



THE DREAMER

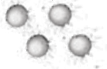
◀ *Master Spirit*

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Pleasant Dreams: Whenever this model summons a Nightmare, it gains the following Condition until the end of the game: "**Waking +1:** Enemy models within 6" suffer -1 **Wp** on Horror Duels generated by Nightmare models."

Safe In My Bed: This model is immune to all damage, except damage dealt by an Attack Action targeting this model.

Release Nightmares: When this model gains **Waking +3**, summon Lord Chompy Bits into base contact, remove all Conditions and heal all damage on this model, and Bury it.

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) Target suffers 1/2/4 damage.
✗ *Unhinge*: After damaging, the target gains **Paralyzed** if it has **Wp** 4 or less.
☞ *Feed on Dreams*: After damaging, friendly Nightmares within 6" of the target may push up to their **Wk** towards it.

TACTICAL ACTIONS

- (0) **Calm Dream**: Lower the value of this model's **Waking** Condition by 1.
- (1) **Daydreaming** (Ca 7☞ / TN: 12☞): Summon one Daydream within 6" of this model.
- (1) **Slumbering** (Ca 7☞ / TN: 15☞☞): Summon one Alp within 6" of this model.