



# CLEAR MIND

## Kastore, Awakened



Friendly Returned models gain the following abilities:

**Torpor's Embrace:** When an enemy model removes a friendly Scheme marker, if there are two or fewer friendly Scheme markers in play, one model with this ability may drain a ♦. If it does not, replace this crew card with Clouded Mind.

**The Altar Grows Thirsty:** When resolving friendly **Hunger** tokens, deal 1 damage to an enemy model to remove the token, instead of an ally.

Friendly Returned models gain the following ability:

**Glorious Purpose:** When this model declares the **Interact** action, it may gain a **Hunger** token to increase the **Rg** of the action by +4".



# CLEAR MIND

## Kastore, Awakened

### Tokens

**Adaptable:** Before performing a duel, this model may remove this token to add a suit of its choice to its duel total.

**Hunger:** When this model ends its activation, it must deal 1 damage to another of its allies within 1" to remove this token, or deal 1 damage to itself.

**Incurable:** This model cannot heal. During the end phase, remove this token.

**Insight:** Before performing a duel, this model may remove this token to look at the top card of its fate deck and may discard it.

**Stunned:** This model cannot declare triggers, and it counts all ♦ symbols on its card as blank. When this model ends its activation, remove this token.

**Summon:** This model cannot declare the **Interact** action. This model does not infuse a ♦ for its crew when it is killed. This token cannot be removed.