



# KASTORE

AWAKENED

- COST

5  
DF

6  
SP

6  
WP

3  
SZ

Clouded  
Mind

Marathine

Master, Unique, Living • Returned

**Final Preparations:** During the end phase, this model may drain two ♦ to have an ally within 6" declare the **Interact** action.

**Insatiable:** When this model activates, if it has a **Hunger** token, enemy models within (X)3" are dealt 1 damage. This model heals 1 for each damage suffered.

**Shared Vein:** When this model is dealt damage, reduce that damage by 1 if this model is within 1" of another ally.



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# KASTORE

## Awakened

### Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Devour</b>	1"	7	Sp	-	3

This model may gain a **Hunger** token. If it does so, the target must discard a random card.

• **Death's Door:** The target gains an **Incurable** token.

• **Bloody Tithe:** This model may either heal 2 or remove a **Hunger** token.

### Bloodthirst Rite

	8"	6	Wp	12	1
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Target gains **Stunned** and **Hunger** tokens.

• **Enthrall:** Once per activation. Target declares an action chosen and controlled by this model.

• **Faith in the Flesh:** An ally within 4" gains an **Insight** token.

• **Called by Blood:** Move the target up to 4". Then, all allies within (1" of the target may remove a **Hunger** token.

### Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Judgment's Wake</b>	-	0	-	6	-

Once per activation. Target a friendly Marathine model, ignoring range and LoS. Move the target up to 5". Then, make a Scheme marker in base contact with the target.

• **Bloodbound:** Immediately, place the target within 1" of this model.