GLUTTONY

7 COST

5 DF

6 SP

5 WP

2 SZ

Unique, Henchman, Living, Versatile · Crossroads

Hunger Pains: Enemy models within 6" must each discard a card and be dealt 1 damage to declare the **Interact** action.

🛡 **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

◆ 1 2 3 4 5 6 7 8 9

GLUTTONY

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Bite the Hand	〰1"	6	**Df**	-	2

This model heals an amount equal to the damage the target suffers.

- ◆ *Rest in Peace: Target must have a **Craven** or **Summon** token.* When resolving, this action deals +3 damage.
- ❦ *Knock Aside:* Move the target up to 3".
- 📖 *Draw Out Secrets:* Make a Scheme marker in base contact with the target.

	Rg	Skl	Rst	TN	Dmg
Maddening Drums	✦10"	6	**Wp**	-	1

Choose a marker within 6" and LoS of the target. Move the target in a straight line into base contact with the chosen marker, then remove the marker. Deal +1 damage to the target for every marker it moved through (to a maximum of +3).

- ◆ *Sound and Fury:* Models damaged by this action gain a **Craven** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⚶ **Consume Sin**	6"	0	-	4	-

Friendly only. Remove a token from the target. For each raise this action receives, remove one additional token from the target. Then, this model heals 2 for each token removed.

40 mm