



CORVIS ROOK

9
COST

5
DF

7
SP

5
WP

2
SZ



Henchman, Unique, Living, Loyal • Syndicate

Don't Turn Your Back: Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

Remove Evidence: When this model activates, it may remove a Scheme or Remains marker within 4" to draw a card.

♣ **Serene Countenance:** Enemy attack actions that target this model cannot cheat their duel.

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CORVIS ROOK

Attack Actions

Rg Skl Rst TN Dmg

Brass Knuckles

1" 6 Df - 3

☞ **Shrug Off:** Remove one token from this model.

☞ **Shove Aside:** *Once per activation.* Move the target 4". Then, this model moves up to 4" and may declare a ☞ action targeting a different model.

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

☞ **Execute:** The target may either discard a card or drain a ♠. If it does neither, it is killed.

Backroom Dealings ♣10" 6 Wp - -

Look at the top two cards of the target's fate deck and return them in any order.

♠ **Fail Safe:** *Once per activation.* Draw two cards of value 3 or less from your discard pile.

📖 **Underhanded:** Draw a card and then discard a card.