



YAN LO

PATHSEEKER

- COST

6
DF6
SP6
WP2
SZGuardian
SpiritSoul
Porter

Master, Unique, Living • Ancestor



Ascendancy: When this model activates, it may attach a Reliquary upgrade.

Demise (Descendant's Pledge): Once per turn. When this model is killed, it may discard a friendly Reliquary upgrade from another friendly model within 10" of this model to heal 3.

Fortify the Spirit: When this model activates, it may drain a ♦ to heal an amount equal to the turn number.

YAN LO

Pathseeker

Attack Actions	Rg	Skl	Rst	TN	Dmg
----------------	----	-----	-----	----	-----

Darkest Magic	†2"	6	Wp	-	X
----------------------	-----	---	----	---	---

This action may be generated by the Charge action as if it were a / attack. X is equal to the turn number.

♦ ♦ **Rebuild Corpus:** Once per game. Non-master, non-peon only. If the target has 2 or less health, replace the target with a unique Ancestor model, the replaced model is a part of this crew.

♦ ♦ **Drain Magic:** Target discards a card. This model may draw a card and then discard a card.

Treacherous Paths	†8"	7	Wp	12	0
--------------------------	-----	---	----	----	---

This action may target friendly models. Move the target up to 2" + X", where X is equal to the turn number. Then, if it is turn 3 or 4, make up to two Scheme markers within 1" of it.

♦ **Our Paths Divide:** Place this model within 6" and on top of a piece of climbable terrain.

■ **Cinder Storm:** The target gains an **Aura (Fire)** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
------------------	----	-----	-----	----	-----

Instill Youth	6"	0	-	6	-
----------------------	----	---	---	---	---

Ally only. Target heals an amount equal to the turn number and attaches a Reliquary upgrade.

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

■ **It's Dangerous to Go Alone:** Discard a friendly upgrade attached to this model and attach it to the target.