



## CORMIN THE DARK

UTGAR

### FAÇADE

If Cormin the Dark is targeted for a normal attack from an opponent's figure, you may roll the 20-sided die. If you roll an 11 or higher, choose a small or medium figure you control that is within 4 spaces of Cormin. Switch Cormin with the chosen figure. If you do, the attacking figure must attack the chosen figure, if possible, and cannot attack any other figure this turn. Figures moved by Façade never take any leaving engagement attacks. You cannot roll for the Façade power more than once per turn.

### STAB IN THE BACK

After you take a turn with Cormin the Dark, you must roll the 20-sided die. If you roll a 1, choose an opponent. That opponent now controls Cormin. Remove any Order Markers on this Army Card, then give the card to that opponent.



ELF

UNIQUE HERO

ROGUE

TRICKY

MEDIUM 4

4

LIFE

MOVE

6

SPACES

RANGE

1

SPACE

ATTACK

5

DICE

DEFENSE

2

DICE

75

POINTS

SSV



**CORMIN  
THE DARK**



**Toril**  
Deadly Façade  
1/1

**MOVE** 6  
SPACES

**RANGE** 1  
SPACE

**ATTACK** 5  
DICE

**DEFENSE** 3  
DICE

