Reginleif

Gift of the Valkyries



High Area Damage, High Survivability

Passive: Path to Valhalla

AoE

Whenever anything dies (Player, Monster! or Minion) within an AoE, Reginleif receives energy. If Reginleif kills an enemy player all 3 runes on her **Valkyrie Sword** become activated.

Energy Gain: 1
AoE Radius: 5 Spaces

Basic Attack: Valkyrie Sword

Untargeted | Piercing

Slash with your sword sending out a wave of aurora magic in an area in front of you, dealing damage to all enemies hit. Enemies within adjacent spaces are hit with the sword itself, taking increased damage. Basic Ability casts activate the runes on your sword, applying additional effects to your next basic attack.

Damage: 4 (8 within adjacent spaces)
Energy: 1
Aurora Wave Range: 4 Spaces

Sowulo	**Teiwaz**	**Raidho**
Gains *Lifesteal.*	Deals additional damage based on missing HP. *calculated after the basic attack damage is taken*	Applies a *Stun.*
Lifesteal: 50%	Damage: 10% of missing hp	Stun Duration: 1 Turn Slow Duration: 1 Turn

Ability 1: Aurora Aura

Buff | Damage Mitigation

Reginleif calls upon the aurora for protection, gaining a defensive aura which reduces the damage she takes.

Then, activate ***Sowulo****.*

Damage Mitigation: 50%
Duration: 1 Round
Energy: 2

Ability 2: Bladewhirl

Dash | Untargeted | Piercing

Reginleif spins forward; gaining immunity to *Roots* and *Cripples*, dealing damage to everything she passes through, and instantly destroying any *Minions* in her path.

Then, activate ***Teiwaz****.*

Damage: 7
Energy: 3
Dash Distance: 4 Spaces

Ability 3: Borealis Blade

Targeted | Projectile | Global

Reginleif allows her **Valkyrie Sword** to be guided by the aurora, sending it at a target. This counts as a *basic attack* and procs all active rune effects on the target.

Then, activate ***Raidho****.*

Damage: 8
Energy: 3

Ultimate: Valkyrie's Wyrd

Targeted | Global

Reginleif marks a target with the **Mark of the Valkyries**, *debuffing* enemies or *buffing* herself/ allies.

Mark Duration: 2 Turns

Energy: 4

Enemies

Debuff | Slow | Execute | Mez

Movement is *Slowed*, and if they reach 5 HP or below they are *Executed*, granting the kill credit to Reginlief. If the mark expires, they are *Mezzed*.

Mez Duration: 1 Turn

Execute Threshold: 5 HP

Self or Allies

Buff | Resurrect | Damage Immunity | Heal

If HP reaches 0, Resurrect on the space you are currently on with 15 HP denying kill credit, and gaining damage immunity until the start of next turn. If the mark expires, receive a heal.

Heal: 8 hp