

JASON BLOOD

ARISE THE DEMON ETRIGAN!

If you have a figure named Etrigan in your Army, it does not start the game on the battlefield. If Jason Blood would be chosen for a special power at the start of the game, Etrigan is also considered to be chosen or have any non-wound markers that are on Jason's card. After taking a turn with Jason Blood, you may replace his figure with a figure named Etrigan in your Army. After placing Etrigan, you may make an attack with him. If Etrigan is not engaged at the end of any round, replace his figure with Jason's. If Jason or Etrigan would be destroyed while the other is undestroyed, replace the destroyed figure with the undestroyed figure.

HUMAN

UNIQUE HERO

INVESTIGATOR

CONFLICTED

MEDIUM 5

EXORCISM WARDING

If an enemy figure begins their turn adjacent to Jason Blood, immediately roll 1 unblockable attack die against them. If a blank is rolled, you may remove an Order Marker from that figure's Army Card.

MAGICAL DEFENSE

When Jason is attacked by an opponent's figure that does not have the Magical Defense special power, the most wounds Jason can take for this attack is one.

4 LIFE

MOVE	5
RANGE	3
ATTACK	3
DEFENSE	3

80 POINTS