



- COST

# MR. MORDRAKE

**BUMP IN THE NIGHT****6**  
DF**6**  
SP**4**  
WP**2**  
SZ*Totem, Unique • DUA*

**Demise (Shade Thief):** When this model is killed, make a Shadow Door marker in base contact. Then, it may be placed in base contact with another ally within 6" of itself. If it does so, it heals 2 and the chosen ally is dealt 2 irreducible damage.



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## Bump in the Night

### Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Shade Claw</b>	3"	6	Df	-	2
<i>If the target has an Entranced token, this action receives a +.</i>					
<b>P Critical Strike:</b> When resolving, this action deals +1 damage to the target.					
<b>L</b> <i>Lingering Shadow:</i> Make a Shadow Door marker in base contact with the target.					
<b>U Unsettled</b>	12"	6	Wp	-	-
Target gains an Entranced token.					
<b>F Fall into Darkness:</b> Place the target in base contact with a Shadow Door marker within 6".					

### Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Secret Passage</b>	12"	0	-	7	-
<i>This action may only be declared if this model is within 1" of blocking terrain. Place this model anywhere within range within 1" of blocking terrain.</i>					
<b>T Tap the Leyline</b>	-	-	-	-	-
<i>Once per turn. Draw two cards and then discard one card.</i>					