












LEVETICUS

◀ *Master, Living*

CACHE

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07/29/13

DF	WP	WD	WK	CG	HT
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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.

Desolate: When this model is buried, all enemy models within (x)6 must succeed on a **Wp** 10 duel or suffer 2 damage. This damage may not be reduced or ignored.

Wp / Df (📖) Soulless: After succeeding, the Attacking model gains the following Condition until the end of the game: "**Unmade +1:** When this model Activates, it suffers +1 damage."

Ether Channeling: When declaring an Action this model may suffer 2 damage to gain a **+** to all flips for the remainder of the Action. If this kills this model, the Action fails.

ATTACK ACTIONS

(1) Death Touch (MI 5 \times / Rst: **Df** / Rg ♣ 1): Target suffers 1/1/12 damage. This Action may only be taken once per Activation.

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

(1) Unnatural Wasting (Ca 7 ♣ / TN 14 \times ♣ / Rst: **Df** / Rg ♣ 12): Deal an amount of damage to target model equal to half of the target's current Wounds (rounded up). This damage may not be reduced or ignored.

(1) Entropic Transfiguration (Ca 7 ♣ / TN 15 ♣ / Rg 10): Discard target Corpse or Scrap Marker. If the target is a Scrap Marker, summon a Steam Abomination in base contact with it before removing it from play. If it is a Corpse Marker, summon a Hollow Waif in base contact with it before removing it from play.

TACTICAL ACTIONS

(0) Sanguine Evocations: Summon a Hollow Waif within 8" and LoS of this model, not touching terrain. Then, sacrifice this model.