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COST

# MYSTERIOUS FATE

EMISSARY

5  
DF6  
SP5  
WP3  
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.



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# MYSTERIOUS FATE

## Emissary

### Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Wrath of the Woods</b>	+8"	7	Sp	-	2

*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 2" of the target must each pass a TN 13 Sp duel or gain a **Staggered** token.

### Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Quaking Soil</b>	3"	0	-	6	-

*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.