



WILL O' THE WISP

4
COST5
DF5
SP4
WP2
SZ

Minion (3), Living • Swampfiend

Bloody Transformation: After an enemy model within 3" of this model is killed, this model may drain a ♦ to replace with an Adze and heal 3.

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

Shimmering Lights: When performing opposed duels with enemy models with a **Stunned** token, this model receives a ♦.

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Attack Actions	Rg	Skl	Rst	TN	Dmg
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Poisonous Glow	≤ 1"	4	Df	-	1
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Target gains a **Poison** token.

• **Hexed Gambit:** Target must have a **Stunned** token.

This model may discard and draw a card.

• **Gang Up:** When resolving, deal +1 damage for each other ally the target is engaged with, to a maximum of +2.

Lured Into a Bog	≥ 12"	5	Wp	-	-
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Move the target up to its **Sp** toward a piece of terrain in its LoS.

• **Foot in the Bog:** Make a Bog marker in base contact with the target.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Unnatural Speed	3"	0	-	7	-
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Place this model anywhere within range.