



WEATHER WIZARD

MARK MARDON

WEATHER WAND

Start the game with up to two Weather Glyphs of different types on this card. You may not have more than two Weather Glyphs on this card at a time.

- Instead of moving normally, you may choose a Weather Glyph on the battlefield within 4 spaces of Weather Wizard and place it on this card; or
- Instead of attacking, you may place a Weather Glyph from this card power-side up onto any space within 4 spaces of Weather Wizard.

Weather Glyphs cannot be placed on any space occupied by a glyph. When Weather Wizard is destroyed, remove all Weather Glyphs that were placed by this special power from the battlefield.

LIGHTNING STORM

Once per round, instead of attacking, you may roll the 20-sided die for all figures within 2 spaces of Weather Wizard, one at a time, adding 3 to the roll if the figure is on a water space. If you roll 17 or higher, that figure receives 2 wounds.



METAHUMAN

UNIQUE HERO

ROGUE

VENGEFUL

MEDIUM 5



4 LIFE

MOVE 5

RANGE 4

ATTACK 3

DEFENSE 4

140

POINTS

