



**SABBAC**  
TIMOTHY KARNES

**WORLD'S WORST DEMON**

Start the game with 5 black Demon Markers. Whenever Sabbac would receive one or more wounds, you must place the same number of Demon Markers on this card and choose another special power on this card for each placed marker. Chosen powers are negated.



DEMON

UNIQUE HERO

ANTAGONIST

RESENTFUL

MEDIUM

5

**INDESTRUCTIBLE BODY OF AYM**

When rolling defense dice for Sabbac, if the attacking figure does not have the Super Strength special power, add one automatic shield to whatever is rolled.

**EVIL COURAGE OF ASMODEUS**

After an opponent rolls the 20-sided die for a figure adjacent to Sabbac, you may roll the 20-sided die. If your result is higher, that figure receives 1 wound.

**SPEED OF CRAETIS**

Sabbac is never attacked when leaving an engagement. After taking a turn with Sabbac, you may immediately move him up to 2 spaces.



6

LIFE

MOVE 6

RANGE 1

ATTACK 6

DEFENSE 6

265

POINTS

