



MONTRESOR

9
COST

6
DF

6
SP


5
WP

3
SZ

Henchman, Unique, Undead • Tormented

Demise (Eternal): *Once per turn.* When this model is killed, it may discard a card. If it does so, it heals 4.

Suffocating: When an enemy model with a friendly upgrade attached activates within 6" of this model, it must discard a card or gain a **Slow** token.

♣ **Terrifying:** Enemy attack actions that target this model suffer a  to their duel.

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MONTRESOR

Attack Actions

Rg Skl Rst TN Dmg

The Noose Tightens //1" 7 Sp - 3

If the target has a friendly upgrade attached, this model receives +P to its final duel total.

P **Devastating Strike:** When resolving, reduce this action's raise value to 3.

P **Falter:** Target gains a **Staggered** token.

📖 **Catch a Glimpse:** Look at the top two cards of your fate deck, then place them back in the same order.

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

Toss the Noose †10" 6 Df - 2

Target gains a **Slow** token. For each raise this action receives, move the target up to 2" toward this model.

P **Pull and Drag:** Move the target 3" toward this model.

Tactical Actions

Rg Skl Rst TN Dmg

⚔ **Cursed to Watch** 10" 0 - 6 -

Non-master ally only. This action cannot target the same model more than once per activation. Target declares an action.