

DC  
**MEDUSA**

**HYPNOTIC CALL 12**  
Before an opponent would take a turn with a figure they control that is not engaged with Medusa but is within 6 clear sight spaces of her and does not have the Mental Shield special power, they must roll the 20-sided die. If 12 or lower is rolled, that figure must move at least one space during its turn and must end its movement closer to Medusa than at the start of the turn, if possible.



**GORGON**

**UNIQUE HERO**

**ANTAGONIST**

**BITTER**

**MEDIUM 5**

**VENOMOUS BITES**  
If Medusa rolls a skull against a figure leaving an engagement with her, that figure receives one additional wound and may not leave the engagement with Medusa this turn.

**PETRIFYING STARE 12**  
If an opponent's figure without the Blind Warrior special power within 5 clear sight spaces of Medusa targets her for a normal attack, that opponent may roll the 20-sided die. If they do not, they must subtract 2 skulls from whatever is rolled. If they roll 12 or lower, the attacking figure's turn immediately ends and until the next time that opponent reveals a numbered Order Marker, the attacking figure cannot move, attack, make leaving engagement attacks, or use any special powers on its Army Card and adds 1 to its Defense number.



**7**  
**LIFE**

**MOVE 6**

**RANGE 1**

**ATTACK 6**

**DEFENSE 6**

**300**

**POINTS**