

 7
COST

WITCHLING HANDLER

5
DF6
SP5
WP2
SZ

STN: 10

Minion (2), Living • Witch Hunter

Counterspell: Enemy models within 6" must each discard a card to declare triggers during opposed duels.

Drawn to Power: After resolving an attack against this model, it may drain a ♦. If it does, place it into base contact with a Strategy marker within 6".

Goad Witchling: When an allied minion activates within 6", move it up to 4".

WITCHLING HANDLER

Attack Actions Rg Skl Rst TN Dmg

Witched Blade	1"	6	Df	-	2
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For each raise this action receives, this model may declare one additional different trigger, ignoring suits.

¶ **Critical Strike:** When resolving, this action deals +1 damage to the target.

■ **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

₩ **Drain Magic:** Target discards a card. This model may draw a card and then discard a card.

Immolate	8"	6	Df	9	1
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If this action receives a raise, this model may remove a **Burning** token from the target to deal +3 damage.

₩ **Reposition:** Move this model up to 3".

Tactical Actions Rg Skl Rst TN Dmg

Break the Seal	4"	0	-	6	-
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Target a friendly engaged Witchling Stalker. Replace the target with a Witchling Thrall. It heals 3.