



# TRIGON

## LEGIONS OF HELL

After revealing an Order Marker on Trigon, instead of taking a turn with him, you may move up to X other Demon figures you control up to 5 spaces each, where X equals Trigon's remaining Life. Figures moved this way will take any leaving engagement attacks. After moving a figure this way, you may destroy it.

## DEMONIC REALITY SHIFT

Whenever another Demon figure you control is destroyed, before removing it from the battlefield, you may choose two figures within six clear sight spaces of Trigon. Trigon may be one of the chosen figures. Remove 1 Wound Marker from the card of one chosen figure and inflict it on the other chosen figure.

## CURSED BLOOD MAGIC

Whenever Trigon receives one or more wounds from a normal attack from an opponent's figure that does not have the Magical Defense special power, after placing Wound Markers, roll one unblockable attack die against the attacking figure.

## MAGICAL DEFENSE

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



DEMON

EVENT HERO

HELL LORD

INFERNAL

HUGE

8

9  
LIFE

MOVE 5

RANGE 6

ATTACK 6

DEFENSE 6

680

POINTS

