



M

JEDZA

- COST

THE WANDERER

5
DF6
SP6
WP2
SZEternal
Pilgrimage

Sophie

Master, Unique, Undead • Seeker

Cradle the Spark: While this model has a **Life** token, enemy attack actions that target this model suffer a **-** to their duel.

Fragility of Life: When a model is killed within LoS of this model, this model may drain a **♦**. If it does so, an ally within 6" of this model may heal 2.

Midnight Crossing: When declaring non-general actions, this model may remove a **Life** token. If it does so, increase the **Rg** of the action by +10".



1

2

3

4

5

6

7

8

9

10

11

12

JEDZA
The Wanderer

Attack Actions Rg Skl Rst TN Dmg

In Death's Shadow † 8" 6 Wp - 2

This action may target allies. If the target is an ally, instead of being dealt damage, the target heals 2.

- ◆ **Pulse of Renewal:** Once per turn. When resolving, allies within (1) 4" of the target heal 2.
- ❖ **Gift of Days:** Enemy only. When resolving, this model and the target heal 1.
- ❖ **Knock Aside:** Move the target up to 3".
- ❖ **Delay:** Target gains a **Slow** token.

Tactical Actions Rg Skl Rst TN Dmg

A Weary Road 8" 0 - 6 -

Other friendly model only. Move the target up to 3", then make a Scheme marker in base contact with it.

- ❖ **Wayward Soul:** Remove a **Life** token from the target. The target declares a general action.

Ancient Lamps 6" 0 - 3 -

Make a Lamp marker within range. An ally within 2" of the made marker may heal 1.

- ❖ **Refresh:** Models within (1) 2" of the made marker heal 1.
- **Magician's Secret:** Make a Scheme marker in base contact with the made marker.
- ❖ **Stay a While and Listen:** Enemy models within (1) 2" of the made marker must pass a TN 13 **Wp** duel or gain a **Slow** token.