



JEDZA

COST

THE WANDERER

5
DF

6
SP

6
WP

2
SZ

Master, Unique, Undead • Seeker

Eternal
Pilgrimage

Sophie

♣ **Cradle the Spark:** While this model has a **Life** token, enemy attack actions that target this model suffer a \square 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

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 (X)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 (X)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 (X)2" of the made marker must pass a TN 13 Wp duel or gain a **Slow** token.