

JUDGE FISH

MOST TRUSTED OF ALL ADVISORS

At the start of the game, you may choose one Unique Insane Hero you control to be Judge Fish's Companion. Once per player turn, when you roll the 20-sided die for a special power on Judge Fish's Companion's card, you may re-roll that die.



FISH

UNIQUE HERO

COMPANION

DOCILE

TINY 2

BYSTANDER

Judge Fish cannot attack or make leaving engagement attacks.

SEEK THE MOST WISE COUNSEL OF JUDGE FISH

The first time each player turn a special power moves an Order Marker from Judge Fish's Companion's card to Judge Fish's card, add 1 to Judge Fish's Companion's Move, Attack, and Defense numbers until the end of this player turn.

GONE BUT NOT FORGOTTEN

When Judge Fish is destroyed, you must remove all Order Markers from his Companion's card.

OBEDIENCE TV
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OBEY THE WORDS OF JUDGE FISH!

BLOOM

1 LIFE

MOVE 0
RANGE 0
ATTACK 0
DEFENSE 0

25 POINTS

