



5
COST

BLACK BLOOD SHAMAN

5
DF

6
SP

5
WP

2
SZ

Minion (2), Living • Brood

Ancient Ritual: Once per activation. After this model moves, it may remove a **Glutted** token from itself or a Remains marker within 1". If it does so, an ally within 2" may gain either a **Focused** or **Glutted** token.

Flight: This model ignores terrain and other models while moving.



BLACK BLOOD SHAMAN

Attack Actions

Rg Skl Rst TN Dmg

Ritual Knife

∕1" 5 Df - 2

If the target is killed by this action, infuse a ♦.

☛ **Blood Spray:** An ally within 2" of the target gains a **Glutted** token.

Tactical Actions

Rg Skl Rst TN Dmg

↓ Blood Clot

8" 0 - 5 -

The target heals 1 and allies within (X)1" of the target heal 1. For each raise this action receives, each model healed this way heals an additional 1.

☛ **Meat for the Young:** An ally within 6" gains a **Glutted** token.

Black Blood Pustule

12" 0 - 5 -

Target a friendly model with **Black Blood**. Resolve the target's **Black Blood** ability as if it had just suffered damage, and increase the (X) it generates by +1".

📖 **Purification:** Remove a token from the target.

☛ **Life from Blood:** Target gains a **Broodling** token.