



# WALDGEIST

6  
COST

5  
DF

5  
WP

7  
SP

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.