



YAN LO

PATHSEEKER

COST

6

DF

6

SP

6

WP

2

SZ



Master, Unique, Living • Ancestor

Guardian
Spirit

Soul
Porter

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.

1 2 3 4 5 6 7 8 9 10 11 12 13 14

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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.