



# SADAKO YAMAMURA

## 7 DAYS

Start the game with Sadako on this card and choose a Hero to be the Viewer. The Viewer is the only figure Sadako may attack. When the Viewer is destroyed, destroy Sadako. Once per round, at the start of your player turn, you may place Sadako on an empty space 2 spaces away from the Viewer.



UNDEAD

UNIQUE HERO

SLASHER

VENGEFUL

MEDIUM 5

## VIDEO CURSE

Before Sadako attacks, if the Viewer is within 2 spaces of her, it must roll the 20-sided die twice, receiving a wound for each roll of 7 or lower.

## MIND-SHATTERING PRESENCE

After an Order Marker is revealed, all figures other than Constructs, destructible objects, Slashers, Tormentors, or Undead that are currently within 2 spaces of Sadako must subtract 2 from their Move and Defense numbers, and any 20-sided die rolls, until the next Order Marker is revealed.

## UNDEAD RESILIENCE

If Sadako receives two or more wounds from a single attack but is not destroyed, you may immediately remove up to two of those wounds.



7 LIFE

MOVE 3

RANGE 2

ATTACK 2

DEFENSE 2

200

POINTS