



10
COST

THE STRANGE LADY

6
DF

6
SP

6
WP

2
SZ



Unique, Living ♦ Forgotten, Redchapel

☞ **Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

Mesmerizing: Enemy models may not declare triggers during duels with this model.

Terrifying Gaze: After a model within 6" declares an action outside its own activation, this model may drain a ♦ to have that action immediately fail.



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THE STRANGE LADY

Attack Actions

Rg Skl Rst TN Dmg

Gorgon's Kiss //3" 6 Df - 2

If the target is in base contact with this model, the target gains a **Slow** token. Then, move the target up to 2".

☞ **Finisher:** When resolving, deal +1 damage for each token on the target (to a maximum of +2).

☛ **Onslaught:** Declare this action again, targeting the same model.

↯ **Whispers in the Dark** †12" 6 Wp 12 1

This action cannot target the same model more than once per activation. This action may target friendly models. Target declares an action, chosen and controlled by this model.

♦ **Kiss of Death:** After resolving the generated action, this model may declare a **Gorgon's Kiss** action targeting the same model, ignoring LoS and range.

☛ **Mutilate:** When resolving, if the target has a **Slow** token, deal +1 damage. Otherwise, it gains a **Slow** token.

Tactical Actions

Rg Skl Rst TN Dmg

↯ **The Healing Dark** 6" 0 - 6 -

Target heals an amount equal to the difference in the number of cards in its control hand and maximum hand size (to a maximum of 3).

📖 **Draw Out Secrets:** Make a Scheme marker in base contact with the target.