

Black Lamp



Actions



Life



Will



Command



Size



Ducats

MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
4	4	4	5	6

Weapon	Range	Evasion	Damage	Penetration	Abilities
Sharpened Dagger	0"	-	-	-	-

Keywords

Faction (The Guild), Hero, Human,
Unique

Character Abilities

- Brave
- Brawler (1)
- Parry (2)
- Universal Shielding (3)

Command Ability: Rally to the Light!

All friendly characters within 6" gain Companion (Black Lamp) until the end of the round.

The Lamp

This character may attempt to Dispel magic spells as if it has Mage (3) and Expert Sorcerer (3).