



PHANTOM STRANGER

PHANTOM WALK

Phantom Stranger can move through all figures and is never attacked when leaving engagements.

MYSTERIOUS GUIDANCE

After any attack dice, defense dice, or the 20-sided die is rolled for Phantom Stranger, or any Event Hero or figure you control within 8 clear sight spaces of Phantom Stranger, you may remove an unrevealed Order Marker from this card and immediately add or subtract a skull, shield, blank or 2 from that roll.

CRISIS MANAGEMENT

At the end of the round, you may remove an "X" Order Marker from this card to choose Phantom Stranger or a friendly figure within 3 clear sight spaces. Remove a Wound Marker from the chosen figure's card. You may then place a previously removed Marker other than an Order Marker from their card back onto their card.

MAGICAL DEFENSE

When Phantom Stranger is attacked by an opponent's figure that does not have the Magical Defense special power, the most wounds Phantom Stranger can take for this attack is one.



ENTITY

EVENT HERO

VAGABOND

ENIGMATIC

MEDIUM 5



10 LIFE

MOVE 9

RANGE 3

ATTACK 3

DEFENSE 3

460

POINTS

