



**DC**  
**COURT OF OWLS**

**ELECTRUM INVESTMENT**

At the start of the game, choose any number of Unique Assassin Heroes in your army and distribute 6 gold Electrum Markers among the chosen Heroes' Army Cards. At the start of each round, you may either:

- Choose any number of Heroes you control that are not on snow or ice spaces, and remove one Electrum Marker from each of their cards. If you do, remove one Wound Marker from each of the chosen Heroes' Army Cards.
- Choose a destroyed Hero in your army and remove a number of Electrum Markers from that Hero's card equal to its Life number. If you do, remove all Wound Markers from that Hero's Army Card and place that Hero on a space in your Start Zone.

**BEHIND GRANITE AND LIME**

An Owl cannot be targeted by opponents' non-adjacent figures for any attacks or special powers that require clear sight as long as that Owl is in your Start Zone.

**ASSASSIN COMMAND**

After revealing an Order Marker on this card and instead of taking a turn with the Court of Owls, you may choose up to two Unique Assassin Heroes you control with the same name. Move both chosen Heroes, then attack with one of the chosen Heroes.



HUMAN

UNIQUE SQUAD

MASTERMINDS

TORMENTING

MEDIUM

5

1  
LIFE

MOVE 5

RANGE 1

ATTACK 2

DEFENSE 2

200

POINTS

