

Flamecaller

Abilities

[A] Fireburst — 4 mana, CD 2

Deal 5 damage to a unit within 8". Overcharge(3): deal 8 damage instead

CD 2

[A] Mana Surge — 1 AP, CD 3

Gain 3 temporary mana (must be spent this turn, lost at End Phase)

CD 3

[P] Mana Frenzy

When the Flamecaller destroys an enemy unit, gain +1 mana. Max 1 per turn



ATK HP SPD AP

Size

5 14 6" 2 Medium (32mm)

Mana Start: 6

Regen: 1/turn Max: 12

Mana

max 12

Wounds

max 14

Status tokens