



FLESH TO STONE

UNIQUE SPELL



90

POINTS

Start the game with 6 grey Stone Markers. After revealing an Order Marker on this figure's card, instead of taking a turn, roll the 20-sided die one at a time for all figures within 3 clear sight spaces of this figure that are not Event Heroes. If you roll 11 or higher, place a Stone Marker on its card if the figure is a Unique Hero; otherwise, destroy it. A figure with a Stone Marker placed on its card by this spell cannot move, attack, or use any special powers on its Army Card and adds 1 die to its defense. At the end of the round, remove all Stone Markers placed by this spell from the game.