

Leviathan Deck

Every Leviathan card is one use, and is then discarded.

Card breakdown-

- 40% movement
- 20% items
- 20% entrance
- 10% magic powers
- 10% bad cards

Number of Cards	Name	Type	Notes
	Degeneracy	Magic	All Humans in the same tile as a Cenobite suffer 1 point of spiritual damage.
	Insanity	Magic	For the next 2 turns you control all insane Humans.
	Abomination	Entrance	A Creature is summoned from the gateway. It has 6 Strength and 3 Speed.
	Surprise Attack	Movement	Remove a Cenobite that is not in anyone's line of sight. Place it anywhere else out of line of sight.
	Justice is done	Item	Play when a room item is used - another room item elsewhere in the building attacks a Human the same way.
	Just deserts	Magic	The Human with the lowest non-zero statistic who has just attacked a Cenobite suffers 1 point of damage to that statistic.
	Personal Hell	Magic	One Human is in their own personal hell - they cannot be killed physically. However all spritual and mental attacks on them receive a +1.
	Vision	Magic	Look at the top three cards of any pack.
	Conversion	Magic	One Creature or skinned Human that was controlled by a Human player is now controlled by you.
	Plaything	Magic	Swap two statistics in a Human in the same tile as a Cenobite.
	Darkness	Movement	Until your next turn, all Human movement is halved (round down) and they are unable to use any ranged weapon.
	Key	Movement	A wall unlocks in a door-like fashion. Choose one square of an interconnecting wall - it is now a doorway.
	Torn to Shreds	Magic	Any character currently trapped in chains is torn apart and becomes a casualty. Reduce their physical stats to ero.
	Tome	Item	One corpse in the same room as the character is converted into a page of this book. This takes one turn of doing nothing else and can be used multiple times. The Tome is carried by one Cenobite only and can not be used by any other (put a tome marker on the Cenobite). Discard the Tome to revive all the trapped corpses as Creatures.
	Trapped	Movement	One Human within line of sight suffers chronic claustrophobia and is unable to leave their current tile until the start of your next turn.

Gateway	Entrance	Bring through one Creature of D6 Strength and D6 Speed and one Cenobite from the gateway.
Summon Chains	Item	One Human in a Leviathan Entry Point tile is restrained by chains. The chains can take 3 damage but cannot be attacked by the restrained character.
Mirror trick	Movement	For this turn all Mirrors are now Leviathan Entry Points.
Animate objects	Item	All the objects within one room tile within line of sight of one of your Cenobites become animated. Treat them as having 2 success in either Tipping, Obstacle or Restraint.
From Below	Entrance	A Cenobite may enter from a stairs Leviathan Entry Point if the tile contains no Humans. Place the Cenobite out of line of sight of any Human.
From Above	Entrance	A Cenobite may enter from an elevator Leviathan Entry Point if the tile contains no Humans. Place the Cenobite out of line of sight of any Human.

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