



# JOROGUMO

8  
COST

5  
DF

6  
SP

4  
WP

3  
SZ



STN: 11

Minion (3) ♦ Oni

**Abyssal Hunger:** When this model activates, it may kill an ally within 2" to gain a **Fast** token.

**Eat Your Fill:** After killing an enemy model with a // action, this model heals 2.

**Extended Reach:** Enemy models within 2" cannot take attack actions generated by the **Charge** action.

# JOROGUMO

## Attack Actions

Rg Skl Rst TN Dmg

**Glaive** //2" 6 **Df** - 3

📖 **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** - -

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 -

*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".