

# hangiry, the spirit of hunger

| Mo | St | Ag | Co | BP |
|----|----|----|----|----|
| 7  | 6  | 7  | 5  | 7  |

Price: 150 Irr

Available: 0 - 1

Size and gender: medium- X

Skill:

**Undead**

**Famine and Hunger:** every player in base contact with Hangiry gets -2Co as long as they are in base contact with Hangiry. Undead and Structured players are immune to this skill. Hangiry gets +1Co every player adjacent to him suffering the effects of this skill.

**Incorporeal:** if this player is not the ball carrier may move through any occupied square on the field, but he must be able to finish the movement in a free square. You must roll for dodging as normal. If this player is moving into a square occupied by an opponent player you must roll like a normal dodge, but you don't have to do a dodge test for moving away from that square! If you fail the test when dodging into the square occupied by the Phantom, the player falls over in the square he was dodging from.

**Eat Up the Essence:** Hangiry gets permanently +1 St every time a player is injured. If it was Hangiry who caused the injury, then he gets +2 St instead.