

**CLAW TRIBE BARBARIAN**  
HUMAN HERO

6 3

STR 2, ARM 3, WILL 2, DEX 2

5 1

**BERSERK, TOUGH**

**3 Rage:** After every movement point spent, immediately make one Melee Attack. This model's **ATTACK** is reduced to 1 until its next activation, and may not be increased by equipment. Berserk may not be used.

**1 Fury's Blood:** Deadly Defense.

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**HEARTHSWORN FIGHTER**  
DWARF HERO

6 3

STR 2, ARM 2, WILL 2, DEX 2

6 1

**1 Cleave:** , Sweep 1

**2 Dwarven Curse:** Wave 3, STR vs WILL, Pull 3

**1 Hero's Balm:** Remove a number of wound tokens from target Hero (up to the number of hearts the model taking this action has remaining) and place them on the model taking this action.

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**GLIMMERDUSK RANGER**  
ELF HERO

7 3

STR 1, ARM 3, WILL 2, DEX 2

5 1

**2 Sparkle Burst:** Burst 1

**1 Herbalist:** Remedy

**1 Pixie Dust:** Steal

**1 Hunter's Salvation:** Sturdy

**SUREFOOT**

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**CLAW TRIBE BARBARIAN**  
HUMAN HERO

**Berserk:** During its activation, a model with Berserk may make a single Melee Attack costing no action points.

**Deadly Defense:** This model may score criticals on defense rolls. If it does, the attacker suffers a wound.

**Tough:** During its upkeep, a model with Tough removes a single wound token.

*Born of fire and hardship, Claw Tribe Barbarians live within the gnarled forests that dot the valleys of the Dragonback Peaks. Predations from monsters are constant and the food provided by the fiery landscape is meager at best. It is no wonder that many take to wandering.*

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**HEARTHSWORN FIGHTER**  
DWARF HERO

*Resilient and unflinching in the face of combat, the Hearthsworn Dwarves are warriors without peer. Able to withstand injury that would fell any of the lesser races, the Hearthsworn cleave through their adversaries bellowing insults and challenges to any foolish enough to face them.*

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**GLIMMERDUSK RANGER**  
ELF HERO

**Remedy:** A model affected by Remedy removes all status effect tokens.

**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

**Sturdy:** A model with Sturdy never suffers more than a single wound from a single action, such as critical hits or Massive Damage.

**Surefoot:** A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

*Deadly archers, the Glimmerdusk Rangers patrol the edges of the Fae Wood hunting any foolish enough to enter uninvited. With the rise of the Dark Consul, and the Nether Rifts advancing into their lands, the rangers have begun to venture from their woodland realm. They offer their considerable skill to any who will take the fight to the Dark Consul.*

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**ROYAL PALADIN**  
HUMAN HERO

6 3

STR 2, ARM 2, WILL 3, DEX 2

5 1

**HOLY**

2 Smite: STR, Fire  
1 Iron Halo: Aura 3, ARM  
Elixir: Heal 3

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**ROYAL PALADIN**  
HUMAN HERO

**Fire:** A model suffering Fire suffers one wound during its upkeep.

**Heal X:** A model affected by Heal may remove a number of wound tokens or a number of status effect tokens, in any combination, equal to the value of X.

**Holy:** A model with Holy may reroll a single die when making offensive actions against undead, demons, or nether models.

**Knockdown:** A model suffering Knockdown may not move or perform any other action until it spends one action point or all of its movement points to remove the Knockdown token. **(Arcade:** A monster suffering Knockdown may not perform commands until the next Move command. Instead of moving it must remove the Knockdown token.)

*The divine paladins of the Goddess are champions against the spreading darkness. Powerful warriors and healers. They serve as a bright beacon of hope—a rallying cry—of the Goddess, driving back the shadow and reclaiming Crystalia for all her children.*

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**EMBER MAGE**  
HUMAN HERO

6 3

STR 2, ARM 3, WILL 2, DEX 1

5 2

**Fire Wave:** Wave 1  
2 Magma Strike: WILL  
White Mage: Wave 5, Heal 1  
Fire Water: STR

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**EMBER MAGE**  
HUMAN HERO

**Heal X:** A model affected by Heal may remove a number of wound tokens or a number of status effect tokens, in any combination, equal to the value of X.

**Fire:** A model suffering Fire suffers one wound during its upkeep.

*The soul of the mage reflects the magic they are able to harness, and the shape of the power they manifest. Ember Mages are quick to anger, and wield terrible blasts of fire and brimstone. This fury is often balanced by bold and outgoing personalities that draw many to the bright glow of their charisma. Their destructive magic is highly sought after by adventuring parties willing to take the risk.*

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**RIFTING ROGUE**  
DEMON HERO

7 3

STR 3, ARM 2, WILL 1, DEX 2

5 1

**LUCK, STEALTH**

3 Backstab: STR, Massive Damage  
1 Bamf!: Aura 2, Stealth  
1 Dimensional Draught: Teleport

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**RIFTING ROGUE**  
DEMON HERO

**Luck:** When a model with Luck draws treasure cards, it may draw one additional card. Choose one of the cards drawn and shuffle it back into the deck.

**Massive Damage:** When an offensive action with Massive Damage inflicts a wound, it inflicts two wounds instead.

**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

**Teleport:** Choose an empty square anywhere within 10 squares and line of sight. Place the model affected by Teleport in this square.

*Demons become Heroes to combat the Dark Council for their own closely guarded reasons. Masters of striking from the shadows, Rifting Guild adepts can find the chink in any armor. More important to many though is their uncanny knack to find the most valuable treasure in any dungeon.*

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**STARFIRE**  
DRAGON DUNGEON BOSS

8 4

STR 2 ARM 4 WILL 2 DEX 2

8 4

FLY, TAIL SWEEP, RICHES

1 Wildfire: Lance 6.

3 Dragon Hoard: Draw one loot card; choose to equip it in the same manner as a Hero, or discard it.

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**STARFIRE**  
DRAGON DUNGEON BOSS

**Fire:** A model suffering Fire suffers one wound during its upkeep.

**Fly:** A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

**Riches:** When this boss spawns, it equips one additional relic item.

**Knockdown:** A model suffering Knockdown may not move or perform any other action until it spends 1 action point or all of its movement points to remove the Knockdown token.

**Tail Sweep:** During its activation, a model with Tail Sweep may make the following offensive action a single time for free:

⚔ Sweep 2.

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**STARFIRE**  
BOSS SPAWN

Burning Blades: All elite and minion monsters gain the ability.

TIMEOUT

Fire Storm: All Heroes suffer.

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Some sages claim that Starfire was the first dragon corrupted by the Dark Consul, that he succumbed to evil while he slumbered. The danger posed by Starfire is greater than his own considerable strength and prowess. His domination of the kobolds that spilled through the Nether Rifts into Crystallia speaks to his foresight, knowing they would be useful and project his power further than he could alone. His creation of the dragon cults, however, was a stroke of true genius. In the cults, he gave the kobolds a cause—a deity—to rally and inspiration them, and created a focus for veneration that weakened the fabric of Crystallia to bring in still more monsters. Starfire has reaped the benefits of this for centuries, vastly increasing his personal power and allowing him to dominate the Dragonbacks. His kobolds patrol the entire range, and his minions attack settlements and strongholds throughout Crystallia.

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**KOBOLD OGRE**  
KOBOLD OGRE MINI-BOSS

5 3

STR 2 ARM 2 WILL 1 DEX 2

7 4

MOB

1 Thwomp: Push 5.

2 Spin Around Real Fast: Wave 2.

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**KOBOLD OGRE**  
KOBOLD OGRE MINI-BOSS

**Knockdown:** A model suffering Knockdown may not move or perform any other action until it spends one action point or all of its movement points to remove the Knockdown token.

**Mob:** When making an offensive action, a model with Mob adds +1 STR to its offense roll for every additional model with Mob that is in range of its target, up to +3 STR.

The most powerful kobold leaders often display their might with a pair or more of burly ogre bodyguards. Having grown large and brutally strong from constant exposure to the Dark Realm's magicks, ogres have lost much of the intelligence and animal cunning of their lesser kobold kin. Despite this, they are remarkably loyal and enjoy being a part of their cousins' plans.

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**EGG CLUTCH**  
SPAWNING POINT

ARM  $\uparrow$

3

STEALTH

Spawning Pool:  
 1x Egg Clutch (Spawning Point)  
 2x Wyrmling  
 2x Whelp  
 2x Hatchlings

START

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**WYRMLING**  
DRAKE ELITE

STR 2, ARM  $\uparrow$ , WILL 3, DEX 3

2, 2

FLY, PILE-ON

2 Flame Burst:  $\uparrow$  Burst 1,  $\uparrow$   
 2 Dive Bomb:  $\uparrow$  STR  $\uparrow$

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**WHELP**  
DRAKE PRION

STR 2, ARM  $\uparrow$ , WILL 3, DEX 3

6, 1

1

PILE-ON

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**EGG CLUTCH**  
SPAWNING POINT

**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

**Immune: Status Effects**

Wherever a dragon makes its lair its draconic kin, drakes, are sure to be found. Territorial and savage, these lesser beasts submit entirely to the will of the dragon. In exchange for the dragon's protection, the drakes serve as the dragon's eyes, ears, and faithful guards.

When hunting a dragon, Heroes inevitably have to make their way through hordes of drakes that throw themselves in the path of the Heroes. Larger whelps attempt to drag their foes to the ground, so smaller hatchlings can swarm over their helpless prey. Above, elder wyrmlings swoop and dart, spitting fire at the invaders.

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**WYRMLING**  
DRAKE ELITE

**Fire:** A model suffering Fire suffers one wound during its upkeep.

**Fly:** A model with Fly treats difficult terrain, chasm, and structure squares as open squares, and all non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

**Knockdown:** A model suffering Knockdown may not move or perform any other action until it spends one action point or all of its movement points to remove the Knockdown token.

**Pile-on:** A model with Pile-on gains  $\uparrow$  STR if its target is suffering Knockdown.

Wyrmlings have so far managed to not be eaten by kin or kobold and are nearing maturity. They wheel around the caverns and their mountain hunting grounds on newly sprouted wings, feeding on foolish trespassers.

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**WHELP**  
DRAKE PRION

**Knockdown:** A model suffering Knockdown may not move or perform any other action until it spends one action point or all of its movement points to remove the Knockdown token.

**Pile-on:** A model with Pile-on gains  $\uparrow$  STR if its target is suffering Knockdown.

Still too young to grow wings, Whelps must settle for chasing down their prey to make a meal. This quickly weeds out the weakest of the clutch and ensures that only the strongest will survive.

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**HATCHLINGS**  
DRACAE MINION

6 2

STR 3 ARM 0 WILL 2 DEX 3

PILE-ON

2 1

START

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**HATCHLINGS**  
DRACAE MINION

**Pile-on:** A model with Pile-on gains +1 STR if its target is suffering Knockdown.

Even the smallest of dracles can be a serious threat in numbers. Quick-footed, sharp-toothed, and very hungry, Hatchlings swarm over anything at their height and have made more than one quick meal of a wounded Hero.

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**KOBOLD WARRENS**  
PAIRED SPAWNING POINT

ARM 1

4

MOB MENTALITY

Spawning Pool:  
2x Kobold Warrens (Spawning Point)  
1x Dragon Priest  
2x Ironscale  
2x Flinger  
3x Knucklehead  
3x Gouger

START

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**KOBOLD WARRENS**  
PAIRED SPAWNING POINT

**Immune: Status Effects**

**Mob:** When making a offensive action, a model with Mob adds +1 STR to its offense roll for every additional model with Mob that is in range of its target, up to +3 STR.

**Mob Mentality:** Monsters with affinity that are within 2 squares of Kobold Warrens gain Mob.

Kobolds were the first monsters from the Dark Realm to invade Crystallia, and remain the most numerous. In the centuries that have passed since the banishment of the Dark Consul, kobolds have only increased in numbers. Supremely adaptable and remarkably relentless in their drive to expand, there is no corner of Crystallia untouched by their menace.

Fortunately, they are also clannish and given to feuding amongst themselves when left to their own devices. Whenever possible, Heroes root out clans of kobolds before they unite behind a larger and craftier monster to boss them around. Otherwise, kobolds become an almost unstoppable scourge.

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**KOBOLD WARRENS**  
PAIRED SPAWNING POINT

ARM 1

4

MOB MENTALITY

Spawning Pool:  
2x Kobold Warrens (Spawning Point)  
1x Dragon Priest  
2x Ironscale  
2x Flinger  
3x Knucklehead  
3x Gouger

START

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**KOBOLD WARRENS**  
PAIRED SPAWNING POINT

**Immune: Status Effects**

**Mob:** When making a offensive action, a model with Mob adds +1 STR to its offense roll for every additional model with Mob that is in range of its target, up to +3 STR.

**Mob Mentality:** Monsters with affinity that are within 2 squares of Kobold Warrens gain Mob.

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**FLINGER**  
KOBOLD ELITE

7 1

STR 2  
ARM 0  
WILL 2  
DEX 2

1 1

MOB

Hot Pot: Aura 2, Stealth

Smoke Pot: Aura 2, Stealth

16 BIT

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**IRONSACLE**  
KOBOLD ELITE

7 2

STR 2  
ARM 2  
WILL 2  
DEX 1

1 2

MOB

Scaleshell: Aura 2, ARM

16 BIT

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**DRAGON PRIEST**  
KOBOLD ELITE

7 3

STR 2  
ARM 1  
WILL 2  
DEX 1

3 2

MOB

Dragon Rage: Aura 3, all kobolds and drakes gain STR.

Shadow Breath: Aura 5, Stealth

16 BIT

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**FLINGER**  
KOBOLD ELITE

**Fire:** A model suffering Fire suffers one wound during its upkeep.

**Mob:** When making a offensive action, a model with Mob adds STR to its offense roll for every additional model with Mob that is in range of its target, up to STR.

**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

Many young kobolds emerge from their warrens having learned how to hunt bats and other denizens with nothing more than a strip of drakegut and a pouch full of stones. Deadly accurate, they launch small clay pots of flaming lamp oil or inky smoke bombs to conceal their movement.

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**IRONSACLE**  
KOBOLD ELITE

**Mob:** When making a offensive action, a model with Mob adds STR to its offense roll for every additional model with Mob that is in range of its target, up to STR.

The strongest and largest of their kind, the Ironscales are draped in heavy armor and fight from behind immensely heavy shields. Advancing with a rattling stomp, their kin swarm from behind their wall of protection to attack anyone foolish enough to stick around.

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**DRAGON PRIEST**  
KOBOLD ELITE

**Mob:** When making a offensive action, a model with Mob adds STR to its offense roll for every additional model with Mob that is in range of its target, up to STR.

**Stealth:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

While the Cult of the Burning Star, which venerates Starfire, is the most well known there are cults of kobolds dedicated to the worship of all the dragons of Crystallia. Dragon Priests are granted arcane powers by their close communion with the dragons. Once bestowed these gifts, the priests never hesitate to use their favor to bully and intimidate the lesser kobolds into fighting for them.

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**7** **1**

**STR 3**  
**ARM 1**  
**WILL 2**  
**DEX 1**

**1** **1**

**KNUCKLEHEAD**  
KOBOLD MINION

MOB

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**7** **1**

**STR 3**  
**ARM 0**  
**WILL 2**  
**DEX 1**

**1** **1**

**GOUGER**  
KOBOLD MINION

MOB

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**6** **1**

**STR 2**  
**ARM 3**  
**WILL 2**  
**DEX 3**

**2** **1**

**BOO BOOTY**  
BOO BOOTY

BACKLASH, BOO BOOTY

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**KNUCKLEHEAD**  
KOBOLD MINION

**Mob:** When making a  offensive action, a model with Mob adds **+1 STR** to its offense roll for every additional model with Mob that is in range of its target, up to **+3 STR**.



The Knuckleheads' strength lies in large, deadly mobs of its kin throwing themselves headlong into smaller bands of Heroes. They use their small shields and iron helmets to take blows, while frantically stabbing anything in reach with their crude weapons.

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**GOUGER**  
KOBOLD MINION

**Mob:** When making a  offensive action, a model with Mob adds **+1 STR** to its offense roll for every additional model with Mob that is in range of its target, up to **+3 STR**.



Kobolds are not big on courage as lone fighters. Their snarling growls are meager and their weapons blunt and rusted. The Gouger's long spears can effectively add weight to their kin's attacks by stabbing at the desperately flailing Heroes.

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**BOO BOOTY**  
BOO BOOTY

**Backlash:** If a model targeted by an offensive action possesses Backlash and wins the defense roll, the model making the offense roll suffers one wound. A model may not draw a loot card for destroying a model due to Backlash.

**Boo Booty:** Boo Booty cannot be spawned, instead they enter play when their treasure card is drawn.

Boo booty are the unfortunate creation of gnomish tinkering, paired with dwarven greed. Originally intended to guard the treasure vaults of the Heartsworn Dwarves, the spirit of the Dark Consal filled the constructs with a malevolent intellect. Turning upon their former masters, boo booty rabidly guard their treasure from all who would seek to claim it.

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**FIZZY BEVERAGE**

So much sugar!

+1

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**SUGAR RUSH SODA**

Quick! Loot the dungeon before the sugar crash!

+1

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**ITTY-BITTY WINGS**

Warning: Do not attempt flight.

+2

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**BROKEN JOYSTIQ**

I can only go right!

+2

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**SQUARE SHOVEL**

Is this supposed to dig?

+1 STR

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**EXTRA PIXELS**

Look at that resolution.

+1 ARM

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**EMPTY JAR**

**+1**

*You fought a dungeon full of kobolds for this?*

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**POTION BANDOLIER**

**+1**

*They taste so good.*

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**HEART CONTAINER**

**+1**

*Why would you enchant it to beep obnoxiously when it's empty?*

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**SECRET CODE**

**+1**

*Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start.*

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**DWARF RUNESTONE**

**+1 ARM**

*I'd translate it, but there are children present.*

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**FREYJAN HAIRBALL**

**+1 DEX**

*You have been honored by the Freyjan people.*

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**NETHER CRYSTAL**

**+1 WILL**

*Power, at a price.*

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**KITTY-KAT CLOAK**

**+1 DEX**

**Surefoot:** A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

*Meow?*

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**DIAMOND PLATE**

**+1 ARM**

*Ultimate protection? Priceless.*

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**DUELIST'S TUNIC**

**+1 DEX**



*Always look your best while raiding.*

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**CHAINMAIL**

**+1 ARM**

*Come at me!*

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**GLEAMING BREASTPLATE**

**+1 ARM**

*The Dark Consul can wait till I've applied one more coat of polish.*

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**BRASS KNUCKLES**

**+1 STR**

*When you're tired of messing around.*

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**WARRIOR MAIL**

**+1 STR**

*For the Goddess!*

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**STURDY CLOAK**

**+1 ARM**

*Rugged protection for any Hero.*

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**ARMORED ASSASSIN**

**+1 DEX**

*Dress for the job you want, not the job you have.*

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**KNIGHT'S FULLPLATE**

**+1 ARM**

*Let them come.*

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**RUGGED CHAINMAIL**

**+1 ARM**


*It doesn't have to be pretty to do the job.*

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**KNIT CAP**  
**+1 WILL**  
 Thanks mom!



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**CLOCKWORK CANARY**  
**+1 ARM**  
 Keep your eye on the canary.



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**OGRE SKULL**  
**+1 STR**  
 Just let them think I defeated it, alright?



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**OLD BUCKET**  
**+1 DEX**  
 There's a hole in the bucket.



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**PRIEST VESTMENTS**  
**+1 WILL**  
 Dressed to smite.



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**WIZARDLING ROBE**  
**+1 WILL**  
 Because the dwarves weren't laughing at us enough for the hats and the wands...



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**HAMMER PENDANT**  
**+1 STR**  
*For those who smash with style.*



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**HORNED HELM**  
**+1 STR**  
*Headbutting isn't just for centaurs anymore.*



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**KNIGHT'S HELM**  
**+1 ARM**  
*I get wanting armor, but doesn't it clash with your wizard robe?*



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**ORDINARY BRICK**  
**+1 STR**  
*Huff and puff all you want.*



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**CHAINMAIL COIF**  
**+1 ARM**  
*Always protect your head.*



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**DUNGEON MAP**  
**+1 WILL**  
*I'm positive it's that way.*




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**CELESTIAN TIARA**  
**+1 WILL**  
*Fighting evil in style.*



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**KITTY-KAT CHARM**  
**+1 DEX**  
*Don't wear that around gnolls.*



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**NETHER ELF LONGSWORD**  
**+1 STR**  
*A blade cursed with the flames of the rift.*



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**LOCKPICKS**  
**+1 DEX**  
*I don't know where your share of the loot went.*



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**DRAGON TOOTH SHORTBOW**  
**+1 DEX**  
*It is said the spirit of the slain dragon curses every arrow as it leaves the bow.*



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**BEGINNER'S SPELLBOOK**  
**+1 WILL**  
*Never leave home without it.*



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**OGRE MACE**

**+1 STR**

*If you can lift it you're sure to hurt something.*

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**KNIGHT'S LANCE**

**+1 STR**

*The perfect tool for hunting dragons.*

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**DWARVEN AXE**

**+1 STR**

*Forged by dwarves and just as reliable.*

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**STEEL SWORD**

**+1 STR**

*Nothing finer than a well crafted blade.*

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**BLADED QUARTERSTAFF**

**+1 WILL**

*Just a scratch...*

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**MAKESHIFT POLEARM**

**+1 STR**

*Eh, it'll do.*

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**DRAGON HORN**  
**+1 STR**

**Z** Call of the Dragon King: Wave 2, Compel 4

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**GEM OF GREED**

A model with the Gem of Greed may equip two pieces of equipment to every slot. It may not equip a second treasure card.

*Mine! It's all mine!*



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**ELVEN LONGBOW**  
**+1 DEX**

*You don't need armor if your enemies never reach you.*

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**ARTIFICER PISTOL**  
**+1 WILL**

*I see you're proud of your crude blunderbuss, well...*

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**PARRYING BLADE**  
**+1 ARM**

*Don't let the name fool you, it stabs too.*

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**RUSTY GAUNTLETS**  
**+1 ARM**

*Well, they're better than nothing.*

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**PETRIFIED DRAGON HEART** **+1**

**Healer:** When a model with Healer rolls a potion, it may choose to gain a heart instead.

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**BURNING HORN** **+1 STR**

**2** Dragon's Breath:  Lance 8,  Let them all burn.

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**DRAGON TOOTH CLUB** **+2 STR**

**2** Thwack:  **+1 STR**, Push 4

Smash! Smash! Smash, little ants.

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**WYRM SCALE SHIELD** **+1 ARM**

**1** Fire Storm:  Wave 1,  Woosh!

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**DRAGON BOW** **+1 DEX**

**2** Solar Flare:  Burst 1

Everyone get down!

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**SPAWN BREAKER** **+1 STR**

**Spawn Kill:** When an enemy model spawns within range, this model may immediately make a melee attack against it.

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## BUBBLE BOP GRAPE ATTACK

**+1 STR**

1 **A Taste For The Fight:** Place this model in a square adjacent to an enemy model on this tile, regardless of line of sight.

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## SPELLMASTER RING

**+1 WILL**

2 **Glitter Bomb:** Burst 1.

*Let's see how they fight with glitter in their eyes!*

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## OUTRAGEOUS ORANGE TANGO

**+1 DEX**

1 **A Taste For Blood:** Place this model in a square adjacent to a spawning point on this tile, regardless of line of sight.

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## PRICKLE PEAR 'SPLOSION

**+1 ARM**

1 **A Taste For Friendship:** Place this model in a square adjacent to another friendly model that is within line of sight.

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## MIND BURST MELON

**+1 WILL**

1 **A Taste For Treasure:** Place this model in a square adjacent to a treasure chest that is within line of sight.

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## PORTABLE HOLE

**+1 DEX**

1 **Through The Hole:** Teleport! (Choose an empty square anywhere within 10 squares and line of sight. Place the model affected by teleport in this square.)

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**CHECKPOINT**

**Autosave:** One use only. When this model or a friendly model within 2 squares would be destroyed, immediately roll 1d6. Remove one wound token for each star rolled. If no stars are rolled, the model is destroyed as normal.

*Would you like to save?*

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**CHAMPION'S REGALIA**

**+2 STR**

**Improved Critical:** This model's critical hits inflict an additional wound.

*To the winner go the spoils.*

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**HOUSE OF ASH FULLPLATE**

**+1 ARM**

**Backstabber:** When a model with Backstabber suffers a wound, it may place the wound token on an adjacent friendly model instead.

*Never turn your back on a member of the House of Ash...*

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**CANDY'S PRIZE**

**+1 STR**

**Spread The Love:**  Heal 1

*I guessed how many were in the jar!*

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**CLOCKWORK HARNESS**

**+1 ARM**

**Deadly Defense:** This model may score criticals on defense rolls. If it does, the attacker suffers a wound.

*When you hear the click, get down.*

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**ROYAL GUARD UNIFORM**

**+1 ARM**

**Selfless:** Once per turn, when an adjacent friendly model suffers a wound, this model may suffer it instead.

*Duty. Honor. Service.*

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**EMBER TOWER ROBES**

**+1 WILL**

**2** **Flaming Gaze:** Lance 3, **+1 WILL**

*Only the most esteemed Ember Mages wear the robes of the tower.*

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**COTTON KITTY CLOAK**

**+1 DEX**

**Sturdy:** A model with Sturdy never suffers more than a single wound from a single action, such as critical hits or Massive Damage.

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**GYROCOPTER HAT**

**+1 ARM** **+2**

**Fly:** A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

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**BOTTLECAP CALTROPS**

**+1 DEX**

**Sidestep:** When a model with Sidestep wins a defense roll, it may immediately move one square.

*Your feet are doomed!*

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**BERSERKER'S HELM**

**+1 STR**


**Berserk:** During its activation, a model with Berserk may make a single Melee Attack costing no action points.

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**SENTINEL STATUETTE**

**+1 ARM**

**1** **The Sentinel Strikes:** 

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## CORPSE HAND

**+1 WILL**

*Must you bring that thing everywhere?*



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## ARCADIAN WINE

**+1 DEX**

**2** Wine Tasting:  Wave 3, Heal 2



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## FORBIDDEN TOME

**+1 WILL**

**2** **Forbidden Magic:**   if the target is destroyed by this action, this model may immediately select one of the target's unique actions and perform it without spending action points.



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## RESURRECTION CHARM

**+1 WILL**

**Resurrection:** When the party spends a Princess Coin, draw two loot.



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## GLIMMERWOOD CLOAK

**+1 DEX**

**1** Glimmering Swirls:  Aura 3, Stealth



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## MASSIVE FISTS

**+1 STR**

**Brutal Strike:** When this model wins an offense roll, add  to its total.

*Crude, but effective.*




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**ACCURSED LONGSWORD**

**+1 STR**

**2** Accursed Cut: **A**, **+1 STR**, **3**

*I slew a demon with it, and the flames of the nether forever touched it...*

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**CELESTIAL LANCE**

**+1 ARM**

**2** The Goddess Lance: **A**, Lance 4, **+1 WILL**, all squares in the area are affected regardless of line of sight.

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**ALCHEMICAL BOMB**

**+1 WILL**

**2** Bombs Away!: **3**, **3**, Burst 2

*Give us some warning before you throw the next one?*

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**ANGELIC ARBALEST**

**+1 ARM**

**2** Celestial Clobbering: **A**, **3** DEX, Push 2, **4**

*Give the Goddess my greetings.*

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**DEVOURING SPHERE**

**+2 ARM**

**Predator:** When an enemy model moves out of a square that is adjacent to a model with Predator, the model with Predator may immediately make a Melee Attack against that model.

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**LIGHTNING CASTER**

**+1 WILL**

**2** Lightning Storm: **3**, Arc

*Hey guys, watch this!*

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**FAERIE BLADE**

**+1 DEX**

**2** **Dance of Blades:**  
Cross 2, **+1 DEX**

*They fell like leaves to the forest floor...*

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**BOOTY BITER**

Boo Booties only have an effect when drawn from a treasure chest. The Consul spawns one Boo Booty in the square the treasure chest occupied. The Hero that opened the chest suffers one wound.

*Watch your fingers, this Boo Booty bites!*

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**BOUNCING BOOTY**

Boo Booties only have an effect when drawn from a treasure chest. The Consul selects a square within six squares of the square the treasure chest occupied. Spawn a Boo Booty in the chosen square. The Boo Booty must be spawned on the same tile that the chest was on.

*The Bouncing Booty never holds still. You'll have to be quick to catch it!*

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**BASHFUL BOOTY**

Boo Booties only have an effect when drawn from a treasure chest. The Consul spawns one Boo Booty in the square the treasure chest occupied. Then all Heroes within 3 squares and line of sight of the Boo Booty suffer **1**.

*Aw, she's just a little shy!*

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**BOOTY GRINDER**

Boo Booties only have an effect when drawn from a treasure chest. The Consul spawns one Boo Booty in the square the treasure chest occupied. The Hero that opened the chest discards one equipped loot card.

*Crunch, crunch, crunch. Booty Grinders live to devour your gear.*

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**BITEY BOOK**

Give this card to the Consul and draw another treasure card before selecting a treasure card. At the start of any turn, the Consul may discard this card to make all Heroes roll their **DEX**. Any Heroes that score one or fewer stars on the roll suffer a wound.

*This is why I don't read.*

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### BODACIOUS BINDING

Give this card to the Consul and draw another treasure card before selecting a treasure card. At the start of any Hero turn, the Consul may discard this card to name a Hero. The named Hero may not activate that turn. (Two Heroes still activate as normal, even if this forces a Hero with an activation token to activate).

*I'll admit, I judged it by its cover.*

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### TOUCHY TOME

Give this card to the Consul and draw another treasure card before selecting a treasure card. At any time, before dice are rolled, the Consul may discard this card to heal all wounds on target monster. Touchy Tome may not be used on the dungeon boss.

*Betrayed. By a book.*

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### CURSED STAFF

**+1**

*The Dark Consul bestows his power on his most loyal servants, but power always has a price.*

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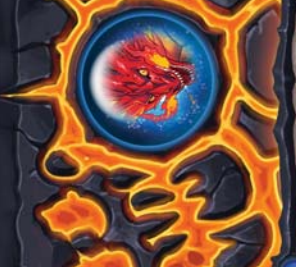


### PINCHING PAGES

Give this card to the Consul and draw another treasure card before selecting a treasure card to keep. At the start of any turn, the Consul may discard this card to remove all potion tokens from target Hero.

*Yes, the book stole your Super Slurpy Grape Soda.*

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### THE DRAGON JEWEL

**+1 STR**

**Burn, Insects!** Enemy models within 2 squares that resolve Fire during their upkeep must discard two equipment cards from the backpack or suffer an additional wound.

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### FLAMING CROWN

**The Consul's Wrath:** This model gains **+1** to all offense rolls.

*Imbued with the flames of the Nether Rift, the Flaming Crown is a blessing of the Dark Consul.*

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**STOLEN ESSENCE**

**+2** **+2**

*Not all heroes return triumphantly...*

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**DIFFICULT TERRAIN**

**Difficult Terrain**

Each square of difficult terrain a model enters costs two movement points. If a model does not have enough movement points to move into a square with difficult terrain, it may not do so.

Large based models are only considered to enter a square of difficult terrain if one of the squares counted along the path they are moving is difficult terrain. Remember, large based models can "squeeze" through single-square lanes.

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**CHASM**

**Chasm**

Models cannot move through chasms. Models can draw line of sight through chasms.

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**STRUCTURE**

**Structure**

Models cannot draw line of sight across or move through structures.

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**GODDESS**

Models that end their activation adjacent to a Goddess structure may remove one wound token.

**Blessing:** A tile effect with Blessing bestows a positive effect, specified on the tile effect's card, to models within the tile. Blessings only affect Hero, elite and minion models.

**Structure:** Models cannot draw line of sight across or move through structures.

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**LAVA**

A model which enters one or more Lava squares suffers  at the end of the current activation.

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**HERO TURN SUMMARY** pg.13

Perform one of the following:

- Complete one Hero activation
- Complete a second Hero activation
- Power-Up Phase

**HERO ACTIVATION** pg.14

When activating a Hero perform the following:


- Add an activation token to the Hero's card
- Upkeep
- **Movement and Actions** - in any order and combination


**HERO POWER-UP** pg.20


Perform the following during Power-Up:


- Rewards, pg. 20
- Princess Coins, pg. 21
- Equipment, pg. 21

**TYPES OF ACTIONS** pg.19

 **Red offensive** actions inflict a single wound if successful.

 **Blue support** actions do not inflict wounds, instead they will list other effects.

 **Augment** actions only affect friendly models. Augment actions that do not list a range affect the model using the action.

 **Dangerous** actions will affect both friendly and enemy models.

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**SPAWN LOCATION**

Spawning points are placed in spawn location squares.

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**BASIC ACTIONS** pg.19

 **Magic Attack:**  Make an offensive action using **WILL**.

 **Melee Attack:**  Make an offensive action using **STR**.

 **Missile Attack:**  Make an offensive action using **DEX**.

 **Dash:** Move two squares.

 **Open Chest:** Open an adjacent Treasure Chest.

**POTIONS** pg.19

Once per turn, a Hero may discard a potion token to take a potion action without spending action points.

 **Blue Potion:** Make the listed support action.

 **Red Potion:** Make the listed offensive action.

 **Green Potion:** Make the listed support action. Green potions may only be used during the Consul's turn.

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**1 Green Potion:** Make the listed support action. Green potions may only be used during the Consul's turn.

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**BASIC ACTIONS** pg.19

**1 Magic Attack:** Make an offensive action using **WILL**.

**1 Melee Attack:** Make an offensive action using **STR**.

**1 Missile Attack:** Make an offensive action using **DEX**.

**1 Dash:** Move two squares.

**1 Open Chest:** Open an adjacent Treasure Chest.

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Once per turn, a Hero may discard a potion token to take a potion action without spending action points.

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**HERO TURN SUMMARY** pg.13

Perform one of the following:

- Complete one Hero activation
- Complete a second Hero activation
- Power-Up Phase

**HERO ACTIVATION** pg.14

When activating a Hero perform the following:

- Add an activation token to the Hero's card
- **Upkeep**
- **Movement and Actions** - in any order and combination

**HERO POWER-UP** pg.20

Perform the following during Power-Up:

- Rewards, pg. 20
- Princess Coins, pg. 21
- Equipment, pg. 21

**TYPES OF ACTIONS** pg.19

- Red offensive actions** inflict a single wound if successful.
- Blue support actions** do not inflict wounds, instead they will list other effects.
- Augment actions** only affect friendly models. Augment actions that do not list a range affect the model using the action.
- Dangerous actions** will affect both friendly and enemy models.

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**MIGHTY MONSTER BONUS**

All monsters, except the dungeon boss, gain the following bonus:

**+1 to all offense rolls**

If the monsters gain the above bonus from the Mighty Monster Chart, place this card in front of the Consul player as a reminder.

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## MIGHTY MONSTER BONUS

All 8-Bit monsters gain the following bonus:

**Massive Damage**  
When an offensive action with Massive Damage inflicts a wound, it inflicts two wounds instead.

If the monsters gain the above bonus from the Mighty Monster Chart, place this card in front of the Consul player as a reminder.



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## MIGHTY MONSTER BONUS

All 8-Bit monsters gain the following bonus:

**Backlash**  
If a model targeted by an offensive action possesses Backlash and wins the defense roll, the model making the offense roll suffers one wound. A model may not draw a loot card for destroying a model due to Backlash.

If the monsters gain the above bonus from the Mighty Monster Chart, place this card in front of the Consul player as a reminder.