



# GUILD LAWYER

5  
COST

4  
DF

6  
SP

6  
WP

2  
SZ



Minion (3), Living • Elite

**Balancing the Scales:** Once per activation. When resolving an attack targeting this model, if this model suffers damage, this model may drain a ♦ to deal an equal amount of damage to the attacking model.

**Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

# GUILD LAWYER

## Attack Actions      Rg Skl Rst TN Dmg

<b>Clerical Command</b>	†8"	5	Wp	-	-
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*This action cannot target the same model more than once per activation. Target declares an action, chosen and controlled by this model.*

☛ **Overruled and Misled:** Target gains an **Aura (Negligent)** token.

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

<b>Barrister's Barrage</b>	†8"	5	Wp	-	2
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☛ **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

☛ **Drain Magic:** Target discards a card. This model may draw a card and then discard a card.

## Tactical Actions      Rg Skl Rst TN Dmg

<b>Quick Thinking</b>	8"	0	-	5	-
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*Ally only. Target gains an **Adaptable** token.*

☛ **Swift Action:** Declare this action again.

☛ **Draw Out Secrets:** Make a Scheme marker in base contact with the target.