

Skeleton Queen

Hit: 4
Crit x 1: 7
Crit x 2: 9
Crit x 3: 12

Jazz: 5

Flesh: 4

Weird: 4

Composure: 4

Available

Wounded

Stances

The Skeleton Queen has three stances that she switches between.
At the end of her turn, she switches into the stance of most recently played stance change card. Place that card underneath the stance and shuffle the old one into the boss action deck.
The current stance dictates how the Skeleton Queen will act when performing actions. It gives the value and targeting for movement and attacks.




Attacking & Critical Strikes

The Skeleton Queen will use crit options with the following priority:
1- Use unique crit options, multiple times for Dismember
2- Use Push if it would result in harm to the target.
3- Use Brutal Strike while in aggressive stance
4- Use Strike

Current Stance

Terrain

Each player draws 1 boon and 1 bane
The brown bordered room is only played in 4 or more player games

-  - Starting Zone
-  - Locked door
Unlock with Embued Status effect.
-  - Passable only in 4+ player games.

