



8
COST

MYSTERIOUS FATE

EMISSARY

5
DF

6
SP

5
WP

3
SZ



Unique, Versatile

Branches and Brambles: Friendly models within 2" have cover.

Quick Study: This model gains the keywords of the friendly leader.

Tempting Fate: *Once per game.* When a friendly master is killed, this model may drain two ☐. If it does so, deal 4 irreducible damage to this model, then the friendly master heals 4.

MYSTERIOUS FATE

Emissary

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Wrath of the Woods	✦ 8"	7	Sp	-	2
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This action receives a 🗡 if the target is more than 4" from this model.

☞ **Drink Blood:** When resolving, this model heals an amount equal to the damage suffered by the target.

🦋 **Pulled Here and There:** Move either this model or the target up to 3".

🦋 **Quicksand:** Enemy models within (X)2" of the target must each pass a TN 13 **Sp** duel or gain a **Staggered** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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⚡ Quaking Soil	3"	0	-	6	-
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Friendly only. Place the target anywhere within 3" of its current location.

☞ **Malifaux Born:** The target gains an **Adaptable** token.

🦋 **Shifted:** Choose an enemy model within range. The chosen model must pass a TN 13 **Sp** duel or this model may place it anywhere within range.