



# MARCUS

MONSTERMAKER

- COST

6  
DF

6  
SP

6  
WP

2  
SZ

Master, Unique, Living • Chimera

Guided Evolution

Jackalope

**Accomplice:** When this model ends its activation, a friendly model within 6" that has not activated this turn may discard a card to do so.

**Unimpeded:** This model is unaffected by severe and hazardous terrain.

**Wilds of Malifaux:** The area within 6" of this model is severe and concealing terrain. Friendly models may choose to be unaffected by this terrain.

# MARCUS

## Monstermaker

### Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Knotted Staff</b>	6"	6	Df	-	2

*This action receives a + if the target is not engaged with this model.*

- ◆ **This is My Mountain:** Place this model anywhere within 6", at a higher elevation. Allies within (X)4" gain a **Shielded** token.
- ❖ **Tear Off a Bite:** This model heals 2.

### Sense Weakness

	+8	7	Wp	-	1
--	----	---	----	---	---

Target gains an **Adversary** token. If this action receives a raise, a friendly beast may declare a // action targeting the same model.

- ❖ **Stagger:** Target gains a **Staggered** token.

### Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Call of the Wild</b>	6"	0	-	5	-

*Ally or friendly beast only. Move the target up to its Sp.*

- ❖ **Hunter's Call:** When resolving, instead of moving, the target declares the **Charge** action.
- **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

### Caudal Lure

	6"	0	-	6	-
--	----	---	---	---	---

Make a Scheme marker anywhere within range. Enemy models within (X)3" of the marker must pass a TN 13 **Wp** duel or be moved 3" directly toward the marker.