



# TEMPERANCE

COST

5  
DF

6  
SP

5  
WP

2  
SZ



Totem, Unique, Living ♦ Revenant

☛ **Aegis:** *Once per activation.* This model may reduce damage dealt to it by 1.

**Early Grave:** When this model is summoned, it does not gain **Summon** or **Slow** tokens.

**I Hear it Still:** *Once per turn.* If this model is on this crew's crew card, when a unique ally activates, it may declare an action printed on this model's stat card.

# TEMPERANCE

## Attack Actions

Rg Skl Rst TN Dmg

### Join Me...

✚ 8" 5 Wp - 1

Move the target up to 4". If the target ends this move in base contact with a Pyre marker, deal +2 damage to it.

👂 **Listen to Reason:** Target gains a **Convert** token.

📖 **Twist the Truth:** An ally within 1" of the target gains a **Shielded** token.

## Tactical Actions

Rg Skl Rst TN Dmg

### 👉 Creep Along

- 0 - 6 -

Move this model up to its **Sp** toward a friendly model in its LoS.

### 💎 Healing Energy

8" 0 - 4 -

Target heals 2. For each raise this action receives, the target heals an additional +2.

### 💎 Tap the Leyline

- - - - -

*Once per turn.* Draw two cards and then discard one card.