

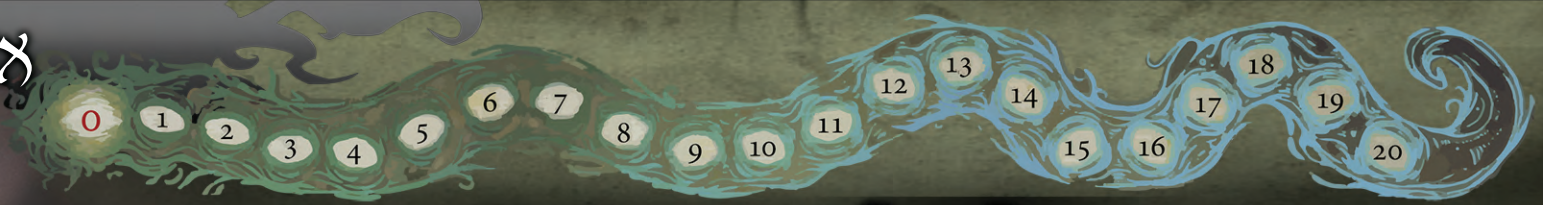
LEGION OF STYX



UNIQUE ABILITY

Pierce the Veil (Ongoing): During Gather Power, if a captured Cultist would be sacrificed for Power, you may gain an Elder Sign instead.

SETUP: 6 Acolytes and a controlled Gate in Arabia.



SPELLBOOKS

Awaken Scaris, the Reaver.

Awaken Demonlord of Styx.

Have 4 Elder Signs.

Have 6 Elder Signs.

Have Scaris, the Reaver capture a cultist.

Have Demonlord of Styx Kill or Pain a Great Old One.

CULTIST

Units ^(TOTAL) Cost/Combat Notes



Acolyte ⁽⁶⁾ 1 0



Supplicants ⁽⁶⁾ 1 0



Tormentors ⁽³⁾ 2 1

MONSTERS



Scaris, the Reaver 4 2

How to Awaken Scaris, the Reaver:

Must summoned by a Cultist on a controlled Gate. That Cultist must be replaced by Scaris, the Reaver.

Gate Phasing (Action Cost 1) When on a gate, Scaris, the Reaver can teleport to any location with another Gate.



Demonlord of Styx 10 ?

How to Awaken Demonlord of Styx:

Demonlord of Styx must be summoned on a controlled Gate.

Combat: Equal to the total dice pool to be rolled by the opponent plus 1.

Lord of Hell: (ongoing): Whenever a pain or kill would be assigned to Demonlord of Styx, you may give 1 Elder Sign to the opponent to prevent the assignment.

GREAT OLD ONES