

7  
COST

## INSIDIOUS MADNESS

5  
DF6  
SP5  
WP2  
SZ

STN: 10

Minion (3) • Nightmare

**Flight:** This model ignores terrain and other models while moving.

**¶ Incorporeal:** Reduce damage dealt to this model by 1. Damage from actions may not be reduced this way.

**Soul Burn:** When this model gains a **Slow** token, it may instead be dealt 2 irreducible damage.



1

2

3

4

5

6

7

8

9

# INSIDIOUS MADNESS

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

### Spectral Bite

1" 5 Df - 2

• **Under Pressure:** Move the target 2" away from this model.

• **Siphon Life:** When resolving, this action deals +1 damage and this model heals 1.

### Disembodied Voices

6" 5 Wp - -

*This action may draw LoS and range from allies.*

Target gains a **Fright** token. For each raise this action receives, move the target 2". If the target is dealt falling damage during this action, increase that damage by +2.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

### Evading Leap

6" 0 - 6 -

Place this model anywhere within range. Until the end of the current activation, this model cannot declare attack actions.