



# M SPELEATER

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.

# SPELEATER

Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Siphon Existence</b>	†8"	5	Df	-	1
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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.

<b>Food for the Hive</b>	†12"	5	Wp	10	-
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*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
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<b>↓ Down to the Last Drop</b>	12"	0	-	6	-
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*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.