



4  
COST

# WILL O' THE WISP

5  
DF

5  
SP

4  
WP

2  
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

### Poisonous Glow

//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.

### Lured Into a Bog

✚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

### Unnatural Speed

3" 0 - 7 -

Place this model anywhere within range.