

MARVEL

SAURON
KARL LYKOS

CLAW CARRY

After moving and before attacking with Sauron, you may choose a small or medium figure Sauron passed over this turn. Place the chosen figure adjacent to Sauron, and you may roll one unblockable attack die against the chosen figure. When the chosen figure is moved by Claw Carry, it will not take any leaving engagement attacks.

LIFE FORCE HUNGER

If Sauron inflicts any wounds on an adjacent figure that is not an Android, Construct, Undead, or destructible object with a normal attack, remove 1 Wound Marker from this card and, one time per round, if the defending figure was a Unique Hero that is not Human, add one die to Sauron's attack and defense for the remainder of the round.

HYPNOTIC GAZE

After taking a turn with Sauron, you may choose an adjacent Unique Hero and roll the 20-sided die, adding 4 to your roll if that Hero has the Hypnotized personality. If you roll 13 or higher, that Hero gains the Hypnotized personality for the remainder of the round. 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 Gaze. You may not take any additional turns with other figures you control.



MUTATE

UNIQUE HERO

CREATURE

FEROCIOUS

MEDIUM 6



6
LIFE

MOVE 6

RANGE 1

ATTACK 4

DEFENSE 4

320
POINTS

