



CHIAKI

THE BEACON

7
COST

5
DF

6
SP

6
WP

2
SZ

Henchman, Unique, Living, Loyal • Ancestor



Nefarious Pact: When this model ends its activation, it may draw a card.

¶ Serene Countenance: Enemy attack actions that target this model cannot cheat their duel.

CHIAKI

The Beacon

Attack Actions

	Rg	Skl	Rst	TN	Dmg	-
Purify	+12"	7	Wp	12	-	

This action may target friendly models. Remove a token from the target.

- **Duality:** *Enemy only.* This model must choose: both players draw a card or both players discard a card.
- **Ancestral Curse:** The target gains an **Adversary** token.

Beckoning Call

Beckoning Call	+12"	6	Wp	11	-
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*This action may target friendly models. Move the target its **Sp** toward a friendly model in its LoS.*

- **Reposition:** Move this model up to 3".

Tactical Actions

	Rg	Skl	Rst	TN	Dmg	-
Spirit Flute	(X) 4"	0	-	6	-	

Allies within range may move up to 3".

- **Burdened Soul:** A model moved this way may declare a // action.
- **Split the Soul:** Once per activation. Attach a Reliquary upgrade to an ally in range.
- **Purity:** Enemy models within range must pass a TN 11 Wp duel or be moved up to 3".