



# NEGATIVE SPIRIT

KEEG BOVO

## NEGATIVE SPIRIT POSSESSION

The Negative Spirit does not start the game on the battlefield. At the start of the game, and whenever the Negative Spirit would be destroyed place the Negative Spirit on the card of a figure with the Negative Spirit Host special power. If you no longer control any figure with the Negative Spirit Host special power, destroy the Negative Spirit.

## NEGATIVE ENERGY INTANGIBILITY

The Negative Spirit can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Instead of attacking, you may choose up to 3 figures the Negative Spirit passed through this turn and roll an unblockable attack die against each figure.



ENTITY  
EVENT HERO  
SPIRIT  
ENIGMATIC  
MEDIUM 5

7  
LIFE

MOVE 8  
RANGE 2  
ATTACK 4  
DEFENSE 0

135  
POINTS

