



VALKRILL

Z'THOTH MOUTH OF THE ABYSS

OUTSIDER

HORROR

INSCRUTABLE

ARCTORUS



MADDENING VISAGE

After moving and before attacking, you may choose a figure within 6 clear sight spaces of Z'Thoth and roll the 20-sided die. If you roll a 1-10, choose an opponent. That player must move the figure 1 space, if possible. If you roll an 11 or higher, you must move the chosen figure 1 space, if possible. Figures moved by Maddening Visage take any leaving engagement attacks that apply.

SHATTER MINDS SPECIAL ATTACK

Range 4. Attack 3.

Choose a figure to attack. Z'Thoth does not need line of sight on the targeted figure. You may also choose one figure adjacent to the targeted figure to be affected by Shatter Minds Special Attack as well. Roll attack dice once for both figures. Each figure rolls defense dice separately.

SLITHER

Z'Thoth does not have to stop its movement when entering water spaces.



6

LIFE

MOVE

5

SPACES

RANGE

1

SPACE

ATTACK

4

DICE

DEFENSE

5

DICE

140
POINTS



VALKRILL

Z'THOTH MOUTH OF THE ABYSS



C3V

Scourge of
Apollyon
8 of 16

MOVE 5
SPACES

RANGE 4
SPACES

ATTACK 4
DICE

DEFENSE 5
DICE