



# Z'THOTH MOUTH OF THE ABYSS



**OUTSIDER**

**UNIQUE HERO**

**HORROR**

**INSCRUTABLE**

**ARCTORUS**

**HUGE 10**

**6**

LIFE



**5**



**1**



**4**



**5**

POINTS

**140**

## 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.



VARKRILL

# Z'THOTH MOUTH OF THE ABYSS

## C3V

Scourge of Apollyon  
8 of 16



5



4



4



5

