



MISTER MXYZPTLK

ANTAGONIZING TRICKSTER

At the start of the game, choose a Unique Hero. Before the chosen Unique Hero takes any turn, you must roll the 20-sided die. If you roll 17 or higher and Mister Mxyzptlk is on the battlefield, the chosen Unique Hero receives one wound and must immediately end its turn. If you roll 17 or higher and Mister Mxyzptlk is not on the battlefield, place him on any unoccupied space adjacent to the chosen Unique Hero.

5TH DIMENSIONAL BEING

When rolling attack dice against an opponent's figure, you may remove one unrevealed Order Marker at random from the defending figure's card if at least one blank is rolled.

KLTPZYXM

Before rolling defense dice, you must first roll the 20-sided die. If you roll 1-4, place Mister Mxyzptlk on this card. Mister Mxyzptlk cannot receive any wounds or be destroyed.



IMP

EVENT HERO

TRICKSTER

TRICKY

SMALL

3

1

LIFE

MOVE 4

RANGE 6

ATTACK 4

DEFENSE 4

240

POINTS

