



## MIND PLAYER MASTERMIND

UTGAR

### PSIONIC BLAST SPECIAL ATTACK

Range 3. Attack 3.

This Mind Player Mastermind does not need clear line of sight to attack with Psionic Blast Special Attack. If a figure receives 1 or more wounds from Psionic Blast Special Attack, remove one unrevealed order marker at random from that figure's Army Card (or cards if your opponent has more than one Common card for that figure).

### ENSLAVE 17

When revealing an order marker on this Mind Player Mastermind, after taking this Mind Player Mastermind's turn, you may choose any Unique Hero figure within 4 clear sight spaces of this Mind Player Mastermind. Roll the 20-sided die. If you roll a 17 or higher, take temporary control of the chosen Hero and immediately take a turn with that Hero. At the end of that turn, control of the chosen Hero returns to its previous owner. All order markers that were on the figure's Army Card will stay on the Army Card. Enslave does not affect Mind Players.



4

LIFE

MOVE

5

SPACES

RANGE

1

SPACES

ATTACK

4

DICE

DEFENSE

4

DICE

100

POINTS

MIND PLAYER

UNCOMMON HERO

PSYCHIC

TERRIFYING

MEDIUM 5



**MIND FLAYER  
MASTERMIND**



**Eberron**

Warriors of Eberron

10/20

**MOVE** 5  
SPACES

**RANGE** 1  
SPACES

**ATTACK** 4  
DICE

**DEFENSE** 4  
DICE

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