# 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.

1 2 3 4 5 6

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## 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.

| | Rg | Skl | Rst | TN | Dmg |
|---|---|---|---|---|---|
| ☙ **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".

**30 mm**