



COST

# CORPSE CANDLE

3  
DF

6  
SP


3  
WP

2  
SZ

Minion (2), Totem, Undead • Revenant



**Burning Brightly:** After this model is summoned, draw a card.

**Smoldering Heart:** Before a friendly Revenant model within 1" of this model performs an opposed duel, it may kill this model to receive a .

**Unliving Flame:** When this model activates, it gains a **Shielded** token.

# CORPSE CANDLE

## Attack Actions

|  | Rg | Skl | Rst | TN | Dmg |
|--|----|-----|-----|----|-----|
|--|----|-----|-----|----|-----|

### Flaming Touch

|      |   |    |   |   |
|------|---|----|---|---|
| ⚡ 1" | 5 | Df | - | 1 |
|------|---|----|---|---|

Target gains a **Burning** token.

## Tactical Actions

|  | Rg | Skl | Rst | TN | Dmg |
|--|----|-----|-----|----|-----|
|--|----|-----|-----|----|-----|

### A Lit Path

|    |   |   |   |   |
|----|---|---|---|---|
| 6" | 0 | - | 8 | - |
|----|---|---|---|---|

Make a Pyre marker within range. An enemy model within 3" of the made marker must pass a TN 12 **Wp** duel or move 3" toward the marker.

☞ **Spirit Guide:** Place this model in base contact with the made marker.

🛡 **Flames of Protection:** Allies within (X)1" of the made marker gain a **Shielded** token.

📖 **Raging Flames:** Enemy models within (X)1" of the made marker must pass a TN 13 **Wp** duel or gain a **Stunned** token.