



-
COST

THE DREAMER

FAST ASLEEP

5

DF

7

SP

6

WP

2

SZ



Master, Unique, Living • Nightmare

Lucid
Dreaming

Lord Chompy
Bits, Dreamlord

Diversion: Enemy models within 4" count all ♣ symbols on their cards as blank.

♣ Incorporeal: Reduce damage dealt to this model by 1. Damage from ♣ actions may not be reduced this way.

Just a Dream: After this model is dealt damage from an attack, it may drain two ♦. If it does, it may not be attacked for the remainder of the activation.



1

2

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THE DREAMER

Fast Asleep

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Cricket Bat	⌘1"	6	Df	-	2
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This action deals +1 damage for each other ally within 1" of the target, to a maximum of +2.

✦ **"Next at Bat!":** Once per activation. After failing, another ally may declare a ⌘ action against the target.

Twist Reality	✦8"	6	X	-	2
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This model chooses whether this action is resisted by **Df** or **Wp**. For each raise this action receives, summon one Daydream in base contact with the target.

📖 **Frighten:** Target gains a **Fright** token.

✦ **Hallucinate:** The target must reveal their control hand.

↓ Bad Dreams	✦8"	6	Wp	-	-
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Target gains a **Fright** token.

◆ **Nightstalker:** Summon a friendly Lord Chompy Bits, *Dreamlord* in base contact with the target.

✦ **Coordinated Attack:** Another friendly model may declare a ⌘ action targeting the same model.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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↓ Peer Into Dreams	6"	0	-	6	0
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Make an Under Your Bed marker within range.