



# INEVITABILITY OF DEATH

Jedza, Everlasting



Friendly Seeker models gain the following abilities:

**A Line of Graves:** After this model kills a non-peon enemy model, this model gains a **Death** token.

**Font of the Everlasting:** When this model ends its activation, it may remove a **Death** token from itself to heal 2.

Friendly unique Seeker models gain the following action:

| Tactical Action | Rg | Skl | Rst | TN | Dmg |
|-----------------|----|-----|-----|----|-----|
|-----------------|----|-----|-----|----|-----|

**Dredge Up**

8"

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Once per activation. Target a friendly Lamp marker within range. This model may drain a ♦. This model declares a // action drawing range and LoS from the target. If this model drained a ♦, the generated action receives a ♣ and a suit of this model's choice.

Crew Card



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## Markers

**Lamp:** Friendly models with **Life** and/or **Death** tokens within 6" of this marker receive a ♠ to **Df** duels.

## Tokens

**Aura (Hazardous):** The area within 2" of this model is hazardous terrain. Friendly models may choose to be unaffected by this terrain. During the end phase, remove this token.

**Death:** When this model succeeds in an attack action that deals damage, it may remove this token. If it does so, the target must either discard a card, drain a ♦, or be killed.

**Life:** When this model suffers damage, it may remove this token. If it does so, it may not be reduced to below 1 health.

**Slow:** Reduce this model's action limit by 1 (to a minimum of 1). When this model ends its activation, remove this token. Canceled by **Fast**.

**Summon:** This model may not declare the **Interact** action. This model does not infuse a ♦ for its crew when it is killed. This token cannot be removed.