



PENNYWISE

YOU'LL FLOAT TOO

At the start of the game, you may place a Glyph of Haunted Balloon on any empty space on the battlefield. Instead of attacking with Pennywise, you may place Pennywise on or within 3 spaces of the Haunted Balloon glyph, or place the Haunted Balloon glyph on any other empty space on the battlefield.



ENTITY

UNIQUE HERO

TORMENTOR

SADISTIC

MEDIUM 5

When Pennywise attacks normally, if the defending figure does not have the Fearless personality, you may re-roll all dice once for each of the following that is true about that figure:

- It is small or tiny.
- It does not have the Super Strength special power.
- It has a Wound Marker on its card.
- It is not adjacent to any figures it considers friendly.

THE DEADLIGHTS

After attacking normally with Pennywise, if you rolled all skulls, the defending figure must immediately roll the 20-sided die. If it rolls 6 or lower, it receives a wound. It must continue rolling until it does not roll 6 or lower.



13 LIFE

MOVE 6

RANGE 1

ATTACK 3

DEFENSE 3

275

POINTS