MOORWRAITH

5 COST

5 DF

5 SP

4 WP

2 SZ

STN: 8

Minion (3) ◆ Seeker

🛡 **Armor:** *Once per activation.* This model may reduce damage dealt to it by 1.

Demise (Earth's Remedy): After this model is killed, allies within (Y)2" of this model heal 1.

Through the Muck: If this model ends its activation within 2" of a piece of terrain or Lamp marker, it heals 1.

◈ 1 2 3 4 5 6 7

MOORWRAITH

Attack Actions		Rg	Skl	Rst	TN	Dmg
Rolling Stone		〃1"	5	**Df**	-	1

This model may deal up to 2 damage to itself. This action deals +1 damage to the target per damage suffered when declaring this action.

- 🐴 ***Bowled Over:*** Move the target 4" away, then move this model 4" toward the target.
- 📖 ***Grab On:*** Target gains a **Slow** token. End this model's activation.

Dirt Nap		✦6"	5	**Wp**	-	-

Target heals 1 and gains a **Slow** token.

- 🪦 ***Sinking Tomb:*** When resolving, instead of healing, the target is dealt 1 damage and this model heals 1.
- 📖 ***Healing Burst:*** Models within (ϒ)2" of the target heal 2.