



LEVETICUS

◀ *Master, Living*

CACHE

2

DF	WP	WD	WK	CG	HT
5	7	8	4	5	2

FINAL, OFFICIAL

Pariah's Soul: When this model is killed or sacrificed, it is not killed or sacrificed. Instead, bury this model. Remove all Conditions and heal all damage on this model.



Wp/Df **Unmade:** After this model succeeds, the Attacking model immediately suffers 1 damage which may not be prevented using Soulstones.


Channel: When declaring an Action, this model may suffer exactly 2 damage to gain to all duels and damage flips for the remainder of the Action; the Action fails if this model is killed by this Ability.

Entropic Demise: When an enemy model within 6 suffers damage from the **Unmade** Trigger, this model may discard a card to increase the damage being suffered by 1.



ATTACK ACTIONS

(1) Death Touch (MI 6~~X~~ / Rst: **Df** / Rg:  1): Target suffers 1/3/8 damage.



 ~~X~~ **Face of Death**: When damaging, this model may discard up to three cards to gain  to the damage flip for each card discarded.

 ~~X~~ **Desolate Warring**: After reducing an enemy model to 0 Wounds, summon an Abomination into base contact with it before removing it. The target does not drop Corpse or Scrap Markers.

(1) Unmaking (Ca 7~~☞~~ / TN: 10~~☞~~ / Rst: **Wp** / Rg:  12): Target suffers 2/3/4 damage which cannot be reduced and ignores **Hard to Kill** and **Hard to Wound**.

 **Blessings of the Unmade**: After damaging a friendly model, it may immediately take a (1)  Action.

 ~~☞~~ **Aetheric Breakdown**: After damaging, the target gains **Slow**.

  **Power Leach**: This damage may not be prevented using Soulstones.

TACTICAL ACTIONS

(0) Sanguine Evocations: Summon a Hollow Waif within 6" and LoS of this model, not touching terrain. Then, sacrifice this model.

(0) Rebirth: Target a friendly Construct or Undead model within 10". Sacrifice the target. If the target was a Construct, draw 2 cards. If the target was Undead, place this model into base contact with it before removing it. If the target had both characteristics, this model chooses which effect to apply.