



MARVEL

DOCTOR DOOM
VICTOR VON DOOM

INVOKED DEMONS

Start the game with a black Invocation Marker on this card. At the end of each round, you may place an Invocation Marker on this card, to maximum of 3 Invocation Markers. Add 1 to Doctor Doom's Attack and Defense numbers for each Invocation Marker on this card. When rolling the 20-sided die for any special power on this card, the roll cannot be modified by any glyph or any figure's special power unless that figure is a Demon.



HUMAN

UNIQUE HERO

SORCERER

CRUEL

MEDIUM 5

MYSTIC DOMINATION

After taking a turn with Doctor Doom, you must roll the 20-sided die. If you roll X or lower, where X is the number of Invocation Markers on this card, all special powers on this card are negated for the rest of the game. If you roll 15 or higher and you revealed an Order Marker on this card at the start of your turn, you may choose a Unique Hero within 4 clear sight spaces of Doctor Doom. Take temporary control of that figure and take an immediate turn with that figure. At the end of that turn, control of the chosen figure returns to the player who controlled the figure before the Mystic Domination.

MAGICAL DEFENSE

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



5

LIFE

MOVE 5

RANGE 5

ATTACK 4

DEFENSE 4

345

POINTS

