



- COST

ZORAIDA

SWAMP HAG**6**
DF**6**
SP**6**
WP**2**
SZ**Marshborn
Malice****Mirewing***Master, Living • Swampfiend*

Crooked Deal: When an enemy model with a **Stunned** token targets this model with an attack action, the enemy's duel cannot be cheated.

Eyes in the Woods: During the start phase of turn 1, this model may give up to three other allies a **Craven** token to place them anywhere on the friendly table half.

Moth Witch: Once per turn. When this model declares a non-**Charge** general action, it may drain a ♦ to have another ally declare the same action.

ZORAIDA

Swamp Hag

Attack Actions

Rg	Skl	Rst	TN	Dmg
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Bumps and Boils

† 8"	6	Wp	-	3
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If the target has a **Stunned** token, look at the top two cards of either fate deck and place them back in any order. If this action received a raise, the target gains a **Stunned** token.

¶ **Dumbfounded:** Target gains a **Craven** token.

₩ **Moth Swarm:** Enemy models within (X) 2" of the target must pass a TN 12 **Wp** duel or gain a **Stunned** token.

■ **Poisoned Fate:** When resolving, the target must discard a card or this action deals +2 damage.

₩ **Hag's Gift:** Target gains a **Bog Spirit** token.

Tactical Actions

Rg	Skl	Rst	TN	Dmg
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Off the Path

8"	0	-	6	-
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Once per activation. Other ally only. Discard up to two cards. For each card discarded, draw a card and move the target up to 2".

¶ **Retrace Steps:** *Once per activation.* This model may declare a non-**Charge** general action.

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

† Witch's Brew

8"	0	-	5	-
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Ally only. Target heals 2 gains a **Bolstered** token.

₩ **Pulled Here and There:** Move either this model or the target up to 3".