



THE MASK
STANLEY IPKISS

REALITY WARP 13

Start the game with 5 plaid Warped Reality Markers on this card. Before taking a turn with The Mask, if you have at least 1 Warped Reality Marker on this card, you may choose any opponent's Unique Hero adjacent to The Mask. Roll the 20-sided die. If you roll 13 or higher, place a Warped Reality Marker on the chosen Hero's Army Card. All of that Hero's special powers are negated during The Mask's turns.

PARTY TIME!

When The Mask inflicts one or more wounds with a normal attack, The Mask may attack one additional time. Before rolling attack dice for that attack, you may remove up to 2 Warped Reality Markers from this card. For each Warped Reality Marker removed, add 1 automatic skull to whatever is rolled.

YOU GOT NOTHING ON ME, PUNK!

Anytime The Mask is attacked by an opponent's figure and at least one skull is rolled, instead of rolling defense dice normally, you may instead remove one Warped Reality Marker from this card and ignore that attack.



HUMAN

EVENT HERO

TRICKSTER

WILD

MEDIUM 5



7 LIFE

MOVE 8

RANGE 6

ATTACK 4

DEFENSE 4

355

POINTS

