



XYVERA

MINOTAUR NECROMANCER

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

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
16	18	20

SOUL HARVEST **6**



Gnarled Staff

Cost	Reach	Glance	Solid	Crit
1AP	1	1	2	4

COMMON INNATE ABILITIES

Regeneration (2); Soulgazer

Blood for Blood (1AP) - *[Active]* Xyvera takes up to 5 True Damage. Target friendly model within 2 hexes heals 1 for each damage Xyvera took.

Corrupt Bond (1AP) - *[Active]* Target friendly Hero within 2 hexes takes up to 5 True Damage. One target enemy within 3 hexes of Xyvera suffers 1 True Damage for each point suffered by the friendly Hero. **Corrupt Blood** cannot damage the friendly Hero to 0 health.

Unholy Harvest (1AP) - *[Active]* Target friendly model within 5 hexes, not suffering curse, is dealt 1/3 their max base health (rounded down) in True Damage. Xyvera can immediately attempt to **Soul Harvest** a Soul adjacent to the friendly model for no additional cost.

Raise Dead (1AP+1F) - *[Active]* Choose a friendly Hero that died this turn. The Hero may immediately resurrect adjacent to its Effigy. The Hero may activate this round if it has not yet activated this round.

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

Lvl 2: Diminish Will - *[Innate]* While within 2 hexes, enemies must pay an additional (♣) to execute *Combat Manoeuvres*.

Lvl 3: Soul Link (Interrupt) (1AP+1F) - *[Active]* 2 target friendly Heroes within 2 hexes of Xyvera become linked. When one of them is damaged and not killed by a *Basic Attack* or *Active Ability*, the action may be **Interrupted**. The **Interrupt** occurs after damage has been taken but before *Combat Manoeuvres* are applied. Any amount of that damage can be dealt to the other linked Hero in the form of *True Damage*. The original model then *Heals* for the same amount. **Soul Link** expires at the start of Xyvera's next activation.

GODS



CLASS

