

MARVEL

BEYONDER

MERE PAWNS

After revealing an Order Marker on this card, and instead of taking a turn with Beyonder, you may roll the 20-sided die.

- If you roll 1-9, your turn immediately ends.
- If you roll 10-17, choose one Unique Hero within 10 clear sight spaces.
- If you roll 18 or higher, choose up to two Unique Heroes within 10 clear sight spaces.

Take temporary control of each figure and immediately take a turn with each chosen figure. At the end of the turn, control of each chosen figure returns to the player who controlled the figure before Mere Pawns was used.

SUPREME SUMMONING

After moving and before attacking, you may choose one figure within clear sight of Beyonder. You may either place the chosen figure on any empty space adjacent to Beyonder or choose another figure within clear sight of Beyonder and switch the chosen figures. Figures moved by Supreme Summoning never take any leaving engagement attacks.

NEVER-ENDING BATTLE

Any figure within clear sight of Beyonder that would be automatically destroyed instead receives four wounds.



ENTITY

EVENT HERO

DEITY

INQUISITIVE

MEDIUM **5**

40
LIFE

MOVE 5

RANGE 1

ATTACK 7

DEFENSE 6

2500
POINTS

