



ETERNAL PILGRIMAGE

Jedza, The Wanderer



Friendly Seeker models gain the following abilities:

Surplus of Life: When this model heals, it may reduce the amount healed to 0. If it does so, this model gains a **Life** token.

Cursed to Wander: When this model heals in excess of its maximum health, it may move up to 2".

Friendly unique Seeker models gain the following action:

Tactical Action

Rg	Skl	Rst	TN	Dmg
----	-----	-----	----	-----

♦♦ Unclaimed Soul

6"	-	-	-	-
----	---	---	---	---

Target a friendly Lamp marker. Name a friendly non-master model killed this game. Summon the named model with 4 health in base contact with the target, then remove the target.



ETERNAL PILGRIMAGE

Jedza, The Wanderer

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.