



AVERNUS



ELEMENTAL

UNIQUE HERO

CONSTRUCT

RAVENOUS

TORIL

HUGE 8

7
LIFE

6

1

4

4

POINTS
135

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.



UTGAR

AVERNUS

C3V

Navess's Repentance
1 of 5



6



1



5



5

