



- COST

# RASPUTINA

**ABOMINABLE****6**  
DF**6**  
SP**5**  
WP**2**  
SZ*Master, Unique, Living • December***Winter's  
Wrath****Mara**

**Absolute Zero:** After an enemy model resolves a action targeting this model, this model may drain a ♦ to end the attacker's activation.

**Creeping Ice:** Enemy models in base contact with a friendly Ice Pillar marker within 6" may only move with the **Walk** action, or from an effect controlled by this crew.



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# RASPUTINA

## Abominable

### Attack Actions

	Rg	Skl	Rst	TN	Dmg
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#### Freezing Strikes

*	6	Df	-	3
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When this action is declared, choose if it has a range of 1" or 6".

• **Stumble:** When resolving, if the target has a **Staggered** token, deal +1 damage to it. Otherwise, it gains a **Staggered** token.

• **Convulsions:** Move the target up to 3". Then, the target must either discard a card or this model may move it up to 3".

#### Entomb in Ice

6"	6	Sp	-	1
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Make an Ice Pillar marker within 1" of the target. This model may drain a ♦. If it does so, make up to two additional markers within 3" of the first.

• **Harsh Winter:** Enemy models within 1" of any of the made markers gain **Staggered** and **Hunger** tokens.

• **My Loyal Servant:** Another friendly model within 3" of the target heals 1.

### Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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#### Form From Ice

12"	0	-	*	-
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Once per turn. Target a friendly Ice Pillar marker completely on the enemy table half. Summon an allied minion in base contact with the target, then remove the target.