



JOROGUMO

8
COST5
DF6
SP4
WP3
SZ

STN: 11

Minion (3) • Oni



1

2

3

4

5

6

7

8

9

10

11

JOROGUMO

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Glaive

¶ 2"	6	Df	-	3
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■ **Bloody Fate:** Draw a card. If the target was not killed, discard a card.

• **Pick the Bones:** After killing, this model may declare the **Interact** action after resolving the current action.

† Spider's Trance	† 8"	5	Wp	-	-
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The target gains a **Stunned** token.

• **Void Thread:** Remove a friendly Rift marker within 2" of the target. Place this model into base contact with the target and declare a ¶ action.

Bewitching Weave	† 6"	5	Wp	10	-
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This action may target friendly models. Move the target up to 4" toward either an ally or a model with a **Stunned** token.

• **Reposition:** Move this model up to 3".