



7  
COST

# KEEPSIDE STRANGERS

6

DF

6

SP

5

WP

2

SZ



Unique, Living, Loyal ♦ Forgotten, Redchapel

**Followers:** After this model ends its activation, a friendly leader may activate if it has not yet activated this turn.

**Skeleton in the Closet:** When this model activates, it may make a Remains marker within 6". Enemy models within (X)1" of the made marker gain an **Entranced** token.

# KEEPSIDE STRANGERS

## Attack Actions

Rg Skl Rst TN Dmg

**Shadowy Numbers** //1" 6 Wp - 2

If this model has half its maximum health or more, this attack has a raise value of 3. This action deals +1 damage if it is not this model's activation.

☞ **Critical Strike:** When resolving, this action deals +1 damage to the target.

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

**Handful of Snakes** 🦂12" 6 Df - 2

Deal 1 damage to enemy models within (X)2" of the target.

🦋 **Mass Hysteria:** Move models damaged by this action up to 3".

📖 **Overwhelmed:** Target gains an **Entranced** token.

👉 **Take by the Hand** 🦋6" 6 Df 12 -

This action may target friendly models. Move the target 3". Then move this model up to 3" toward the target.

📖 **Cruelty of Strangers:** Remove a friendly token from the target. Deal 2 damage to the target. If this kills the target, infuse a 🍀.

## Tactical Actions

Rg Skl Rst TN Dmg

👉 **Hear the Whispers** (X)2" - - - -

Once per turn. Draw a card for each enemy within range with an **Entranced** token (maximum 2).