



## AVERNUS

UTGAR

### WAVE OF FLAME

Before moving normally with Avernus, and each time Avernus moves onto a space during normal movement, you must roll the 20-sided die once for each figure adjacent to Avernus. If you roll a 14 or higher, that figure receives 1 wound. Figures with the Lava Resistant special power are not affected by Wave of Flame. Avernus cannot roll for Wave of Flame against the same figure more than once per turn.

### LAVA RESISTANT

Avernus never rolls for molten lava damage or lava field damage, and it does not have to stop in molten lava spaces.

### NEGATIVE ELEMENT

Avernus can never roll defense dice while it is on a water space.

ELEMENTAL

UNIQUE HERO

CONSTRUCT

RAVENOUS

HUGE 8



7

LIFE

MOVE

6

SPACES

RANGE

1

SPACE

ATTACK

4

DICE

DEFENSE

4

DICE

135

POINTS



**AVERNUS**

**Toril**  
Navess's Repentance  
3

**MOVE** 6  
SPACES

**RANGE** 1  
SPACE

**ATTACK** 5  
DICE

**DEFENSE** 5  
DICE