ZARON
HUMAN NECROMANCER

MOV	AGI	RES	MEL	MAG	RNG
3	4	0	5	7	-

MAX HEALTH

Lvl 1	Lvl 2	Lvl 3
14	15	16

SOUL HARVEST 6

		Cost	Reach	Glance	Solid	Crit
	Necrotic Blast	1AP	5	2	3	4
	Knife	1AP	1	1	2	3

COMMON INNATE ABILITIES

Explode (5); Honour; Shadow; Soulgazer; Summoner

Vampiric Touch (1AP) - [*Active*] Target friendly model within 3 hexes gains **Leech (2)**. Expires at the end of that model's next activation.

Shadow Rift (0AP) - [*Active*] Place a Shadow Orb Icon in an unoccupied adjacent hex.

From Below (0AP) - [*Active*] Summon a model of the type Minor Uedad - Necromancer Familiar (e.g. Skeleton). Zaron must pay the cost on the Summoned model's card.

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Lvl 2: Bone Shards - [*Innate*] Minor Udead - Necromancer Familiars summoned by Zaron gain **Explode (2)**. Summoned models will **Explode** if Zaron dies.

Lvl 3: Shadow Step (1AP) - [*Active*] When adjacent to a friendly Shadow Orb or friendly Effigy, Zaron can be placed adjacent to any other friendly Shadow Orb or friendly Effigy. **Shadow Stepping** from a Shadow Orb destroys it.

GODS   CLASS