



WALDGEIST

6
COST

5
DF

7
SP

5
WP

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.

WALDGEIST

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.