

## Dorothy Good & Blood

Tainted . Leader . Witch

MV	CH	CD	RD	AD	SAN	MYTH	WND
5	7	7	8	7	6	3	20

23PTS 3

**COILS - 9 / COMBAT / Base / Fatigue**

**AFFLICTED (10<sup>M</sup>) - 9 / ARCANE / 10<sup>M</sup> / Paralysed**

**WAIL OF THE ACCUSED - 2**

(Once per game) All enemy Models within 8" must pass a CD test with a -2 modifier or suffer Bleed.

**POSSESSION - 1**

This Model may spend 1 AP to grant Vigour to a friendly Model within 8".

**LEADER**

When activated this model gains +1 AP.

**SURVIVOR**

Any non-condition WND suffered by this Model is reduced by 1, to a minimum of 1.

**BLOOD MAGIC (DOROTHY GOOD & BLOOD)**

When this Model activates you may suffer 1 WND to gain +1 to Arcane Attacks until the end of its activation.

**MENTAL STRAIN**

During its activation this Model must spend 1 MYTH for each additional Arcane Attack after the first.

**MARKINGS OF POWER (FLIP)**

If this Model spends 3 or more MYTH in a single activation, flip this card when its activation ends.

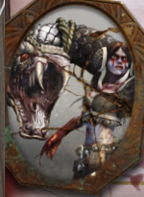
**CONSTRUCTOR**

Enemy Models engaged with this Model have -1 to Combat Attacks and CD. If an enemy Model tries to disengage it increases to -2 for any Disengaging Strikes.

**CARVED RUNES**

This Model may re-roll the first AD Test it makes each turn.

v2.00



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5	7	7	7	7	6	3	20

**COILS - 9 / COMBAT / Base / Fatigue**

**AFFLICTED (10<sup>M</sup>) - 10 / ARCANE / 10<sup>M</sup> / Paralysed**

**LEADER**

When activated this model gains +1 AP.

**SURVIVOR**

Any non-condition WND suffered by this Model is reduced by 1, to a minimum of 1.

**DIVINATION**

This Model may re-roll both dice in any one Attack or Test this turn if it inflicts at least 1 WND on an enemy with Coils.

**CRACKLING ENERGIES**

Enemy Models inflicting non-condition WND on this Model must pass an AD test or immediately suffer 1 WND.

**MENTAL STRAIN**

During its activation this Model must spend 1 MYTH for each additional Arcane Attack after the first.

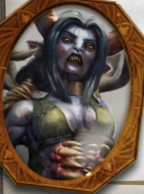
**BLOOD MAGIC (FLIP)**

When this Model activates, after it has rolled on the Madness Table, you may suffer 2 WND; if you do, flip this card immediately.

**MARK OF THE WYLD**

This Model does not add its Madness to rolls on the Madness Table.

v2.00



## Loreen

Myth . Female . Nuckalavee

MV	CH	CD	RD	AD	SAN	MYTH	WND
7	9	7	6	7	6	2	18

3

20PTS 2

**CHAIN BLADE - 9 / COMBAT / Base / Bleed**

### ON THE HUNT - 1

When this Model activates it may spend 1 MYTH to gain the ability to re-roll all the dice rolled for one Attack or Test this turn.

### BLOOD MAGIC (LOREEN)

When this Model activates you may suffer 1 WND to gain +1 to Combat Attacks until the end of its activation.

### GRASPING MAW

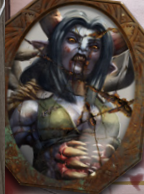
If this Model kills an enemy with a Combat Attack it immediately heals 2 WND.

### FEAR

This Model causes Fear.

### TRAPPER

Enemy Models charging this Model must pass a Combat Defence test or lose the bonus Attack Die for Charging.



## Loreen

Myth . Female . Nuckalavee

MV	CH	CD	RD	AD	SAN	MYTH	WND
7	9	7	6	7	6	2	18

**CHAIN BLADE - 9 / COMBAT / Base / Bleed**

### SEVERED CONNECTION

When this Model activates, take a SAN test. If you fail you may not use MYTH this activation.

### GRASPING MAW

If this Model kills an enemy with a Combat Attack it immediately heals 2 WND.

### FEAR

This Model causes Fear.

### SKITTISH

This Model suffers -1 to Combat Attacks if charged by an enemy Model until the end of that Model's activation.

### REKNIT

This Model heals 1 WND for each MYTH it spends during its activation.



## Mercy Good

Tainted . Follower . Witch

MV	CH	CD	RD	AD	SAN	MYTH	WND
5	7	7	7	7	6	2	16

3

17pts 1

**HUNTING KNIFE - 9 / COMBAT / Base / Bleed**

**AFFLICTED (8") - 8 / ARCANE / 8" / Paralysed**

### FRENZIED ASSAULT - 1

If this Model inflicts WND with its next Combat Attack, you may perform another Combat Attack against an additional enemy in base contact for free. You may not Attack the same model twice during this activation.

### SKIRMISHER

This Model suffers no penalty for being engaged by multiple enemies when attacking.

### BLOOD MAGIC (MERCY)

When this Model activates you may suffer 1 WND to gain +1 MV until the end of its activation.

### ARE YOU RED INSIDE?

This Model treats natural double five and natural double six as critical hits.

### MENTAL STRAIN

During its activation this Model must spend 1 MYTH for each additional Arcane Attack after the first.



## Mercy Good

Tainted . Follower . Witch

MV	CH	CD	RD	AD	SAN	MYTH	WND
5	7	7	7	7	6	2	16

3

**HUNTING KNIFE - 9 / COMBAT / Base / Bleed**

**AFFLICTED (8") - 8 / ARCANE / 8" / Paralysed**

### SKIRMISHER

This Model suffers no penalty for being engaged by multiple enemies when attacking.

### REKNIT

This Model heals 1 WND for each MYTH it spends during its activation.

### ONLY BLACKNESS!

This Model must take a SAN test each time it suffers WND unless Nadrageel is within 4".

### MENTAL STRAIN

During its activation this Model must spend 1 MYTH for each additional Arcane Attack after the first.



## Nadrageel

Tainted . Snake . Familiar

MV	CH	CD	RD	AD	SAN	MYTH	WND
5	6	7	6	6	6	1	14

3

12Pts 2

**COILS - 8 / COMBAT / Base / Fatigue**

**BITE - 8 / COMBAT / Base / Bleed**

### STRIKE - 1

This Model inflicts 1 WND on an enemy Model in base contact or an unengaged enemy Model within 4" and then heals 1 WND.

### FAMILIAR (NADRAGEEL)

If Dorothy Good & Blood or Mercy Good are within 8" and LOS of this Model, they may channel Arcane Attacks through this Model. This Model becomes the point of origin for the attack but the witch's Arcane Attack is used. This effect may only be used once per activation.

### BLOOD MAGIC (NADRAGEEL)

Whilst within 8", friendly models may choose to inflict 2 WND on this model instead of on themselves when activating their Blood Magic abilities.

### CONSTRUCTOR

Enemy Models engaged with this Model have -1 to Combat Attacks and CD. If an enemy Model tries to disengage it increases to -2 for any Disengaging Strikes.

### CARVED RUNES

This Model may re-roll the first AD Test it makes each turn.



## Nadrageel

Tainted . Snake . Familiar

MV	CH	CD	RD	AD	SAN	MYTH	WND
5	6	7	6	6	6	1	14

**COILS - 8 / COMBAT / Base / Fatigue**

**BITE - 8 / COMBAT / Base / Bleed**

### FIGMENT

This Model drops any objective it is carrying and my not interact with objectives unless it spends 1 MYTH in addition to any other penalties.

### BLOOD MAGIC (NADRAGEEL)

Whilst within 8", friendly models may choose to inflict 2 WND on this model instead of on themselves when activating their Blood Magic abilities.

### STARVING

If this Model does not make a Combat Attack during its activation it suffers 1 WND. It may ignore this if it is within 4" of Dorothy Good & Blood or Mercy Good.



# Sernos

Myth . The Goat

MV	CH	CD	RD	AD	SAN	MYTH	WND
6	9	8	6	7	7	2	24

4

28pts 3

**GORE - 9 / COMBAT / Base / Bleed**

### GOD SHARD - 1

This Model gains +1 to Combat, Ranged and Arcane Attacks until the end of its activation.

### ABOMINATION

This Model causes Fear. Madness is gained regardless of whether you pass or fail your Fear test. If passed you may act as normal.

### FLAILING DEATH

Models in base contact with this Model at the end of their activation must pass a CD test or suffer 3 WND.

### ENRAGE

This Model gains +1 to Combat Attacks and to its CD until the end of turn if it charges or is charged.

### BLOOD MAGIC (GOAT)

When this Model activates you may suffer 1 WND to re-roll all the dice rolled for one Attack or Test this turn.



# Sernos

Myth . The Goat

MV	CH	CD	RD	AD	SAN	MYTH	WND
6	9	8	6	6	7	2	24

**GORE - 9 / COMBAT / Base / Bleed**

### ABOMINATION

This Model causes Fear. Madness is gained regardless of whether you pass or fail your Fear test. If passed you may act as normal.

### FLAILING DEATH

Models in base contact with this Model at the end of their activation must pass a CD test or suffer 3 WND.

### REKNIT

This Model heals 1 WND for each MYTH it spends during its activation.

### SEVERED CONNECTION

When this Model activates, take a SAN test. If you fail you may not use MYTH this activation.



## ALL Kind Morozko

Myth . Male . King Frost

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	6	7	7	6	2	17

18pts 1

**CROOK - 8 / COMBAT / Base / Bleed**

**HOARFROST - 8 / ARCANE / 8" / Fatigue**

**GIFT OF VITALITY - 1**

This Model may spend 1 AP to grant Vigour to a friendly Model within 8".

**BOON**

Any Models with 8" and in the same Force as this Model may receive +1 to any Test, Defence or Attack Roll it makes.

**SPRING HEELED**

This Model gains +2 to its MV when climbing and to tests when jumping.

**ANGERED**

At the start of this Model's Activation you may flip the card to its Altered Side.



## ALL Unkind Morozko

Myth . Male . King Frost

MV	CH	CD	RD	AD	SAN	MYTH	WND
5	7	8	7	5	6	2	17

**CROOK - 9 / COMBAT / Base / Paralysed**

**HOARFROST - 7 / ARCANE / TEMPLATE / Fatigue**

**BLIZZARD - 1**

The Range of any Attack made against this Model is reduced to 3" until the end of Turn. Any Model starting its Activation within 12" of this Model reduces its MV and CH Statistics by 1 until the end of Turn.

**BANE**

Any Models with 8" and in the opposing Force from this Model may be forced to receive -1 to any Test, Defence or Attack Roll it makes. This Model chooses if the penalty applies.

**LONG SHANKS**

This Model gains +1 to its MV when climbing and to tests when jumping.

**CALMED**

At the start of this Model's Activation, you may flip the card to its Ready side.



# ALL Hex Beast

Hex Beast

MV	CH	CD	RD	AD	SAN	MYTH	WND
3	7	5	5	4	-	-	20

-PTS 2

HEAVY FIST - 10 / COMBAT / Base / Fatigue

## ABOMINATION

This Model causes Fear. Madness is gained regardless of whether you pass or fail your Fear test. If passed you may act as normal.

## WANDERING MONSTROSITY

This Model is lost to the Hex and neither gains Madness nor has to make SAN Tests. It is not under control of any Player. At the end of the Activation phase, after the Players have activated all their Models, any Hex Beasts Activate in random order. They operate using the following rules: 1. If it is Engaged, then it will make a Mighty Blow Attack against one random Model it is Engaged with. 2. If it is not Engaged it will Charge the closest Model. 3. If it cannot Charge it will make a single Move directly towards the nearest Model without Climbing or Jumping. (If two or more Models are equal distances away, then randomly determine which one the Hex Beast moves towards)