

MARVEL

BARON MORDO
KARL AMADEUS MORDO

HYPNOTIC ARTS

When Baron Mordo defends against a normal attack from a Unique Hero within 3 clear sight spaces, if there are any excess shields, the attacking Hero has the Hypnotized personality instead of what is listed on its Army Card for the remainder of the round.

HYPNOTIC CONTROL

After revealing an Order Marker on this card and before taking a turn with Baron Mordo, you may choose a Unique Hero with the Hypnotized personality. Take temporary control of the chosen Hero and immediately take a turn with that Hero. At the end of that turn, control of that Hero returns to the player who controlled the Hero before the Hypnotic Control. All Order Markers that were on that Hero's card will stay on the card, and you may not take any additional turns with other figures you control.

DARK ARTS EMPOWERMENT

When attacking with Baron Mordo, you may add 1 to his Attack number for each unrevealed Order Marker on this card and the cards of Hell Lords you control. If you do, at the end of Baron Mordo's turn, roll an unblockable attack die against Baron Mordo.

MAGICAL DEFENSE

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



HUMAN

UNIQUE HERO

SORCERER

MANIPULATIVE

MEDIUM 5



5 LIFE

MOVE 5

RANGE 4

ATTACK 4

DEFENSE 5

265

POINTS

