

**MARVEL**  
**MEPHISTO**

**DEAL WITH THE DEVIL**  
Start the game with 4 red Deal Markers on this card. When an opponent's Unique Hero that does not have the Valiant personality would be destroyed, if there is a Deal Marker on this card, you may roll the 20-sided die. If you roll 6 or higher, instead remove all Wound Markers from that Hero's card and place a Deal Marker from this card on that Hero's card. Androids, Constructs, and Undead are not affected by this special power.

**BLOOD CONTRACT**  
When Mephisto would receive one or more wounds, you may instead destroy a Hero with one of your Deal Markers on its card.

**TIME TO COLLECT**  
Before placing Order Markers at the start of a round, you may choose a Hero with one of your Deal Markers on its card. Take control of the chosen Hero and that Hero's Army Card. For that round, before taking a turn with Mephisto, you may take a turn with the chosen Hero, adding 1 to the chosen Hero's Attack number. At the end of the round, destroy the chosen Hero.

**DEMON**  
**EVENT HERO**  
**HELL LORD**  
**MANIPULATIVE**  
**MEDIUM 6**

**9 LIFE**

<b>MOVE</b>	<b>6</b>
<b>RANGE</b>	<b>6</b>
<b>ATTACK</b>	<b>6</b>
<b>DEFENSE</b>	<b>6</b>

**800 POINTS**