

 5
COST

GUILD LAWYER

4
DF6
SP6
WP2
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

Clerical Command	†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.

Barrister's Barrage	†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

Quick Thinking	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.