



M WALDGEIST

6
COST

5
DF

7
SP

5
WP

2
SZ



Minion (3), Living • Swampfiend

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

Unimpeded: This model is unaffected by severe and hazardous terrain.

Attack Actions Rg Skl Rst TN Dmg

Tangling Roots ⚡ 1" 5 Df - 2

While this model is in severe terrain, increase this action's Rg by +3".

- **Heave:** Place the target anywhere within 3" of this model.
- **Hexed Gambit:** Target must have a **Stunned** token. This model may discard and draw a card.
- **Choking Hollow:** Make a Bog marker in base contact with this model.
- **Pick the Bones:** After killing, this model may declare the **Interact** action after resolving the current action.

**The Woods
Have Eyes** ⚡ 8" 5 Wp - -

Target gains **Stunned** and **Poison** tokens.

- **Foot in the Bog:** Make a Bog marker in base contact with the target.
- **Premonition:** Look at the top card of your fate deck. This model may discard it.