



UTGAR

**KEE-MO-SHI**

MARRO

WARWITCH

TRICKY

MARR



## MIND SHACKLE 19

After moving and before attacking, you may choose any unique figure adjacent to Kee-Mo-Shi. Roll the 20-sided die. If you roll 19 or 20, take control of the chosen figure and that figure's Army Card. You now control that Army Card and all figures on it. Remove any Order Markers on the chosen figure's Army Card. If Kee-Mo-Shi is destroyed, you retain control of any previously Mind Shackled Army Cards.

## TOXIC SKIN

After attacking, you must roll the 20-sided die once for each figure adjacent to Kee-Mo-Shi. If you roll a 17 or higher, that figure receives one wound. Soulborgs are not affected by Toxic Skin.



<b>4</b> LIFE	<b>6</b> SPACES
<b>MOVE</b>	<b>1</b> SPACE
<b>RANGE</b>	<b>4</b> DICE
<b>ATTACK</b>	<b>4</b> DICE
<b>DEFENSE</b>	<b>4</b> DICE
<b>130</b> POINTS	



UTGAR

# KEE-MO-SHI



**MOVE**

**6**  
SPACES

**RANGE**

**1**  
SPACE

**ATTACK**

**6**  
DICE

**DEFENSE**

**6**  
DICE

heroScope

Dawn of Darkness  
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