

CLAW TRIBE BARBARIAN
HERO

6 3

STR 2, ARM 3, WILL 2, DEX 2

5 1

BERSEK, TOUGH

3 **Rage:** After every movement point spent, immediately make one Melee Attack. This model's Rage is reduced by 1 until it is no longer 0. Berserk may not be used by equipment. Berserk may not be used.

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

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HEARTHORN FIGHTER
HERO

6 3

STR 2, ARM 3, WILL 2, DEX 2

6 1

Cleave: Sweep 1

1 **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). Place them on the model taking this action.

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GLIMMERDUSK RANGER
HERO

7 3

STR 1, ARM 3, WILL 2, DEX 2

5 1

SUREFOOT

1 **Sparkle Burst:** Burst 1

1 **Heblist:** Remy

1 **Pile Dust:** DEX, Stealth

1 **Hunter's Salvation:** Study

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ROYAL PALADIN
HERO

6 3

STR 2, ARM 3, WILL 3, DEX 2

5 1

HOLY

2 **Smite:** STR, Aura 3, Heal 3

1 **Iron Halo:** Aura 3, Heal 3

1 **Elk:** Heal 3

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EMBER MAGE
HERO

6 3

STR 2, ARM 3, WILL 2, DEX 1

5 2

Fire Wave: Wave 1

2 **Magma Strike:** Wave 5, Heal 1

1 **White Mage:** Wave 5, Heal 1

1 **Fire Water:** STR, Heal 1

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RIFTING ROGUE
HERO

7 3

STR 3, ARM 3, 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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STARFIRE
BOSS

8 4

STR 2, ARM 3, WILL 1, DEX 2

8 4

FLY, TAIL SWEEP, RICHES

1 **Wildfire:** Lance 6

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

SUPER

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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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KOBOLD OGRE
KOBOLD (SEE THE HOST)

5 3

STR 2, ARM 2, WILL 1, DEX 2

7 4

MOB

1 **Thwomp:** Push 5

2 **Spin Around Real Fast:** Wave 2

SUPER

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EGG CLUTCH
SPAWNING POINT

3

STEALTH

Spawning Pool:

- 1x Egg Clutch (Spawning Point)
- 2x Wymling
- 2x Whelp
- 2x Hatchlings

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WYMLING
KOBOLD LIT

6 2

STR 2, ARM 3, WILL 3, DEX 3

2 2

FLY, FILE ON

2 **Flame Burst:** Burst 1

2 **Dive Bomb:** STR

SUPER

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WHELP
KOBOLD PHOEN

6 1

STR 2, ARM 3, WILL 1, DEX 3

1

FILE ON

SUPER

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HATCHLINGS
KOBOLD PHOEN

6 2

STR 3, ARM 0, WILL 2, DEX 3

2 1

FILE ON

SUPER

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KOBOLD WARRENS
PAISED SPAWNING POINT

4

MOB MENTALITY

Spawning Pool:

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

SUPER

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KOBOLD WARRENS
PAISED SPAWNING POINT

4

MOB MENTALITY

Spawning Pool:

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

SUPER

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DRAGON PRIEST
KOBOLD LIT

7 3

STR 2, ARM 3, WILL 2, DEX 1

3 2

MOB

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

2 **Shadow Breath:** Aura 5, Stealth

16 **BIT**

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IRONSACLE
KOBOLD LIT

7 2

STR 2, ARM 2, WILL 2, DEX 1

1 2

MOB

1 **Scaleswath:** Aura 2, STR

8 **BIT**

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FLINGER
KOBOLD LIT

7 1

STR 2, ARM 0, WILL 2, DEX 1

1

MOB

1 **Hot Pot:** Aura 2, Stealth

1 **Smoke Pot:** Aura 2, Stealth

8 **BIT**

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KNUCKLEHEAD
MONSTER

7 1

STR 4 ARM 3 WIL 4 DEX 2

1 1

MOB

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GOUGER
MONSTER

7 1

STR 4 ARM 3 WIL 4 DEX 2

1 1

MOB

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BOO BOOTY
MONSTER

6 1

STR 2 ARM 3 WIL 2 DEX 3

2 1

BACKLASH BOO BOOTY

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BROKEN JOYSTIQ

+2

I can only go right!

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FIZZY BEVERAGE

+1

So much sugar!

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SUGAR RUSH SODA

+1

Quick! Loot the dungeon before the sugar crash!

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SQUARE SHOVEL

+1 STR

Is this supposed to dig?

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DWARF RUNESTONE

+1 ARM

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

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EXTRA PIXELS

+1 ARM

Look at that resolution.

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FREYJAN HAIRBALL

+1 DEX

You have been honored by the Freyjan people.

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ITTY-BITTY WINGS

+2

Warning: Do not attempt flight.

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HEART CONTAINER

+1

Why would you enchant it to keep obscuroclously 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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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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NETHER CRYSTAL

+1 WIL

Power, at a price.

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DUELIST'S TUNIC

+1 DEX

Always look your best while riding.

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KITTY-KAT CLOAK

+1 DEX

Surfboard: A made with Surfboard treats difficult terrain squares as open squares. All other squares are ignored. Those squares are ignored. Meow?

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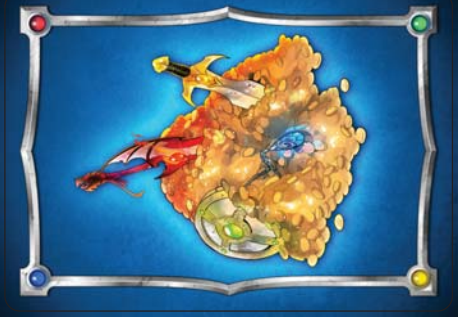
KNUCKLEHEAD KNUCKLEHEAD

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



The Knucklehead's strength lies in large, deadly, mobs of its kin throwing themselves headlong into smaller bands of enemies. The Knucklehead's strength lies in large, deadly, mobs of its kin throwing themselves headlong into smaller bands of enemies. The Knucklehead's strength lies in large, deadly, mobs of its kin throwing themselves headlong into smaller bands of enemies.

WIZARD'S: LARRY GOODMAN "Epic" 11/12/12



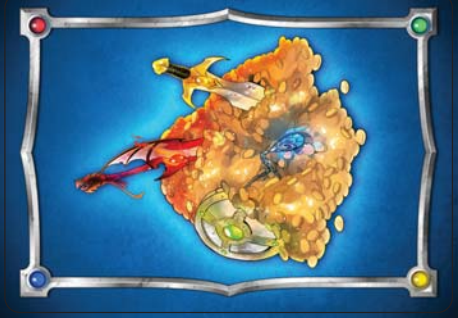
COLIGER COLIGER

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



Robolds are not big on courage as lone fighters. Their strength lies in large, deadly, mobs of its kin throwing themselves headlong into smaller bands of enemies. The Coliger's strength lies in large, deadly, mobs of its kin throwing themselves headlong into smaller bands of enemies.

WIZARD'S: LARRY GOODMAN "Epic" 11/12/12



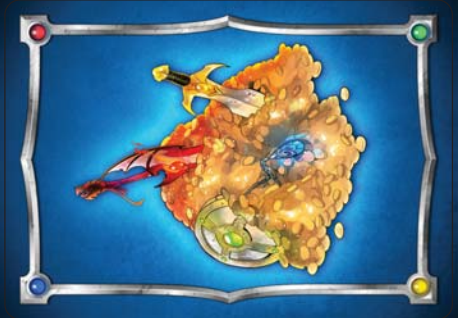
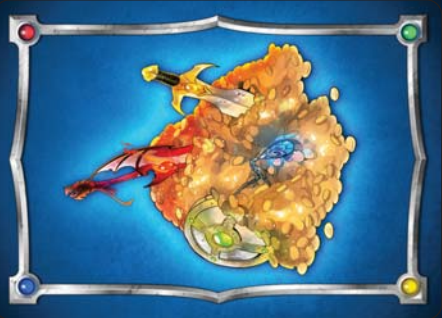
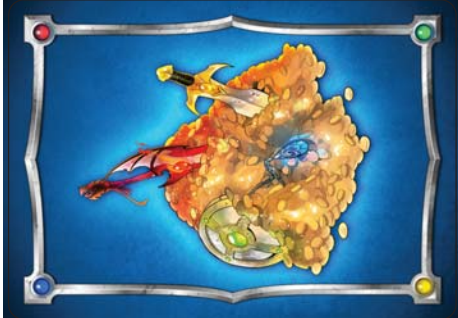
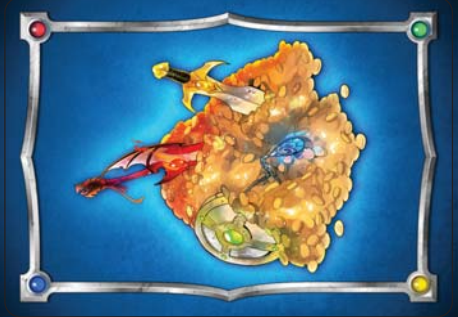
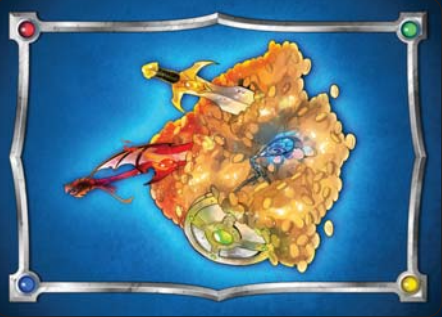
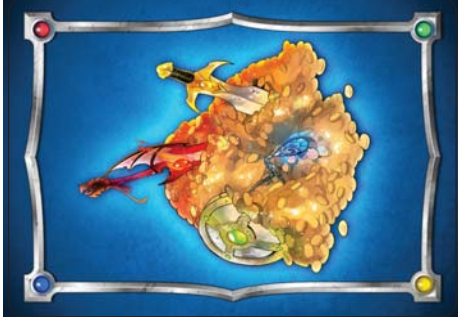
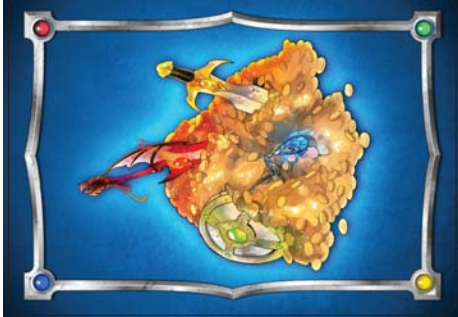
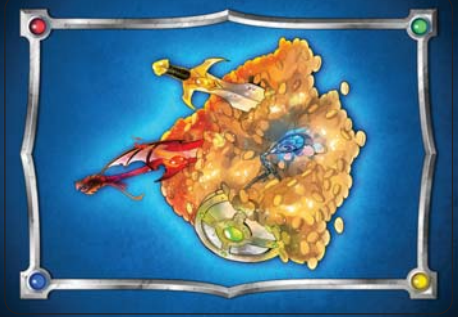
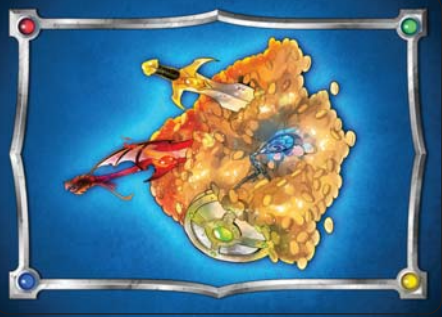
BOO BOOTY BOO BOOTY

Backlash: If a model targeted by an offensive action suffers a wound, 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 infamous creation of gnomish tinkering, paired with diabolical greed. Originally intended to guard the treasure vaults of the Heartbeats Dwarves, the spirit of the Dark Cursed Jinn the creature with a Boo Booty is a small, mischievous creature that will do anything to guard their treasure from all who would seek to claim it.

WIZARD'S: LARRY GOODMAN "Epic" 11/12/12





CHAINMAIL
+1 ARM

Come at me!

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ARMORED ASSASSIN
+1 DEX

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

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OLD BUCKET
+1 DEX

There's a hole in the bucket.

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DIAMOND PLATE
+1 ARM

Ultimate protection? Priceless.

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BRASS KNUCKLES
+1 STR

When you're tired of messing around.

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KNIT CAP
+1 WILL

Thanks mom!

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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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WARRIOR MAIL
+1 STR

For the Goddess!

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CLOCKWORK CANARY
+1 ARM

Keep your eye on the canary.

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KNIGHT'S FULLPLATE
+1 ARM

Let them come.

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PRIEST VESTMENTS
+1 WILL

Dressed to smite.

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HAMMER PENDANT
+1 STR

For those who smash with style.

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RUGGED CHAINMAIL
+1 ARM

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

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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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ORDINARY BRICK
+1 STR

Huff and puff all you want.

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STURDY CLOAK
+1 ARM

Rugged protection for any Hero.

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OGRE SKULL
+1 STR

Just let them think I defeated it, alright?

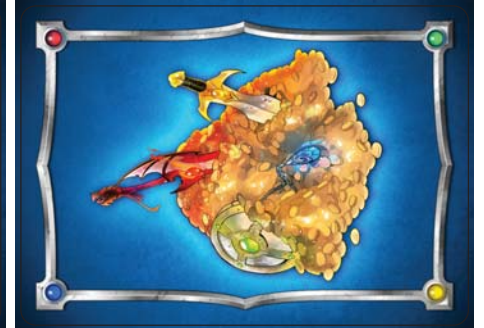
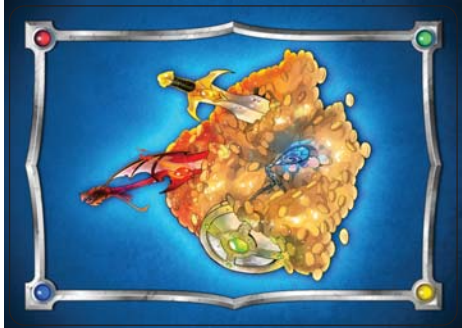
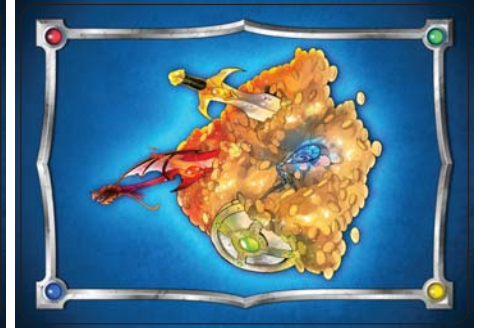
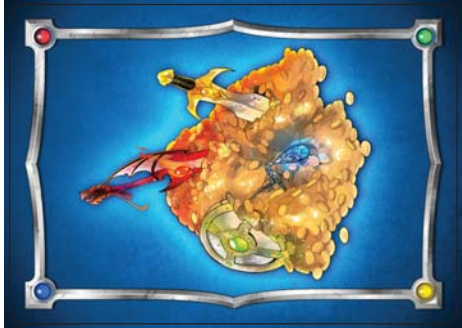
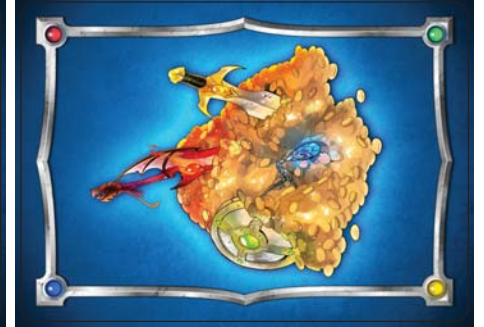
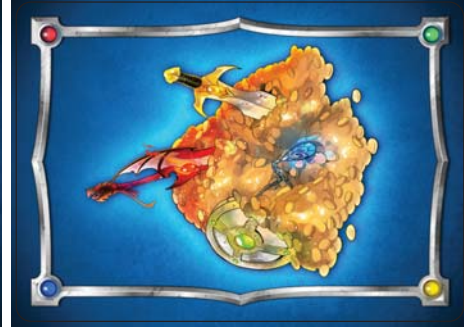
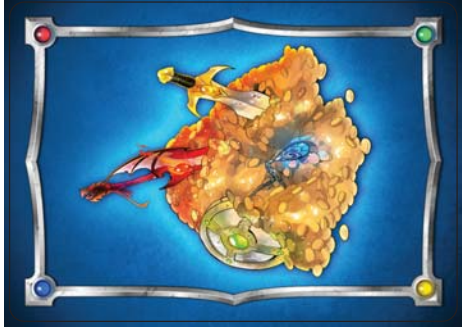
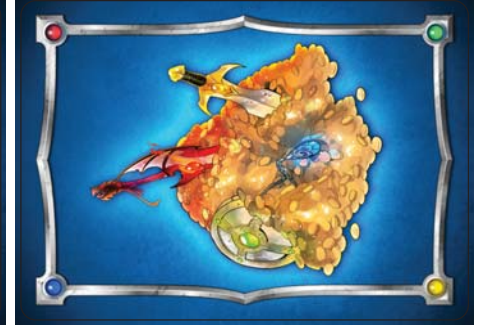
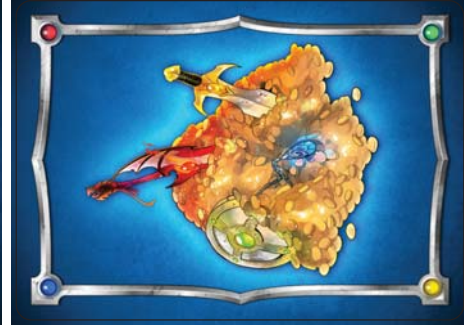
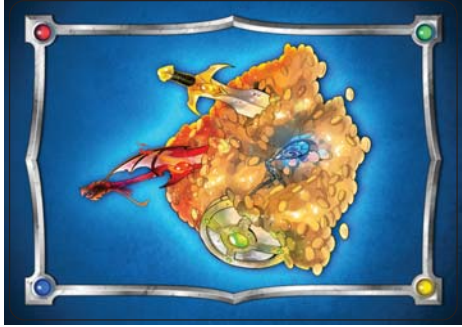
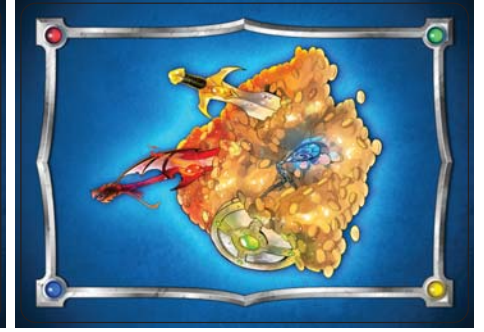
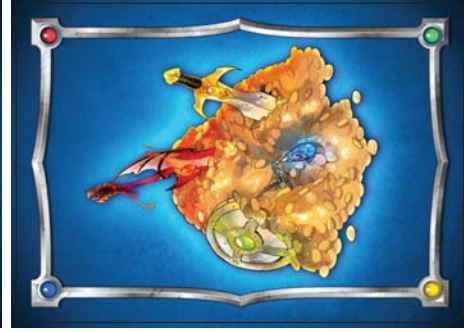
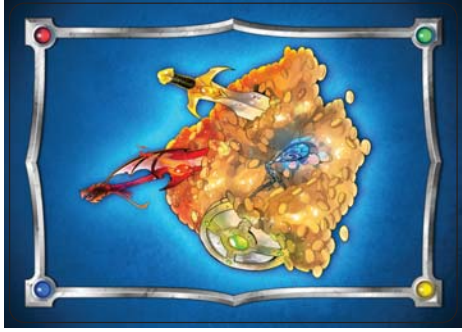
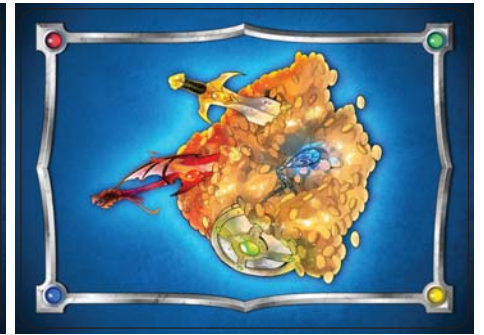
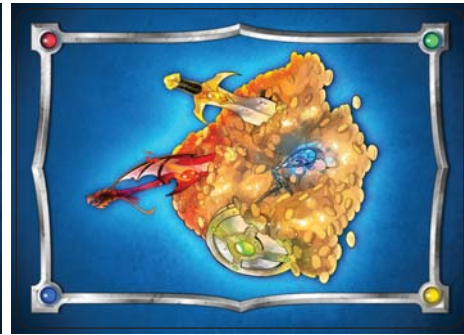
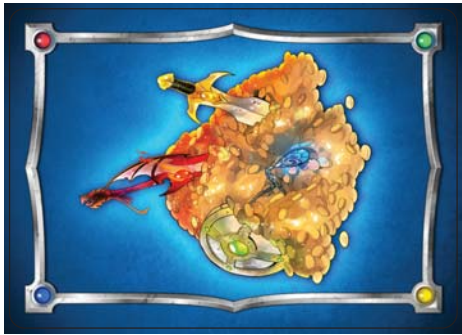
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HORNED HELM
+1 STR

Headbunting isn't just for centaurs anymore.

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CHAINMAIL COIF
+1 ARM

Always protect your head.

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KNIGHT'S HELM
+1 ARM

I get warring armor, but doesn't it clash with your wizard robe?

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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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LOCKPICKS
+1 DEX

I don't know where your share of the loot went.

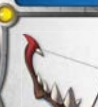
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KITTY-KAT CHARM
+1 DEX

Don't wear that around gnolls.

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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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NETHER ELF LONGSWORD
+1 STR

A blade cursed with the flames of the rift.

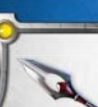
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BEGINNER'S SPELLBOOK
+1 WILL

Never leave home without it.

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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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DWARVEN AXE
+1 STR

Forged by dwarves and just as reliable.

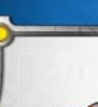
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STEEL SWORD
+1 STR

Nothing finer than a well crafted blade.

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OGRE MACE
+1 STR

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

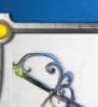
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KNIGHT'S LANCE
+1 STR

The perfect tool for hunting dragons.

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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.

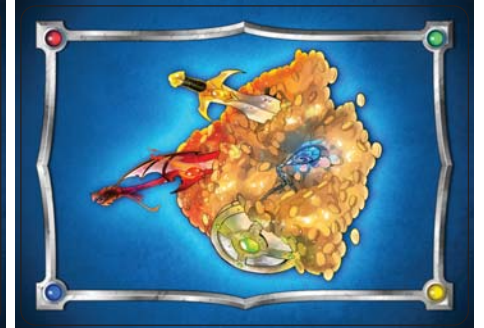
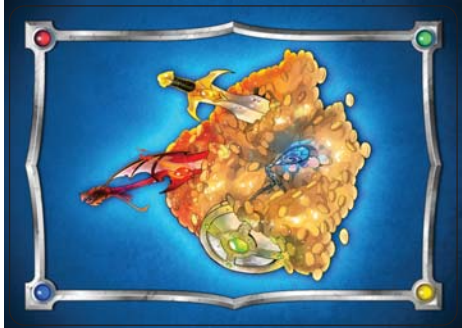
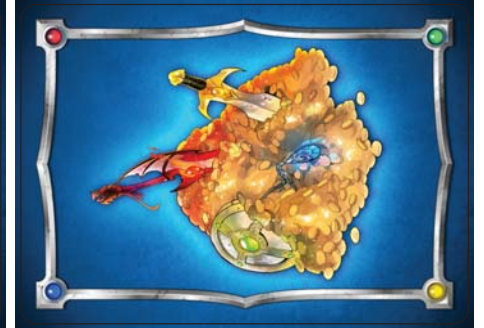
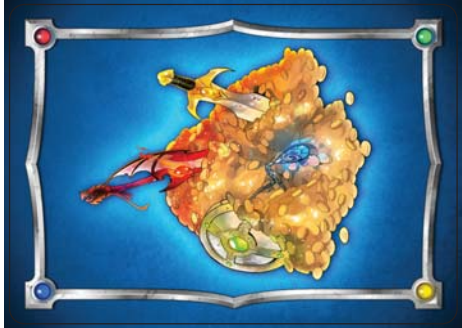
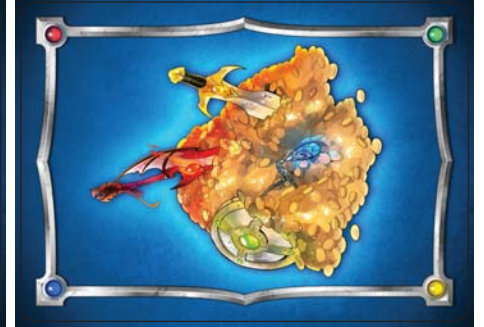
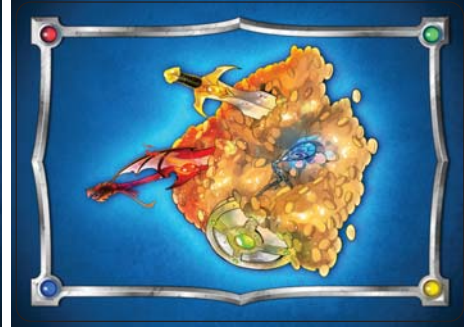
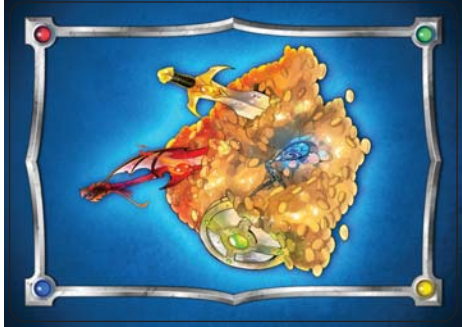
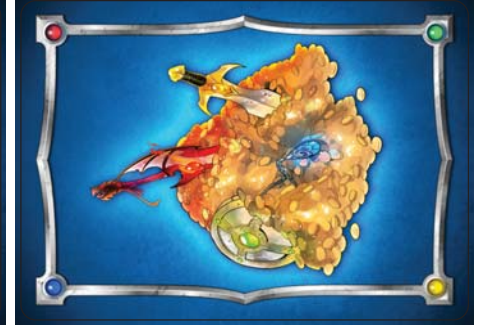
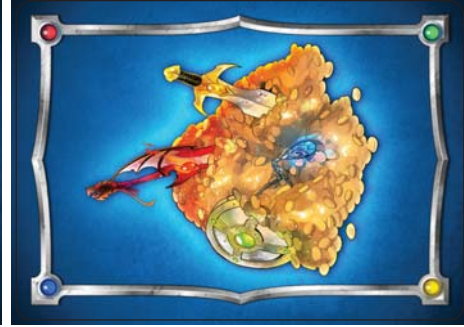
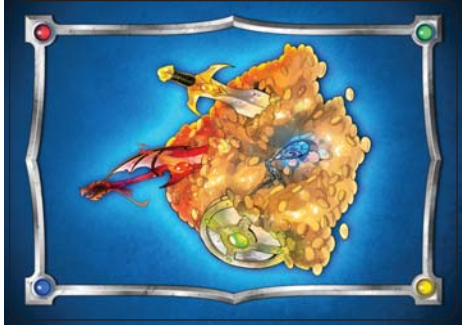
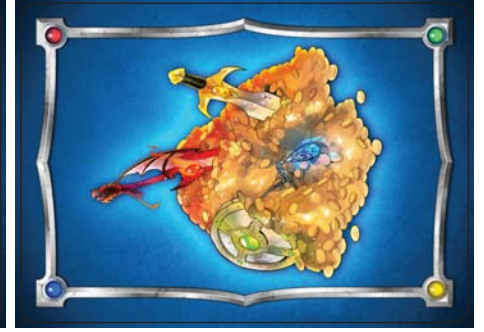
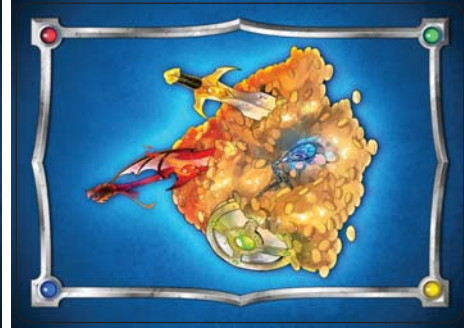
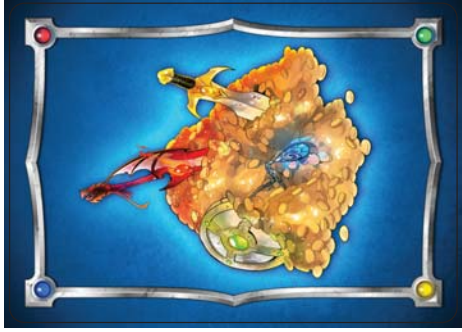
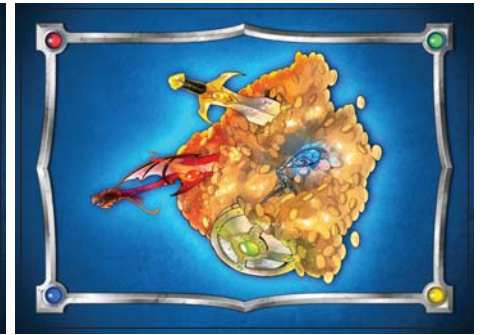
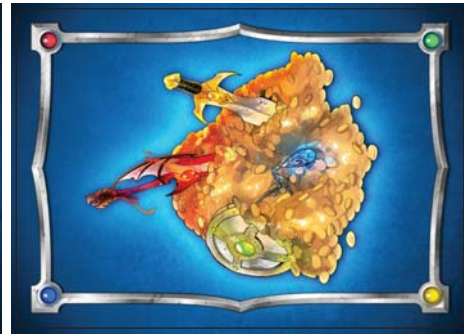
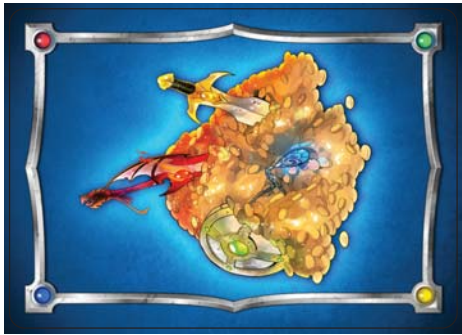
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ELVEN LONGBOW
+1 DEX

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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DRAGON BOW

+1 DEX

Solar Flare: ☼ (Burst 1)

Everyone get down!

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MIND BURST MELON

+1 WILL

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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DRAGON HORN

+1 STR

Call of the Dragon King: Wave 2, Compel 4

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DRAGON TOOTH CLUB

+2 STR

Thwack: 🍌 (1) KID, PAIN 4

Smash! Smash! Smash! Little ants.

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OUTRAGEOUS ORANGE TANGO

+1 DEX

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

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GEM OF GREED

A model with the Gem of Greed may equip a second treasure card. It may not equip a second treasure card.

Mind! It's all mine!

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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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PORTABLE HOLE

+1 DEX

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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PETRIFIED DRAGON HEART

+1

Healer: When a model with Healer rolls a poison, it may choose to grant a heart instead.

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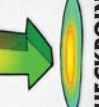


BUBBLE BOP GRAPE ATTACK

+1 STR

A Taste For The Fight: ☼ Place this model in a square adjacent to another friendly model on this tile, regardless of line of sight.

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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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WYRM SCALE SHIELD

+1 ARM

Fire Storm: ☼ Wave 1, 2

Woosh!

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PRICKLE PEAR 'SPLOSION

+1 ARM

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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CANDY'S PRIZE

+1 STR

Spread The Love: ☼ Heal 1

I guessed how many were in the jar!

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BURNING HORN

+1 STR

Dragon's Breath: ☼ Lance 8, 8

Let them all burn.

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SPELLMASTER RING

+1 WILL

Gitter Bomb: ☼ Burst 1, 1

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

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CHAMPION'S REGALIA

+2 STR

Improved Critical: This model's criticals inflict an additional wound.

To the winner go the spoils.

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CLOCKWORK HARNESS

+1 ARM

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

When you hear the click, get down.

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HOUSE OF ASH FULLPLATE

+1 ARM

Backstabber: When a model with Backstabber suffers a wound, it may place the wound on an adjacent friendly model instead of the model that hit it.

Now turn your back on a member of the House of Ash...

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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 in its stead.

Duty. Honor. Service.

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EMBER TOWER ROBES

+1 WILL

Flaming Gaze: Lance 3, **WILL** 4.

Only the most esteemed Ember Mage wear the robes of the tower.

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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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COTTON CANDY KITTY CLOAK

+1 DEX

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

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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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GYROCOPTER HAT

+1 ARM

Fly: A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing life effects that would block a line of sight to or from models with Fly.

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SENTINEL STATUETTE

+1 ARM

The Sentinel Strikes: **STR** 4.

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CORPSE HAND

+1 WILL

Must you bring that thing everywhere?

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RESURRECTION CHARM

+1 WILL

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

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ARCADIAN WINE

+1 DEX

Wine Tasting: Wave 3, Heal 2.

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GLIMMERWOOD CLOAK

+1 DEX

Glimmering Swirls: Aura 3, Stealth.

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FORBIDDEN TOME

+1 WILL

Forbidden Magic: If the target is destroyed by this action, this model may immediately select a new target, unique actions and perform it without spending action points.

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MASSIVE FISTS

+1 STR

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

Grudge, but effective.

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ACCURSED LONGSWORD

+1 STR

Accursed Cut: **STR** 4.

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

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ANGELIC ARBALEST

+1 ARM

Celestial Cloberber: Lance 4, **WILL** 4, **DEX** 2.

Give the Goddess my greetings.

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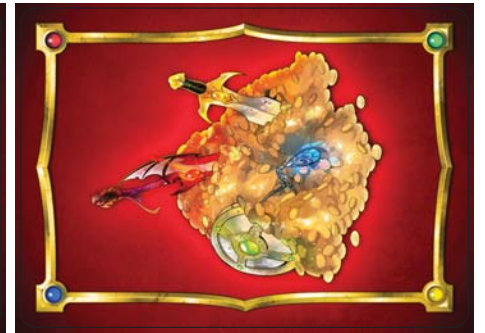
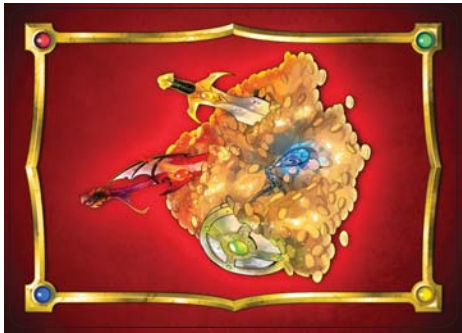
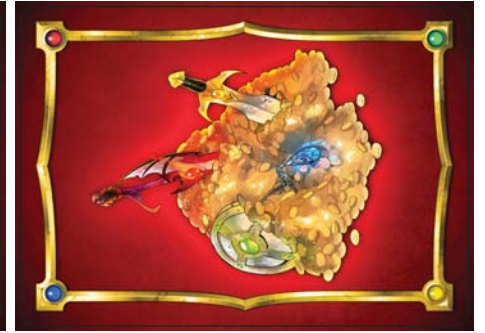
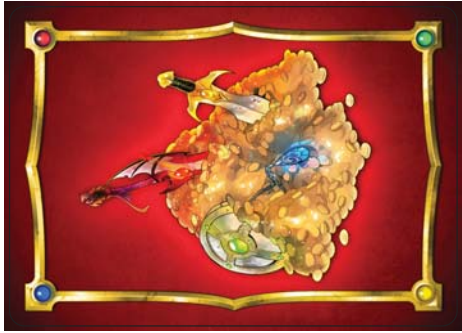
CELESTIAL LANCE

+1 ARM

The Goddess Lance: Lance 4, **WILL** 4, **DEX** 2.

all squares in the area are affected regardless of line of sight.

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DEVOURING SPHERE

+2 ARM

Predator When an enemy model enters a square adjacent to a model with Predator, the model with Predator may immediately make a combat against that model.

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ALCHEMICAL BOMB

+1 WILL

Bombs Away! **Burst 2**

Give us some warning before you draw the next one?

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LIGHTNING CASTER

+1 WILL

Lightning Storm. **Arc**

Hey guys, watch this!

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FAERIE BLADE

+1 DEX

Dance of Blades. **Cross 2.** **Dance**

They fell like leaves to the forest floor...

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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 occupies. The Consul may discard this card to clear the square and line of sight of the Boo Booty suffers one wound.

Aw, she's just a little shy!

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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 occupies. The Hero that opened the chest suffers one wound.

Watch your fingers, this Boo Booty bites!

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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 occupies. The Hero that opened the chest discards one equipped loot card.

Crunch, crunch, Boo Booties live to devour your gear.

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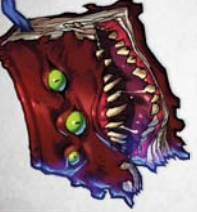


BOUNCING BOOTY

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 occupies. Spawn a Boo Booty in the chosen square. The Boo Booty must be adjacent to the square the treasure chest was on.

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

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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 turn, the Consul may discard this card to activate that turn. Two Heroes still active 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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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 poison tokens from target Hero.

Yes, the book stole your Super Slurpy Grape Soda.

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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.

Bereaved. By a book.

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THE DRAGON JEWEL

+1 STUR

Burn, Insects! Enemy models within 2 squares of the square the Dragon Jewel occupies must discard two equipment cards from the backpack or suffer an additional wound.

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CURSED STAFF

+1

The Dark Consul betrays his power on his most loyal servants. But power always has a price.

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FLAMING CROWN

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

Inhale 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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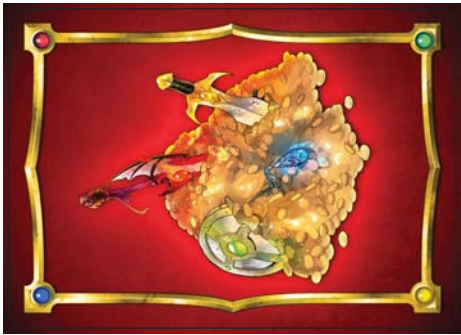


STRUCTURE

Structure

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

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CHASM



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

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GODDESS



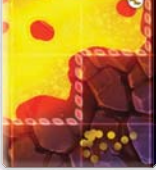
Models that end their activation adjacent to a Goddess structure may remove one wound token.

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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SPAWN LOCATION



Spawning points are placed in spawn location squares.

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HERO TURN SUMMARY pg. 13

Perform the following during 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:

- Draw a Hero 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:

- 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-Bt 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-Bt monsters gain the following bonus:

Backlash

If a model targeted by an offensive action possesses Backlash and wins the defense roll, the model may 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.

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BASIC ACTIONS pg 19

- Magic Attack:** Make an offensive action using **WILL**.
- Melee Attack:** Make an offensive action using **STRENGTH**.
- 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.

HEROIC: SUPER DODGE™ - DEX 100% - 100% 20



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TILE EFFECTS

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