

**BAEL**  
Mystic - Samael



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●●● **DARK BEAM (MAGIC, RANGED ATTACK)**  
Distance Attack (16 inch.), +1 Attack / +2 Damage.  
 ●●● **THE MARK OF EREBUS (MAGIC, EFFECT)**  
Cast Lv 2 Seal on an enemy unit inside Bael's Control Zone. Effect 16.  
 ●●● **THE MARK OF NOAH (MAGIC, EFFECT)**  
Cast Lv 2 Berserk on an enemy or friendly unit inside Bael's Control Zone. Effect 16.  
 ●●●●● **THE MARK OF JEDAH (MAGIC, EFFECT)**  
Cast Lv 2 Paralyzed on an enemy unit inside Bael's Control Zone. Effect 16.

ANIMA Lv. 45

**SHINIGAMI AYL**  
Warrior/Mystic - Samael



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●●●● **UNHOLY BEAM (MAGIC, RANGED ATTACK)**  
Distance Attack (16 inch.).  
 ●●●● **MIMIC DAMAGE (MAGIC, EFFECT, REACTIVE)**  
Cast when an enemy declares an attack on a friendly unit within your Control Zone. If the attack successfully causes damage to the friendly unit, apply the same damage to any enemy unit within your Control Zone. Effect 15.  
 ●●●● **DEATH SCYTHE (MAGIC, ATTACK)**  
Special Impact, +2 Attack. If Death Scythe causes any damage, target unit suffer Lv1 Doom. Effect 15.

ANIMA Lv. 50

**DARK CHESIRE**  
Warrior - Samael



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●●●●● **EXCISUN AERIS (KI, RANGED ATTACK)**  
Ranged Attack (12 inch.), +2 Attack / +2 Damage.  
 ●●●● **SUMMUN (KI, ATTACK)**  
Special Impact, +4 Attack / +4 Damage.

ANIMA Lv. 50

**HAROD**  
Prowler - Azur Alliance



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●●● **STEALTH (SUBTERFUGE, EFFECT)**  
Harod becomes Hidden. This skill can not be activated if Harod is inside an enemy Control Zone. UPKEEP: ●  
 ●●● **MURDER ATTACK (SUBTERFUGE, ATTACK)**  
Special Impact, +5 Attack / +5 Damage. If Murder Attack causes any damage, target unit suffer Lv3 Poison. Effect 16. This skill can be used only if Harod is Hidden.  
 ●●●● **SNAKE BLADES (KI, ATTACK)**  
Special Impact, +2 Attack. If Snake Blades cause any damage, target unit suffer Lv3 Poison. Effect 15.

ANIMA Lv. 40