



# SPELLEATER

5  
COST

5  
DF

5  
SP

5  
WP

2  
SZ



Minion (3), Living ♦ Cadmus

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

♣ **Redirect Magic:** After an enemy ♣ action targeting this model succeeds, this model may drain a ♦ to have another model within 6" suffer the effects of the action instead of this model.

# SPELLEATER

## Attack Actions

Rg Skl Rst TN Dmg

### Siphon Existence

✦ 8" 5 Df - 1

If the target has a token, this action deals +1 damage.

☞ **Siphon Life:** When resolving, this action deals +1 damage and this model heals 1.

📖 **Transmutation:** Remove a token from the target. Then, the target gains a **Parasite** token.

☞ **Drain Magic:** Target discards a card. This model may draw a card and then discard a card.

### Food for the Hive

✦ 12" 5 Wp 10 -

*This action may target friendly models.* Move the target up to its **Sp** toward a piece of terrain in its LoS. If the target ends its move in base contact with a Web marker, it is dealt 1 damage.

📖 **Transmutation:** Remove a token from the target. Then, the target gains a **Parasite** token.

## Tactical Actions

Rg Skl Rst TN Dmg

### Down to the Last Drop

12" 0 - 6 -

*Once per activation. Enemy model with a **Parasite** token only.* Target is dealt 1 damage.

☞ **Spin Web:** Make a Web marker within 1" of the target.