



MARVEL

SETH

THE MARK OF DEATH

Start the game with a black Death Marker on this card. Instead of attacking with Seth, if your Death Marker is on this card, you may choose an opponent's non-adjacent Unique or Event Hero that Seth began this turn adjacent to and place your Death Marker on its card. While your Death Marker is on an opponent's card, Seth can only target the chosen Hero for any attacks or special powers. If Seth and the chosen Hero are engaged, they cannot move out of engagement with each other and cannot be moved by any special power on an Army Card or Glyph. After the chosen Hero takes a turn, if it is engaged with Seth and Seth did not receive at least 1 wound that turn, the chosen Hero receives 1 wound. When the chosen Hero or Seth is destroyed, return your Death Marker to this card.

SERPENTINE MOVEMENT

Seth does not have to stop his movement when entering water spaces and is never attacked when leaving engagements.

SERPENT CRUSH 13

Instead of attacking, you may choose an adjacent figure and roll the 20-sided die. If you roll 13 or higher, the figure receives a wound. You may continue to roll for Serpent Crush until the figure is destroyed or you do not roll 13 or higher.



HELIOPOLITAN

UNIQUE HERO

ANTAGONIST

VENGEFUL

MEDIUM

5



9
LIFE

MOVE 6

RANGE 4

ATTACK 7

DEFENSE 7

450
POINTS