



5  
COST

# MOORWRAITH

5  
DF

5  
SP

4  
WP

2  
SZ



STN: 8

Minion (3) ♦ Seeker

☛ **Armor:** *Once per activation.* This model may reduce damage dealt to it by 1.

**Demise (Earth's Remedy):** After this model is killed, allies within (X)2" of this model heal 1.

**Through the Muck:** If this model ends its activation within 2" of a piece of terrain or Lamp marker, it heals 1.

# MOORWRAITH

## Attack Actions

Rg Skl Rst TN Dmg

**Rolling Stone** //1" 5 Df - 1

*This model may deal up to 2 damage to itself. This action deals +1 damage to the target per damage suffered when declaring this action.*

☛ **Bowled Over:** Move the target 4" away, then move this model 4" toward the target.

📖 **Grab On:** Target gains a **Slow** token. End this model's activation.

⚡ **Dirt Nap** ⚡6" 5 Wp - -

Target heals 1 and gains a **Slow** token.

☞ **Sinking Tomb:** When resolving, instead of healing, the target is dealt 1 damage and this model heals 1.

📖 **Healing Burst:** Models within (X)2" of the target heal 2.