



# GWYLL

7  
COST5  
DF6  
SP5  
WP2  
SZ

Henchman, Unique, Living • Returned



**Disguised:** This model may not be the target of actions generated by the **Charge** action.

**Unimpeded:** This model is unaffected by severe and hazardous terrain.

**Whisper in Their Ear:** When a friendly leader in play with a **Hunger** token activates, this model may draw a card.

<b>Attack Actions</b>	<b>Rg</b>	<b>Skl</b>	<b>Rst</b>	<b>TN</b>	<b>Dmg</b>
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<b>Cling to Death</b>	†12"	6	<b>Wp</b>	-	2
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Allies within (X)2" of the target heal 1.

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

■ **Death's Door:** The target gains an **Incurable** token.

<b>Purify</b>	†12"	6	<b>Wp</b>	12	-
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*This action may target friendly models.* Remove a token from the target.

¶ **Duality:** *Enemy only.* This model must choose: both players draw a card or both players discard a card.

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

<b>Tactical Actions</b>	<b>Rg</b>	<b>Skl</b>	<b>Rst</b>	<b>TN</b>	<b>Dmg</b>
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<b>† Dark Benediction</b>	6"	0	-	5	-
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*Ally only.* Target gains a **Hunger** token. If it does so, it may gain this model's choice of an **Insight** or **Adaptable** token.

♦ **Hushed Domain:** *Once per activation.* Look at the top three cards of this model's fate deck, discard any number of them, and place the remaining cards back on top of the deck in any order.