Artisan Guild

GUILDS

Units - Glory Update Alpha 0.803

Hail Guildmaster! This guide includes the Cards for every playable unit in the game. The rules to assemble your Guild Deck are listed in the Rule book.

On top of the free PDF for GUILDS Units, which will be always available to our patrons, we are working on some extra cool cards called the Guildmaster Cards, which hopefully will hit our store soon.

This is an immense amount of work due to the amount of models available (and weapon variants), but once done these cards will be a great addition to your gaming table.

We are doing these for each possible unit in the game, which is also each model we ever made with multiple combinations of weapons from our first release here on Patreon.

There's tons of renders to be done, tons of testing and tons of writing, more than 500 Cards will be made!

BALDUR THE INVINCIBLE
Fallen One, Hero

💀💀💀

5 ❤
4 🛡
/
5 📖

⚒ 6 | Baldur's Maul | Frost Bolt | 3
0" (SB) | | 3-8" Frost

FALLEN ONE (P)
As long as a *Necromancer Arcanist* ally is in play, when this model is Vanquished it immediately performs a Def test: with a Successful this model *Resurrect*.

THE TIRELESS
When Baldur uses a Heroic Reaction, he only accumulates 1 Fatigue token.

Frost

Fire

Guild Deck Cards

Great Hall
Guild Card

Your headquarters, where strategic decisions are made. This glorious hall includes your personal rooms and the dormitories of your most trusted companions.

Provides the following Slots:
+2 Hero Slot
+1 Infantry Slot

Garrison
Guild Card

The guild's dormitories, which can house a handful of mercenaries and warriors.

Provides 1 Infantry Slot.

Stables
Guild Card

A small stable to house your guild's beasts.

Provides 1 Cavalry Slot.

Heroic Glory (2)
Guild Card

Your Guild's prestige grows, attracting heroic figures from all sides of Mundus.

Provides 2 Hero Slot.
This Card is worth 2 Glory Points

Heroic Glory (3)
Guild Card

Your Guild's prestige grows, attracting heroic figures from all sides of Mundus.

Provides 3 Hero Slot.
This Card is worth 3 Glory Points

Heroic Glory (4)
Guild Card

Your Guild's prestige grows, attracting heroic figures from all sides of Mundus.

Provides 4 Hero Slot.
This Card is worth 4 Glory Points.

Beast Lair
Guild Card

The lair of your guild's dangerous legendary beast. The followers of your guild tremble at the thought of bringing them food.

Provides 1 Heroic Mount/Heroic Beast Slot.

Beast Lair (2)
Guild Card

The lair of your guild's dangerous legendary beast. The followers of your guild tremble at the thought of bringing them food.

Provides 2 Heroic Mount/Heroic Beast Slot.
This Card is worth 2 Glory Points

Beast Lair (3)
Guild Card

The lair of your guild's dangerous legendary beast. The followers of your guild tremble at the thought of bringing them food.

Provides 3 Heroic Mount/Heroic Beast Slot.
This Card is worth 3 Glory Points

Beast Lair (4)
Guild Card

The lair of your guild's dangerous legendary beast. The followers of your guild tremble at the thought of bringing them food.

Provides 4 Heroic Mount/Heroic Beast Slot.
This Card is worth 4 Glory Points

Elemental Arcanum
Guild Card

This library includes the rarest tomes in all of Mundus, and allows one of your Arcanists to study its secrets.

Assign this Card to an Arcanists proficient in this school to let him/her cast any spell from its list.

Druidcraft Arcanum
Guild Card

This library includes the rarest tomes in all of Mundus, and allows one of your Arcanists to study its secrets.

Assign this Card to an Arcanists proficient in this school to let him/her cast any spell from its list.

Animancy Arcanum
Guild Card

This library includes the rarest tomes in all of Mundus, and allows one of your Arcanists to study its secrets.

Assign this Card to an Arcanists proficient in this school to let him/her cast any spell from its list.

Necromancy
Guild Card

This library includes the rarest tomes in all of Mundus, and allows one of your Arcanists to study its secrets.

Assign this Card to an Arcanists proficient in this school to let him/her cast any spell from its list.

Diplomatic Deal
Guild Card, Unique

After intricate negotiations, you manage to forge an agreed alliance with valuable individuals.

Choose an adjacent Force; from now on your guild cards who provide Units let you choose Unit Cards from this Force.

Armory
Guild Card

In the realms of Mundus, blacksmiths follow the fearless armies in battle, always ready to forge new weapons and armor for the Guildmaster troops. In the hot halls of the Armory, your personal blacksmith works tirelessly to best equip your troops.

This Guild Card lets you exchange a Unit or Cavalry Card for another with the same name but with different Specialization between a Quest and another. Additionally, this Card let you upgrade Infantry and Cavalry to Champions and (/) Will Constructs automatically succeed the Casualty Roll.

Temple
Guild Card

Valent warriors are vanquished and often the injuries sustained lead to death.
The Temple heals those who struggle between life and death. The acolytes of this sacred place use all their knowledge to save the unfortunate injured, and in case they fail to do so, they are the ones to grant the right funeral rites.

This Guild Card lets you exchange a Unit or Cavalry Card for another with the same name but with different Specialization between a Quest and another. Additionally, this Card let you upgrade Infantry and Cavalry to **Champions** and **(/) Will Constructs** automatically succeed the Casualty Roll.

Frostmetal Clan

Corruption

Frostmetal – Defender (3) *
Orc, Infantry

Might	Dex	Def	Will
3	4	5 (S)	5

Frostbite Weapon & Shield	2 ATK (Frost)	0"

Hypothermia (P)
This model causes *Freezing* to Engaged enemies.

R/W: Frost Resistance – Fire Weakness.

Frostmetal – Destroyer (3) *
Orc, Infantry

Might	Dex	Def	Will
3	4	5	5

Frostbite Greatweapon (SB)	3 ATK (Frost)	0"

Hypothermia (P)
This model causes *Freezing* to Engaged enemies.

R/W: Frost Resistance – Fire Weakness.

Frostmetal Worg – Defender (2) *
Orc, Large, Cavalry, Beast

Might	Dex	Def	Will
4	6	5 (S)	5

Frostbite Weapon & Shield	2 ATK (Frost)	0"

Hypothermia (P)
This model causes *Freezing* to Engaged enemies.

R/W: Frost Resistance – Fire Weakness.

Frostmetal Worg Riders – Destroyer (2) *
Orc, Large, Cavalry, Beast

Might	Dex	Def	Will
4	6	5	5

Frostbite Greatweapon (SB)	3 ATK (Frost)	0"

Hypothermia (P)
This model causes *Freezing* to Engaged enemies.

R/W: Frost Resistance – Fire Weakness.

Frostmetal Ogre – Destroyer (2) *
Ogre, Large, Infantry

Might	Dex	Def	Will
4	4	5	5

Dual Frostbite Weapon (DW)	4 ATK (Frost)	0"

Hypothermia (P)
This model causes *Freezing* to Engaged enemies.

R/W: Frost Resistance – Fire Weakness.

Frostmetal Ogre – Defender (2) *
Ogre, Large, Infantry

Might	Dex	Def	Will
4	4	5 (S)	5

Frostbite Weapon & Shield	3 ATK (Frost)	0"

Hypothermia (P)
This model causes *Freezing* to Engaged enemies.

R/W: Frost Resistance – Fire Weakness.

Logranna Helforge **
Orc, Hero, Armory

Might	Dex	Def	Will
4	4	4	5

Logranna's Smith Hammer	4 ATK (Frost)	0"
Logranna's Smith Hammer (Thrown)	2 ATK (Frost)	3-8"

Hypothermia (P)
This model causes *Freezing* to Engaged enemies.

Frostmetal Rune (P)
Weapon's ATK rolls resulting in a *Double* causes Logranna to cast *Forge Chant* spell in the same Attack Action *(only one for Action)*. Weapon's ATK rolls resulting in a Scale causes Logranna to cast *Frost Wall* spell in the same Attack Action against his target *(only one for Action)*.

R/W: Frost Resistance – Fire Weakness.

Grothak Doomfist ***
Ogre, Large, Hero

Might	Dex	Def	Will
6	4	5	6

Doomfist Hammer (SB)	6 ATK (Frost)	0"
Freezing Hammering (BW)	2 AoE ATK (Frost)	0-6"

Hypothermia (P)
This model causes *Freezing* to Engaged enemies.

Doomfist Storm (F)
Roll 4 AoE ATK (A) within a 6" long cone of 90°, starting from Grothak. Inflicts 1 Frost Wound for each Success, ATK Rolls resulting in *Double* against Freezing models causes Wounds multiplied x2.

R/W: Frost Resistance – Fire Weakness.

Kentarg Grotar **
Orc, Hero

Might	Dex	Def	Will
5	4	5	6

Helsword	4 ATK (Energy)	0"
Frozen Bolt (BA)	2 ATK (Frost)	3-8"

Hypothermia (P)
This model causes *Freezing* to Engaged enemies.

Helsword's fragment (P)
When Kentarg Vanquishes an enemy he must roll 1 ATK. On a 4+, you can a Frost Skeleton within 4 "of Kentarg

R/W: Frost Resistance – Fire Weakness.

Frost Skeleton *
Fallen One, Summoned

Might	Dex	Def	Will
2	3	3	4

Hands	1 ATK	0"

Freezing Explosion (P)
When a Frost Skeleton is Vanquished, apply a Freezing Token to each Engaged enemy.

R/W: Frost Resistance – Fire Weakness

Armored Frosthorn ***
Beast, Towering, Heroic Mount

Might	Dex	Def	Will
8	5	5	6

Horns (**PC**)	**5 ATK**	0"

Juggernaut Rush (F)
Pick a target within Movement range. Regardless of interposing models, reach your target and Attack normally. Rolls 2 ATK and inflict Impact Force per 2" to each model interposed during the Charge.

R/W: Frost Resistance - Fire Weakness.

Skutagaard Draugr

Corruption

Skutagaard Draugr – Soldier (4) *
Fallen One, Infantry

Might	Dex	Def	Will
2	4	3 (S)	/

Weapon & Shield	**2 ATK**	0"

Fallen One (P)
As long as a *Necromancer Arcanist* ally is in play, when this model is Vanquished it immediately performs a Def test: with a Successful this model *Resurrect*.

R/W: Frost Resistance – Fire Weakness.

Skutagaard Draugr – Destroyer (4) *
Fallen One, Infantry

Might	Dex	Def	Will
2	4	3	/

Greataxe (SB)	**3 ATK**	0"

Fallen One (P)
As long as a *Necromancer Arcanist* ally is in play, when this model is Vanquished it immediately performs a Def test: with a Successful this model *Resurrect*.

R/W: Frost Resistance – Fire Weakness.

Skutagaard Draugr – Warrior (4) *
Fallen One, Infantry

Might	Dex	Def	Will
2	4	3	/

Greatsword (PC)	**3 ATK**	0"

Fallen One (P)
As long as a *Necromancer Arcanist* ally is in play, when this model is Vanquished it immediately performs a Def test: with a Successful this model *Resurrect*.

R/W: Frost Resistance – Fire Weakness.

Skutagaard Draugr – Bowman (4) *
Fallen One, Infantry

Might	Dex	Def	Will
2	4	3	/

Bow	**2 ATK**	3-10"
Dagger	**1 ATK**	0"

Fallen One (P)
As long as a *Necromancer Arcanist* ally is in play, when this model is Vanquished it immediately performs a Def test: with a Successful this model *Resurrect*.

R/W: Frost Resistance – Fire Weakness.

Skutagaard Wright (3) *
Fallen One, Infantry

Might	Dex	Def	Will
3	5 (L)	3	/

Scythe (PC)	3 ATK	0"
Arcane Bolt (BA)	2 ATK (Energy)	3-8"

Born from Regret (P)
For each enemy Vanquished within 2" of this model, apply a Soul token on this card. During the End Phase remove all Soul tokens from this card; if 5+ Soul tokens are removed at once Summon a *Skutagaard Wright* model within 3" of one of your models.

R/W: Frost Resistance − Fire Weakness.

Baldur the Invincible ***
Fallen One, Hero

Might	Dex	Def	Will
5	5	4	/

Hammer (SB)	6 ATK	0"
Frost Bolt	3 ATK (Frost)	3-8"

Fallen One (P)
As long as a *Necromancer Arcanist* ally is in play, when this model is Vanquished it immediately performs a Def test: with a Successful this model *Resurrect.*

The Tireless (P)
When Baldur uses a Heroic Reaction, he only accumulates 1 Fatigue token.

R/W: Frost Resistance − Fire Weakness.

Thane Hulgrof the Drowned ****
Fallen One, Large, Hero

Might	Dex	Def	Will
7	4	5	/

Great Axe (SB)	6 ATK	0"
Thrown Sword (BA)	2 ATK	3-8"

Greedy for Souls (P)
Anytime a Fallen One is coming back in game after being Vanquished thanks to an Ability within 5 "of Thane Hulgrof, Thane Hulgrof may negate that Ability and heal from a Wound instead.

Fallen One (P)
As long as a *Necromancer Arcanist* ally is in play, when this model is Vanquished it immediately performs a Def test: with a Successful this model *Resurrect.*

R/W: Frost Resistance − Fire Weakness.

King Skutagaard the Lich Lord ****
Fallen One, Large, Hero, Arcanist

Might	Dex	Def	Will
6	5 (L)	5	10

Sword (PC)	5 ATK	0"
Arcane Bolt (BA)	4 ATK (Energy)	3-10"

Embrace the Undeath! (T)
Whenever a model is Vanquished within 10" of this model, place a Soul Token on this card.
During the End Phase, roll a D6 for each 4 Token and remove them from this Card.
On 4+ a Skutagaard Draugr Card is immediately added to your Guild and its models are summoned within 10" of the Lich Lord. A 6 lets you choose a Skutagaard Wraith instead.

Necromancy & Animancy Prof. (T)
Starts with the following spells:
Necromancy - *All Spells.*
Animancy - *All Rank 1 and 2 Spells.*

R/W: Frost Resistance − Fire Weakness.

Oldburg Fallen One

Corruption

Oldburg Skeleton – Soldier (5) *
Fallen One, Infantry

Might	Dex	Def	Will
1	4	3 (S)	/

Weapon & Shield	1 ATK	0"

Fallen One (P)
As long as a *Necromancer Arcanist* ally is in play, when this model is Vanquished it immediately performs a Def test: with a Successful this model *Resurrect*.

R/W: Fire Weakness.

Oldburg Skeleton – Halberdiers (5) *
Fallen One, Infantry

Might	Dex	Def	Will
1	4	3	/

Halberd (IE)	2 ATK	0-2"

Fallen One (P)
As long as a *Necromancer Arcanist* ally is in play, when this model is Vanquished it immediately performs a Def test: with a Successful this model *Resurrect*.

R/W: Fire Weakness.

Oldburg Skeleton – Marksman (5) *
Fallen One, Infantry

Might	Dex	Def	Will
1	4	3	/

Crossbow	1 ATK	3-8"
Dagger	1 ATK	0"

Fallen One (P)
As long as a *Necromancer Arcanist* ally is in play, when this model is Vanquished it immediately performs a Def test: with a Successful this model *Get Back into the Game* and Heals from all Wounds.

R/W: Fire Weakness.

Oldburg Skeleton Nightmare Riders (4) *
Fallen One, Beast, Large, Cavalry

Might	Dex	Def	Will
2	5	3 (S)	/

Weapon & Shield	1 ATK	0"

Omen of Disaster (P)
Models within 5" of a Formation of models belonging to this Card take a Will test. By failing a Terror Token is applied to them.

R/W: Fire Weakness.

Harguul Blade of the Roses **
Fallen One, Hero

Might	Dex	Def	Will
4	5	5	/

Blade of the Roses (PC)	4 ATK	0"
Throwing Roses	2 ATK (Poison)	3-8"

Fallen One (P)
As long as a *Necromancer Arcanist* ally is in play, when this model is Vanquished it immediately performs a Def test: with a Successful this model *Resurrect*.

Blade of the Roses (P)
Every time this model rolls a *Scale*, it can Attack once again.

R/W: Fire Weakness.

Azekiel The Nightmare *
Fallen One, Large, Beast, Heroic Mount

Might	Dex	Def	Will
5	4	4	7

Clogs	4 ATK	0"
Phantom Flame (BW)	2 AoE ATK (Frost)	0-4"

Phantom Rider (P)
Models within 5" of Azekiel take a Will test. By failing a Terror Token is applied to them. Once per Round, immediately after any model have been moving because of the Terror on the battlefield, Azekiel may appear in front of it and engage it.

R/W: Fire Weakness.

Skulkator The Lich **
Fallen One, Hero, Arcanist

Might	Dex	Def	Will
4	4 (L)	4	6

Scythe (PC)	3 ATK	0"
Plague Bolt	4 ATK (Poison)	3-10"

Arise, my Minions! (T)
During the End Phase, Skulkator rolls 1D6 for each Fallen One model that was Vanquished during this Round.
On each 4+ a *Fallen One* is Resurrected within 10" of him.

Necromancy Prof. (T)
Starts with the following spells:
Necromancy - *Blasphemous Strength, Bone Extraction*.

R/W: Fire Weakness.

The Depth Ones

Corruption

Depth Ones Slathaai – Reavers (4)
*
Slathaai, Amphibian, Infantry

Might 2	Dex 5	Def 3	Will 5
Daggers (DW)		3 ATK	0"
Arcane Bolt		1 ATK (Energy)	3-10"

Psionic Mind (P)
This model considers all other models in the table in Vision, even *Stealth* ones.
Any enemy within 4" from it can't cast Spells or use Torment Abilities.

R/W: Mind control Resistance.

Depth Ones Slathaai – Psionic (4)
*
Slathaai, Amphibian, Infantry

Might 2	Dex 4	Def 3	Will 5
Arcane Bolt (BA)		2 ATK (Energy)	3-10"
Staff		1 ATK	0"

Psionic Mind (P)
This model considers all other models in the table in Vision, even *Stealth* ones.
Any enemy within 4" from it can't cast Spells or use Torment Abilities.

R/W: Control Mind Immunity, Aquatic Terrain Immunity.

Umbralk the Hive Colossus **
Zeek, Large, Heroic Mount

Might 7	Dex 4	Def 5	Will 5
Fangs (SB)		4 ATK	0"

Hypnotic Gaze (P)
Any enemy who targets this model with melee or ranged Attack Actions, or single target Spells and Abilities, takes a Will test: by failing it gets a *Confused* token.

R/W: Mind control and Energy Resistance.

Slathos The Soul Stealer **
Slathaai, Amphibian, Hero, Arcanist

Might 4	Dex 4	Def 4	Will 6
Staff		2 ATK	0"
Arcane Bolt		4 ATK (Energy)	3-10"

Psionic Mind (P)
This model considers all other models in the table in Vision, even *Stealth* ones.
Any enemy within 4" from it can't cast Spells or use Torment Abilities.

Animancy & Elemental Proficie. (T)
Starts with the following spells:
Animancy – *Soul Fragments, Fear Wave*
Elemental Manipulation – *Storm infusion.*

R/W: Mind control Resistance.

Xantaras the Tyrant Eye ****
Demon, Large, Hero

Might	Dex	Def	Will
6	4 (L)	5	8

Bite	**5 ATK**	0"

Eye Beam (**BA**)	**4 ATK** **(Energy)**	3-12"

Psionic Mind (P)
This model considers all other models in the table in Vision, even *Stealth* ones.
Any enemy within 4" from it can't cast Spells or use Torment Abilities.

Watchful Eye (T)
During the End Phase Xantaras rolls 2 ATK against a maximum of 5 models in Vision within 0-12" from him.
Each target Vanquished with this Ability grants Xantaras a permanent +1 ATK Token on his ranged Attack, for a maximum of +3.

R/W: Mind control Resistance.

Slathaai of House Mora

Corruption

House Mora Slathaai – Priest (3) *
Slathaai, Amphibian, Infantry

Might	Dex	Def	Will
2	4	4	5

Plague Bolt	3 ATK (Poison)	3-10"
Staff/Sword	2 ATK	0"

Psionic Grafting (P)
This model considers all other models in the table in Vision, even *Stealth* ones.
When this model first engages an enemy in melee it rolls 1d6. On a 4+ it applies a Parasite token to the engaged enemy, which causes it to take a Will test during each End Phase. By failing the test apply a Mind Control Token to this model.

R/W: Mind control Resistance.

House Mora Slathaai – Executor (3) *
Slathaai, Amphibian, Infantry

Might	Dex	Def	Will
2	4	4	5

Plague Bolt	2 ATK (Poison)	3-10"
Double weapon (DW)	3 ATK	0"

Psionic Grafting (P)
This model considers all other models in the table in Vision, even *Stealth* ones.
When this model first engages an enemy in melee it rolls 1d6. On a 4+ it applies a Parasite token to the engaged enemy, which causes it to take a Will test during each End Phase. By failing the test apply a Mind Control Token to this model.

R/W: Mind control Resistance.

Hive Colossi (2) *
Zeek, Large, Infantry

Might	Dex	Def	Will
4	4	5	4

Claws (SB)	4 ATK	0"

Hypnotic Gaze (P)
Any enemy who targets this model with melee or ranged Attack Actions, or single target Spells and Abilities, takes a Will test: by failing it gets a *Confused* token.

R/W: Mind control and Energy Resistance.

Oslag The Zeekmaster **
Slathaai, Amphibian, Hero

Might	Dex	Def	Will
5	5	4	6

Glaive (IE)	5 ATK	0-2"
Plague Bolt	3 ATK (Poison)	3-10"

Psionic Grafting (P)
This model considers all other models in the table in Vision, even *Stealth* ones.
When this model first engages an enemy in melee it rolls 1d6. On a 4+ it applies a Parasite token to the engaged enemy, which causes it to take a Will test during each End Phase. By failing the test apply a Mind Control Token to this model.

Psionic Zeekmaster (P)
ATK rolls resulting in a Double causes Oslag to Activate 1 exhausted *Zeek* Card, if at least 1 *Zeek* model of its Card is within 10" of him. ATK rolls resulting in a *Scale* let you Activate an additional one.

R/W: Mind control Resistance.

Chuulzk the Hive Crawler ***
Zeek, Towering, Epic Beast, Heroic Mount

Might	Dex	Def	Will
6	6 (M)	5	6

Claws (SB)	5 ATK	0"

Acid Spit	3 ATK (Poison)	3-8"

Dig (F)
This model goes *Underground*: its model is temporarily removed from the battlefield. This model gets back into the Battlefield the following Round anywhere in the battlefield. By emerging in a spot with other models, Inflict *Impact Force for 3"* to all of them, and roll 2 AoE ATK to each one. Inflicts 1 Wound for each Success, after that, his Attack action ends.

R/W: Mind control and Energy Resistance.

Ilthus Mora The Magus ***
Slathaai, Amphibian, Hero, Arcanist

Might	Dex	Def	Will
4	5 (L)	4	8

Staff	3 ATK	0"

Plague Bolt	5 ATK (Poison)	3-10"

Coercive grafting (P)
This model considers all other models in the table in Vision, even Stealth ones.
When this model first engages an enemy in melee it rolls 1d6. On a 4+ it applies a Parasite token to the engaged enemy. During each End phase, Ilthus rolls 1d6 for each enemy with a Parasite token. With a 4+ he applies a Mind Control token to the enemy. A model with a Parasite token must successfully pass a Will test to use an Attack action against the model that infected it with this token.

Animancy (T)
Starts with the following spells:
Animancy - *All Spells.*

R/W: Mind control Resistance.

Ashen Inquisitor

Corruption

Ashen Inquisitor – Guard (3) *
Ashen Alfar, Infantry

Might	Dex	Def	Will
2	5	5 (S)	5

Amber Weapon & Shield	2 ATK	0"

Bow Before the Tyrant-God (P)
If the Attack roll of this model surpasses the Will score of the target, apply a Subjection Token to it. Each Subjection Token causes –1 Will.

Ashen Inquisitor – Punisher (3) *
Ashen Alfar, Infantry

Might	Dex	Def	Will
2	5	5 (S)	5

Whip & Shield (IE)	2 ATK	0-2"

Bow Before the Tyrant-God (P)
If the Attack roll of this model surpasses the Will score of the target, apply a Subjection Token to it. Each Subjection Token causes –1 Will.

Ashen Inquisitor – Slayer (3) *
Ashen Alfar, Infantry

Might	Dex	Def	Will
2	5	5	5

Amber Greatsword (PC)	3 ATK	0"

Bow Before the Tyrant-God (P)
If the Attack roll of this model surpasses the Will score of the target, apply a Subjection Token to it. Each Subjection Token causes –1 Will.

Ashen Inquisitor – Duelist (3) *
Ashen Alfar, Infantry

Might	Dex	Def	Will
2	5	5	5

Duals Weapon (DW)	3 ATK	0"

Bow Before the Tyrant-God (P)
If the Attack roll of this model surpasses the Will score of the target, apply a Subjection Token to it. Each Subjection Token causes –1 Will.

Ashen Inquisitor – Slaver (3) *
Ashen Alfar, Infantry

Might	Dex	Def	Will
2	5	5	5

Whip (IE)	2 ATK	0-2"
Hand Crossbow (BA)	1 ATK	3-8"

Bow Before the Tyrant-God (P)
If the Attack roll of this model surpasses the Will score of the target, apply a Subjection Token to it. Each Subjection Token causes –1 Will.

Ashen Inquisitor Priests – Magi (2) *
Ashen Alfar, Infantry

Might	Dex	Def	Will
3	5	5 (S)	6

Spear (IE)	2 ATK	0-2"
Arcane Bolt	2 ATK (Energy)	3-10"

Tremble Before the Tyrant-God (P)
If the Attack roll of this model surpasses the Will score of the target, apply a Subjection Token and a Terrified Token to it. Each Subjection Token causes –1 Will.

Ashen Inquisitor Priests –
Guardian (2) *
Ashen Alfar, Infantry

Might	Dex	Def	Will
3	5	5 (S)	6

Amber Weapon & Shield	4 ATK	0"

Tremble Before the Tyrant-God (P)
If the Attack roll of this model surpasses the Will score of the target, apply a Subjection Token and a Terrified Token to it. Each Subjection Token causes -1 Will.

Morvagia The Drakeling **
Dragon, Large, Heroic Mount

Might	Dex	Def	Will
4	6	5	5

Claws	4 ATK	0"

Chase the Cowards (P)
Morvagia gets +2" of Movement when it Charges models with *Terrified* or *Subjection* Tokens. By doing so, Morvagia's ATK is increased by 2.

R/W: Fire Resistance.

Talya The Hammer **
Ashen Alfar, Hero, Arcanist

Might	Dex	Def	Will
4	5	4	6

Inquisitor Hammer	3 ATK	0"
Arcane Bolt	4 ATK (Energy)	3-10"

Tremble Before the Tyrant-God (P)
When this model attacks an enemy in melee, if the Attack roll of this model surpasses the Will score of the target, apply a Subjection Token and a Terrified Token to it. Each Subjection Token causes -1 Will.

Animancy Proficiency. (T)
Starts with the following spells:
Animancy - *Soul Breach, Fear Wave, Judgment of Cowards.*

Khaladas Soulsplitter **
Ashen Alfar, Hero

Might	Dex	Def	Will
5	5	4	6

Soulsplitter Blades (DW)	5 ATK	0"
Arcane Bolt	2 ATK (Energy)	3-8"

Tremble Before the Tyrant-God (P)
When this model attacks an enemy in melee, if the Attack roll of this model surpasses the Will score of the target, apply a Subjection Token and a Terrified Token to it. Each Subjection Token causes -1 Will.

Shadow Run (T)
Instead of Moving, Khaladas may appear within 0-2" from any enemy target on the Battlefield with at least a Subjection Token. If Khaladas Attacks the target of this Ability, he rolls +1 ATK for each Subjection Token possessed by the target.

The Bloodhunt Knights

Corruption

Bloodhunt – Knight (3) *
Ashen Alfar, Vampire, Infantry

Might	Dex	Def	Will
2	5	5 (S)	5

Weapon & Shield	2 ATK	0"

Blood Bolt	2 ATK (Energy)	3-8"

Vampiric Miasma (P)
Might of enemies within 2" of this model is considered 1 point lower. (Vampiric Miasma doesn't stack).

R/W: Fire Weakness.

Bloodhunt – Executioners (3) *
Ashen Alfar, Vampire, Infantry

Might	Dex	Def	Will
2	5	5	5

Greatblade (IE)	3 ATK	0-2"

Blood Bolt	2 ATK (Energy)	3-8"

Vampiric Miasma (P)
Might of enemies within 2" of this model is considered 1 point lower. (Vampiric Miasma doesn't stack).

R/W: Fire Weakness.

Bloodhunt – Hunter (3) *
Ashen Alfar, Vampire, Infantry

Might	Dex	Def	Will
2	5	5	5

Sword	2 ATK	0"

Blood Bolt (BA)	1 ATK (Energy)	3-10"

Vampiric Miasma (P)
Might of enemies within 2" of this model is considered 1 point lower. (Vampiric Miasma doesn't stack)

R/W: Fire Weakness.

Bloodfiend Riders – Knight (2) *
Ashen Alfar, Vampire, Large, Cavalry

Might	Dex	Def	Will
4	6 (L)	5 (S)	5

Weapon & Shield	2 ATK	0"

Blood Bolt	2 ATK (Energy)	3-8"

Vampiric Miasma (P)
Might of enemies within 2" of this model is considered 1 point lower. (Vampiric Miasma doesn't stack).

R/W: Fire Weakness.

Bloodfiend Riders – Hunter (2) *
Ashen Alfar, Vampire, Large, Cavalry

Might	Dex	Def	Will
4	6 (L)	5 (S)	5

Sword	2 ATK	0"

Blood Bolt (BA)	1 ATK (Energy)	3-10"

Vampiric Miasma (P)
Might of enemies within 2" of this model is considered 1 point lower. (Vampiric Miasma doesn't stack).

R/W: Fire Weakness.

Lenora Drakenmiryan **
Ashen Alfar, Vampire, Hero

Might	Dex	Def	Will
5	6 (L)	4	5

Duals Weapon (DW)	5 ATK	0"

Blood Bolt	3 ATK (Energy)	3-8"

Vampiric Miasma (P)
Might of enemies within 2" of this model is considered 1 point lower. (Vampiric Miasma doesn't stack).

Vampiric Mind (T)
Pick up to 2 enemy models in Vision within 6" of Lenora; Lenora Roll 1d6 for each target. On a 4+ apply a Mind control Token to the target.

R/W: Fire Weakness.

Vampiric Barbajiann **
Beast, Vampire, Towering, Heroic Mount

Might	Dex	Def	Will
6	5 (L)	5	5

Claws	4 ATK	0"

Keen Eye (P)
Any enemies within 12" of this model are considered *in Vision* for this model, even *Stealth* ones.

R/W: Fire Weakness.

Vladkeron Drakenmiryan **
Ashen Alfar, Vampire, Hero

Might	Dex	Def	Will
5	5 (L)	5	5

Great Sword (PC)	5 ATK	0"

Blood Bolt	3 ATK (Energy)	3-8"

Vampiric Miasma (P)
Might of enemies within 2" of this model is considered 1 point lower. (Vampiric Miasma doesn't stack).

Blood Chalice (T)
Pick up to 3 enemy models in Vision within 2" of Vladkeron; Vladkeron roll 1d6 for each target; on a 4+ inflicts 2 Wounds to the target and Vladkeron is healed by 1 Wound; if all targets are wounded by this ability, Vladkeron is healed by 1 Heroic Wound as well.

R/W: Fire Weakness.

Maneaters Nagarots

Corruption

Nagarot Thrall – Gladiator (4) *
Nagarot, Reptile, Infantry

Might	Dex	Def	Will
2	4	4	4

Dual Weapons (DW)	3 ATK	0"

Poisonous Bite (P)
ATK rolls resulting in Doubles apply a Poison Token to the target, which can stack.

R/W: Poison Resistance - Frost Weakness.

Nagarot Thrall – Slaver (4) *
Nagarot, Reptile, Infantry

Might	Dex	Def	Will
2	4	4 (S)	4

Axchain & Shield (IE)	2 ATK	0-2"

Poisonous Bite (P)
ATK rolls resulting in Doubles apply a Poison Token to the target, which can stack.

R/W: Poison Resistance - Frost Weakness.

Nagarot Thrall – Ritualist (4) *
Nagarot, Reptile, Infantry

Might	Dex	Def	Will
2	4	4	4

Sacrificial Knife	1 ATK	0"
Sacrificial Heart's Plague Bolt	2 ATK (Poison)	3-8"

Poisonous Bite (P)
ATK rolls resulting in Doubles apply a Poison Token to the target, which can stack.

R/W: Poison Resistance - Frost Weakness.

Nagarot Crawlers – Gladiator (2) *
Nagarot, Reptile, Large, Infantry

Might	Dex	Def	Will
4	5 (M)	5	4

Dual Weapons (DW)	3 ATK	0"

Poisonous Bite (P)
ATK rolls resulting in Doubles apply a Poison Token to the target, which can stack.

R/W: Poison Resistance - Frost Weakness.

Nagarot Crawler – Slaver (2) *
Nagarot, Reptile, Large, Infantry

Might	Dex	Def	Will
4	5 (M)	5	4

Axchain & Shield (IE)	2 ATK	0-2"

Poisonous Bite (P)
ATK rolls resulting in Doubles apply a Poison Token to the target, which can stack.

R/W: Poison Resistance - Frost Weakness.

Giant Snake (3) *
Reptile, Large, Infantry

Might	Dex	Def	Will
3	5 (M)	4	4

Fangs	3 ATK	0"

Poisonous Bite (P)
ATK rolls resulting in Doubles apply a Poison Token to the target, which can stack.

R/W: Poison Resistance - Frost Weakness.

Sethis Bloodhiss **
Nagarot, Reptile, Large, Hero

Might	Dex	Def	Will
6	5 (M)	5	5

Nagarot Bow	4 ATK	3-12"

Dual Blades (DW)	5 ATK	0"

Poisonous Bite (P)
ATK rolls resulting in Doubles apply a Poison Token to the target, which can stack.

Critical Snipe (F)
This model targets with precision a single model, even a Hero on a Heroic Mount, rolling +2 ATK dice with her Ranged Attack.

R/W: Poison Resistance - Frost Weakness.

Maneater Skullnaga ***
Fallen One, Towering, Heroic Beast

Might	Dex	Def	Will
6	5 (M)	4	/

Fangs	5 ATK	0"

Poisonous Bite (P)
ATK rolls resulting in Doubles apply a Poison Token to the target, which can stack.

Yn'aga's Ritual (P)
As long as Nargskerak Darkscale ally is on the battlefield, when this model is Vanquished it immediately performs a Might test: with a Successful this model *Resurrect*.

R/W: Fire Weakness.

Nargskerak Darkscale **
Nagarot, Reptile, Large, Hero, Arcanist

Might	Dex	Def	Will
5	5 (M)	5	6

Sword	3 ATK	0"

Plague Bolt	4 ATK (Poison)	3-10"

Poisonous Bite (P)
ATK rolls resulting in Doubles apply a Poison Token to the target, which can stack.

Necromancy & Animancy Prof. (T)
Starts with the following spells:
Necromancy - *Tissue Regeneration, Cairn Whisper.*
Animancy - *Charm Song, Fear Wave.*

R/W: Poison Resistance - Frost Weakness.

Princess Kseerix ***
Nagarot, Reptile, Large, Hero

Might	Dex	Def	Will
4	5 (M)	4	7

Plague Bolt (BA)	4 ATK (Poison)	3-10"

Tail	3 ATK	0"

Demonic Ritual (P)
Whenever a Nagarot ally Vanquishes a target, place a Trophy Token on this card. At the End of the Quest if Kseerix is alive roll a D6 for each 4 Token and remove them from this Card.
On 5+ a Nagarot Thrall Card is added to your Guild, a 6 lets you choose a Nagarot Crawler Card instead.

Poisonous Bite (P)
ATK rolls resulting in Doubles apply a Poison Token to the target, which can stack.

R/W: Poison Resistance - Frost Weakness.

City of Intrigues

Corruption

Mezzalfiend Trickster – Bard (3) *
Demon, Infantry

Might	Dex	Def	Will
2	5 (M)	4	5
Planar rapier	**2 ATK**	0"	
Arcane Bolt (**BA**)	**1 ATK** (**Energy**)	3-8"	

Toss a Coin to your Trickster (P)
This model may consume a Movement or an Action to flip a coin and cause the following effect:
Heads: Allied models within 4" gain +1 ATK and +1 Will until end of round.
Tail: Apply a Confusion Token to enemy models within 4".

R/W: Fire Resistance.

Mezzalfiend Trickster – Ranger (3) *
Demon, Infantry

Might	Dex	Def	Will
2	5 (M)	4	5
Planar Bow	**3 ATK**	3-10"	
Dagger	**1 ATK**	0"	

Toss a Coin to your Trickster (P)
This model may consume a Movement or an Action to flip a coin and cause the following effect:
Heads: Allied models within 4" gain +1 ATK and +1 Will until end of round.
Tail: Apply a Confusion Token to enemy models within 4".

R/W: Fire Resistance.

Mezzalfiend Trickster – Assassin (3) *
Demon, Infantry

Might	Dex	Def	Will
2	5 (M)	4	5
Dual Weapons (**DW**)	**3 ATK**	0"	

Toss a Coin to your Trickster (P)
This model may consume a Movement or an Action to flip a coin and cause the following effect:
Heads: Allied models within 4" gain +1 ATK and +1 Will until end of round.
Tail: Apply a Confusion Token to enemy models within 4".

R/W: Fire Resistance.

Mezzalfiend Warlock (3) *
Demon, Infantry

Might	Dex	Def	Will
2	5 (M)	4	6
Planar Staff	**2 ATK**	0"	
Infernal Bolt	**3 ATK** (**Fire**)	3-8"	

Gift of Baal (P)
This model may consume a Movement or an Action, it can cast a Rank 1 Animancy or Elemental school spell of your choice from the spell list at no Torment cost.

R/W: Fire Resistance.

Baal's Demonhound Riders – Bard (2) *
Demon, Large, Cavalry, Beast

Might	Dex	Def	Will
4	6 (M)	4	5

Hound Bite (PC)	2 ATK	0"
Arcane Bolt (BA)	1 ATK (Energy)	3-8"

Toss a Coin to your Trickster (P)
This model may consume a Movement or an Action to flip a coin and cause the following effect:
Heads: Allied models within 4" gain +1 ATK and +1 Will until end of round.
Tail: Apply a Confusion Token to enemy models within 4".

R/W: Fire Resistance

Baal's Demonhound Riders Warlock (2) *
Demon, Large, Cavalry, Beast

Might	Dex	Def	Will
4	6 (M)	4	6

Hound Bite (PC)	2 ATK	0"
Infernal Bolt	3 ATK (Fire)	3-8"

Gift of Baal (P)
This model may consume a Movement or an Action, it can cast a Rank 1 Animancy or Elemental school spell of your choice from the spell list at no Torment cost.

R/W: Fire Resistance.

Baal's Demonhound Riders – Ranger (2) *
Demon, Large, Cavalry, Beast

Might	Dex	Def	Will
4	6 (M)	4	5

Planar Bow	3 ATK	3-10"
Hound Bite (PC)	2 ATK	0"

Toss a Coin to your Trickster (P)
This model may consume a Movement or an Action to flip a coin and cause the following effect:
Heads: Allied models within 4" gain +1 ATK and +1 Will until end of round.
Tail: Apply a Confusion Token to enemy models within 4".

R/W: Fire Resistance.

Maril Pureblood – Setrek Captain ***
Nagarot, Reptile, Large, Hero

Might	Dex	Def	Will
6	6 (M)	5 (S)	6

Blades (DW)	5 ATK (Poison)	0"
Chain (IE)	4 ATK	0-2"

Poisonous bite (P)
ATK rolls resulting in Doubles apply a Poison Token to the target, which can stack.

Dervish (P)
Every time this model Vanquishes an enemy, it can inflict an additional Attack for 3 ATK to another engaged model.

R/W: Poison Resistance - Frozen Weakness.

Baal – Prince of Intrigues ****
Demon, Hero

Might	Dex	Def	Will
5	5	4	7

Baal Sword (PC)	5 ATK (Poison)	0"
Fire Bolt	4 ATK (Fire)	3-10"

Daemonic Form (P)
During the End phase if this model has 2 HW, remove it from the game and place *Baal – Daemon Lord* in his place. Wounds, Heroic Wounds and any tokens owned by Baal – Prince of Intrigues are *not carried* over to Baal – Daemon Lord.

Deal with Baal (T)
Baal pick a model within 10" and propose the player who controls it a deal:
The target gains +2 ATK, +1 Moviment and a *Control Mind* Token until the end of the Quest. If the player refuses, the targeted model gets 8 Wounds. Used against wandering monsters, the ability takes effect if you flip a coin and roll heads.

R/W: Fire and Mind Control Resistance.

Baal – Daemon Lord ****
Demon, Towering, Hero, Transformation

Might	Dex	Def	Will
7	6	5	8

Baal Sword (PC)	6 ATK (Poison)	0"
Darkflame (BW)	3 AoE ATK (Fire)	0-6"

Wrath of the Darkflame (P)
Each time this model suffers 1 Heroic Wound it gains +1 ATK until the end of the Quest.

Deal with Baal (T)
Baal pick a model within 10" and propose the player who controls it a deal:
The target gains +2 ATK, -1 Will and a *Control Mind* Token until the end of the Quest. If the player refuses, the targeted model gets 8 Wounds. Used against wandering monsters, the ability takes effect if you flip a coin and roll heads.

R/W: Fire and Mind Control Resistance.

Thieves Guild

Corruption

Thieves Guild – Adept (4) *
Human, Infantry

Might	Dex	Def	Will
2	5	3	4

Dagger	2 ATK	0"

Crossbow (BA)	1 ATK	3-8"

Theft (P)
This model can sacrifice his Movement or Attack Action to enter Stealth.
If by the End Phase of the last Round, no model of this Card has been Vanquished, subtract 1 GP from one of the enemy Guild and add 1 GP to yours.

Thieves Guild – Distractor (4) *
Human, Infantry

Might	Dex	Def	Will
2	5	3	4

Dagger	2 ATK	0"

Bomb	2 ATK (Fire)	3-8"

Theft (P)
This model can sacrifice his Movement or Attack Action to enter Stealth.
If by the End Phase of the last Round, no model of this Card has been Vanquished, subtract 1 GP from one of the enemy Guild and add 1 GP to yours.

Thieves Guild – Arch (4) *
Human, Infantry

Might	Dex	Def	Will
2	5	3	4

Dagger	1 ATK	0"

Bow	3 ATK	3-10"

Theft (P)
This model can sacrifice his Movement or Attack Action to enter Stealth.
If by the End Phase of the last Round, no model of this Card has been Vanquished, subtract 1 GP from one of the enemy Guild and add 1 GP to yours.

Thieves Guild Raider – Archer (3) *
Human, Beast, Large, Cavalry

Might	Dex	Def	Will
3	6	3	4

Bow	3 ATK	3-10"

Short Blade	1 ATK	0"

Stop There! (P)
If ATK rolls resulting in *Double* the wounded enemy is Stunned.

Thieves Guild Raider – crossbowman (3) *
Human, Beast, Large, Cavalry

Might	Dex	Def	Will
3	6	3	4

Crossbow (BA)	2 ATK	3-8"

Blade	2 ATK	0"

Stop There! (P)
If ATK rolls resulting in *Double* the wounded enemy is Stunned.

Shadowclaws The Dire Raven **
Demon, Large, Heroic Mount

Might	Dex	Def	Will
6	6 (L)	5	8

Claws	**4 ATK**	0"

Shadowcoat (T)
Shadowclaws enter *Stealth*, automatically Disengaging if Engaged.
In Stealth mode he gains +1 ATK.

Aaron Blacksparrow **
Human, Hero

Might	Dex	Def	Will
5	6	4	5

Sword	**4 ATK**	0"
Crossbow (SS)	**4 ATK**	3-10"

Blacksparrow is Coming (P)
This model can sacrifice his Movement or Attack Action to enter Stealth.
If by the End Phase of the last Round, Aaron Blacksparrow has not been Vanquished, subtract 2 GP from one of the enemy Guild and add 2 GP to yours.

Shadow Strike (P)
When this model Attack to exit Stealth it Rolls +2 ATK, results of 5 are considered Critical Hits.

Wendy Greywing **
Human, Hero

Might	Dex	Def	Will
4	6	4	5

Wakizashi	**4 ATK**	0"
Crossbow (BA)	**2 ATK**	3-8"

Greywing is Coming (P)
This model can sacrifice his Movement or Attack Action to enter Stealth.
If by the End Phase of the last Round, Wendy Greywing has not been Vanquished, subtract 2 GP from one of the enemy Guild and add 2 GP to yours.

Cloak of Shade (T)
Wendy Greywing may perform Heroic Dodges accumulating 1 Torment instead of Fatigue. When doing so, if the dodge is Successful she enters Stealth.

Dumlok Flameseekers

Chaos

Dumlok Flameseeker – Destroyer (3) *
Dwarf, Infantry

Might	Dex	Def	Will
3	4	4	5

Greataxe (**SB**)	**3 ATK**	0"

Fire Gift (P)
Anytime this model Attacks or receives Attacks in melee, it rolls 1 ATK against its target: with a Success you inflict a Burning Token to him.

R/W: Fire Resistance.

Dumlok Flameseeker – Warrior (3) *
Dwarf, Infantry

Might	Dex	Def	Will
3	4	4	5

Dual Weapons (**DW**)	**3 ATK**	0"

Fire Gift (P)
Anytime this model Attacks or receives Attacks in melee, it rolls 1 ATK against its target: with a Success you inflict a Burning Token to him.

R/W: Fire Resistance.

Dumlok Flameseeker – Slaver (3) *
Dwarf, Infantry

Might	Dex	Def	Will
3	4	4	5

Vorgul Weapons	**2 ATK**	0"
Lava Whip (**BA**)	**1 ATK** (**Fire**)	0"

Fire Gift (P)
Anytime this model Attacks or receives Attacks in melee, it rolls 1 ATK against its target: with a Success you inflict a Burning Token to him.

R/W: Fire Resistance.

Dumloktaur – Destroyer (2) *
Dwarf, Beast, Large, Cavalry

Might	Dex	Def	Will
4	5	5	5

Great Weapon (**SB**)	**3 ATK**	0"

Fire Gift (P)
Anytime this model Attacks or receives Attacks in melee, it rolls 1 ATK against its target: with a Success you inflict a Burning Token to him.

R/W: Fire Resistance.

Dumloktaur – Warrior (2) *
Dwarf, Beast, Large, Cavalry

Might	Dex	Def	Will
4	5	5	5

Dual Weapons (DW)	3 ATK	0"

Fire Gift (P)
Anytime this model Attacks or receives Attacks in melee, it rolls 1 ATK against its target: with a Success you inflict a Burning Token to him.

R/W: Fire Resistance.

Kalkotaurs (3) *
Beast, Large, Cavalry

Might	Dex	Def	Will
3	5	4	4

Horns (SB)	2 ATK (Fire)	0"

Magma Rush (P)
ATK rolls resulting in *Double* apply the Burning condition.

R/W: Fire Resistance.

Gundrof Ragingfire **
Dwarf, Hero

Might	Dex	Def	Will
6	4	4	5

Axeflail (SB)	5 ATK	0"
Axeflail (flail) (IE)	5 ATK	0-2"

Fire Gift (P)
Anytime this model Attacks or receives Attacks in melee, it rolls 1 ATK against its target: with a Success you inflict a Burning Token to him.

Fire Chain (F)
Roll 3 ATK against each enemy's model within a 3" from Gundrof.
Inflicts 1 Fire Wound for each Success and ATK Rolls resulting in *Double* apply a Burning Token to the enemy.

R/W: Fire Resistance.

Runakk Forgemaster **
Dwarf, Armory, Hero, Armory

Might	Dex	Def	Will
5	4	4	6

Forgemaster Hammer (SB)	4 ATK (Fire)	0"
Fire Bolt	4 ATK (Fire)	3-8"

Fire Gift (P)
Anytime this model Attacks or receives Attacks in melee, it rolls 1 ATK against its target: with a Success you inflict a Burning Token to him.

Dark Flame Rune (P)
Weapon's ATK rolls resulting in a Double causes Runakk to cast *Blasphemous Strength* spell in the same attack action *(only one for Action)*.
Weapon's ATK rolls resulting in a Scale causes Runakk to cast *Inferno* spell in the same attack action against his target *(only one for Action)*.

R/W: Fire Resistance.

Vulkarion the Fire Jotunn King ****
Jotunn, Towering, Hero

Might	Dex	Def	Will
8	4	5	8

Vulkarion Sword (PC)	7 ATK (Fire)	0"
Fiery blade (BW)	3 AoE ATK (Fire)	0-6"

Royal Fire Gift (P)
Anytime this model Attacks or receives Attacks in melee, it rolls 1 ATK against its target: with a Success you inflict 2 Burning Token to him.

Sword of the Dark Flame (P)
When Vulkarion Vanquishes a model, place a Trophy Token on him.
During the End Phase discard X Trophy Tokens from this Card to provide a X ATK to Vulkarion during the next Activation.

R/W: Fire Resistance.

Aldeberan Firebrand ***
Towering, Epic Beast, Heroic Mount

Might	Dex	Def	Will
7	5 (L)	5	5

Horns (SB)	5 ATK (Fire)	0"
Flaming Breath (BW)	3 AoE ATK (Fire)	0-6"

Juggernaut Rush (F)
Pick a target within Movement range. Regardless of interposing models, reach your target and Attack normally. Rolls 2 ATK and inflict 1 Fire Wound per *Success* and Impact Force per 2" to each model interposed during the Charge.

R/W: Fire Resistance.

Rakshakin Headhunter

Chaos

Rakshakin Headhunter (4) *
Rakshakin, Infantry

Might	Dex	Def	Will
2	5	3	4

Dual Weapons (DW)	3 ATK	0"

Headhunter (P)
When this model Vanquishes an enemy, place a Trophy Token on this model's card. Every 2 Trophy tokens on this Card provide a +1 ATK to each model represented by this card(for a maximum of +2 ATK).

R/W: Frost Weakness.

Rakshakin Riders (2) *
Rakshakin, Beast, Large, Cavalry

Might	Dex	Def	Will
3	6	4	4

Dual Weapons (DW)	3 ATK	0"

Headhunter (P)
When this model Vanquishes an enemy, place a Trophy Token on this model's card. Every 2 Trophy tokens on this Card provide a +1 ATK to each model represented by this card(for a maximum of +2 ATK).

R/W: Frost Weakness.

Namur Makir **
Rakshakin, Hero

Might	Dex	Def	Will
5	6 (M)	4	5

Namur Blade (PC)	4 ATK	0"
Shuriken	2 ATK	3-8"

Headhunter (P)
When this model Vanquishes an enemy, place a Trophy Token on this model's card. Every 2 Trophy Trophies on this Card provide a +1 ATK to each model represented by this card(to a maximum of +2 ATK).

Bounty Hunter (P)
This model for each Activation phase flips a coin if it is not engaged with an enemy:
Head: This model goes into *Stealth mode* and gains +1 Movement and +1 ATK.
Tail: This model targets an enemy model, gains +2 Movement and +1 ATK if it *charges* this targeted enemy model in this activation.

R/W: Frost Weakness.

Alriyah – Wind Djinn ***
Djinn, Large, Hero

Might	Dex	Def	Will
5	6 (L)	4	5

Twin Scimitars (DW)	5 ATK	0"
Wild Bolt	4 ATK (Energy)	3-8"

Dervish (P)
Every time this model Vanquishes an enemy, it can inflict an additional Attack for 3 ATK to another engaged model.

Come my Servants! (T)
During the Event Phase you can remove any number of Trophy Tokens allocated to allies that are within 6" of this model. Until the end of the Quest, you may deploy 1 new Rakshakin Headhunter for every 2 Trophies Tokens removed.

R/W: Thunder Resistance.

Alzakhm – Fire Djinn ***
Djinn, Large, Hero, Arcanist

Might	Dex	Def	Will
5	5 (L)	4	7

Scimitar	3 ATK	0"

Fire Leash (**BA**)	5 ATK (Fire)	3-8"

Come my Servants! (T)
During the Event Phase you can remove any number of Trophy Tokens allocated to allies that are within 6" of this model. Until the end of the Quest, you may deploy 1 new Rakshakin Headhunter for every 2 Trophies Tokens removed.

Elemental Proficiency (T)
Starts with the following spells:
Elemental Manipulation – *Fire Cannon, Fire Wave, Fire Shield.*

R/W: Fire Resistance.

Scorpid King ***
Zeek, Towering, Epic Beast, Heroic Mount

Might	Dex	Def	Will
6	6 (M)	5	6

Claws (**SB**)	6 ATK	0"

Sting (**IE**)	4 ATK (Poison)	0-3"

Poison Injection (P)
When this model attacks with his second Weapon set (Sting), each Wound additionally inflicts a *Poison Token* on the target.

R/W: Poison Resistance- Frost Weakness.

The Demon King's Spawn

Chaos

Mezzalfiends of the Gorge – Defender (3) *
Demon, Infantry

Might	Dex	Def	Will
2	4	5 (S)	5

Mace & Shield	2 ATK	0"

Planar Armor (P)
When this model suffers wounds from a melee attack it must roll 1d6, on a 5+ the enemy attacker suffers the same number of wounds.
As long as this model is wounded with at least 1 wound, the armor lets him reroll any die once during his Activation.

R/W: Fire Resistance.

Mezzalfiends of the Gorge – Impaler (3) *
Demon, Infantry

Might	Dex	Def	Will
2	4	5	5

2 handed Pike (IE)	3 ATK	0-2"

Planar Armor (P)
When this model suffers wounds from a melee attack it must roll 1d6, on a 5+ the enemy attacker suffers the same number of wounds. As long as this model is wounded with at least 1 wound, the armor lets him reroll any die once during his Activation.

R/W: Fire Resistance.

Mezzalfiends of the Gorge – Mauler (3) *
Demon, Infantry

Might	Dex	Def	Will
2	4	5	5

Great Maul (SB)	3 ATK	0"

Planar Armor (P)
When this model suffers wounds from a melee attack it must roll 1d6, on a 5+ the enemy attacker suffers the same number of wounds.
As long as this model is wounded with at least 1 wound, the armor lets him reroll any die once during his Activation.

R/W: Fire Resistance.

Mezzalfiends of the Gorge – Slaver (3) *
Demon, Infantry

Might	Dex	Def	Will
2	4	5	5

Sword	2 ATK	0"
Whip (BA)	1 ATK	0"

Planar Armor (P)
When this model suffers wounds from a melee attack it must roll 1d6, on a 5+ the enemy attacker suffers the same number of wounds.
As long as this model is wounded with at least 1 wound, the armor lets him reroll any die once during his Activation.

Mezzalfiends of the Gorge – Sentry (3) *
Demon, Infantry

Might	Dex	Def	Will
2	4	5 (S)	5

Spear & Shield (IE)	2 ATK	0"

Planar Armor (P)
When this model suffers wounds from a melee attack it must roll 1d6, on a 5+ the enemy attacker suffers the same number of wounds.
As long as this model is wounded with at least 1 wound, the armor lets him reroll any die once during his Activation.

R/W: Fire Resistance.

Gorge Imp – Sharpshooter (5) *
Demon, Infantry

Might	Dex	Def	Will
2	3 (L)	3	3

Arbalest	2 ATK	3-8"
Arbalest	1 ATK	0"

Unity is strength (P)
If this model engages an enemy in numerical superiority in melee it gains +1 ATK.
When this model is in formation it gains +1 Will.

R/W: Fire Resistance.

Gorge Imp – Devastator (5) *
Demon, Infantry

Might	Dex	Def	Will
1	3 (L)	3	3

Great Weapon (PC)	2 ATK	0"

Unity is strength (P)
If this model engages an enemy in numerical superiority in melee it gains +1 ATK.
When this model is in formation it gains +1 Will.

R/W: Fire Resistance.

Imp Gruntling – Defender (5) *
Demon, Infantry

Might	Dex	Def	Will
1	3	3 (S)	3

Weapon & Shield	1 ATK	0"

Demonic Union (P)
When this model has at least 1 *Demon* ally within 2" of him he gets +1 ATK.

R/W: Fire Resistance.

Imp Gruntling – Devastator (5) *
Demon, Infantry

Might	Dex	Def	Will
1	3	3	3

Duals Weapon (DW)	2 ATK	0"

Demonic Union (P)
When this model has at least 1 *Demon* ally within 2" of him he gets +1 ATK.

R/W: Fire Resistance.

Imp Gruntling – Sharpshooter (5) *
Demon, Infantry

Might	Dex	Def	Will
1	3	3	3

| Arbalest | | 2 ATK | 3-8" |
| Arbalest | | 1 ATK | 0" |

Demonic Union (P)
When this model has at least 1 *Demon* ally within 2" of him he gets +1 ATK.

R/W: Fire Resistance.

Imp Shaman (4) *
Demon, Infantry

Might	Dex	Def	Will
1	4	3	3

| Fire Bolt | | 2 ATK | 3-8" |
| Planar Staff | | 1 ATK | 0" |

Demonic Call (P)
During the End Phase this model rolls 1d6 for each vanquished Gorge Imp or Imp Gruntling within 4" of him. On a 5+ the vanquished Imp Resurrected.

R/W: Fire Resistance.

Wrath Demon – Mauler (2) *
Demon, Large, Infantry

Might	Dex	Def	Will
4	4	4	4

| Abyss Maul (SB) | | 4 ATK | 0" |

Eat the weak (P)
During the End Phase if this model has at least one Wound it can vanquish a *Gorge Imp* or *Abyss Grutling* of your choice within 3" (the vanquished model is permanently dead). If it does this model heals from 1 Wound.

R/W: Fire Resistance.

Wrath Demon – Voulger (2) *
Demon, Large, Infantry

Might	Dex	Def	Will
4	4	4	4

| Abyss Voulge (IE) | | 3 ATK | 0-2" |

Eat the weak (P)
Once per Activation phase if this model has at least one Wound it can vanquish a *Gorge Imp* or *Abyss Grutling* of your choice within 4" (the vanquished model is permanently dead). If it does this model heals from 1 Wound and gets +1 ATK until the end of the round.

R/W: Fire Resistance.

Daemonum Siege Machine (1) *
Demon, Cavalry, Costructs, Towering

Might	Dex	Def	Will
6	6 (M)	5	/

| Cannon (BW) | | 2 AoE ATK (Fire) | 0-6" |

Siege Machine (P)
This model may only activate as long as it is mounted by a Demon ally.
This model can act as a *Heroic Mount* for a single Demon Hero and a combination of no more than 2 Demon Infantry from the same Card (not Towering) or a combination of 4 Demon tags Infantry from the same Card.

Diabolica Halfblood **
Demon, Hero

Might	Dex	Def	Will
5	4	4	6

Greataxe (SB)	5 ATK	0"
Fire Bolt	2 ATK (Fire)	3-8"

Planar Displacement (P)
Diabolic at the cost of a move action can appear within 2" of any ally Demon within 12" of her.

Planar portal (T)
Choose a point within 10" of Diabolica. Place a token under Diabolica (point A) and a token in the chosen point (point B). All *Demon* models that move above point A can appear at point B. Diabolica can only summon one Planar portal at a time, each time you create a new portal, remove the old one.

R/W: Fire and Mind control Resistance.

Ildamos Halfblood **
Demon, Hero, Arcanist

Might	Dex	Def	Will
4	4	4	6

Sword	2 ATK	0"
Fire Bolt	4 ATK (Fire)	3-10"

Shapeshift (T)
During the End phase Ildamos can take the form of an enemy model within 6" of him. If he does this, Ildamos disengages from all enemy models and until the end of his Activation phase is considered an ally by any enemy model and cannot be engaged or attacked (except from AoE attacks, monster or Epic boss models).

Animancy and Elemental Prof (T)
Starts with the following spells:
Animancy– *Soul Fragments, Charm Song, Banish Summon.*
Elemental - Fire Cannon.

R/W: Fire and Mind control Resistance.

Lilith the Matriarch ***
Demon, Towering, Hero

Might	Dex	Def	Will
5	6 (L)	4	8

Sword	4 ATK	0"
Bone thorns (IE)	4 ATK	0-4"

Come my loved (P)
Any model engaging Lilith in melee must take a Will test; this model by failing the test suffers a *Charmed* Token.

Deal with Lilith (T)
Lilith pick a model within 8" and propose the player who controls it a deal:
The target gains +1 ATK, -1 Will and a *Charmed* Token until the end of the Quest. If the player refuses, the targeted model gets 6 Wounds. Used against wandering monsters, the ability takes effect if you flip a coin and roll heads.

R/W: Fire and Mind control Resistance.

Mephisto the Daemon Smith
***
Demon, Large, Hero, Armory

Might	Dex	Def	Will
5	4 (L)	5	6

Daemonum malleo (SB)	5 ATK	0”
Fire bolt	3 ATK (Fire)	3-10”

Deal with Mephisto (T)
Mephisto pick a model within 8" and propose the player who controls it a deal: a weapon of the target chosen by Mephisto gets +1 ATK, but Mephisto gets an identical copy of the weapon (including the +1 ATK) to be used anytime till the end of the Quest (as if it were on his Card).
If the player refuses, the targeted model gets Wounds equal to the target's original weapon Atk.
Used against wandering monsters, the ability takes effect if you flip a coin and roll heads.

Demonic Forging (P)
When Mephisto rolls a *Double* all *Demon* models including him gain +1 ATK until the end of the round.
When Mephisto rolls a *Scale* all *Demon* models including him gain 1 Def and +1 Will until the end of the round.

R/W: Fire and Mind control Resistance.

Aamon on Daemonum Kerubim
**
Demon, Large, Hero, Arcanist

Might	Dex	Def	Will
4	6 (L)	4	7

Kerubin (PC)	4 ATK	0”
Fire bolt	4 ATK (Fire)	3-10”

Deal with Aamon (T)
Aamon pick a model within 8" and propose the player who controls it a deal:
The target gains +2 ATK and +1 Will until the end of the Quest. Per each vanquished model to chosen model, Aamon may remove one Token (including Wound or Heroic Wound) and 1 Torment token. If the player refuses, the targeted model gets 6 Wounds. Used against wandering monsters, the ability takes effect if you flip a coin and roll heads.

Elemental & Animancy Prof. (T)
Starts with the following spells:
Elemental - Fire Cannon, Fire Weave .
Animancy - *All Rank 1 Spells, Arcane Torment.*

R/W: Fire and Mind control Resistance.

Astaroth the Soul Forged ****
Demon, Towering, Hero

Might	Dex	Def	Will
8	6 (L)	5	6

Double Axe (DW)	**7 ATK**	0"
Cannon	**4 ATK** (Fire)	3-8"

Demonic Armor (P)
When this model suffers wounds from a melee attack it must roll 1d6, on a 5+ the enemy attacker suffers the same number of wounds. As long as this model is wounded with at least 1 wound, the armor lets him reroll any die once during his Activation.

Juggernaut Rush (F)
Pick a target within Movement range. Regardless of interposing models, reach your target and Attack normally. Rolls 2 ATK and inflict 1 Wound per *Success* and Impact Force per 2" to each model interposed during the Charge.

R/W: Fire and Mind control Resistance.

Baalzrodan the Demon King ****
Demon, Towering, Hero

Might	Dex	Def	Will
9	5 (L)	5	8

Sword (PC)	**6 ATK** (Fire)	0"
Whip (BA)	**4 ATK** (Fire)	0"

Soul-Ripper whip (P)
When Baalzrodan attacks with his second Weapon set (Whip) inflicts 1 Fire Wound and -1 Will per *Success*.

Deal with Baalzrodan (T)
Baalzrodan pick a model within 10" and propose the player who controls it a deal: the target gains +2 ATK until the end of the Quest, but for each model vanquished by the chosen model, Baalzrodan summon 2 Wrath Demon of the same type within 2" of the vanquished model, and their Card is added to your Guild.
If the player refuses, the targeted model gets 8 Wounds.
Used against wandering monsters, the ability takes effect if you flip a coin and roll heads.

R/W: Fire and Mind control Resistance.

Orc Barbarians

Strength

Orc Barbarians – Destroyer (3) *
Orc, Infantry

Might	Dex	Def	Will
3	4	4	4

Great Axe (SB)	3 ATK	0"

The More, The Better! (P)
This model gets +1 ATK when it is engaged with at least 2 enemy models. When this model is in Formation it gets +1 ATK; If the total number of enemies engaged by the Formation is greater than the number of models in Formation.

Orc Barbarians – Grunt (3) *
Orc, Infantry

Might	Dex	Def	Will
3	4	4 (S)	4

Axe & Shield	2 ATK	0"

The More, The Better! (P)
This model gets +1 ATK when it is engaged with at least 2 enemy models. When this model is in Formation it gets +1 ATK; If the total number of enemies engaged by the Formation is greater than the number of models in Formation.

Orc Barbarians – Hunter (3) *
Orc, Infantry

Might	Dex	Def	Will
3	4	4	4

Bow	3 ATK	3-10"
Dagger	1 ATK	0"

The More, The Better! (P)
This model gets +1 ATK when it is engaged with at least 2 enemy models. When this model is in Formation it gets +1 ATK; If the total number of enemies engaged by the Formation is greater than the number of models in Formation.

Vesdra The Shaman **
Orc, Hero, Arcanist

Might	Dex	Def	Will
5	5	4	6

Vesdra Claws	4 ATK	0"
Thunder Claws (BA)	2 ATK (Thunder)	3-8"

Made for War! (P)
This model gets +1 ATK for every 2 enemy models Engaged with it, and each ATK roll of 1 is considered to be a 6.

Elemental & Druidcraft Prof. (T)
Starts with the following spells:
Elemental Manipulation – *Storm Infusion, Striking Spark*
Druidcraft – *Protective Bark.*

Gorefang The Worg **
Beast, Large, Heroic Mount

Might	Dex	Def	Will
5	5	4	6

Fangs & Claws (PC)	4 ATK	0"

Assassin's Leap (F)
Gorefang can pick 4 enemies within 2" in Vision. Roll 3 ATK to each one, inflict 1 Wound for each Success, apply a Stunned Token to models wound successfully

Throgar Chainbreaker **
Orc, Hero

Might	Dex	Def	Will
6	5	4	6

Throgar Axe (**SB**)	**6 ATK**	0"
Throwing Axe	**3 ATK**	3-8"

Made for War! (P)
This model gets +1 ATK for every 2 enemy models Engaged with it, and each ATK roll of 1 is considered to be a 6.

Chainbreaker Warcry (P)
Anytime this model rolls a 6, Throgar and his allies within 6" can heal from 1 Token, but not Wounds or Heroic Wounds.

Ogre Marauders

Strength

Ogre Marauders – Destroyer (2) *
Ogre, Large, Infantry

Might	Dex	Def	Will
4	4	4	4

Great Hammer (**SB**)	**4 ATK**	0"

Marauder (P)
When an enemy model comes out of this model's *Threat Range* rolls 2 ATK against the enemy.

Ogre Marauders – Grunt (2) *
Ogre, Large, Infantry

Might	Dex	Def	Will
4	4	4	4

Great Sword (**PC**)	**4 ATK**	0"

Marauder (P)
When an enemy model comes out of this model's Threat Range rolls 2 ATK against the enemy.

Marshclaw the Swamp Crab **
Amphibian, Large, Heroic Mount

Might	Dex	Def	Will
5	5 (M)	5	5

Claws (**PC**)	**5 ATK**	0"

Bubble beam (F)
Roll 4 AoE ATK within a 6" long cone of 90°, starting from this model.
Inflicts 1 Wound for each Success, the rolls ATK resulting in Double cause 1 *Immobilized* token to the wounded model.

R/W: Thunder Weakness

Burtz Dwarfstew **
Ogre, Large, Hero

Might	Dex	Def	Will
5	4	4	5

Ladle	**4 ATK**	0"
Boiling Soup (**BW**)	**3 ATK** (Fire)	0-6"

Ingredients for the soup (P)
When this model rolls 1 Scale against an enemy within 2" the enemy model is Vanquished, if the enemy is a Heroic model it suffers 1 Heroic Wound. Place a Soup Token on Burtz Dwarfstew.

Dinner is ready (P)
During the End Phase for each discarded Soup Token, Heal this model and Ogre allies within 6" of 1 Wound.

Gronk Boomshot **
Ogre, Large, Hero

Might	Dex	Def	Will
6	4	4	6

Cannon	**5 ATK** (Fire)	3-12"
Cannon	**3 ATK**	0"

Marauder (P)
When an enemy model comes out of this model's *Threat Range* rolls 2 ATK against the enemy.

Cannonball (F)
A cannonball is fired at a target In Vision. Roll 5 ATK against the target, inflict 1 Fire Wound per Success. Every interposing model on the trajectory of the target gets 1 Fire Wound.

Blackrazor Hobgoblins

Strength

Blackrazor – Spearman (4) *
Goblin, Infantry

Might	Dex	Def	Will
2	4	4 (S)	3

Spear & Shield (IE)	2 ATK	0-2"

Barbed armor (P)
Whenever this model suffers 1 Wound after a melee attack, it can roll 1 single ATK against the enemy model that made the attack.

Blackrazor – Soldier (4) *
Goblin, Infantry

Might	Dex	Def	Will
2	4	4 (S)	3

Axe & Shield	2 ATK	0"

Barbed armor (P)
Whenever this model suffers 1 Wound after a melee attack, it can roll 1 single ATK against the enemy model that made the attack.

Blackrazor – Warrior (4) *
Goblin, Infantry

Might	Dex	Def	Will
2	4	4	3

Dual Weapons (DW)	3 ATK	0"

Barbed armor (P)
Whenever this model suffers 1 Wound after a melee attack, it can roll 1 single ATK against the enemy model that made the attack.

Blackrazor – Crossbowmen (4) *
Goblin, Infantry

Might	Dex	Def	Will
2	4	4	3

Arbalest (SS)	2 ATK	3-10"
Arbalest Blade	1 ATK	0"

Barbed armor (P)
Whenever this model suffers 1 Wound after a melee attack, it can roll 1 single ATK against the enemy model that made the attack.

Razorbeast (3) *
Beats, Large, Cavalry

Might	Dex	Def	Will
3	5	4	3

Fangs	2 ATK	0"

Hog Rush (P)
When charging, ATK rolls resulting in *Double* knock the target to the ground applying the Stunned condition.

Blackrazor Riders – Spearman (2) *
Goblin, Large, Cavalry

Might	Dex	Def	Will
3	5	4 (S)	3

Lance & Shield (IE)	2 ATK	0-2"

Crazy Charge! (P)
+2 Movement and +1 ATK by Charging; When charging, ATK rolls resulting in *Double* knock the target to the ground applying the Stunned condition.

Blackrazor Riders - Soldier (2) *
Goblin, Large, Cavalry

Might	Dex	Def	Will
3	5	4 (S)	3

Weapon & Shield	2 ATK	0"

Crazy Charge! (P)
+2 Movement and +1 ATK by Charging; When charging, ATK rolls resulting in *Double* knock the target to the ground applying the Stunned condition.

Blackrazor Chariot (1) *
Construct, Beast, Cavalry

Might	Dex	Def	Will
5	6	5	/

Fangs	4 ATK	0"

Chariot (P)
This model may only activate as long as it is mounted by a Goblin ally.
This model can act as a *Heroic Mount* for a single Goblin Hero or a combination of 2 Goblin Infantry from the same Card.

Uzgrot Razorcloak **
Goblin, Hero

Might	Dex	Def	Will
5	4	5 (S)	5

Sword & Shield	4 ATK	0"
Throwing knife	2 ATK	3-8"

Attack, my Minions! (P)
Allies *Goblin* models within 6" of Uzgrot gain +1 ATK and +1 Will.

Barbed Shield (P)
When Uzgrot is the target of a melee attack, if the *Shield Roll* or a *Heroic Shield roll* is *Successful*; Uzgrot rolls 3 ATK to the enemy who performed the ATK.

Bogtraz Murkytongue **
Goblin, Hero, Arcanist

Might	Dex	Def	Will
4	4	4	6

Staff	2 ATK	0"
Plague Bolt	4 ATK (Poison)	3-10"

Your Strength is Ours (T)
During the End Phase Bogtraz rolls 1D6 for each Goblin that was Vanquished during this round. For each 5+, assign +1 ATK to an ally Goblin card (maximum +1 ATK per Goblin card).

Necromancy & Druidcraft Proficiency. (T)
Starts with the following spells:
Necromancy - *Blasphemous Strength, Chairn Whisper.*
Druidcraft - *Will Roots.*

Blackrazor Rock Troll ***
Troll, Towering, Heroic Mount

Might	Dex	Def	Will
6 (R)	4 (M)	4	5

Punches (SB)	6 ATK	0"
Rock Throw	4 ATK	3-8"

Snack Time! (F)
During the Event Phase Blackrazor Rock Troll vanquishes automatically a Goblin model of your choice within 4" from him (the vanquished model is permanently dead). By doing it, he gets a permanent +1 Might.

R/W: Energy Resistance - Fire Weakness.

Bonegnasher Gnolls

Strength

Bonegnasher – Enforcer (4) *
Beastman, Infantry

Might 2	Dex 5	Def 4 (S)	Will 3
Halberd & Shield (IE)		2 ATK	0-2"

Wild Feast (P)
This model, as long as it has a beastman ally within 5 "of it, gains +1 Movement and +1 ATK if it charges or is engaged with a wounded enemy model (Wild Feast doesn't stack).

Bonegnasher – Soldier (4) *
Beastman, Infantry

Might 2	Dex 5	Def 4 (S)	Will 3
Weapon & Shield		2 ATK	0"

Wild Feast (P)
This model, as long as it has a beastman ally within 5 "of it, gains +1 Movement and +1 ATK if it charges or is engaged with a wounded enemy model (Wild Feast doesn't stack).

Bonegnasher – Sentinels (4) *
Beastman, Infantry

Might 2	Dex 5	Def 4	Will 3
Bow		3 ATK	3-10"
Dagger		1 ATK	0"

Wild Feast (P)
This model, as long as it has a beastman ally within 5 "of it, gains +1 Movement and +1 ATK if it charges or is engaged with a wounded enemy model (Wild Feast doesn't stack).

Bonegnasher Hyenafiends – Enforcer (2) *
Beastman, Large, Cavalry

Might 3	Dex 6	Def 5 (S)	Will 4
Halberd & Shield (IE)		2 ATK	0-2"

Wild Feast (P)
This model, as long as it has a beastman ally within 5 "of it, gains +1 Movement and +1 ATK if it charges or is engaged with a wounded enemy model (Wild Feast doesn't stack).

Bonegnasher Hyenafiends – Soldier (2) *
Beastman, Large, Cavalry

Might 3	Dex 6	Def 5 (S)	Will 4
Weapon & Shield		2 ATK	0"

Wild Feast (P)
This model, as long as it has a beastman ally within 5 "of it, gains +1 Movement and +1 ATK if it charges or is engaged with a wounded enemy model (Wild Feast doesn't stack).

Stalkerfiend **
Epic Beast, Demon, Large, Heroic Mount

Might 5	Dex 6	Def 5	Will 5
Tails & Claws (DW)		5 ATK	0"

Stalker Portal (T)
Instead of Moving, this model can appear within 0-2" from any enemy target within 10". If this model Attacks the target of this Ability, he rolls +1 ATK.

Shargat Skulldancer **
Beastman, Hero, Arcanist

Might	Dex	Def	Will
4	6	4	6

Shargat Claws (DW)	4 ATK	0"
Energy Claws (BA)	2 ATK (Energy)	3-8"

Wild Immolation (T)
Any time a model is Vanquished within 6" from Shargat (even outside of his Activation), you can immediately activate a single *Exhausted Beastman* model once again. This one gets +2 moviment and +1 ATK for this single Activation.

Animancy & Druidcraft Prof. (T)
Starts with the following spells:
Animancy - *Charme Song, Soulless Wave.*
Druidcraft - *Beast Charm.*

Yenogra The Matriarch **
Beastman, Large, Hero

Might	Dex	Def	Will
6	6	5	5

Flail (SB)	5 ATK	0"
Throwing knife	2 ATK	3-8"

Royal Wild Feast (P)
This model, as long as it has a beastman ally within 5 "of it, gains +2 Movement and +1 ATK if it charges or is engaged with a wounded enemy model (Royal Wild Feast doesn't stack).

Cannibalistic Madness (P)
Yenogra heals by 1 Wound each time a *Beastman* is Vanquished within 5" of her.

Svartwood Trolls

Strength

Svartwood Troll Hunters (2) *
Troll, Large, Infantry

Might 4 (R)	Dex 4	Def 4	Will 4
Axe or Sword		4 ATK	0"
Javelin (BA)		2 ATK	3-8"

Stalker (P)
This model gets +2" of Movement when it Charges one or more models. By doing so, the Engaged models automatically Fail Disengage tests unless rolling a Critical.

R/W: Energy Resistance - Fire Weakness

Svartwood Troll Hags (2) *
Troll, Large, Infantry

Might 4 (R)	Dex 4	Def 4	Will 4
Wild Bolt (BA)		3 ATK (Energy)	3-8"
Staff		1 ATK	0"

Svartwood Curse (P)
Enemy models within 4" of this model can't Heal from Conditions, Wounds or Heroic Wounds.

R/W: Energy Resistance - Fire Weakness

Gammelgren the Elder **
Troll, Large, Hero, Arcanist

Might 6 (R)	Dex 4	Def 4	Will 7
Storm Bolt		5 ATK (Thunder)	3-10"
Staff		2 ATK	0"

Wisdom of Svartwood (P)
Enemy models within 4" of this model can't Heal from Conditions, Wounds or Heroic Wounds.
Allied models within 2" with Regeneration *Might(R)* Heals for 1 Wound more.

Druidcraft Proficiency. (T)
Starts with the following spells:
Druidcraft - *Beast Charm, Protective Bark, Sense of the Wild.*

R/W: Energy Resistance - Fire Weakness

Giant Svart Troll ***
Troll, Towering, Heroic Beast

Might 6 (R)	Dex 4	Def 4	Will 6
Fangs and Punches (SB)		6 ATK	0"
Throw Rock		3 ATK	3-8"

Stalker (P)
This model gets +2" of Movement when it Charges one or more models. By doing so, the Engaged models automatically Fail Disengage tests unless rolling a Critical.

Attracted by fear (P)
Giant Svart Troll gets +2 ATK against all Terrified models and models who fail the test to charge him.

R/W: Energy Resistance - Fire Weakness

Drungvandel the Troll King ****
Troll, Towering, Hero

Might	Dex	Def	Will
7 (R)	4	5	7

Sword (PC)	7 ATK	0"
Throw Rocks	4 ATK	3-8"

Two Headed Troll (P)
During the Event Phase toss a coin:
Head: Drungvandel gets +1 ATK and +1 DEX.
Tail: Drungvandel may use 2 Shout Orders as GM, 1 if he is not GM.

Catch him! For the Troll Toll (P)
If a Heroic enemy is Vanquished by Drungvandel or an allied *Troll* model, it is kidnapped (taken from the campaign, impossible to be replaced), unable to participate in future Quests unless the opposing Guild grants you 1 GP during the End Phase of the last Round.
If multiple Heroes are kidnapped, 1 GP frees them all.

R/W: Energy Resistance - Fire Weakness

Lok-Badar Dwarves

Fortitude

Lok-Badar Dwarf - Defender (3) *
Dwarf, Infantry

Might	Dex	Def	Will
3	4	5 (S)	5

Hammer & Shield	2 ATK	0"

Runic Armor (P)
When this model receives one or more Wounds, it may perform a free Armor roll by rolling a D6. On a 5+, 1 Wound is ignored during the Attack Action, totally absorbed by the Armor. In Formation, you can roll 1D6 for each model and ignore no more than 1 Wound for each one. This Ability can be used contemporary with a Shield Roll, if available.

R/W: Frost Resistance.

Lok-Badar Dwarf - Shieldbreaker (3) *
Dwarf, Infantry

Might	Dex	Def	Will
3	4	5	5

Dwarven Maul (SB)	3 ATK	0"

Runic Armor (P)
When this model receives one or more Wounds, it may perform a free Armor roll by rolling a D6. On a 5+, 1 Wound is ignored during the Attack Action, totally absorbed by the Armor. In Formation, you can roll 1D6 for each model and ignore no more than 1 Wound for each one. This Ability can be used contemporary with a Shield Roll, if available.

R/W: Frost Resistance.

Lok-Badar Dwarf - Berserker (3) *
Dwarf, Infantry

Might	Dex	Def	Will
3	4	5	5

Dual Axe (DW)	3 ATK	0"

Runic Armor (P)
When this model receives one or more Wounds, it may perform a free Armor roll by rolling a D6. On a 5+, 1 Wound is ignored during the Attack Action, totally absorbed by the Armor. In Formation, you can roll 1D6 for each model and ignore no more than 1 Wound for each one. This Ability can be used contemporary with a Shield Roll, if available.

R/W: Frost Resistance.

Lok-Badar Dwarf - Bolter (3) *
Dwarf, Infantry

Might	Dex	Def	Will
3	4	5	5

Axe	2 ATK	0"
Crossbow (BA)	1 ATK	3-8"

Runic Armor (P)
When this model receives one or more Wounds, it may perform a free Armor roll by rolling a D6. On a 5+, 1 Wound is ignored during the Attack Action, totally absorbed by the Armor. In Formation, you can roll 1D6 for each model and ignore no more than 1 Wound for each one. This Ability can be used contemporary with a Shield Roll, if available.

R/W: Frost Resistance.

Flokir The Skald **
Dwarf, Hero

Might	Dex	Def	Will
5	4	5	5

Flokir Axebow (BA)	4 ATK	3-8"
Flokir Axebow	2 ATK	0"

Heroic Inspiration (P)
Allies within 6 "of this model are immune to Terror and may reroll Will tests.

Skald's Impetus (P)
ATK rolls resulting in a *Double* causes Flokir to cast *Forge Chant* spell during the same Attack Action *(only one for Action)*.
ATK rolls resulting in a *Scale* causes Flokir to cast *Charm Song* spell during the same Attack Action against his target *(only one for Action)*.

R/W: Frost Resistance.

Thunderbeak The Gryphon **
Epic Beast, Large, Heroic Mount

Might	Dex	Def	Will
6	6 (L)	5	5

Thunder Bolt (BA)	2 ATK (Thunder)	3-10"
Thunderstorm	4 ATK (Thunder)	0"

Keen Eye (P)
Any enemies within 12" of this model are considered *in Vision* for this model, even *Stealth* ones.

R/W: Thunder Resistance.

Alvar Giantslayer **
Dwarf, Hero

Might	Dex	Def	Will
6	4	5 (S)	6

Runic Hammer & Shield (SB)	4 ATK	0"
Runic Hammer	2 ATK	3-8"

Slayer of Giants (P)
Against Towering models, Alvar gets +1 Def and +2 ATK; +1 additional ATK if the Towering model is a *Jotun.*

Provocation Bash (F)
Attack an enemy with any of the Weapon Sets and inflict 1 Wound for each Success; even with a single Success the target must spend his next Activation Attacking this model.

R/W: Frost Resistance.

Dwarven Oathbreakers

Fortitude

Dwarf Oathbreaker - Axegunner (3) *
Dwarf, Infantry

Might 3	Dex 4	Def 4	Will 5
Axegun/Crossbow		2 ATK	0"
Axegun/Crossbow (SS)		2 ATK	3-10"

Survival Instinct (P)
As long as this model is wounded with at least 1 wound, when this model is target of Abilities, Attack or Spells that are confronted against its DEF, it may perform a free Active Dodge by rolling a D6: On a 5+the model may move up to 3", or Disengage if it's engaged in melee. If the model is outside of the range of the attack after performing this move, it completely avoids its effects and potential Wounds.

R/W: Frost Resistance.

Dwarf Oathbreaker - Berserker (3) *
Dwarf, Infantry

Might 3	Dex 4	Def 4	Will 5
Dual Weapons (DW)		3 ATK	0"

Survival Instinct (P)
As long as this model is wounded with at least 1 wound, when this model is target of Abilities, Attack or Spells that are confronted against its DEF, it may perform a free Active Dodge by rolling a D6: On a 5+the model may move up to 3", or Disengage if it's engaged in melee. If the model is outside of the range of the attack after performing this move, it completely avoids its effects and potential Wounds.

R/W: Frost Resistance.

Dwarf Oathbreaker - Gunner (3) *
Dwarf, Infantry

Might 3	Dex 4	Def 4	Will 5
Axe		2 ATK	0"
Pistol/Hand Crossbow (BA)		1 ATK	3-8"

Survival Instinct (P)
As long as this model is wounded with at least 1 wound, when this model is target of Abilities, Attack or Spells that are confronted against its DEF, it may perform a free Active Dodge by rolling a D6: On a 5+the model may move up to 3", or Disengage if it's engaged in melee. If the model is outside of the range of the attack after performing this move, it completely avoids its effects and potential Wounds.

R/W: Frost Resistance.

Dwarf Oathbreaker - Guardian (3) *
Dwarf, Infantry

Might 3	Dex 4	Def 4 (S)	Will 5
Spear & Shield (IE)		2 ATK	0-2"

Survival Instinct (P)
As long as this model is wounded with at least 1 wound, when this model is target of Abilities, Attack or Spells that are confronted against its DEF, it may perform a free Active Dodge by rolling a D6: On a 5+the model may move up to 3", or Disengage if it's engaged in melee. If the model is outside of the range of the attack after performing this move, it completely avoids its effects and potential Wounds.

R/W: Frost Resistance.

Helga Windfury **
Dwarf, Hero

Might	Dex	Def	Will
5	5	4	5

Windfury Axe & Hammer (DW)	4 ATK	0"
Windfury Axe & Hammer	3 ATK	3-8"

Ancestor Protection (P)
This model's DEF is considered 6 the first time it is Attacked in a Round, even if the Attack is unleashed by multiple models of the same Formation.

Storm Weapons (P)
ATK rolls resulting in a Double causes Helga to cast Storm *Infusion* spell in the same Attack Action *(only one for Action)*.
ATK rolls resulting in a Scale causes Helga to cast *Lightning Chain* spell in the same Attack Action against his target *(only one for Action)*.

R/W: Frost Resistance.

Gino The Brewmaster ***
Dwarf, Hero

Might	Dex	Def	Will
5	4	4 (S)	6

Runic Axe & Stonefist/2x Stonefist	5 ATK	0"
Throwing axes	3 ATK	3-8"

Runic Stonefist (P)
Whenever a Wounds is parried by a *Shield Roll* or *Heroic Shield Roll, Gino* rolls 2 ATK back to each attacker;
Inflict 1 Wound for each Success and the enemy gets Impact Force for 2".

Gino's Spiced Brew (T)
During the End Phase Gino Heal for 2 Wounds and 1 Fatigue Token.

R/W: Frost Resistance.

Merrian Silverfinger **
Dwarf, Hero

Might	Dex	Def	Will
5	5	4	5

Dual Dwarven Dagger (DW)	5 ATK	0"
Dwarven Hand-Crossbow	3 ATK	3-8"

Scoundrel Luck (P)
Anytime Merrian rolls to ATK, he may reroll any natural 1. He can keep rerolling 1s until he gets a higher result.

Thief Step (F)
Go into Stealth mode. Attack Rolls from Stealth gain +2 ATK dice.

R/W: Frost Resistance.

Dwarven Mountaineers

Fortitude

Dwarf Mountaineer - Hunter (3) *
Dwarf, Infantry

Might	Dex	Def	Will
3	4	4	5

Knife	1 ATK	0"
Bow	3 ATK	3-10"

Strike the Knees! (P)
Against Large and Towering models, gets +1 Def and +1 ATK.

R/W: Frost Resistance.

Dwarf Mountaineer - Spearman (3) *
Dwarf, Infantry

Might	Dex	Def	Will
3	4	4	5

Spear (IE)	3 ATK	0-2"

Strike the Knees! (P)
Against Large and Towering models, gets +1 Def and +1 ATK.

R/W: Frost Resistance.

Dwarf Mountaineer - Ritual Warrior (3) *
Dwarf, Infantry

Might	Dex	Def	Will
3	4	5 (S)	5

Axe & Shield	2 ATK	0"

Strike the Knees! (P)
Against Large and Towering models, gets +1 Def and +1 ATK.

R/W: Frost Resistance.

Dwarf Mountaineer - Ritual Guard (3) *
Dwarf, Infantry

Might	Dex	Def	Will
3	4	5 (S)	5

Spear & Shield (IE)	2 ATK	0-2"

Strike the Knees! (P)
Against Large and Towering models, gets +1 Def and +1 ATK.

R/W: Frost Resistance.

Dwarf Goatrider - Ritual Warrior (2) *
Dwarf, Beast, Large, Cavalry

Might	Dex	Def	Will
4	5 (M)	5 (S)	5

Weapon & Shield	2 ATK	0"

Strike the Knees! (P)
Against Large and Towering models, gets +1 Def and +1 ATK.

R/W: Frost Resistance.

Dwarf Goatrider - Ritual Guard (2) *
Dwarf, Beast, Large, Cavalry

Might	Dex	Def	Will
4	5 (M)	5 (S)	5

Lance & Shield (IE)	2 ATK	0-2"

Strike the Knees! (P)
Against Large and Towering models, gets +1 Def and +1 ATK.

R/W: Frost Resistance.

Dwarf Goatrider – Hunter (2) *
Dwarf, Beast, Large, Cavalry

Might	Dex	Def	Will
4	5 (M)	4	5

Dagger	**1 ATK**	0”
Bow	**3 ATK**	3-10”

Strike the Knees! (P)
Against Large and Towering models, gets +1 Def and +1 ATK.

R/W: Frost Resistance.

Ulfgar Runekeeper **
Dwarf, Armory, Hero, Armory

Might	Dex	Def	Will
6	4	4	5

Runic Hammer (SB)	**5 ATK**	0”
Thunder Hammer	**2 ATK (Thunder)**	3-8”

Wrath of the Mountain Rune (P)
Weapon's ATK rolls resulting in a *Double* causes Ulfgar to cast a *Protective Bark* spell in the same Attack Action *(only one for Action)*. Weapon's ATK rolls resulting in a Scale causes Ulfgar to cast *Hammer of the Mountains* spell in the same Attack Action against his target *(only one for Action)*.

Runic Hammer Drive (F)
Rolls 3 AoE ATK (A) to each enemy model within 6"of Ulfgar: Inflicts 1 Thunder Wound per Success and enemy wounded gets 2” *Impact Force*; Ulfgar and allied *Dwarf* models within 6" gets +1 Thunder ATK during their next Activation.

R/W: Frost Resistance.

Gerta Jarl of Huskald **
Dwarf, Hero

Might	Dex	Def	Will
5	5	5 (S)	5

Sword & Shield	**4 ATK**	0”
Throwing axes	**2 ATK**	3-8”

Activation of the Runic Sword (P)
After an Attack Action, Gerta gets bonuses during the following Activation depending on the results rolled:
Critical: +1 ATK
Double: +2 ATK
Scale: +3 ATK

Runic Shield (P)
Whenever a *Shield Roll* or *Heroic Shield Roll* performed by Gerta *is Successful,* she and allied *Dwarf* models within 6” gets +1 Def and +1 Will until the end of the next Activation Phase.

R/W: Frost Resistance.

Lok-Ghobar the Great Ram **
Beast, Large, Heroic Mount

Might	Dex	Def	Will
4	5 (M)	5	5

Horns (SB)	**4 ATK**	0”

Ram Skin (P)
This model gets +1 Def and +1 Dex when it is the target of *Frost* or *Thunder Wounds.*

R/W: Frost, Thunder Resistance.

The Dragonguard

Fortitude

Dragonguard – Shieldman (3) *
Dragon, Infantry

Might	Dex	Def	Will
3	4	5 (S)	5

Sword & Shield	2 ATK (Fire)	0"

Flaming Dragonskin (P)
When this model is the target of an Ability, Attack or Spell that causes Fire Wounds, it gets an Incandescent Token, which provides +1 Atk with the weapon and +1 movement (Incandescent Tokens bonuses don't stack). One Incandescent Token is spent whenever an Attack is made with success against a target.

R/W: Fire and Terror Resistance.

Dragonguard – Warrior (3) *
Dragon, Infantry

Might	Dex	Def	Will
3	4	5	5

Flamberg (PC)	3 ATK (Fire)	0"

Flaming Dragonskin (P)
When this model is the target of an Ability, Attack or Spell that causes Fire Wounds, it gets an Incandescent Token, which provides +1 Atk with the weapon and +1 movement (Incandescent Tokens bonuses don't stack). One Incandescent Token is spent whenever an Attack is made with success against a target.

R/W: Fire and Terror Resistance.

Dragonguard – Berserker (3) *
Dragon, Infantry

Might	Dex	Def	Will
3	4	5	5

Dual Weapons (DW)	3 ATK (Fire)	0"

Flaming Dragonskin (P)
When this model is the target of an Ability, Attack or Spell that causes Fire Wounds, it gets an Incandescent Token, which provides +1 Atk with the weapon and +1 movement (Incandescent Tokens bonuses don't stack). One Incandescent Token is spent whenever an Attack is made with success against a target.

R/W: Fire and Terror Resistance.

Dragonguard – Priest (3) *
Dragon, Infantry

Might	Dex	Def	Will
3	4	5	5

Staff (IE)	1 ATK (Fire)	0-2"
Fire Bolt	3 ATK (Fire)	3-8"

Flaming Dragonskin (P)
When this model is the target of an Ability, Attack or Spell that causes Fire Wounds, it gets an Incandescent Token, which provides +1 Atk with the weapon and +1 movement (Incandescent Tokens bonuses don't stack). One Incandescent Token is spent whenever an Attack is made with success against a target.

R/W: Fire and Terror Resistance.

Dragonling Knight - Lancers (2) *
Dragon, Large, Cavalry

Might	Dex	Def	Will
4	6	5 (S)	5

Lance & Shield (IE)	2 ATK (Fire)	0-2"

Flaming Dragonskin (P)
When this model is the target of an Ability, Attack or Spell that causes Fire Wounds, it gets an Incandescent Token, which provides +1 Atk with the weapon and +1 movement (Incandescent Tokens bonuses don't stack). One Incandescent Token is spent whenever an Attack is made with success against a target.

R/W: Fire and Terror Resistance.

Dragonling Knight - Shieldman (2) *
Dragon, Large, Cavalry

Might	Dex	Def	Will
4	6	5 (S)	6

Sword & Shield	2 ATK (Fire)	0"

Flaming Dragonskin (P)
When this model is the target of an Ability, Attack or Spell that causes Fire Wounds, it gets an Incandescent Token, which provides +1 Atk with the weapon and +1 movement (Incandescent Tokens bonuses don't stack). One Incandescent Token is spent whenever an Attack is made with success against a target.

R/W: Fire and Terror Resistance.

Scramax The Battlemage **
Dragon, Hero, Arcanist

Might	Dex	Def	Will
4	4	4	6

Dragon Staff	2 ATK (Fire)	0"
Flaming Spheres	4 ATK (Fire)	3-10"

Flaming Dragonskin (P)
When this model is the target of an Ability, Attack or Spell that causes Fire Wounds, it gets an Incandescent Token, which provides +1 Atk with the weapon and +1 movement (Incandescent Tokens bonuses don't stack). One Incandescent Token is spent whenever an Attack is made with success against a target.

Elemental Proficiency (T)
Starts with the following spells:
Elemental Manipulation - *Fire Cannon, Fire Wave.*

R/W: Fire and Terror Resistance.

Ornithaax The Majestic ***
Dragon, Towering, Epic Beast, Heroic Mount

Might	Dex	Def	Will
8	6 (L)	5	6

Dragon's Fangs (PC)	5 ATK	0"
Flaming Breath (BW)	3 AoE ATK (Fire)	0-6"

Dragonheart of the Old Flame (F)
When this model is the target of an Ability, Attack or Spell that causes Fire Wounds, it gets an Incandescent Token. Each incandescent Token provides a permanent +1 ATK bonus with any attack made by this model. An incandescent token may be discarded to heal this model from 1 Wounds.

R/W: Fire and Terror Resistance.

Nasmaraax The Destroyer ***
Dragon, Hero, Large

Might	Dex	Def	Will
6	5	5	6

Dual Blades (**DW**)	**6 ATK (Fire)**	0"
Throwing Knife	**2 ATK**	3-8"

Flaming Dragonskin (P)
When this model is the target of an Ability, Attack or Spell that causes Fire Wounds, it gets an Incandescent Token, which provides +1 Atk with the weapon and +1 movement (Incandescent Tokens bonuses don't stack). One Incandescent Token is spent whenever an Attack is made with success against a target.

Destroyer Fury (F)
Nasmaraax can pick 4 enemies within 2" in Vision. Roll 4 ATK to each one, inflict 1 Wound for each Success, apply a Broken Shield Token to models wounded successfully

R/W: Fire and Terror Resistance.

Dragonpeak Barbarians

Fortitude

Dragonpeak Barbarian – Destroyer (3) *
Human, Infantry

Might	Dex	Def	Will
3	4	4	4

Greatweapon (**PC**)	**3 ATK**	0"

Barbarian Instinct (P)
Each time this model gets attacked in melee, it may immediately roll 1 ATK against one single attacker before the attacker's dice are rolled.

Dragonpeak Barbarian – Warrior (3) *
Human, Infantry

Might	Dex	Def	Will
3	4	4	4

Dual Weapons (**DW**)	**3 ATK**	0"

Barbarian Instinct (P)
Each time this model gets attacked in melee, it may immediately roll 1 ATK against one single attacker before the attacker's dice are rolled.

Dragonpeak Barbarian – Hunter (3) *
Human, Infantry

Might	Dex	Def	Will
3	4	4	4

Axe	**2 ATK**	0"
Throwing Axe	**2 ATK**	3-8"

Barbarian Instinct (P)
Each time this model gets attacked in melee, it may immediately roll 1 ATK against one single attacker before the attacker's dice are rolled.

Smilodon Riders – Destroyer (2) *
Human, Beast, Large, Cavalry

Might	Dex	Def	Will
4	5 (M)	4	4

Greatweapon (**PC**)	**3 ATK**	0"

Barbarian Instinct (P)
Each time this model gets attacked in melee, it may immediately roll 1 ATK against one single attacker before the attacker's dice are rolled.

Smilodon Riders – Warrior (2) *
Human, Beast, Large, Cavalry

Might	Dex	Def	Will
4	5 (M)	4	4

Dual Weapons (**DW**)	**3 ATK**	0"

Barbarian Instinct (P)
Each time this model gets attacked in melee, it may immediately roll 1 ATK against one single attacker before the attacker's dice are rolled.

Brunilde Snakeslayer **
Human, Hero

Might	Dex	Def	Will
5	5	4	5

Greataxe (SB)	5 ATK	0"
Throwing Knife	2 ATK	3-8"

Barbarian Instinct (P)
Each time this model gets attacked in melee, it may immediately roll 1 ATK against one single attacker before the attacker's dice are rolled.

Snake Slayer (P)
Rolls +2 ATK against *Reptile* Tag models; Rolls +1 ATK against *Amphibian and Dragon* Tag models.

R/W: Poison Resistance.

Dragonpeak Wyvern ***
Dragon, Towering, Epic Beast, Heroic Mount

Might	Dex	Def	Will
6	6 (L)	5	6

Wyvern's Fangs (PC)	4 ATK	0"
Poison Breath (BW)	3 AoE ATK (Poison)	0-6"

Tail Sweep (F)
Rolls 3 ATK to each model within 2" of the Dragonpeak Wyvern. Inflicts 1 Poison Wound per Success and wounded models apply 1 Poison Token. Only affect models in Vision.

R/W: Fire and Poison Resistance.

Krommir Stronghammer **
Human, Hero

Might	Dex	Def	Will
5	4	4	5

Greathammer (SB)	5 ATK	0"
Throwing Knife	2 ATK	3-8"

Barbarian Instinct (P)
Each time this model gets attacked in melee, it may immediately roll 1 ATK against one single attacker before the attacker's dice are rolled.

I won't give up! (P)
When Krommir suffers one Condition it gets +1 ATK and +1 Dex as long as he is affected by the condition. (max +3 ATK).

Fighters Guild

Order

Fighters Guild – Guardsman (4) *
Human, Infantry

Might	Dex	Def	Will
2	4	4 (S)	4

Weapon & Shield	2 ATK	0"

Disciplined (P)
Anytime this model performs a Shield Roll or attack action, it may reroll any natural 1.

Fighters Guild – Spearman (4) *
Human, Infantry

Might	Dex	Def	Will
2	4	4 (S)	4

Spear & Shield (IE)	2 ATK	0-2"

Disciplined (P)
Anytime this model performs a Shield Roll or attack action, it may reroll any natural 1.

Fighters Guild – Vanguard (4) *
Human, Infantry

Might	Dex	Def	Will
2	4	4	4

Greatsword (PC)	3 ATK	0"

Disciplined Attack (P)
Anytime this model rolls to ATK, it may reroll any natural 1.

Fighters Guild – Destroyer (4) *
Human, Infantry

Might	Dex	Def	Will
2	4	4	4

Maul (SB)	3 ATK	0"

Disciplined Attack (P)
Anytime this model rolls to ATK, it may reroll any natural 1.

Fighters Guild – Piker (4) *
Human, Infantry

Might	Dex	Def	Will
2	4	4	4

2 handed Pike (IE)	3 ATK	0-2"

Disciplined Attack (P)
Anytime this model rolls to ATK, it may reroll any natural 1.

Fighters Guild Balista (2) *
Construct, Infantry

Might	Dex	Def	Will
4	3	4	/

Darts	5 ATK	3-15"

Fighters Guild Siege Weapon (P)
This model may only Attack as long as it is in contact with an ally.

Fighters Guild Warhorse (3) *
Human, Beast, Large, Cavalry

Might	Dex	Def	Will
3	6	4 (S)	4

Lance & Shield	2 ATK	0-2"

Disciplined Charge (P)
Anytime this model Charges a target, it Moves for +1 and may reroll any natural 1.

Gryphsteed **
Beast, Large, Heroic Mount

Might	Dex	Def	Will
4	6	4	5

Paws	3 ATK	0"

Tireless (P)
Gryphsteed can make a second movement without consuming any action.

Sigfrido Dragonbane **
Human, Hero

Might	Dex	Def	Will
5	5	5	6

Dragonbane Greatsword (PC)	5 ATK	0"
Throwing knife	3 ATK	3-8"

Cut The Beast (P)
Attack Rolls resulting in *Doubles Unsaddle* Heroes riding Heroic Mounts immediately.

Dragon Bane (P)
Rolls +2 ATK against Epic Beasts or Dragons.

Morgana The Guildmaster ***
Human, Hero

Might	Dex	Def	Will
5	5	5	6

Greathammer of Light (SB)	6 ATK (Fire)	0"
Throwing Knife	3 ATK	3-8"

Burning Light Hammer (T)
Rolls 3 ATK against all enemies within 4" in Vision: Inflicts 1 Fire Wound for each Success and Wounded enemies are Blind.

Ascension (P)
During the End phase if this model has 2 HW, remove it from the game and place *Morgana the Ascended* in her place. Wounds, Heroic Wounds and any tokens owned by Morgana the Guildmaster are *not carried* over to Morgana the ascent.

Morgana the Ascended ***
Ascended, Human, Hero, Transformation

Might	Dex	Def	Will
5	5 (L)	5	6

Greathammer of Light (SB)	6 ATK (Fire)	0"
Light Bolt	5 ATK (Fire)	3-10"

Burning Light Hammer (T)
Rolls 3 ATK against all enemies within 4" in Vision: Inflicts 1 Fire Wound for each Success and Wounded enemies are Blind.

Life Burns (P)
Morgana can automatically convert a failed dice into a Critical Hit during an Attack Roll at the price of getting 1 Wound and 1 Torment.

Sol the Holiest ****
Human, Large, Hero

Might	Dex	Def	Will
8	6 (L)	5 (S)	8

Holy Sword & Shield (**PC**)	**7 ATK** (**Fire**)	0"
Slash of Light (**BW**)	**4 AoE ATK** (**Fire**)	0-6"

Ghaomir's Blessing (P)
This model and allies of the Force of Order within 10"of him may perform a reroll a dice once per Activation, and cause +1 ATK against enemy models of the *Forces of Corruption and Chaos.*

Swords of Divine Judgment (F)
Roll 5 AoE ATK (A) for each enemy model within 10". Inflict 1 Fire Wound per Success. 5+ is considered a Critical Hit against enemies of *the Force of Corruption and Chaos.*

R/W: Energy Resistance.

Requiem Templars

Order

Requiem Templar – Defenders (3) *
Human, Infantry

Might 2	Dex 4	Def 5 (S)	Will 5
Hammer/Flail & Shield	**2 ATK**	0"	

Soul Banisher (P)
Enemies Vanquished by this model can't be *Resurrected.*

Requiem Templar – Destroyer (3) *
Human, Infantry

Might 2	Dex 4	Def 5	Will 5
Greatweapon (SB)	**3 ATK**	0"	

Soul Banisher (P)
Enemies Vanquished by this model can't be *Resurrected.*

Requiem Templar – Purifiers (3) *
Human, Infantry

Might 2	Dex 4	Def 5	Will 5
Hammer	**2 ATK**	0"	
Incenses (BA)	**1 ATK (Energy)**	0"	

Soul Banisher (P)
Enemies Vanquished by this model can't be *Resurrected.*

Requiem Templar Warhorse – Defender (2) *
Human, Beast, Large, Cavalry

Might 3	Dex 6	Def 5 (S)	Will 5
Hammer/Flail & Shield	**2 ATK**	0"	

Soul Banisher (P)
Enemies Vanquished by this model can't be *Resurrected.*

Requiem Templar Warhorse – Destroyer (2) *
Human, Beast, Large, Cavalry

Might 3	Dex 6	Def 5	Will 5
Greatweapon (SB)	**3 ATK**	0"	

Soul Banisher (P)
Enemies Vanquished by this model can't be *Resurrected.*

Proudmane The Winged Lion ***
Epic Beast, Towering, Heroic Mount

Might 6	Dex 6 (L)	Def 5	Will 6
Fangs & Claws	**5 ATK**	0"	
Sacred Flames Breath (BW)	**3 AoE ATK (Energy)**	0-6"	

Wings of Purifications (T)
Allied model within 6" Heals it from 2 Wounds, and may recover from 1 Token. Enemies within 6" receive Impact Force for 2" by failing a Def test.

R/W: Fire Resistance.

Agata The Pillar of Light **
Human, Hero, Arcanist

Might	Dex	Def	Will
4	4	5	6

Hammar	**4 ATK**	0"
Arcane Bolt	**3 ATK (Energy)**	3-8"

Tome of Justice (P)
If ATK rolls result in *Doubles*, Heal this model or an ally within 6" from 1 Token and Wounds, but not Heroic Wounds;
By doing so, Agata may negate receiving Tokens until her next Activation.

Animancy & Necromancy Prof. (T)
Starts with the following spells:
Necromancy - *Tissue regeneration, Condemnation of sight.*
Animancy - *Soul Breach.*

Lord Commander Casymir ***
Human, Hero

Might	Dex	Def	Will
5	5	5	6

Greatsword (**PC**)	**6 ATK**	0"
Energy Book	**3 ATK (Energy)**	3-8"

Commander's Pride (P)
Casymir and his allies within 6"from him are immune to *Terror* and *Mind Control.*

Demon Banisher (P)
Causes +1 ATK against models of the F*orces of Corruptions*, and +2 ATK against Demons (not cumulative).
Enemies Vanquished by this model can't be *Resurrected.*

The Order of the Labyrinth

Order

Labyrinth Minoc – Guard (3) *
Minoc, Infantry

Might 3	Dex 4	Def 4 (S)	Will 5
Weapon & Shield (SB)		2 ATK	0"
Sling (BA)		1 ATK	3-8"

Out of my Way! (P)
By rolling a *double* on an Attack Action, the target suffers *Impact Force* for 1" (it doesn't stack). A Formation Labyrinth Minoc is immune to Impact Force.

Labyrinth Minoc – Destroyer (3) *
Minoc, Infantry

Might 3	Dex 4	Def 4	Will 5
Duals Weapon (DW)		3 ATK	0"

Out of my Way! (P)
By rolling a *double* on an Attack Action, the target suffers *Impact Force* for 1" (it doesn't stack). A Formation Labyrinth Minoc is immune to Impact Force.

Minoc Chariot (1) *
Construct, Beast, Large, Cavalry

Might 6	Dex 6	Def 5 (S)	Will 5
Fangs		2 ATK	0"

Chariot (P)
This model may only activate as long as it is mounted by a Minoc ally.
This model can act as a *Heroic Mount* for a single Minoc Hero or a combination of 2 Minoc Infantry from the same Card.

Knossus, the Sacred Bull ***
Epic Beast, Minoc, Towering, Heroic Beast

Might 6	Dex 6 (L)	Def 5	Will 7
Horns		5 ATK	0"
Light Beam		4 ATK (Fire)	3-10"

Indomitable Spirit (P)
When this model suffers a Condition it may take a Will Test, negating the Condition if successful.
Knossus is immune to the Impact Force.

Sacred Light (T)
For each enemy model within 6" of Knossus roll 1d6. On a 4+ the enemy model is Blind.

Taura the Oracle **
Minoc, Hero

Might 3	Dex 4	Def 4	Will 6
Staff		2 ATK	0"
Arcane Bolt		3 ATK (Energy)	3-10"

Clairvoyance (T)
You may choose to have any model reroll a die within 8 "of this model until the end of the round. By paying 2 Torment, you can reroll 2 dice.

The Oracle of the Sacred Bull (T)
Discarding her movement, Taura rallies the Unit Card Knossus the Sacred Bull again.

Tavros Colosseum Champion
***
Minoc, Large, Hero

Might	Dex	Def	Will
6	5	5	6

Hammer	**5 ATK**	0"
Pillar	**4 ATK**	3-8"

Indomitable Spirit (P)
When this model suffers a Condition it may take a Will Test, negating the Condition if successful.
Tavros is immune to the Impact Force.

Towering Rush (F)
Pick a target within Movement range. Regardless of interposing model (but not terrains), reach your target and Attack normally. Inflict *Impact Force for 2"* to all Engaged models, including the one interposed during the Charge.

Platorus Sage of Time **
Minoc, Hero, Arcanist

Might	Dex	Def	Will
5	4	4	7

Staff	**2 ATK**	0"
Light Beam	**4 ATK (Fire)**	3-10"

Staff of the Star of Time (T)
During the End Phase Platorus may immediately Activate again an Exhausted Card; the other player will do the same after you unless you accumulate +2 Torment.

Druidcraft Proficiency (T)
Starts with the following spells:
Druidcraft - *Wild Roots, Hammer of the Mountains.*

Eye-Cult Gryphkin

Order

Eye-Cult High Gryphkin – Soldier (3) *
Gryphkin, Infantry

Might	Dex	Def	Will
3	6 (L)	4 (S)	5

Sword & Shield	2 ATK	0"

Swoop of the Gryphkin (P)
As long as this Unit Card has not been Activated, when an enemy within 8" attacks an allied model you can immediately activate this Unit Card to attack or charge the enemy before he rolls its ATK dice. At the end of this action, if the enemy has survived, it may continue its Attack Action.

R/W: Thunder Resistance - Frozen Weakness

Eye-Cult High Gryphkin – Archer (3) *
Gryphkin, Infantry

Might	Dex	Def	Will
3	6 (L)	4	5

Bow	2 ATK	3-10"
Dagger	1 ATK	0"

Swoop of the Gryphkin (P)
As long as this Unit Card has not been Activated, when an enemy within 8" attacks an allied model you can immediately activate this Unit Card to attack or charge the enemy before he rolls its ATK dice. At the end of this action, if the enemy has survived, it may continue its Attack Action.

R/W: Thunder Resistance - Frozen Weakness

Eye-Cult High Gryphkin – Spearman (3) *
Gryphkin, Infantry

Might	Dex	Def	Will
3	6 (L)	4 (S)	5

Spear & Shield (IE)	2 ATK	0-2"

Swoop of the Gryphkin (P)
As long as this Unit Card has not been Activated, when an enemy within 8" attacks an allied model you can immediately activate this Unit Card to attack or charge the enemy before he rolls its ATK dice. At the end of this action, if the enemy has survived, it may continue its Attack Action.

R/W: Thunder Resistance - Frozen Weakness

Eye-Cult Infiltrator Gryphkin – Archer (4) *
Gryphkin, Infantry

Might	Dex	Def	Will
1	5	3	4

Bow	2 ATK	3-10"
Knife	1 ATK	0"

Silent Step (P)
This model can sacrifice his Movement or Attack Action to enter Stealth.
In Stealth: Rolls +1 ATK.

R/W: Thunder Resistance - Frozen Weakness

Eye-Cult Infiltrator Gryphkin - Shadow (5) *
Gryphkin, Infantry

Might	Dex	Def	Will
1	5	3	4

Short Blade	2 ATK	0"

Arcane Bolt (BA)	1 ATK	3-8"

Silent Step (P)
This model can sacrifice his Movement or Attack Action to enter Stealth.
In Stealth: Rolls +1 ATK, and may reroll 1 ATK dice against Exhausted targets.

R/W: Thunder Resistance - Frozen Weakness.

Eye-Cult Infiltrator Gryphkin - Assassin (4) *
Gryphkin, Infantry

Might	Dex	Def	Will
1	5	3	4

Dual Blades (DW)	3 ATK	0"

Silent Step (P)
This model can sacrifice his Movement or Attack Action to enter Stealth.
In Stealth: Rolls +1 ATK, and may reroll 1 ATK dice against Exhausted targets.

R/W: Thunder Resistance - Frozen Weakness.

Arcanist's Eye (1) *
Construct, Infantry, Unique

Might	Dex	Def	Will
10	4 (L)	5	/

Arcane Field (P)
Whenever a Spell is casted within 20" of this model, place an Arcane Token on this Unit Card equal to the spell's rank. Discard two Arcane Tokens from this Card to Dispel an enemy model's spell within 20". Enemies engaged with this model suffer 2 Energy Wound each round. This model is immune to any spells.

R/W: Energy Resistance.

Gufaar the Librarian **
Gryphkin, Hero, Arcanist

Might	Dex	Def	Will
4	6 (L)	4	6

Claws	2 ATK	0"

Arcane Bolt	4 ATK (Energy)	3-10"

Arcane Connection (P)
When this model is within 8" of the *Arcanist's Eye*, it can cast a known Spell by discarding Arcane Tokens from it equal to the spell rank instead of accumulating torment.

Elemental & Animancy Prof. (T)
Starts with the following spells:
Elemental - *Storm Infusion, Striking Lightning.*
Animancy - *Soul Breach, Arcane Torment.*

R/W: Thunder Resistance - Frozen Weakness.

Malor – Eye Guardian **
Gryphkin, Hero

Might	Dex	Def	Will
6	6 (L)	5 (S)	6

Sword & Shield	4 ATK (Energy)	0"

Arcane Slash	3 ATK (Energy)	3-8"

Swoop of the Gryphkin (P)
As long as this Unit Card has not been Activated, when an enemy within 8" attacks an allied model you can immediately activate this Unit Card to attack or charge the enemy before he rolls its ATK dice. At the end of this action, if the enemy has survived, it may continue its Attack Action.

Guardian of the Arcanist's Eye (P)
When this model is within 8" of the *Arcanist's Eye*, it can perform a Heroic Reaction by discarding Arcane Tokens from it: for every 1 Arcane Tokens spent it reduces the Fatigue Tokens gained by 1. Alternatively, this model can discard 2 Arcane Token to permanently get +1 ATK to both his weapons.

R/W: Thunder Resistance - Frozen Weakness.

The Legendary Arcanix ***
Epic Beast, Towering, Heroic Mount

Might	Dex	Def	Will
6 (R)	6 (L)	5	6

Claws	5 ATK	0"

Energy Breath (BW)	3 AoE ATK (Energy)	0-6"

Reborn from the Ashes (P)
Whenever this model is Vanquished, it Resurrects at the End of the next round in the same spot where it was Vanquished. This Heroic model is Immune to Permanent Death.

R/W: Energy, Fire Resistance.

Deepwood Alfar

Wild

Deepwood Alfar – Rangers (3) *
Wood Alfar, Infantry

Might	Dex	Def	Will
2	5 (M)	4	4

Deepwood Bow	3 ATK	3-12"
Knife	1 ATK	0"

Predator Strike (P)
May reroll 1 ATK dice against Exhausted targets.

Deepwood Alfar – Predators (3) *
Wood Alfar, Infantry

Might	Dex	Def	Will
2	5 (M)	4	4

Dual Sylverite Scimitar (DW)	3 ATK	0"

Predator Strike (P)
May reroll 1 ATK dice against Exhausted targets.

Deepwood Shadowleaf – Ranger (2) *
Wood Alfar, Infantry

Might	Dex	Def	Will
2	6 (M)	4	5

Deepwood Bow	3 ATK	3-12"
Dagger	1 ATK	0"

Ambush (P)
This model can sacrifice his Movement or Attack Action to enter Stealth.
In Stealth may reroll 2 ATK dice against Exhausted targets.

Deepwood Shadowleaf – Predators (3) *
Wood Alfar, Infantry

Might	Dex	Def	Will
2	6 (M)	4	4

Dual Sylverite Scimitar (DW)	3 ATK	0"

Ambush (P)
This model can sacrifice his Movement or Attack Action to enter Stealth.
In Stealth may reroll 2 ATK dice against Exhausted targets.

Endelshar Oakrage **
Wood Alfar, Hero, Arcanist

Might	Dex	Def	Will
4	6 (M)	4	5

Oakrage Bow (SS)	5 ATK	3-12"
Oakrage Halberd (IE)	3 ATK	0-2"

Predator Strike (P)
May reroll 1 ATK against Exhausted targets when this model attacks with one of his Weapon sets.

Druidcraft Proficiency (T)
Starts with the following spells:
Druidcraft - *Wild Roots, Forest Storm.*

Forest King **
Beast, Large, Heroic Mount

Might	Dex	Def	Will
5 (R)	6	4	6

Horns	4 ATK	0"

Forest King's Life Magic (T)
All allied models within 6" Heals immediately from 1 Wound and become Regenerating Creatures till the Forest King is Vanquished

Uldar The Shapeshifter ***
Wood Alfar, Hero, Arcanist

Might	Dex	Def	Will
4	5 (M)	4	6

Uldar Claws	4 ATK	0"

Wild Bolt	3 ATK (Poison)	3-10"

Shifting to Druidical Beast (T)
Heals from 2 Wounds and from 1 Heroic Wound. Immediately remove this model from the battlefield, placing *Uldar the Druidical Beast* in his position and passing any Token to the new form Card. Any engaged enemy gets Impact Force for 2".

Druidcraft Proficiency (T)
Starts with the following spells: Druidcraft – *Protective Bark, Arboriin Invocation, Hammer of the Mountains.*

Uldar The Shapeshifter ***
Beast, Hero, Transformation

Might	Dex	Def	Will
5	6 (M)	5	6

Uldar Claws	6 ATK	0"

Wild Bolt	3 ATK (Poison)	3-10"

Shifting to Alfar Form (T)
Remove this model from the game, placing *Uldar the Shapeshifter* in his position and passing any Token to the new form Card.

Wild Beast (P)
The Druidical beast can spot and target Invisible or models in Stealth.
Rolls +1 ATK against Exhausted and Fatigued targets.

Sylvan Knight

Wild

Sylvan Knight – Blademaster (3) *
Wood Alfar, Infantry

Might	Dex	Def	Will
2	5 (M)	5	5

Sylverite Greatblade (IE)	3 ATK	0-2"

Knightly Deeds (P)
Whenever a *Sylvan Knight Blademaster* Vanquishes a target place a *Deed* Token on this card. For each 2 Deed Token add +1 Will to every Sylvan Knight of this card.

Sylvan Knight – Guardian (3) *
Wood Alfar, Infantry

Might	Dex	Def	Will
2	5 (M)	5 (S)	5

Sylverite Spear & Shield (IE)	2 ATK	0-2"

Knightly Deeds (P)
Whenever a *Sylvan Knight Guardian* Vanquishes a target place a *Deed* Token on this card. For each 2 Deed Token add +1 Will to every Sylvan Knight of this card.

Sylvan Knight – Swordsman (3) *
Wood Alfar, Infantry

Might	Dex	Def	Will
2	5 (M)	5 (S)	5

Sylverite Sword & Shield	2 ATK	0"

Knightly Deeds (P)
Whenever a *Sylvan Knight Guardian* Vanquishes a target place a *Deed* Token on this card. For each 2 Deed Token add +1 Will to every Sylvan Knight of this card.

Sylvan Knight Stag Rider (2) *
Wood Alfar, Beast, Large, Cavalry

Might	Dex	Def	Will
3	6 (M)	5 (S)	5

Sylverite Spear & Shield	2 ATK	0-2"

Knightly Deeds (P)
Whenever a *Sylvan Knight* Stag Rider Vanquishes a target place a *Deed* Token on this card. For each 2 Deed Token add +1 Will to every Sylvan Knight of this card.

Feralia The Stag **
Wood Alfar, Hero

Might	Dex	Def	Will
4	6 (M)	5	6

Feralia's Bow (SS)	5 ATK	3-12"
Sylverite Blade	2 ATK	0"

Critical Snipe (F)
This model targets with precision a single model, even a Hero on a Heroic Mount, rolling +2 ATK dice with her Ranged Attack.

Legend of the Wild (P)
When Feralia performs a Fatigue Ability or Heroic Reaction she can discard Deeds Tokens from any Sylvan Knight Cards: for every 2 Deed Tokens discarded she reduces the Fatigue Tokens gained by 1.

Kilia the Ballet Queen **
Wood Alfar, Hero

Might 4	Dex 5 (M)	Def 4	Will 6

Sylverite Rapier	4 ATK	0"

Arcane Bolt	3 ATK (Energy)	3-10"

Sylvan's Ballad (T)
This model and its allies within 6" gets +1 ATK and +1 Will until the end of the next round and apply to the enemies within 6" a Charmed token.

Purifying ballad (T)
During the End Phase this model can discard Deeds tokens from any Sylvan Knight Card: for each token discard, heal this model or an ally within 6" by 1 Wound.

Ancient Forest Primordial **
Wood Alfar, Towering, Heroic Mount

Might 6	Dex 6 (M)	Def 5	Will 6

Tree's Blade (PC)	5 ATK	0-2"

Poison Explosion (BW)	2 AoE ATK (Poison)	0-6""

Primordial Roots (P)
ATK rolls resulting in a *Double* causes this model to cast *Wild Roots* spell in the same Attack Action *(only one for Action)*.
ATK rolls resulting in a *Scale* causes this model to cast *Vines Cage* spell in the same Attack Action against his target *(only one for Action)*.

Kivael Sylvanwind **
Wood Alfar, Hero, Arcanist

Might 4	Dex 6 (L)	Def 5	Will 6

Wild Bolt	4 ATK (Thunder)	3-10"

Sylverite Staff	2 ATK	0"

Enchanted Ballad (T)
When Kivael casts a Spell he can discard Deeds Tokens from any Sylvan Knight Cards: for every two tokens discarded he reduces the Torment gained by 1.
Spells casted with Deeds Tokens might be *Empowered* only once.

Druidcraft & Animancy Proficiency. (T)
Starts with the following spells:
Druidcraft - *Charm Beast, Forest Storm.*
Animancy - *Charm Song.*

Sunken Kingdom

Wild

Triton – Rider (4) *
Alfar, Amphibian, Infantry

Might	Dex	Def	Will
2	5	4	4

Spear/ & Shield (S)	2 ATK	0-2"

Conjunction of the Tides (P)
During the Event Phase roll a D6 for each Triton Raider or Executor model in game. If you obtain a full *Scale from 1 to 6*, the Spell *Tidal Call* is casted.

R/W: Thunder Weakness.

Triton – Executor (4) *
Alfar, Amphibian, Infantry

Might	Dex	Def	Will
2	5	4	4

Aquitrium Greatblade (IE)	3 ATK	0-2"

Conjunction of the Tides (P)
During the Event Phase roll a D6 for each Triton Raider or Executor model in game. If you obtain a full *Scale from 1 to 6*, the Spell *Tidal Call* is casted.

R/W: Thunder Weakness.

Triton – Assassin (4) *
Alfar, Amphibian, Infantry

Might	Dex	Def	Will
2	5	4	4

Aquitrium Dual weapons (DW)	3 ATK	0"

Conjunction of the Tides (P)
During the Event Phase roll a D6 for each Triton Raider or Executor model in game. If you obtain a full *Scale from 1 to 6*, the Spell *Tidal Call* is casted.

R/W: Thunder Weakness.

Triton – Hunter (4) *
Alfar, Amphibian, Infantry

Might	Dex	Def	Will
2	5	4	4

Trident (BA)	1 ATK	3-8"
Trident (IE)	2 ATK	0-2"

Conjunction of the Tides (P)
During the Event Phase roll a D6 for each Triton Raider or Executor model in game. If you obtain a full *Scale from 1 to 6*, the Spell *Tidal Call* is casted.

R/W: Thunder Weakness.

Triton Soulcannon (2) *
Infantry, Construct

Might	Dex	Def	Will
4	0	5	/

Soulcannon	4 ATK	2-20"

Triton Siege Weapon (P)
This model may only Attack as long as it is in contact with an Amphibian ally or is located on an Aquatic Terrain.

R/W: Thunder Weakness.

Swordeels – Rider (3) *
Alfar, Amphibian, Large, Cavalry

Might	Dex	Def	Will
3	6	4 (S)	4

Spear/Trident & Shield (IE)	2 ATK	0-2"

Tide Rider (P)
+1" Movement on Aquatic Terrain.
Rolls +1 ATK against targets in Aquatic Terrain.

R/W: Thunder Weakness.

Swordeels – Defender (3) *
Alfar, Amphibian, Large, Cavalry

Might	Dex	Def	Will
3	6	4 (S)	4

Sword & Shield	2 ATK	0"

Tide Rider (P)
+1" Movement on Aquatic Terrain.
Rolls +1 ATK against targets in Aquatic Terrain.

R/W: Thunder Weakness.

Alyssa Priestess of Holmuran **
Alfar, Amphibian, Hero, Arcanist

Might	Dex	Def	Will
4	5	4	6

Trident	2 ATK	0"
Frozen Bolt	4 ATK (Frost)	3-10"

Thousand Tentacles (T)
Alyssa must be in Aquatic Terrain to use this Ability. Rolls 1d6 for each enemy within 6" from her. On a 4+ the enemy model gets an *Immobilized* Token and 1 Wound.

Animancy & Druidcraft Prof. (T)
Starts with the following spells:
Animancy - *Charm Song*
Druidcraft - *Beast Charm, Tidal Call*

R/W: Thunder Weakness.

Siryus Jurabane **
Alfar, Amphibian, Hero

Might	Dex	Def	Will
6	5	5 (S)	6

Harpoon & Shield (IE)	5 ATK	0-2"
Harpoon	4 ATK	3-8"

Son of the Sea (P)
When Syrius is inside an Aquatic Terrain he can move twice his Dex and Heroic Reaction applies only 1 Fatigue Token to him.

Oath of the Jurabane (P)
Rolls +1 ATK against Amphibian. Additionally, rolls +1 ATK against any targets in Aquatic Terrain.

R/W: Thunder Weakness.

Dragonturtle Leviathan ***

Dragon, Amphibian, Epic Beast, Towering, Heroic Mount

Might	Dex	Def	Will
7	4	6	6

Fangs & Claws	**5 ATK**	0"
Water jet (**BW**)	**4 AoE ATK**	0-6"

Lord of the Tides (P)

+2 Dex and Levitation on Aquatic Terrain. This model can act as Heroic Mount for a single Hero or a combination of no more than 3 Infantry of the same Card (non Large, non Towering).

R/W: Thunder Weakness.

Arverian Woodkeepers

Wild

Arverian Woodkeeper - Keeper (4)
*
Arverian, Infantry

Might	Dex	Def	Will
2	5 (M)	3 (S)	4

Spear & Shield (IE)	2 ATK	0-2"

Protector of the Wild (P)
This model can repeat one failed Dex Test once per Round, and is additionally immune to Control Mind and Poisoned Tokens.

R/W: Poison Resistance.

Arverian Woodkeeper - Archer (4)
*
Arverian, Infantry

Might	Dex	Def	Will
2	5 (M)	3	4

Bow	3 ATK	3-12
Dagger	1 ATK	0"

Protector of the Wild (P)
This model can repeat one failed Dex Test once per Round, and is additionally immune to Control Mind and Poisoned Tokens.

R/W: Poison Resistance.

Arverian Woodkeeper - Sentry (4)
*
Arverian, Infantry

Might	Dex	Def	Will
2	5 (M)	3	4

Dual Weapons (DW)	3 ATK	0"

Protector of the Wild (P)
This model can repeat one failed Dex Test once per Round, and is additionally immune to Control Mind and Poisoned Tokens.

R/W: Poison Resistance.

Cervitaur Woodkeeper - Keeper (2) *
Arverian, Large, Cavalry

Might	Dex	Def	Will
4	6 (M)	4 (S)	5

Spear & Shield (IE)	2 ATK	0-2"

Protector of the Wild (P)
This model can repeat one failed Dex Test once per Round, and is additionally immune to Control Mind and Poisoned Tokens.

R/W: Poison Resistance.

Cervitaur Woodkeeper - Archer (2) *
Arverian, Large, Cavalry

Might	Dex	Def	Will
4	6 (M)	4	5

Bow	3 ATK	3-12"
Dagger	1 ATK	0"

Protector of the Wild (P)
This model can repeat one failed Dex Test once per Round, and is additionally immune to Control Mind and Poisoned Tokens.

R/W: Poison Resistance.

Toryden The Archdruid **
Arverian, Hero, Arcanist

Might 4	Dex 5 (M)	Def 4	Will 6
Staff		2 ATK	0"
Wild Bolt		4 ATK (Thunder)	3-10"

Soul of the Forest (T)
During the End Phase Toryden can sacrifice (Vanquish) allied Arboriins. For each Arboriin sacrificed, all allied models within 6" Heals immediately from 1 Wound and becomes *Regenerating Creatures* till Toryden is Vanquished.

Druidcraft Proficiency. (T)
Starts with the following spells:
Druidcraft - *Protective Bark, Arboriin Invocation.*

R/W: Poison Resistance.

Xeron Thunderhoof **
Arverian, Large, Hero

Might 6	Dex 6 (M)	Def 4	Will 6
Twin blades (DW)		5 ATK	0"
Throming Balde (BA)		2 ATK	3-8"

Protector of the Wild (P)
This model can repeat one failed Dex Test once per Round, and is additionally immune to Control Mind and Poisoned Tokens.

Dervish (P)
Every time this model Vanquishes an enemy, it can inflict an additional Attack for 3 ATK to another engaged model.

R/W: Poison Resistance.

Faenarion The Luxuriant **
Beast, Towering, Heroic Mount

Might 6	Dex 6 (M)	Def 4	Will 6
Horns (SB)		5 ATK	0"

Towering Rush (F)
Pick a target within Movement range. Regardless of interposing model (but not terrains), reach your target and Attack normally. Inflict *Impact Force for 2"* to all Engaged models, including the one interposed during the Charge.

R/W: Poison Resistance.

Swamp Gurunda

Wild

Swamp Gurunda - Pricker (5) *
Gurunda, Amphibian, Infantry

Might	Dex	Def	Will
1	5 (M)	3 (S)	3

Spear & Shield (IE)	1 ATK (Poison)	0-2"

Gurunda Jump (P)
The Gurunda can avoid Engagement with models that they jump along their Movement; they still get Engaged to models when their Movement ends.

R/W: Poison Resistance, Thunder Weakness.

Swamp Gurunda - Shieldman (5) *
Gurunda, Amphibian, Infantry

Might	Dex	Def	Will
1	5 (M)	3 (S)	3

Sword & Shield	1 ATK (Poison)	0"

Gurunda Jump (P)
The Gurunda can avoid Engagement with models that they jump along their Movement; they still get Engaged to models when their Movement ends.

R/W: Poison Resistance, Thunder Weakness.

Swamp Gurunda - Chopper (5) *
Gurunda, Amphibian, Infantry

Might	Dex	Def	Will
1	5 (M)	3	3

Dual Gurun Blade (DW)	2 ATK (Poison)	0"

Gurunda Jump (P)
Can avoid Engagement with models that they jump along their Movement; they still get Engaged to models when their Movement ends.

R/W: Poison Resistance, Thunder Weakness, Aquatic Terrain Immunity.

Swamp Bull Gurunda (3) *
Gurunda, Amphibian, Infantry

Might	Dex	Def	Will
3	4 (M)	5	4

Gurun Maul (SB)	3 ATK (Poison)	0"

Gurunda Jump (P)
Can avoid Engagement with models that they jump along their Movement; they still get Engaged to models when their Movement ends.

R/W: Poison Resistance, Thunder Weakness.

Salamander Riders – Pricker (3) *
Gurunda, Amphibian, Large, Cavalry

Might	Dex	Def	Will
3	6 (M)	4 (S)	4

Gurun Spear & Shield (IE)	1 ATK (Poison)	0-2"
Venomous Spit (BA)	1 ATK (Poison)	3-8"

Gurunda Jump (P)
Can avoid Engagement with models that they jump along their Movement; they still get Engaged to models when their Movement ends.

R/W: Poison Resistance, Thunder Weakness.

Salamander Riders - Chopper (3) *
Gurunda, Amphibian, Large, Cavalry

Might	Dex	Def	Will
3	6 (M)	4	4

Dual Gurun Blade (DW)	2 ATK (Poison)	0"
Venomous Spit (BA)	1 ATK (Poison)	3-8"

Gurunda Jump (P)
Can avoid Engagement with models that they jump along their Movement; they still get Engaged to models when their Movement ends.

R/W: Poison Resistance, Thunder Weakness.

Rosputakk Venomtongue **
Gurunda, Amphibian, Heroic

Might	Dex	Def	Will
4	6 (M)	4	5

Gurun Bow (SS)	4 ATK	3-12"
Gurun Blade	2 ATK	0"

Gurunda Jump (P)
Can avoid engagement with models along his Movement when jumping; he is still engaged with models when his Movement ends.

Acrobatic Archer (P)
This model can use Heroic Dodges for 1 Fatigue instead of 2. By successfully Dodging, this model can immediately shoot his aggressor with his ranged weapon.

R/W: Poison Resistance, Thunder Weakness.

Giant Horned Demonfrog **
Gurunda, Amphibian, Towering, Heroic Mount

Might	Dex	Def	Will
7	6 (M)	4	5

Fangs	5 ATK	0"
Tongue (IE)	4 ATK (Poison)	0-2"

Demonfrog Jump (P)
Can avoid engagement with models along his Movement when jumping; he is still engaged with models when his Movement ends.
At the designated point where the jump ends Roll 2 ATK Aoe in a 3" area;
Inflicts 1 Wound for each Success, and wounded models get Impact Force for 2 ".

R/W: Poison Resistance, Thunder Weakness.

King Sgrakkor III ****
Gurunda, Amphibian, Heroic, Arcanist

Might	Dex	Def	Will
6	3 (L)	5	8

Throne Smash (**SB**)	**6 ATK**	0”

Plague Bolt	**5 ATK** (**Poison**)	3-10”

Wild Magic (P)
Rolls dice resulting in a *Scale* apply a Wild Magic effect to the target, which is rolled on the following table with a d6:

1 Putrefaction: Vanquished the target.

2-3 Displacement: Teleport Anywhere on the battlefield (you choose where).

4 Polymorph: Vanquish the target and place a new Gurunda Pricker model under your control in its position.

5 Polymorph: Vanquish the target and place a new Gurunda Chopper model under your control in its position.

6 Polymorph: Vanquish the target and place a new Bull Gurunda model under your control in its position.

Druidcraft Proficiency. (T)
Starts with the following spells:
Druidcraft - *Poison Arrow, Poison Wave, Sense of the Wild.*

R/W: Poison Resistance, Thunder Weakness.

Spell Scrolls

This Chapter contains the Spells Scrolls of the 4 Domains. You can find here the Ranks and the Effects of the Spell seen in the Heroes Scrolls. Remember that an Arcanist proficient in an Arcane Domain can learn any spell of its list, as described in *The Arcane* Chapter.

As described in the Rulebook, every Arcanist Hero starts with some Spells and can learn more of the same Proficiency.

Elemental Manipulation

Those who use Elemental Manipulation are able to bend the Elements to their orders. Fire, ice, lightning and ash are handled by these Arcanists to defeat their enemies and achieve their goals. Those who hone their skills in Elemental Manipulation harmonize with an Element making it visible through their body, gradually becoming one with it. Elemental Manipulation Spells are primordial and simple when compared to other forms of Arcane control, for example they can easily inflict more damage by *Empowering* them.

Spell	Rank	Roll	Vs	Range	Effect
Frost Bolt	1	**4 ATK**	Def	10"	Inflicts 1 *Frost Wound per Success to the target. By obtaining any *Double* apply a Freezing Token.
Fire Cannon	1	**2 AoE ATK**	Def	10"	Inflicts 1 *Fire Wound per Success to each model within 4" of the designated point. *Double* apply a Burning Token to the target.
Storm Infusion	1	/	/	6"	Pick a model or Formation within range. Until the End Phase of the next Round, the model or formation affected may reroll all failed ATK dice and when ATK Rolls result in a *Double* apply a Broken Shield Token to the enemies.
Striking Lightning	2	**5 ATK**	Def	10"	Inflicts 1 *Thunder Wound per Success to the targets. ATK Rolls that result in a Double apply a Broken Shield to the target.
Fire Wave	2	**3 AoE ATK**	Def	6"	Inflicts 1 Wound per Success to each model within a 6" long cone of 90°, starting from the Arcanist; ATK Rolls that result in a *Double* apply a Burning Token to the target.
Frost Wall	2	/	/	10"	At the center of the designated point in range, generate a 5" tall Frost Wall barrier terrain, long 8" and thick 1". Last till the end of the next End Phase. *Empowering*: Wall length is extended to 12".
Frost Blade	3	**7 ATK**	Def	12"	Inflicts 1 *Frost Wound per Success to the target.

					ATK Rolls that result in a *Double* apply a Freezing Token to the target.
Inferno	3	4 AoE ATK (A)	Def	12"	Inflicts 1 *Fire Wound per Success to each model within 6" of the designated point. ATK Rolls that result in *Double* apply a Burnt Token to the target.
Lightning Chain	3	4 AoE ATK	Def	12"	Pick a model within range and up to 5 models within 3" between each other, starting from the first. Inflicts 1 *Thunder Wound per Success to the targets. ATK Rolls that result in a *Double* apply a Broken Shield.
Fire Shield	3	/	/	/	The caster is protected by a *Fire Shield*, which provides Fire and Burning Immunity until the End of the Quest. Additionally, when an enemy attempts an attack against a model with Fire Shield, the caster immediately rolls 1 ATK (Fire) against him.

Animancy

Animancy is the Arcane Art that seeks to reveal the secrets of the Soul and allows its manipulation, altering perception and feelings. In addition to acting directly on the souls of victims and allies, the Animancers can get in touch with the Souls of ancestors and deceased, bending them to their will to alter what surrounds them. Ancient knowledge of other worlds, imparted to Mundus by the Demons, Animancy can be a far more powerful weapon than Fire, blades and claws, allowing the shrewd Animancer to influence those around him to obtain practically anything.

Some Animancers practice the extirpation of the Souls of other living beings to collect them in Simulacra, special ampoules made of Ash Glass. These Souls are then used as a source of sustenance and exchange currency in the cities of the Tyrant-God, Slathaai or Demons. A member of any other race who hopes to negotiate or wishes to bargain with these people has no hope without a large number of powerful Souls caged in his Simulacrum. Souls contained in a Simulacrum are used by the talented Enchanters to transfer Arcane properties to any kind of Artifact through Runes. This is how the most powerful and legendary weapons and Relics of Aera were born.

Spell	Rank	Roll	Vs	Range	Effect
Soul Breach	1	/	Will	10"	Pick a model or formation within range: its WILL score is considered halved (to excess) against Spell Rolls until the next End Phase.
Soul Fragments	1	/	Def	Self	The caster is surrounded by 3 Soul Fragments till the End of the Quest. When an enemy model approaches within 8" of the caster for the first time, roll 2 ATK against it and spend 1 Soul Fragment. Causes 1 Energy Wound for each Success. *Empowering:* summon +2 Soul Fragments.
Charm Song	1	**3 ATK**	Will	6"	Pick a model within range: Apply 1 Charmed Token. *Empowering:* Apply an additional Charmed Token.
Forge Chant	1	/	/	6"	Friendly models within range get +1 DEF and are immune to future Broken Shield Token until the end of the next End Phase. *Empowering:* additionally, targets may reroll a failed Shield Roll Test.
Fear Wave	2	**3 AoE ATK (A)**	Will	6"	Each model within a 6" long cone of 90° starting from the Arcanist is Terrified.
Song of the Tenacious Heart	2	/	/	10"	Each ally within 10" from the caster is Helaed from any Terror token.
Soulless Wave	2	**3 AoE ATK (A)**	Will	6"	Each model within a 6" long cone of 90° starting from the Arcanist is Stunned.
Arcane Torment	2	/	/	10"	Pick a model within range : Inflicts 1D6 Torment to the target.
Banish Summon	3	/	/	10"	Roll 1d6 for each model within 6" of the designated point. On a 4+ vanquish the

					target, but only works on creatures Summoned by Abilities or Spells.
Reign of Terror	3	**4 AoE ATK (A)**	Will	12"	Each enemy within 4" of the designated point is Terrified. *Empowering*: extend area to 8".
Numbness of the Pit	3	**4 AoE ATK (A)**	Will	12"	Each enemy model within 6" of the designated point is Stunned *Empowering*: Also inflicts a Fatigue Token.
Judgment of Cowards	3	**3 AoE ATK (A)**	/	/	Each model on the battlefield with a Terror Token suffer 1 Energy Wound per Success.
Piercing Soul Cannon	3	**5 AoE ATK**	Def	In Vision	An Energy Beam is shot against a target *In Vision*. The target and every interposing model gets 1 Energy Wound per Success.

Druidcraft

The Druidical arts are the most ancient forms of Arcane control, it is said to come directly from the Old Gods. The first Druids, in fact, were the priests of Uma, lord of the Eternal Balance, rocks and roots, and Arba, Goddess of nature, leaves and fruits. Druids are now the fierce guardians of nature, keepers of the forests of the world, always ready to purify the world from the corrupt creatures. Druids never seek the destruction of wild creatures or monsters, they try to maintain balance, eliminating only the corrupt monstrosities that are born outside of the natural cycle. Druidical spells reflect the nature of the Druids who wrote them in the previous greener Eras, unleashing the force of nature through might rocks, strong roots and sharp leaves.

Spell	Rank	Roll	Vs	Range	Effect
Beast Charm	1	**3 ATK**	Will	6"	The target, which must have the tag *Beast*, *considers* you an ally and can't harm the Arcanist till the end of the Quest.
Wild Roots	1	**4 ATK**	Def	10"	Inflicts 1 Wound per Success to the target. Apply a Immobilized Token to the wounded target.
Protective Bark	1	/	/	6"	Friendly models within range get Bark Armor until the end of the next End Phase. *Bark Armor:* When receiving one or more Wounds, roll a D6. Ignore 1 Wound with 3+.
Poison Arrow	1	**4 ATK**	Def	10"	Inflicts 1 *Poison Wound per Success to the target Apply a Poison Token to the wounded target.
Poison Wave	2	**2 AoE ATK**	Def	6"	Each model within a 6" long cone of 90° starting from the Arcanist gets 2 Poison Token. Empowering: The Targets get 1 additional Poison Token.
Tidal Call	2	/	/	/	The battlefield is considered *Aquatic Terrain* until the end of Next Round. Empowering: it lasts for +1 Round.
Hammer of the Mountains	2	**3 AoE ATK**	Def	6"	Inflicts 1 Wound per Success to each model within a 6" long cone of 90°, starting from the Arcanist. Critical Hits cause 3 Wounds instead of 2.
Arboriin Invocation	2	/	/	6"	Summon 2 Arboriin within 3" of the Arcanist. They are controlled by you till the end of the Quest. *Empowering*: Summon one additional Arboriin.
Forest Storm	2	**3 AoE ATK**	Def	10"	Inflicts 1 Wounds per Success to each model within 6" of the designated point. Targets Wounded by this spell receive an Immobilized Token.

Vines Cage	3	4 AoE ATK	Def	12"	Pick a model within range and up to 5 models within 3" between each other, starting from the first. Apply a Immobilized token to the wounded targets.
Sense of the Wild	3	/	/	6"	Pick a model or Formation within range. It gets +1 ATK and +1 DEX (M) until the end of the next End Phase *Empowering*: The target gets additionally +1.

Arboriin			
Beast, Summoned			
Might	**Dex**	**Def**	**Will**
2	3	3	3
Wood Claws	**1 ATK**	0"	

Brambles Explosion (P)
When this model is Vanquished, inflicts Stunned on any Engaged enemy that fails a Dexterity test.

Necromancy

Arcanists who study the secrets of life and death are called Necromancers. These anatomy scholars dissect corpses belonging to different species by learning the use of spells capable of altering and manipulating bodies and corpses. The pioneers of Necromancy were the Slathaai, also known as Depth-Ones, who conducted forbidden experiments for most of the peoples of Aera. Still, many Necromancers carry out their experiments hidden in ancient crypts or abandoned cemeteries: isolated places that provide a large amount of raw material for their obscure studies.

Fascinated by death, many Necromancers use their talents to violently tear the skeleton from the remains of a newly deceased being, in order to turn it against his own companions. Skilled puppeteers, the most daring among them are able to maintain control of several fallen minions at the same time.

Spell	Rank	Roll	Vs	Range	Effect
Tissue Regeneration	1	/	/	6"	Pick a single model within range. Heals it from 2 Wounds. *Empowering:* Heals 3 Wounds and a Heroic Wound.
Condemnation of Sight	1	**3 ATK**	Def	6"	Pick a single model within range. Apply the Blind Token to the target.
Blasphemous Strength	1	/	/	6"	Pick a model or Formation within range. During its next Activation, the target/s have +1 ATK.
Cairn Whisper	2	**2 AoE ATK**	Def	10"	Inflicts a -1 MIGHT to each model within 6" of the designated point.
Bone Extraction	2	**5 ATK**	Def	10"	Inflicts 1 Wound per Success to the target. This Spell considers Target's MIGHT 1 point lower. If this Spell Vanquishes the target, place a Skeletal Minion at his original location. You control the Skeletal Minion till the end of the Quest.
Bone Deflagration	2	**5 ATK**	Def	10"	Inflicts 1 Wound per Success to the target. Target's MIGHT is considered 1 point lower. If this Spell Vanquish the target, it explodes: roll for 2 AoE ATK within 3" of his original location.
Marrow of Stone	2	**5 ATK**	Def	6"	Inflicts 1 Wound per Success to the target. This Spell considers Target's MIGHT 1 point lower. *Empowering*: If this Spell Vanquishes the target, the Arcanist gets +1 Def and +1 Might until the end of the Quest (not cumulative).
Death Whisper	3	**7 ATK**	Will	12"	Inflicts 1 Wounds per Success to the target. This Spell considers Target's MIGHT 1 point lower.

Life Breath	3	/	/	10"	The model within range or the caster itself gets a Resurrection Token until the end of the Quest. Resurrection Token: The model Resurrect immediately after being Vanquished.

Skeletal Minion
Fallen One, Summoned

Might	Dex	Def	Will
1	3	3	3

Bone Claws	1 ATK	0"

Fallen One
Immune to *Terror* and Animancy Spells.