



ACOLYTES OF VORGANUND

VALKRILL

BLOOD SUMMONING

At the start of the game, you may choose any or all Unique Demon Heroes you control to be Bound Heroes of the Acolytes of Vorganund. Place those Heroes on this card. Once per turn, instead of moving normally with an Acolyte of Vorganund, you may destroy that Acolyte and place a Bound Hero from this card on the space that Acolyte occupied.

HUMAN

COMMON SQUAD

CLERICS

DEVOUT

MEDIUM 5

DARK PACT

After taking a turn with the Acolytes of Vorganund, you may take a turn with a Bound Hero you control. If you do, and a figure other than the Bound Hero received wounds or was destroyed during the Bound Hero's turn, nothing happens. Otherwise, destroy an Acolyte of Vorganund you control.



1

LIFE

MOVE

5

SPACES

RANGE

1

SPACE

ATTACK

3

DICE

DEFENSE

3

DICE

50

POINTS





ACOLYTES OF VORGANUND



Eberron

Scourge of Apollyon
12,13,14

MOVE 5
SPACES

RANGE 1
SPACE

ATTACK 3
DICE

DEFENSE 3
DICE