

ROOM!

DACK FAYDEN

PSYCHOMETRY

Start the game with an Artifact Equipment Glyph on this card. Anytime an Equipment Glyph is placed on this card, place a purple Psychometry Marker on its card. Dack Fayden may use the special powers of any Glyph with a Psychometry Marker on its card as though he was equipped with that Glyph.



HUMAN

UNIQUE HERO

THIEF

TRICKY

MEDIUM 5

GREATEST THIEF IN THE MULTIVERSE

After moving normally or with his Planeswalker special power, you may choose an adjacent figure and place an Equipment Glyph from that figure's card on this card. Dack Fayden can equip up to two Equipment Glyphs and only loses one glyph anytime he receives one or more wounds. Dack may never drop or pass Equipment Glyphs he has equipped.

PLANESWALKER

Once per round, instead of moving normally with Dack Fayden, you may place him on any empty space that is either within 6 spaces of his current space, in your Start Zone, or on another battlefield that is part of this game. When Dack planeswalks, he will not take any leaving engagement attacks.

4 LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 5

150

POINTS