



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
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Breath of Fire

†6"	5	Df	-	2
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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
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Hovering Flame

-	0	-	5	-
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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.