



7
COST

WITCHLING HANDLER

5
DF

6
SP

5
WP

2
SZ

Minion (2), Living ♦ Witch Hunter

STN: 10

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

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

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 -

Target a friendly engaged Witchling Stalker. Replace the target with a Witchling Thrall. It heals 3.