



2  
COST

# MYSTERIOUS FATE

EFFIGY

4  
DF

6  
SP

4  
WP

1  
SZ



*Unique, Effigy, Versatile*

**Insignificant:** This model cannot declare the **Interact** action and is ignored for strategies and schemes.

**Quick Study:** This model gains the keywords of the friendly leader.

# MYSTERIOUS FATE

## Effigy

### Attack Actions

	Rg	Skl	Rst	TN	Dmg
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<b>Tattered Remains</b>	✦8"	4	<b>Df</b>	-	1
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For each raise this action receives, it deals +2 damage.

✦ **Delay:** Target gains a **Slow** token.

♦♦ **Mysterious Fate:** *This model must be engaging an enemy model and cannot have a **Summon** token.*  
Replace this model with the Mysterious Fate, Emissary, then this model heals 6.

### Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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<b>Know the Land</b>	8"	0	-	6	-
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*Friendly only.* Target gains a **Hastened** token.