



WILL O' THE WISP

4
COST5
DF5
SP4
WP2
SZA detailed illustration of the Will o' the Wisp. It is a skeletal, winged entity with a pale, translucent body. Its skin is covered in sharp, glowing blue energy shards or veins. It has large, dark, bat-like wings and a skull-like head with glowing blue eyes. A long, thin, red staff or tail extends from its back. The background is a dark, atmospheric swamp with bare trees.
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
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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.