



COST

# MR. MORDRAKE

## BUMP IN THE NIGHT

6

DF

6

SP

4

WP

2

SZ



*Totem, Unique* ♦ DUA

**Demise (Shade Thief):** When this model is killed, make a Shadow Door marker in base contact. Then, it may be placed in base contact with another ally within 6" of itself. If it does so, it heals 2 and the chosen ally is dealt 2 irreducible damage.

# MR. MORDRAKE

## Bump in the Night

### Attack Actions

	Rg	Skl	Rst	TN	Dmg
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#### Shade Claw

12" 6 Df - 2

If the target has an **Entranced** token, this action receives a **+**.

☞ **Critical Strike:** When resolving, this action deals +1 damage to the target.

📖 **Lingering Shadow:** Make a Shadow Door marker in base contact with the target.

#### Unsettled

12" 6 Wp - -

Target gains an **Entranced** token.

🦋 **Fall into Darkness:** Place the target in base contact with a Shadow Door marker within 6".

### Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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#### Secret Passage

12" 0 - 7 -

This action may only be declared if this model is within 1" of blocking terrain. Place this model anywhere within range within 1" of blocking terrain.

#### Tap the Leyline

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Once per turn. Draw two cards and then discard one card.