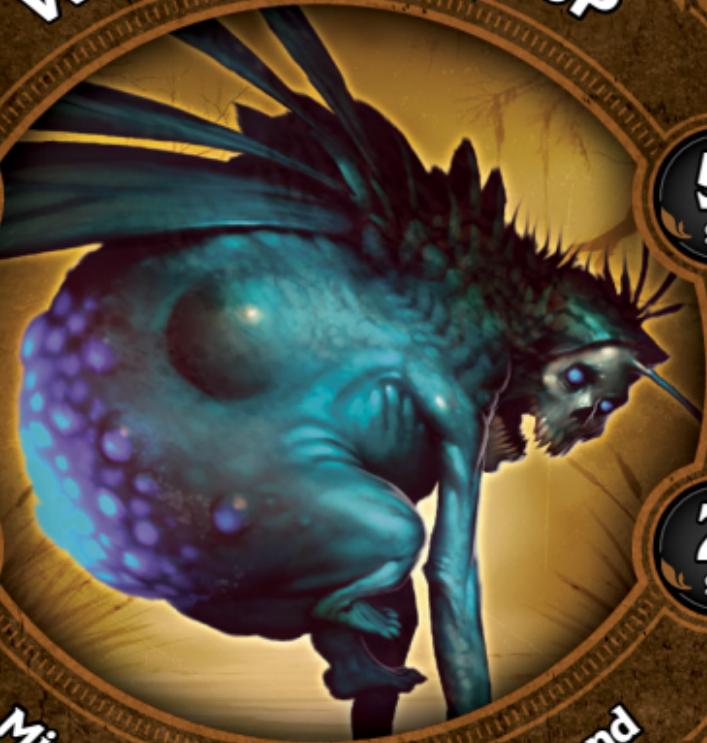




# WILL O' THE WISP

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 ♦.



# WILL O' THE WISP

| Attack Actions | Rg | Skl | Rst | TN | Dmg |
|----------------|----|-----|-----|----|-----|
|----------------|----|-----|-----|----|-----|

|                       |      |   |    |   |   |
|-----------------------|------|---|----|---|---|
| <b>Poisonous Glow</b> | ≤ 1" | 4 | Df | - | 1 |
|-----------------------|------|---|----|---|---|

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.

|                         |       |   |    |   |   |
|-------------------------|-------|---|----|---|---|
| <b>Lured Into a Bog</b> | ≥ 12" | 5 | Wp | - | - |
|-------------------------|-------|---|----|---|---|

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 |
|------------------|----|-----|-----|----|-----|
|------------------|----|-----|-----|----|-----|

|                        |    |   |   |   |   |
|------------------------|----|---|---|---|---|
| <b>Unnatural Speed</b> | 3" | 0 | - | 7 | - |
|------------------------|----|---|---|---|---|

Place this model anywhere within range.