



THE DREAMER

Master
SPIRIT

CACHE

2

DF	WP	WD	WK	CG	HT
4	7	6	7	-	1



FINAL, OFFICIAL

Pleasant Dreams: When another friendly model Activates within 6 it immediately heals 3 damage.

Df/Wp (W) Safe In My Bed: After an Attack Action succeeds against this model, discard a card to make target friendly Nightmare within 3 suffer the effects of the Action instead as if it had been the target, including any Triggers.

Release Nightmares: When this model gains the **Waking +4** Condition, summon a Lord Chompy Bits within 6" and LoS, remove all Conditions on this model, then bury this model.

Incorporeal: This model ignores, and is ignored by, other models and terrain during any movement or push. Reduce all damage this model suffers from **Sh** and **MI** Attack Actions by half.

ATTACK ACTIONS

- (1) **Twist Reality** (Sh 6 / Rst: Df / Rg: ⚔12 or 🌀1): Target suffers 1/2/4 damage.
 ✗ **Unhinge:** After damaging, target gains **Paralyzed** if it has **Wp** 4 or less.
 🐉 **Feed on Dreams:** After damaging, friendly Nightmares within 6" and LoS of the target may push up to their **Wk** towards it.

TACTICAL ACTIONS

- (0) **Tucked In:** Reduce the value of this model's **Waking** Condition by 1.
- (1) **Daydreaming** (Ca 7🐉 / TN: 14🐉): Summon one Daydream within 6" of this model. This model gains the following Condition for the rest of the game: "**Waking +1:** Reduce the healing from this model's **Pleasant Dreams** Ability by -1. This Condition may not be removed by the Actions of other friendly models."
 🐉🐉 **Slumbering:** After succeeding, summon an Alp instead.
- (1) **Empty Night** (Ca 7🐉 / TN: 11🐉 / Rg: 6): Target friendly Nightmare or Minion model. This Action must declare a Trigger if able.
 🐉 **Journey:** After succeeding, the target may push up to 6" in any direction and then may perform a (1) **Mi** Action.
 ✗ **Frantic:** After succeeding, target gains **Fast**.
 📖 **Just a Dream:** After succeeding, end one Condition on the target. This model may immediately take this Action again.
 🐉 **Stitches:** After succeeding, heal 2 damage on the target.