**Nom Nom Nom**

*Must target a follower.*

**New Spew**

Remove all Retchlings from the battlefield. Then they make five recruit actions.

**Flu Spew**

This skill targets each enemy champion and follower unit adjacent to one or more Retchlings. Hit Effect:

**Goo Spew**

This skill targets each enemy champion and follower unit adjacent to one or more Retchlings. Hit Effect:

**Maelstrom Champion**

A maelstrom moves the turn token +1 step when they knock out an enemy follower.

**Spew**

When Retchlings make a recruit action during Grimgut's activation, you may place the new Retchling adjacent to any Retchling placed during this activation.

**Slip and Slide**

Two Retchlings may use this skill in the same activation if they are in different hexes.

**Slimed**

This skill may target up to three models in one hex. Two Retchlings may use this skill in the same activation if they are in different hexes.

**Wretched**

When a Retchling is knocked out, it is worth 0 steps instead of 1.