

**DC**  
**PARALLAX**

**PARASITIC POSSESSION**  
Start the game with 6 yellow Battery Order Markers on this card. Before placing Order Markers at the start of a round, you may choose a Unique or Event Hero and place Parallax's figure on the chosen Hero's card. A Hero with Parallax and any number of yellow Battery Markers on its card is considered Parallax's Host.

**ENTITY**  
**EVENT HERO**  
**PARASITE**  
**TERRIFYING**  
**HUGE 5**

**FEAR CASTING**  
Before taking a turn with Parallax, you may move a yellow Battery Marker on this card to any card it occupies, to a maximum of 4 yellow Battery Markers there. If Parallax's Host is not a Yellow Lantern and has 4 or more yellow Battery Markers on its card, remove any Order Markers on its card and take control of that Hero and its card for as long as it is Parallax's Host.

**FIGHT AGAINST FEAR**  
After Parallax or his Host takes a turn, if its Host is not a Yellow Lantern, roll an unblockable attack die against its Host. If you do not roll a skull, remove a yellow Battery Marker from the Host's card. If Parallax's Host is destroyed or is no longer considered its Host, remove all your Order Markers from the Host's card, and immediately place Parallax on any empty spaces within 3 spaces of the space its Host last occupied.

**8 LIFE**

<b>MOVE</b>	<b>5</b>
<b>RANGE</b>	<b>6</b>
<b>ATTACK</b>	<b>6</b>
<b>DEFENSE</b>	<b>6</b>

**450 POINTS**