



SOUL BATTERY

COST

5

DF

6

SP

5

WP

2

SZ

STN: 10
Totem, Unique, Living • Amalgam

By Your Side: When this model activates, it may discard a card to place itself in base contact with a unique ally within 12".

Hard to Kill: When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

SOUL BATTERY

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Energy Drain	∥1"	5	Wp	-	1
<i>This attack has a raise value of 3. An ally within range may heal an amount equal to the damage suffered.</i>					
📖 Unchecked Power: Once per activation. This model may declare a tactical action.					
🦋 Severe Injury: When resolving, if the target has an Injured token, deal +1 damage to it. Otherwise, it gains an Injured token.					

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
♦ Tap the Leyline	-	-	-	-	-
<i>Once per turn. Draw two cards and then discard one card.</i>					
♣ Dark Bargain	6"	0	-	6	-
<i>Once per activation. Ally only. Deal 1 irreducible damage to the target, then the target may declare the Interact action.</i>					
♦ Aetheric Surge: The target may declare the Charge action.					
🦋 Planning Ahead: Target gains an Adaptable token.					

Excess Power	(X)2"	0	-	4	-
<i>Once per activation. If this action receives a raise, increase the (X) of this action by 2". Allies within range heal 2.</i>					