



MARVEL

SHADOW KING

PSYCHIC HOST

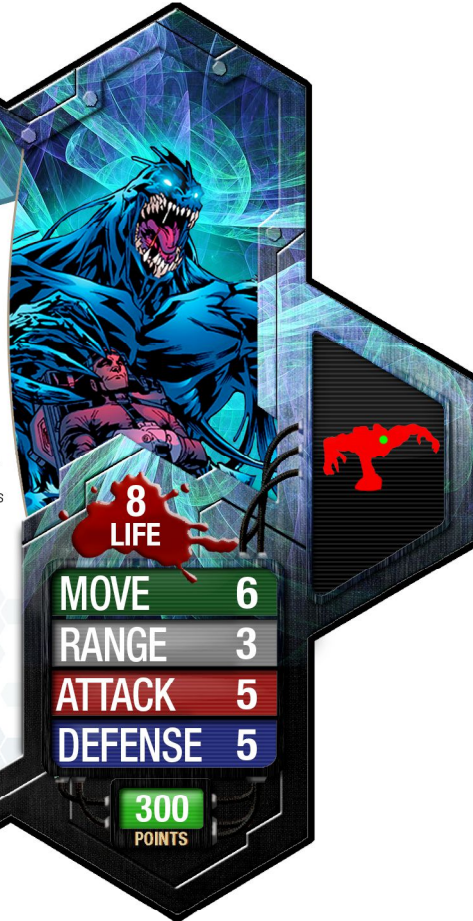
At the start of the game, place Shadow King on any empty space in the Astral Plane instead of your start zone, then choose a Unique Telepath Hero you control without a Tether Marker on its card and place Shadow King's black Tether Marker on the chosen Hero's card. While his Tether Marker is on that card, the chosen Hero is Shadow King's Tether.

RULER OF THE ASTRAL PLANE

Instead of taking a turn with his Tether, you may take a turn with Shadow King. If you do, for the rest of the round, Shadow King's Tether cannot move or attack. Once per game, if Shadow King's Tether would be destroyed, or would have its Tether Marker removed in any way except by this special power, Shadow King instead receives two wounds. If Shadow King is destroyed, remove his Tether Marker from the game.

SHADOW MANIPULATION

If Shadow King would inflict at least one wound on a Manifestation with his normal attack, instead of placing any Wound Markers you may take temporary control of that Manifestation's Tether and immediately take a turn with that figure.



MANIFESTATION

EVENT HERO

PARASITE

MALEVOLENT

MEDIUM

5

8
LIFE

MOVE 6

RANGE 3

ATTACK 5

DEFENSE 5

300
POINTS