



# LOTUS EATER

5  
COST

5  
DF

6  
SP

5  
WP

2  
SZ



Minion (3), Living • Monk

**Expert Climber:** *Once per activation.* This model may ignore vertical distance while resolving the **Walk** or **Charge** action.

**Sacred Ink:** When this model would gain an enemy token, it may remove a **Chi** token instead.

# LOTUS EATER

## Attack Actions

Rg Skl Rst TN Dmg

### Hurricane Punch

//1" 5 Df - 2

Move the target up to 2". For each raise this action receives, move the target up to +2".

☞ **Always Eating:** Remove a marker within 2" of the target. Draw a card.

📖 **Premonition:** Look at the top card of your fate deck. This model may discard it.

☘ **Aggressive Chi:** Remove a **Chi** token. When resolving, this action deals +1 damage to the target.

## Tactical Actions

Rg Skl Rst TN Dmg

### Stance Change

8" 0 - 6 -

Ally only. Target gains a **Chi** token.

☘ **Slip By:** This model gains a **Hastened** token.

### ↓ Path of the Lotus

- 0 - 6 -

Once per activation. Move this model up to its **Sp** toward a marker in its LoS. If this model ends this move within 2" of the marker, it may remove that marker to gain a **Chi** token.

☘ **Vanish:** Place this model within 4".