



# SHADOW FATE

EMISSARY

8

COST

5

DF

7

SP

6

WP

3

SZ



Unique, Living, Versatile

**Aspect of the Dragon:** During the start phase of the first turn, attach an Aspect upgrade to this model.

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

**Tempting Fate:** *Once per game.* When a friendly master is killed, this model may drain two ☉. If it does so, deal 4 irreducible damage to this model, then the friendly master heals 4.

# SHADOW FATE

## Emissary


### Attack Actions


Rg	Skl	Rst	TN	Dmg
----	-----	-----	----	-----


#### Dragon's Maw

∞2"	7	Df	-	2
-----	---	----	---	---

This action receives a  if this model is on Ht 2 or higher terrain.

 **Tear Off a Bite:** This model heals 2.

 **Bowled Over:** Move the target 4" away, then move this model 4" toward the target.

 **Maim:** Target gains an **Injured** token.


### Tactical Actions

Rg	Skl	Rst	TN	Dmg
----	-----	-----	----	-----

#### ↑ Rising Dragon

6"	0	-	6	-
----	---	---	---	---

Once per activation. Place this model anywhere within range. If this model changes elevation in this way, it gains a **Bolstered** token.

 **Dragon's Fire:** Enemy models within (X)2" of this model must pass a TN 14 **Sp** duel or this model may move them up to 2" and deal 1 damage to them.