



MOORWRAITH

5
COST

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 (1)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
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Rolling Stone	¶ 1"	5	Df	-	1
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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	-	-
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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 (1)2" of the target heal 2.