



**10**  
COST

# CORYPHEE DUET

**7**  
DF

**7**  
SP

**7**  
WP

**3**  
SZ

Unique, Puppet, Construct • Performer



☞ **Armor:** *Once per activation.* This model may reduce damage dealt to it by 1.

**Blade Rush:** While resolving the **Charge** action, this model may move through enemy models. Deal 1 damage to enemy models moved through this way.

**Demise (Dance Apart):** When this model is killed, it is instead replaced with two Coryphee models, then each new model heals 3.

# CORYPHEE DUET

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Blade Dance</b>	⌘3"	6	Df	-	1

This action deals damage twice.

🌀 **Whirlwind Attack:** Deal 1 damage to enemy models within (X)2" of this model.

📖 **Visions of Glamour:** Enemy models within (X)2" of this model gain an **Entranced** token.

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

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>The Power of Dance</b>	(X)3"	0	-	5	-

*Once per activation.* Friendly models within range heal 2.

📖 **Survival Skills:** This model heals 1.

👉 **Dance Partner** 6" 0 - 5 -

*Another ally only.* Place this model within 2" of the target. Then move all enemy models engaged with the target up to 3".

♦ **Swept Up In the Moment:** When resolving, increase the distance enemy models are moved by +5".

📖 **Visions of Glamour:** Enemy models within (X)2" of this model gain an **Entranced** token.