



# LOHITH

10  
COST

5  
DF

6  
SP

5  
WP

4  
SZ



Henchman, Unique ♦ Witness

♣ **Aegis:** *Once per activation.* This model may reduce damage dealt to it by 1.

♦ **Reform from Rock:** After this model drains a ♦ or modifies its duel by removing an **Adaptable** token, this model may heal 2.

# LOHITH

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Huge Fist</b>	⌘2"	6	<b>Df</b>	-	3

☞ **Tear Off a Bite:** This model heals 2.

☞ **Shove Aside:** Once per activation. Move the target 4". Then, this model moves up to 4" and may declare a ⌘ action targeting a different model.

📖 **Soulstone Shards:** The target and enemy models within (X)1" of it are dealt 1 damage and gain a **Stunned** token.

☞ **Siphon Essence:** After killing, infuse a ☛.

<b>Thrown Boulder</b>	☞8"	6	<b>Df</b>	-	3
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Enemy models within (X)1" of the target are dealt 1 damage.

☛ **The Mountain Crumbles:** Deal this action's damage to a different enemy within 3" of the target.

☞ **Reverberation:** Move models damaged by this action 1".

☞ **On Your Heels:** Place this model into base contact with the target.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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<b>☛ Soulstone Geode</b>	(X)3"	0	-	5	-
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Enemy models within range must pass a TN 12 **Df** duel or be dealt 2 damage.

☛ **Claim Gemstones:** Other allies within range may gain an **Adaptable** token.