

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.

INSIDIOUS MADNESS

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Spectral Bite	6"	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	-	-
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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.