



## GLEEK

### EMPTY BUCKET

Start the game with the Glyph of Empty Bucket on this card.

### WONDER TWIN COMPANION

At the start of the game, you may choose one Enthusiastic Unique Hero you control to be Gleek's Companion, or two if they are both Wonder Twins. After you take a turn with one of Gleek's Companions, you may take a turn with Gleek. If you do, you may not take any additional turns this player turn with any figures you control other than Gleek or his Companions.

### DARING DECOY

Figures engaged with Gleek can only attack figures that have the Daring Decoy special power.



SIMIAN

UNIQUE HERO

COMPANION

MISCHIEVOUS

SMALL

3



3 LIFE

MOVE	6
RANGE	1
ATTACK	2
DEFENSE	4

50 POINTS

