SKELETOR

KELDOR

GAR

UNIQUE HERO

SORCERER

ENVIOUS

MEDIUM 5

UNLOCKING ANCIENT SECRETS

Start the game with the Glyph of Tome of Ancient Secrets and Glyph of Havoc Staff on this card. Skeletor can equip an Equipment Glyph even if there are other Equipment Glyphs on this card, up to a maximum of 3. If Skeletor would lose an Equipment Glyph, you may choose which Equipment Glyph he loses. Skeletor never loses more than one Equipment Glyph at a time unless he is destroyed. If Skeletor would roll a combat die for the Tome of Ancient Secrets, he may instead roll X combat dice, where X is the number of glyphs he has equipped.

HOARDING POWER

Skeletor cannot drop or pass glyphs. Add one to Skeletor's Attack number and subtract one from his Defense number for each glyph on this card.

MAGICAL DEFENSE

When Skeletor is attacked by an opponent's figure that does not have the Magical Defense special power, the most wounds Skeletor can take for this attack is one.

6 LIFE

MOVE	5
RANGE	5
ATTACK	5
DEFENSE	6

340 POINTS