



# ZORAIDA

## BOG WITCH

-  
COST

5

DF

6

SP

6

WP

2

SZ



Master, Living ♦ Swampfiend

Crawling  
Hex

Voodoo  
Doll

♣ **Bogbound:** When this model is dealt damage, it may deal 1 damage to an ally within 6". If it does so, reduce the damage dealt to this model by 1.

**Eyes in the Night:** This model may draw range and LoS for its attack actions from allies within 10".

**Strands of Fate:** During the start phase, the opposing player must discard a card or play with their control hand revealed until the end phase.



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# ZORAIDA

## Bog Witch

### Attack Actions

Rg Skl Rst TN Dmg

**Fateweaver's Pull** †10" 6 Wp 12 -

*This action cannot target the same model more than once per activation. This action may target friendly models. Target moves up to 2" and declares an action chosen and controlled by this model.*

☞ **Whispered Curses:** Deal 1 damage to a friendly totem, ignoring LoS.

📖 **Premonition:** Look at the top card of your fate deck. This model may discard it.

⚡ **Witch's Needle** †10" 7 Df - 1

Attach the Voodoo upgrade to the target.

♦ **Ensorcel:** Once per activation. Target declares an action chosen and controlled by this model.

📖 **Poisoned Fate:** When resolving, the target must discard a card or this action deals +2 damage.

☘ **Stunning Strike:** Target gains a **Stunned** token.

### Tactical Actions

Rg Skl Rst TN Dmg

**Bogstrider** - 0 - 7 -

*Once per turn. Place this model anywhere within 12" of its current location. Then, this model gains a **Craven** token.*

📖 **Stitched Effigy:** Remove a marker within 3" of this model. Summon a model with the Effigy characteristic within 3" of this model.