

GHOST



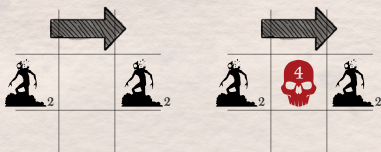
Robbed of their physicality, the Ghosts roam relentlessly through the Warlands in search of their own selves. Even their lightest touch drains the life out of any creature.




GHOST

GHOSTTRAIL

Move or attack up to 2 spaces in the same direction. You can move through Creatures too.



LIFEPULLING

If a Ghost moves through another Creature, be it your own or your opponent's, this Creature loses 1 Power Level. Additionally, you receive 1 .

Note: Opposing Creatures of Power Level 1 are immediately sent into the Exile. Your own Creatures return to the Reserve.



CURSED

If a Ghost is defeated by an opposing Creature, this Creature's Power Level is downgraded by 2.

POWER HIERARCHY

