



SOPHIE

- COST

5
DF

6
SP

5
WP

3
SZ



Totem, Unique, Undead ▪ Seeker

Last Caravan: When a friendly Jedza is killed, this model may drain a ♦ to place it into base contact with this model. If it does so, the placed model heals 4 and gains a **Life** token. Then, kill this model without infusing a ♦.

Unimpeded: This model is unaffected by severe and hazardous terrain.

SOPHIE

Attack Actions Rg Skl Rst TN Dmg

Unhurried Strength ⚔ 1" 6 Df - 1

If this model is within 2" of a friendly Lamp marker, this action receives a +.

• **Healing Burst:** Models within (X)2" of the target heal 2.

• **Gentle Giant:** Models within (X)2" of this model must pass a TN 13 Wp duel or be moved up to 2".

Tactical Actions Rg Skl Rst TN Dmg

Plenty of Wares 6" 0 - 6 -

Once per activation. Other friendly only. Target heals 2.

• **Bell of the Vagrant:** A friendly Jedza model gains a Life token.

• **Camp by Candlelight:** Make a Lamp marker within range.

Tap the Leyline - - - - -

Once per turn. Draw two cards and then discard one card.

Move Along 6" 0 - 5 -

Ally only. Move the target up to its Sp.