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- COST

# ESSENCE OF POWER

5  
DF6  
SP5  
WP2  
SZ*Totem, Unique, Elemental • Academic*

**Elemental Interference:** Enemy models within 6" of this model must discard a card to cheat fate in duels with friendly elementals.

**¶ Incorporeal:** Reduce damage dealt to this model by 1. Damage from ♦ actions may not be reduced this way.

# ESSENCE OF POWER

Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Absorb Energy</b>	+6"	6	Df	-	1
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Deal this action's damage to a different enemy model within 6" of the target. This model heals 1 for each model damaged this way.

**P Essence Transfer:** Deal 2 irreducible damage to this model. Another ally within range heals 2.

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

<b>Power Blast</b>	+12"	6	Df	-	-
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*This may target friendly models.* Move the target up to 5" directly away from this model. If this move is interrupted, the target and all models in base contact with it must pass a TN 12 Df duel or be dealt 2 damage.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>♦♦♦ Instill Form</b>	-	0	-	6	-
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Reduce the number of ♦ this model needs to drain to declare this action by an amount equal to the turn number. Replace this model with a golem Academic model. Then, the new model heals 2.

<b>♦ Tap the Leyline</b>	-	-	-	-	-
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Once per turn. Draw two cards and then discard one card.