



LEGER DE MAIN

6
COST

5
DF

7
SP

6
WP

2
SZ



Unique, Living ♦ Witness

♣ **Manipulative:** If this model has not yet activated this turn, enemy models may not cheat fate in opposed duels with this model.

Mirror Trick: After this model modifies its duel by removing an **Adaptable** token, it may remove a friendly Scheme marker in LoS to make a Scheme marker within 1".

LEGER DE MAIN

Attack Actions

Rg Skl Rst TN Dmg

Distracting Illusion //2" 6 Wp - -

Target gains **Stunned** and **Entranced** tokens.

☞ **Blow Your Mind:** Deal 2 damage to the target.

📖 **Pilfer:** Target must drain a ⬛. If it does so, infuse a ⬛.

⚡ **Disillusion** †6" 6 Wp - -

Move the target up to its **Sp**.

⬛ **Showmanship:** Place this model within 4". Then, enemy models within (X)2" of this model must pass a TN 12 **Wp** duel or gain a **Stunned** token.

☞ **Blow Your Mind:** Deal 2 damage to the target.

🦋 **Phantasmal Doorway:** When resolving, the target is unaffected by terrain while moving.

Tactical Actions

Rg Skl Rst TN Dmg

False Claim 3" 0 - 6 -

This action cannot be declared while engaged. Make two Scheme markers within range.

🦋 **Sneak Away:** Once per turn. *This model must be within 1" of blocking terrain.* Place this model anywhere within 8" of its current location within 1" of blocking terrain.