



LAMPAD

6
COST

5
DF

7
SP

6
WP

2
SZ



Minion (3) ♦ Revenant

Blinded by the Light: After this model suffers damage, it may drain a ♦ to make a Scheme marker in base contact with a friendly model within 8".

Demise (Possessing Flame): *Once per turn.* When this model is killed, it may discard a card to heal 3. Then, place this model into base contact with a Pyre marker within 6", if able.

LAMPAD

Attack Actions

Rg Skl Rst TN Dmg

Breath of Fire †6" 5 Df - 2

Deal this action's damage to a different enemy model within 2" of the target. Models damaged by this action gain a **Burning** token.

☞ **Hungry Flickers:** Choose a different model within range and remove a **Burning** token from it. Deal 2 damage to the chosen model.

☞ **Pyrebloom:** Make a Pyre marker in base contact with the target.

📖 **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

Tactical Actions

Rg Skl Rst TN Dmg

↓ **Hovering Flame** - 0 - 5 -

Move this model up to 5", ignoring other models. Models moved through this way gain a **Burning** token.

☞ **Catch Light:** Make a Pyre marker in base contact with this model.