Mindi Nite

The Dark in the Light



High Burst, High Area Damage

Passive: Dark Spores

Debuff

Damaging enemies instills them with Dark Spores which will lay dormant until they are stacked 3 times, causing them to burst dealing damage.

This damage does not apply dark spores.

Damage: 3

Basic Attack: Dark Fiend

AoE | Deployable | Ground Target | Global

Mindi summons a soul at a location that will attack all enemies within adjacent spaces when an enemy gets into its range, then disappear.

**She may have up to three Dark Fiends active at a time. **

Damage: 4

Energy: 1

AoE Radius: Adjacent Spaces

Ability 1: Portal

Deployable | Teleport

Mindi opens a portal on a nearby space that persists indefinitely, allowing her to teleport to it at any point during her attack phase. Once Mindi teleports to the portal, it disappears. This ability has an energy cost to place down the portal and an additional cost to go through it.

Placing the portal and teleporting use the same cooldown.

Portal Placement Distance: 5 spaces

Energy to place portal: 2

Energy to teleport: 1

Ability 2: Dark Laser

Targeted | Piercing | Global

Mindi shoots a laser of dark energy at a target dealing damage. This ability may be targeted at a **Portal**, upon hitting the **Portal** it may reflect out to a different target.

If an enemy is hit by this multiple times in the same turn they take reduced damage after the first hit.

Damage: 10 (3 after 1st hit)

Energy: 3

Ability 3: Black Hole

Ground Target | AoE | Root | Global

Mindi opens a Black Hole at least 4 spaces away from herself that will pull in enemies who get within its radius, *rooting* and damaging them. If **Dark Laser** passes through a Black Hole, it goes supernova, dealing additional damage and destroying the Black Hole.

If an enemy escapes the Black Hole, the root is removed.

Black Hole Damage: 5

Supernova Damage: 10

Energy: 4

Duration: 1 Round

AoE Radius: Adjacent spaces

Minimum Range: 4 Spaces away from Mindi

Ultimate: Darkest Form

Buff | Resurrect | Energy Cost Reduction

Mindi embraces her darkest form enhancing all of her other abilities and reducing their energy costs. If she is killed while in this form her killer does receive credit for the kill but she is instead *resurrected* with 10hp on her start space, and this form ends. This effect cannot happen if she is executed.

Energy: 8

Duration: 3 Rounds

Dark Fiend

AoE | Deployable | Heal | Stealth

Mindi may now consume her souls by walking past them, healing herself, and entering *Stealth* for 1 turn, destroying the Dark Fiend.

Damage: 4

Energy: 1

Consume Heal: 8

Consume Stealth Duration: 1 Round

Portal

Deployable | Teleport | Global

Portal now costs no energy to go through it, and it can be placed or relocated globally.

Energy to Place Portal: 1

Energy to Teleport: 0

Dark Laser

Targeted | Piercing | Global

Deals increased damage.

Damage: 12 (4 after the first hit)

Energy: 2

Black Hole

Ground Target | AoE | Root | Cripple | Global

The Black Hole now *Cripples* enemies trapped inside.

Black Hole Damage: 5

Supernova Damage: 10

Energy: 2