

Dreadflame



ATK HP SPD AP Size
6 12 7" 2 Medium (32mm)

Mana Start: 6
Regen: 1/turn Max: 13

Mana

max 13

Wounds

max 12

Status tokens

Abilities

[A] Immolate — 2 AP, CD 2

Deal 3 damage to a unit within 6" and apply Burn:Minor(2)

CD 2

[A] Blood Pact — Sacrifice 1 allied creature, 1 AP, CD 2

Gain 3 mana and +2 ATK until end of turn

CD 2

[P] Berserk(+2 ATK, Piercing)

While the Dreadflame has wound markers ≥ 6 (50% of 12 HP), it gains +2 ATK and Piercing