



JOROGUMO

8
COST5
DF6
SP4
WP3
SZ

STN: 11

Minion (3) • Oni



Abyssal Hunger: When this model activates, it may kill an ally within 2" to gain a **Fast** token.

Eat Your Fill: After killing an enemy model with a action, this model heals 2.

Extended Reach: Enemy models within 2" cannot take attack actions generated by the **Charge** action.



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JOROGUMO

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Glaive ⚔ 2" 6 Df - 3

• **Bloody Fate:** Draw a card. If the target was not killed, discard a card.

• **Pick the Bones:** After killing, this model may declare the **Interact** action after resolving the current action.

Spider's Trance + 8" 5 Wp - -

The target gains a **Stunned** token.

• **Void Thread:** Remove a friendly Rift marker within 2" of the target. Place this model into base contact with the target and declare a ⚔ action.

Bewitching Weave + 6" 5 Wp 10 -

This action may target friendly models. Move the target up to 4" toward either an ally or a model with a **Stunned** token.

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