



# DÜND



**DOGGIN**

**UNIQUE HERO**

**HUNTER**

**TRICKY**

**FEYLUND**

**LARGE 4**

**4**

LIFE



**6**



**1**



**3**



**5**

POINTS

**110**

## CRIPPLING GAZE 15

Before moving, you move choose a figure within 5 clear sight spaces of Dünd. Roll the 20-sided die. If you roll a 15 or higher remove all order markers on the chosen figure's army card (or cards if your opponent has more than one common card for that figure).



# DÜND

heroScape

Orm's Return  
3 of 5



6



1



3



7

