



GORAR

COST

4

DF

7

SP

4

WP

1

SZ



Totem, Unique, Beast, Undead ♦ Fae

Constriction: After an enemy model completes an action that caused it to leave engagement with this model, the enemy is dealt 1 damage.

Demise (Regrowth): *Once per turn.* When this model is killed, it is placed in base contact with an Underbrush marker within 8". If it does so, it heals 4. Then remove the Underbrush marker.



1

2

3

4

5

6

GORAR

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Striking Serpent //1" 5☠ Df - 2

☠ **Maim:** Target gains an **Injured** token.

☠ **Gaze of the Serpent** ☠8" 5 Wp - -

Target gains either an **Injured** or **Adversary** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Mold of the Other - 0 - 9 -

Name an ally minion that was killed this game and that has not been summoned by this crew this game. Replace this model with the named model. Then, the new model heals 3.

♦ **Ouroboros:** Summon a Gorar in base contact with an allied leader. The summoned model does not gain a **Summon** or a **Slow** token and counts as having already been activated this turn.

☠ **Germinate** 8" 0☠ - 7 -

Make an Underbrush marker within range.

♦ **Tap the Leyline** - - - - -

Once per turn. Draw two cards and then discard one card.