



SCARECROW

JONATHAN CRANE

FEAR GAS

Start the game with a Glyph of Fear Gas on this card. After moving and before attacking, you may remove the Glyph of Fear Gas from this card and place it power-side up on an empty space within 5 spaces that is no more than 12 levels above Scarecrow's base. At the end of the round instead of removing this Glyph of Fear Gas from the game, place it on this card.

MASTER OF FEAR

All figures affected by a Glyph of Fear Gas roll 2 fewer defense dice against Scarecrow.

CRIPPLING TERROR

Immediately after any opponent's numbered Order Marker is revealed, you may roll the 20-sided die. If you roll 11 or higher, all figures in clear sight of Scarecrow that are affected by a Glyph of Fear Gas may not move, attack, or use any special power this turn.



HUMAN

UNIQUE HERO

CRIMINAL

INSANE

MEDIUM

5

4
LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 3

140
POINTS

