses.

Decapitation (1♣+1♠+1F) - [*Manoeuvre*] Enemy damaged by *Blight Bringer Attack* takes the same amount of damage they just took from this attack in *True Damage*.

Pestilence (1F) - [*Active*] Enemies within 4 hexes of Fazeal and suffering *poison* or *curse*, suffer **Pestilence**. They take D3 *True Damage*, rolled separately for each model, and a -1 penalty to their MEL, MAG, RNG, AGI and Soul Harvest attributes. The penalty will stack with similar ability reduction effects. **Pestilence** expires at the start of Fazeal's next activation.

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

Lvl 2: Blood Thirst - [*Innate*] Fazeal's Leech ability can temporarily raise his base health by up to 5 health points. The base health limit returns to normal, as per Fazeal's level, when he dies.

Lvl 3: Tendrils of Death (1AP+1F) - [*Active*] D3+1 enemies within 3 hexes of Fazeal and chosen by the active player, take 2 True Damage. Fazeal Heals the amount equal to the damage caused by **Tendrils of Death** this activation.

GODS



CLASS

