



3

COST

# DELIRIOUS THRALL

4  
DF6  
SP4  
WP2  
SZ

STN: 5

Minion (3) ▷ Nightmare, Woe

**Demise (Shattered Glass):** When this model is killed, deal 1 damage to enemy models within (X)2".

**Don't Turn Your Back:** Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

# DELIRIOUS THRALL

Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Mirrored Image</b>	≤ 1"	4	Df	-	1
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*This model and the target may not cheat fate during this action.*

¶ **Spiderwebbed Fractures:** Enemy models within (X) 2" of the target are dealt 1 damage.

₩ **Frantic Attack:** This model deals 1 irreducible damage to itself. Declare this action again.

■ **Grab On:** Target gains a **Slow** token. End this model's activation.

₩ **Convulsions:** Move the target up to 3". Then the target must either discard a card or this model may move it up to 3".

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>Final Reflection</b>	1"	-	-	-	-
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*Enemy only. Kill this model. Make a Scheme marker in base contact with the target.*