



ZATANNA
ZATANNA ZATARA

EPIWDNIM 17

Start the game with 3 black Negation Markers on this card. After taking a turn with Zatanna, if you have at least 1 Negation Marker on this card, you may choose any opponent's unique figure adjacent to Zatanna. Roll the 20-sided die, subtracting 3 from the roll if the chosen figure has the Magical Defense special power. If you roll 17 or higher, place a Negation Marker on the chosen figure's Army Card and remove all unrevealed Order Markers from it. All of that figure's special powers are negated for the entire game.

RETALA ETATS 15

After moving and before attacking, you may choose one marker other than an Order Marker on the card of a figure within 4 clear sight spaces of Zatanna. Roll the 20-sided die. If you roll 15 or higher, remove the chosen marker from the game.

MAGICAL DEFENSE

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



HOMO MAGI

UNIQUE HERO

MAGICIAN

TRICKY

MEDIUM

5

4
LIFE

MOVE **5**

RANGE **4**

ATTACK **4**

DEFENSE **4**

240
POINTS

