

LUNAR KNIGHT

ELF HERO

Feint: When a model with Feint makes an offensive action they may choose one dice from their target's defense roll and force them to reroll the result. **(Arcade:** Decrease  of target model by )

Lunar Knights are an ancient martial order, which blends master swordsmanship with the channeling of magical might. Lunar Knights have become legendary, romantic figures throughout the realms. Noble of purpose, devout followers of the Goddess's teachings, and generous in spirit they are, in many ways, the living embodiment of the lunar elf tradition.

KUD32003 - LUNAR KNIGHT - 1 of 1

6

3

PRINCESS AMETHYST

MUWAN HERO



STR 2

ARM 2

WILL 2

DEX 3

POTON MASTER, ILLUSIONARY DOUBLE

5 2

Deadly Illusion: Wave 2, WILL vs WILL,

Illusionary Maze: Wave 2, Compel 3

Locked Song: Wave 1,

Eye Drops: +1 WILL, Remedy

PRINCESS AMETHYST

HUMAN HERO

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

Ice: A model suffering Ice may not use unique actions.

Illusory Double: When a model with

Illusory Double suffers a wound, place one crystal token on its card. It may never have more than one crystal token. When the model is affected by an action that requires a defense roll, it may remove one crystal token to automatically win the roll.

Potion Master: A model with Potion Master may drink one additional potion during its activation.

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

The fifth born princess, Amethyst is heralded as the child of prophecy. Yet Amethyst is uncomfortable in the spotlight that her birth thrusts upon her. Gentle and shy, she rarely laughs, yet her smile can chase the shadows from a room with its brilliance. With her natural aptitude for sorcery, she spins elaborate illusions to entertain her parents and siblings, conjuring vivid tales of ancient myths to the delight of all.

NID25240 - PRINCESS AMETHYST - 1 of 1

UNICORN
UNICORN HERO

STR 2 ARM 3 WILL 2 DEX 3

UNICORN, HOLY, FLY

2 Goddess Flame: Lance 3, Charge, 1

1 Death Ward: 1

1 Life Bloom: 1

Regenerate

UNICORN UNICORN HERO

Charge: When a model with Charge uses a Lance area effect, after resolving all other effects of the Lance, the model may be placed in any unoccupied square that was affected by the Lance for free.

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.

Holy: A model with Holy may reroll a single dice when making offensive actions which target undead, demon, or nether models.

Regenerate: Roll 1 for every wound token on the model affected by Regenerate. Remove one wound token for each star rolled.

All unicorns were once nethercrems, vile demons native to the Dark Realm. Touched by the grace of the Goddess, a unicorn has been transformed into a divine herald of the Light. It is said that unicorns can only be found by those who are burdened with doomed souls, that the unicorn endeavors to guide back to the Light before they are lost forever.

UID523504 - UNICORN 1 of 4

NETHERCORN
DEVION UNICORN MINI-BOSS

STR 12
ARM 4
WIL 2
DEX 3

DARK RADIANCE, FLY

Death Curse: +1 WILL

Demon Flame: Wave 3

Unnatural Life: Remove target model from play.
Nethercorn removes a number of wound tokens equal to the model's remaining hearts.

NETHERCORN

DEVON UNICORN MINIBOSS



Bane: A model suffering Bane discards the highest result rolled anytime it makes a defense roll.

Dark Radiance: All offense rolls and defense rolls made against a model with Dark Radiance reduce the result by 1 star.



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.



Ice: A model suffering Ice may not use unique actions.

Nethercorns are fiery tempered natives of the Dark Realm. Startlingly intelligent and predatory, nethercorns bend only to the will of the Dark Consul. Many demons assume nethercorns are servile minions, or attempt to capture them as mounts. The fields of bone around a nethercorn's territory serve as testimony to their failure.

NID259004 UNICORN 3 x 4

NETHERCORN

DEVON UNICORN MINIBOSS

Dark Radiance: All offense rolls and defense rolls made against a model with Dark Radiance reduce the result by 1 star.

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.

 **Bane:** A model suffering Bane discards the highest result rolled anytime it makes a defense roll.

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

 **Ice:** A model suffering Ice may not use unique actions.

Nethercorns are fiery tempered natives of the Dark Realm. Startlingly intelligent and predatory, nethercorns bend only to the will of the Dark Consul. Many demons assume nethercorns are servile minions, or attempt to capture them as mounts. The fields of bone around a nethercorn's territory serve as testimony to their failure.

NID250006 - UNICORN - 3 of 4





INNOCENCE LOST



Dark Radiance: All offense rolls and defense rolls made against a model with Dark Radiance reduce the result by 1 star.

Have you checked under the bed?

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DUSKWEAVER
NETHER ELF SPIDER HERO

STR 2 ARM 2 WILL 3 DEX 3

5 1

POISON BLAST: Lance 6

COCOON: DEX vs DEX

SPIDER'S GRACE: this model's basic melee attack gains Pounce.

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DUSKWEAVER
NETHER ELF SPIDER HERO

NETHER ELF SPIDER HERO

Immobile: A model affected by Immobile may not move during its next activation.

Poison: A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.

Pounce: Choose an enemy model anywhere within five squares and line of sight. Place the model with Pounce adjacent to this target, then make the offense roll as normal.

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

Duskweavers are not to be trusted, for their souls are utterly devoted to the will of the Dark Consul. However, Duskweavers are granted a surprising amount of autonomy to implement the Dark Consul's designs. This will occasionally lead to a confluence of purpose, where a Duskweaver finds its plans furthered through Heroic alliance. Yet, it is only truly desperate Heroes who form such a pact.

MID202004 - DIISKWEAVER - 1 of 4

ARACHNE

NETHER ELF SPIDER

NETHER ELF SPIDER MINI-BOSS

Immobile: A model affected by Immobile may not move during its next activation.

 **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.

Poison: A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.

Pounce: Choose an enemy model anywhere within five squares and line of sight. Place the model with Pounce adjacent to this target, then make the offense roll as normal.

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

NID202004 - DISKWEAVER - 2 of 4

ARACHNE

NETHER ELF SPIDER MINI-BOSS



1 Sudden Strike:  , Pounce, 

2 **Poison Blast:** , Lance 6

2 Cocoon: **A, DEX vs DEX.**



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ARACHNE

NETHER ELF SPIDER MINI-BOSS

Immobile: A model affected by Immobile may not move during its next activation.

Poison: A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.

Like all Spider Queens, Arachne is a hideous fusion of neither elf and spider. Young by the standards of elves, Arachne has nonetheless rapidly risen to power. Vanquishing over a dozen of her Spider Queen rivals in mere months, Arachne has caught the eye of The Midnight Queen and become a favored lieutenant in the war against the Light.

NID202004 - DISKWEAVER - 3 of 4

SPIDER BITE



Afflict:

Afflict X: A model with afflict X causes its target to suffer the listed status effect(s) when it achieves a critical.

A taste of poison...

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N10303004 - DISK DRIVE - 4 1/2" 5 1/4"

6

3

STR

2

ARM

2

WILL

3

DEX

3

BLACK KNIGHT

NETHER ELF HERO

AMBUSH, BACKSTABBER, YOU'RE ALONE

2

Storm of Blades:

Cross 2, +1 STR

2

Strike From Shadow:

Pounce,

1

It's Better On Me:

discard one equipment card from target Hero and immediately equip it to this Hero.

1

Netherspite:

Predator

5

1

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6

3

STR

1

ARM

2

WILL

3

DEX

3

MONACH TVAR

NETHER ELF MINI-BOSS

AMBUSH, BACKSTABBER, DREAD, SMOKEBOMB, YOU'RE ALONE

2

Storm of Blades:

Cross 2, +1 STR

2

Strike From Shadow:

Pounce,

1

Cunning Lies:

Pull 3

1

Unnatural Dark:

Aura 3, Stealth

3

2

SUPER

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6

3

STR

4

ARM

3

RNG

6

3

MONACH TVAR

NETHER ELF MINI-BOSS

SMOKEBOMB, YOU'RE ALONE

1

Strike From Shadow:

1

Cunning Lies:

Pull 3

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BLACK KNIGHT

NETHER ELF HERO

Ambush:

When this model spawns or enters play using a Princess Coin, it may be placed on any open square in the dungeon.

Backstabber:

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

Bane:

A model suffering Bane discards the highest result rolled anytime it makes a defense roll. (Arcade: A monster suffering Bane reduces its ANM by 1)

Pounce:

Choose an enemy model anywhere within five squares and line of sight. Place the model with Pounce adjacent to this target, then make the offense roll as normal.

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.

You're Alone:

A model with 'You're Alone' gains +2 to offensive actions that are targeting a model that has no other models friendly to it within two squares.

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MONACH TVAR

NETHER ELF MINI-BOSS

Ambush:

When this model spawns or enters play using a Princess Coin, it may be placed on any open square in the dungeon.

Backstabber:

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

Bane:

A model suffering Bane discards the highest result rolled anytime it makes a defense roll.

Dread:

A model with Dread gains 1 to all offense rolls if it is currently benefiting from Stealth.

Pounce:

Choose an enemy model anywhere within five squares and line of sight. Place the model with Pounce adjacent to this target, then make the offense roll as normal.

Smokebomb:

When the dungeon boss spawns, spawn all monsters with Smokebomb that were previously destroyed this game, before resolving the Boss Fight card; these monsters may spawn on any open square in the dungeon.

Stealth:

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

You're Alone:

A model with 'You're Alone' gains +2 to offensive actions that are targeting a model that has no other models friendly to it within two squares.

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MONACH TVAR

NETHER ELF MINI-BOSS

Bane:

A model suffering Bane discards the highest result rolled anytime it makes a defense roll.

Smokebomb:

When the dungeon boss spawns, spawn all monsters with Smokebomb that were previously destroyed this game within 3 squares of the dungeon boss.

You're Alone:

A model with 'You're Alone' gains +2 STR when targeting a model that has no other models friendly to it within two squares.

Once the Ascendant Prince of the Lunar Elves, Monach Tvar fell to the Dark Consul in a bid to claim the relic known as The Dragon Horn and become the Lord of all dragonkind. To achieve his aims, he slew his only sister Ascendant Princess Elara and sealed the doom of the lunar elf people to the Dragon's Call.

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VAINGLORIOUS

+2 ARM

Tribute To Myself:
When this model wins a defensive roll, it may heal itself using hearts as if it were an offensive roll.

Me. Me. Me. Me.

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NUJ322805 - BLACK KNIGHT - 4 of 4

GRIM GOLEM

CONSTRUCT MINI-BOSS

Resolve Aura: Monsters with Sapphire Affinity that are within two squares of a model with Resolve Aura are immune to control effects.

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

The massive statues which stand sentinel around the Nether Rifts are, for all intents and purposes, impervious to harm. No attempt by the Light at destroying one has ever succeeded in even marring one's surface. The Crystal Shapers of the Dark Realm, however, are able to manipulate the surface of the Herald's, growing stone spurs that can be removed and used for nefarious purpose. Particularly favored, is the creation of golems which patrol dungeons and dark keeps. Almost as resistant to harm as the Herald's themselves, these Grim Golems are tenacious foes.

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NUJ3284091 - GRIM GOLEM - 1 of 3

GRIM GOLEM

CONSTRUCT MINI-BOSS

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

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NUJ3284091 - GRIM GOLEM - 2 of 3

GRIM GOLEM

CONSTRUCT MINI-BOSS

Resolve Aura

Siege Tower: Wave 3, Move Grim Golem and all soldiers in the area up to 3 squares. Soldiers moved by Siege Tower must end this move within 3 squares of the same Grim Golem.

Fortification: Aura 3, **ARM**

Unnatural Dark: Aura 3, Stealth

SUPER

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NUJ322805 - BLACK KNIGHT - 4 of 4

GRIM GOLEM

CONSTRUCT MINI-BOSS

Resolve Aura

Fortification: Aura 3, **ARM**

Unnatural Dark: Aura 3, Stealth

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NUJ3284091 - GRIM GOLEM - 1 of 3



GOLEM SHARD ARMOR

+1 ARM

Resolve: Models with Resolve are immune to Control Effects.

Be the boulder.

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NUJ3284091 - GRIM GOLEM - 3 of 3

NIGHTSONG THE ETERNAL

UNDEAD DRAGON DUNGEON BOSS



5 3

10 4

STR 11

ARM 3

WILL 3

DEX 2

DEATH LORD, FLY, MOB, STURDY

1 **Breath of Disease:** , Sweep 2.

2 **Chill of the Grave:** , Wave 3.

1 **Scent of Death:** , if this action inflicts a wound, spawn two Kodeads within 2 squares of the target. This action may only be taken once per turn.

SUPER

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NIGHTSONG THE ETERNAL
UNDEAD DRAGON DUNGEON BOSS

Death Lord: While a model with Death Lord is in play, all Undead monsters without the Death Lord ability gain **+1** to all offensive rolls. When a model with Death Lord activates, spawn one Kodead within two squares of it.

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.

Ice: A model suffering Ice may not use unique actions.

Mob: When making a  offensive action, a model with Mob adds **+1**  to its offense roll for every additional model with Mob that is in range of its target, up to **+5** .

Poison: A model suffering Poison reduces its total number of action points by 1, 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.

JDD33503 • NIGHTSONG THE ETERNAL • 1 of 12

KODEAD
UNDEAD KOBOLD CREEP

Fresh Grave: Kodeads may be spawned from Fresh Grave Tile Effects instead of Rattlebones.

Meager: Heroes do not benefit from rolls of hearts or potions when attacking a model with Meager.

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 dragon Nightsong had a cult of kobolds who worshipped him, just as a cult is devoted to each dragon of Crystalia. When Nightsong was swallowed by the Nether Rifts, so too were the kobolds who followed him. Not to be the only dragon without a proper kobold cult, Nightsong resurrected them, and they remain his most loyal servants.

NJD30393 • NIGHTSONG THEETERNAL • 2 of 12



NIGHTSONG THE ETERNAL

BOSS FIGHT

Undead Horde: Spawn 4 Kodeads* within four squares of Nightsong the Eternal.

TIMEOUT

Children of Decay: The Consul selects a Hero and spawns a Kodead adjacent to it. Repeat this until a Kodead has spawned adjacent to each Hero or there are six Kodeads in play.

DIFFICULTY RATING

Difficulty Rating 1: If the party is unable to beat this boss with the usual number of Princess Coins, they may add 1 additional Princess Coin the next time they face this boss.

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Once a proud Emerald Dragon, Nightsong's woodland home was devoured by the formation of the Nether Rifts. Cast into the Dark Realm, he simply refused to die. Now a twisted mockery of his ancient majesty, Nightsong has crawled from the Rifts, animated by his dread will alone.

Nightsong does not serve the Dark Consuli. He does not defend Crystalia. Nightsong serves only himself, and he will not die on anyone else's terms. If he is cursed to live this twilight between life and death, then the rest of Crystalia must suffer it with him, Goddess and Dark Consul alike. He seeks to turn everything around him into an abomination in his own image. With him come hordes of undead terrors, once more given life to wreak terror upon the land.

Nightsong is a champion of the undead, and where he dwells, those who share his curse are emboldened and given strength.







BLACK HARP

Dance Party: If another Hero activates after this Hero, during the same turn, that Hero gains:





during the activation.

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NID203003 - NIGHTSONG THE ETERNAL - 5 of 12





DARK DRAGON

 **STR**

Slayer: A model with Slayer may reroll a single dice when making offensive actions which target dragon, kobold, or drake models.

Your end approaches, beast.

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NID203003 - NIGHTSONG THE ETERNAL - 7 of 12





STAR PLATE

 **ARM**

3 Purifying Light: Wave 2, destroy all undead creep, minion, and elite monsters. Discard this equipment.

This place must be cleansed.

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NID203003 - NIGHTSONG THE ETERNAL - 9 of 12





DAWN BREAK

 **STR**

Holy: A model with Holy may reroll a single dice when making offensive actions which target undead, demon, or nether models.

Flee before the light!

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NID203003 - NIGHTSONG THE ETERNAL - 6 of 12





HOUSE VON DRAKK REGALIA

 **ARM**

Bleed: When making an offense roll, a model with Bleed counts any Hearts rolled as both one star and one heart.

Strength through blood.

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NID203003 - NIGHTSONG THE ETERNAL - 8 of 12





GODDESS TALISMAN

 **STR**
 **WILL**
 **DEX**

Blessed Strike: A model with Blessed Strike gains $\frac{1}{2}$ to all offense rolls it makes for each spent Princess Coin on its card.

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NID203003 - NIGHTSONG THE ETERNAL - 10 of 12

THE DESTROYER

BOSS SPAWN

Demonic Possession: The Consul selects a Hero to be possessed. The possessed Hero is controlled by the Consul and counts as an 8-Bit monster worth three skull points for all purposes. It activates on the Consul turn and may not use other Heroes' positions or equipment. If the possessed Hero is destroyed it permanently returns to the control of the party. The Hero's original controller brings it back into play during that turn's power-up adjacent to any other Hero without spending a Princess Coin.

TIMEOUT

Your Goddess Has Forsaken You: All enemy Heroes discard all spent Princess Coins from their cards. All enemy Heroes without Princess Coins to discard suffer one wound.

DIFFICULTY RATING

Difficulty Rating 3: If the party is unable to beat this boss with the usual number of Princess Coins, they may add 3 additional Princess Coins the next time they face this boss.

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The Destroyer is a demon lord who lurks in the Nether Rifts. Unlike riftlings who have sacrificed some of their demonic nature in order to remain stable in Crystallia. The

He considers Crystalia and those who dwell there as weak and corrupted, even his rifling cousins. With his mighty axe and demonic flames, he will purge the corruption from this world and remake it, forged in demonic flames.

*The Destroyer meets weakness with rage, and
leaves only ash in his wake.*

NJD203003 - THE DESTROYER - 12 of 12

NETHER IMP

DEMON CREEP

1 **Nether Fire:**

118

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NETHER IMP

DEMON CREEP

Bane: A model suffering Bane discards the highest result rolled anytime it makes a defense roll.

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

Hubris: When making a Melee Attack, a model with Hubris gains  **STR** for every equipment card equipped on its target.

Like all imps, Nether Imps are infinitely playful and mischievous. However, being born of the Dark Realms, their mischief is a tad more malicious than most. Where a typical imp may leave an egg in your boot, a Nether Imp will chuckle as it sets your feet aflame with the baleful fires of the Nether Rifts. It's not the imp's fault if you can't take a joke.

NJD203004 - THE DESTROYER - 2 of 12

THE DESTROYER

DEMON DUNGEON BOSS

1 The Rift Spreads: , Wave 3,

2 **Demonic Rampage:** 3, Massive Damage, Improved Critical

1 **BURN!**: Wave 3,



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THE DESTROYER

DEMON DUNGEON BOSS

Bane: A model suffering Bane discards the highest result rolled anytime it makes a defense roll.

 **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.

Impale: When a model with Impale destroys a Hero, spawn two Nether Imps adjacent to the Hero before removing it.

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

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

NJD203004 - THE DESTROYER - 1 of 12



NIGHTBRINGER

+1 STR

1 Cleanse The World: Sweep 3
I shall bring darkness and despair.

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NJD28004 - THE DESTROYER - 11 of 12

THE DESTROYER

DEMON DUNGEON BOSS

Bane: A model suffering Bane discards the highest result rolled anytime it makes a defense roll.

Impale: When a model with Impale destroys a Hero, spawn two Nether Imps adjacent to the Hero before removing it.

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

Unlike riflings who have sacrificed some of their demonic nature in order to remain stable in Crystallia, The Destroyer is a pure demon who considers those who make such a choice to be corrupted and weak. The Destroyer meets weakness with rage, and leaves only ash in his wake.

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NJD28004 - THE DESTROYER - 3 of 12

NETHER IMP

DEMON CREEP

Bane: A model suffering Bane discards the highest result rolled anytime it makes a defense roll.

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

Like all imps, Nether Imps are infinitely playful and mischievous. However, being born of the Dark Realms, their mischief is a tad more malicious than most. Where a typical imp may leave an egg in your boot, a Nether Imp will chuckle as it sets your feet aflame with the baleful fires of the Nether Rifts. It's not the imp's fault if you can't take a joke.

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NJD28004 - THE DESTROYER - 4 of 12

THE DESTROYER

DEMON DUNGEON BOSS

8 4

STR ARM RNG

8

MASSIVE DAMAGE, IMPALE

The Rift Spreads: Wave 4,

Demonic Possession: All Heroes select one of their own basic attack actions and then perform the selected action against themselves.

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NETHER IMP

DEMON CREEP

6 1

STR ARM RNG

1

Nether Fire: Wave 1,

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HEAVENLY BODY

+1 ARM

Favors of the Goddess:
Princess Coins on this model's card grant it **+1** to defensive rolls instead of .

Never again.

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NJD28004 - THE DESTROYER - 5 of 12



ROYAL PALADIN PLATE

+1 ARM

Holy: A model with Holy may reroll a single dice when making offensive actions which target undead, demon, or nether models.

If looks could smite.



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NJD23304 - THE DESTROYER - 6 of 12



SCOURGE OF THE CONSUL

+1 STR

Saboteur: Models with Saboteur may achieve Criticals against Spawning Points.

Whip it.



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NJD23304 - THE DESTROYER - 8 of 12



CHAINS OF SERVICE

+1 WILL

1 Servitude: the target gains one action point that must be used immediately.



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NJD23308 - NIGHTSONG THE ETERNAL - 10 of 12



BLAZE-EYE BLAZER

+1 ARM

No flame may harm me.



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NJD23304 - THE DESTROYER - 7 of 12



WINGS OF ASH

+1 DEX

1 Ash Cloud: Fly
Aura 3: 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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NJD23303 - NIGHTSONG THE ETERNAL - 9 of 12



MORDRED THE ACCURSED

UNDEAD DUNGEON BOSS

6 4

STR 5

ARM 1

WILL 3

DEX 1

5 4

CHALLENGE, TROPHIES, ON THE MOVE

1 Brutal Onslaught: Lance 6, Charge

2 Rear Up: Wave 2, ★

1 Stay Out Of This, Fool: WILL vs. WILL, Compel 6, ★
May not target the Champion.

SUPER



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MORDRED THE ACCURSED

UNDEAD DUNGEON BOSS

Challenge: When a boss with Challenge spawns, the party must choose one Hero as their Champion. No model except the Champion may deal wounds to the boss with actions, though the boss may suffer other effects (such as Push or status effects) caused by other models. If the Champion is destroyed, the party must select another Hero to become the Champion.

Charge: When a model with Charge uses a Lance area effect, after resolving all other effects of the Lance, the model may be placed in any unoccupied square that was affected by the Lance for free.

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.

On The Move: If this model began its activation completely blocking a doorway, it may not end its activation completely blocking a doorway.

Slow: A model suffering Slow halves its movement points, rounding up.

Trophies: A model with Trophies gains **ARM** for each Ghostflame in play. Once per turn, if there are four or more Ghostflames adjacent to a model with Trophies, the model may immediately equip one Relic Item.

NJD203005 - MORDRED THE ACCURSED - 1 of 12

GHOSTFLAME

UNDEAD CREEP

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

Flaming: When a model with Flaming ends its activation, all adjacent enemies suffer **Fire**.

Meager: Heroes do not benefit from rolls of hearts or potions when attacking a model with Meager.

POP: When a model with POP is destroyed, all adjacent enemies suffer one damage, and all friendly Creeps in LoS may immediately move four squares.

NJD203005 - MORDRED THE ACCURSED - 2 of 12

Mordred was the greatest champion of the Bramble Knights. Privy to The Forgotten King's evil schemes, Mordred gave himself to the Dark Consul long before the chimeric curse transformed his brethren. He whispered in the Forgotten King's ear, encouraging and welcoming the treacherous rebellion. He escaped the curse that fell upon his men because he was destroyed by a group of mighty heroes in the final battle, only to be raised by the power of the Dark Consul to fight on.

Now he seeks out champions of Crystalia, challenging them to single combat, hoping to seek revenge on the ones who slayed him. Those champions who fall are "reborn" as ghostflame skulls, a ghastly trophy enslaved to Mordred's foul purpose. They cackle and taunt those who dare to challenge their master, still speaking in the same voices they had in life.

Many have caught glimpses of Mordred riding through the Fae Wood on moonless nights, his Ghostflames floating behind him, searching out his next challenge.

NJD203005 - MORDRED THE ACCURSED - 12 of 12

GHOSTFLAME

UNDEAD CREEP

4 0

STR 0

ARM 0

WILL 0

DEX 0

2 0

FLAMING, MEAGER, POP

NJD203005 - MORDRED THE ACCURSED - 1 of 12

MORDRED THE ACCURSED

BOSS SPAWN

Skulls of the Fallen: Spawn six Ghostflames: two adjacent to each square on the first, second, and third tiles. Whenever a Hero is destroyed, spawn one Ghostflame adjacent to any (up to a maximum of six Ghostflames in play).

TIMEOUT

Charge Through: All Heroes immediately suffer a melee attack with **5 STR**, regardless of range and LoS.

DIFFICULTY RATING

Difficulty Rating 1: If the party is unable to beat this boss with the usual number of Princess Coins, they may add 1 additional Princess Coin the next time they face this boss.

NJD203005 - MORDRED THE ACCURSED - 2 of 12

HERO'S BANE

+1 STR

Hero's Bane: A model with Hero's Bane gains **5 STR** while making a basic melee attack for each Ghostflame adjacent to the target.

NJD203006 - MORDRED THE ACCURSED - 11 of 12

MORDED THE ACCURSED

UNDEAD DUNGEON BOSS

6
4

STR	ARM	RNG
5	3	4

6

CHALLENGE, TROPHIES

Rear Up: Wave 4,

Stay Out Of This, Fool: The Hero with the least wrath suffers Push 6.

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MORDRED THE ACCURSED

UNDEAD DUNGEON BOSS

Challenge: A model with Challenge may not suffer wounds from actions, unless the action was taken by the Hero with the most wrath (it still suffers effects such as Push and status effects normally).

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.

Trophies: When a model with Trophies spawns, spawn six Ghostflames; two within three squares of each . A model with Trophies gains  for each Ghostflame in play.

Mordred never speaks when he is in battle. He raises a single finger, pointing at his challenger, and then rides forth to meet them. Ghostflames follow behind him, laughing and yelling as their master closes in.

UDDB005 - MORDRED THE ACCURSED - 3 of 12

GHOSTFLAME
UNDEAD CREEP

Skittish: When a monster with skittish receives a Move command, it moves away from the closest Hero as far as it is able.

POP: When a model with POP is destroyed, all adjacent enemies suffer one damage, and all friendly Creeps in LoS perform the Move command.

Ghostflames are flaming skulls, taken by Mordred as trophies from the heroes he has vanquished in honorable combat. They still speak in their old voices, chattering and taunting heroes who may have once called them friends. Mordred grows in power with each skull he claims, and when they are vanquished they explode in a fiery burst.

UD033855 - MODIFIED THE ACCORD - 4 of 12





EXORCIST

+1 DEX

1 Corpsplosion: , if the target is Undead gain Burst 1.

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NU038395 - MODIFIED THE ACCURSED - 7 of 12

SPIRIT SHOT

+1 WILL

2 Soul Lance: Lance 4,
I burn bright and true!

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NJ23B095 - MORDRED THE ACCURSED - 8 of 12

GHOSTFLAME AMULET

+1 STR +1 WILL +1 DEX

Ghost Charge: When this treasure is equipped place on it. Whenever this model makes a roll it may remove any number of dice from this treasure and add them to the roll. Once the dice have been used they are removed from this card permanently.

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NJ23B095 - MORDRED THE ACCURSED - 10 of 12

MOTHER NOCTUA

OWLBAR DUNGEON BOSS

6 4

STR 2 2 1

ARM 2 1 1

WILL 1 1 1

DEX 2

10 4

1 MAMMA'S MAD, FEROCIOUS HOOT

2 Deeproot Rage: , Wave 4,

1 Gather, My Children: At the end of this model's activation it spawns four Yowlings due to its Ferocious Hoot ability instead of two. This action may only be taken once per turn.

1 Creeping Growth: WILL vs DEX
This action affects all Heroes in play.
This action may only be taken once per turn.

SUPER

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CRIMSON PLATE

+1 ARM

1 Banish: Wave 2, discard all Bone Pile tokens in range.
Away, ye foul—brouthred abominations!

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NJ23B095 - MORDRED THE ACCURSED - 9 of 12

SHIELD OF SORROW

+1 ARM

Despair: Enemy models within two squares of a model with Despair reduce the result of all defense rolls by 1 star.

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NJ23B095 - MORDRED THE ACCURSED - 11 of 12

MOTHER NOCTUA

OWLBAR DUNGEON BOSS

Ferocious Hoot: At the end of this model's activation, spawn two Yowlings within four squares of this model, up to a maximum of six Yowlings in play.

Immune: Status Effects

Mamma's Mad: After one or more Yowlings is destroyed by an action, a model with Mamma's Mad may immediately take the Deeproot Rage action without spending any action points.

Poison: A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.

Hoot! Hoot, hoot! HOOOOOOTT!!!

NJ23B095 - MOTHER NOCTUA - 1 of 12

**YOWLING
OWLBEAR CREEP**

Grabby: A model that is adjacent to an enemy model with Grabby may not move.

~~~~~

*Mother Noctua acts as mother and guardian to all of the Fae Wood, but she has special love for her Yowlings – young owlbears that flock to her side. They are hatched from the most precious Deeproot Acorns, and they are daring and mischievous. More than one hero has had her favorite soda stolen by a playful Yowling.*

~~~~~

IN 2353506 – MOTHER NOCTUA - 2 of 12

MOTHER NOCTUA

BOSS SPAWN

The Forest Awakens: The Consul may spawn up to 4 skull points of monsters from the spawning pool anywhere in the dungeon.

TIMEOUT

The Forest's Vengeance: This effect does not occur during Boss Sightings. For the remainder of the game, all monsters except for Mother Noctua gain **+1** to all rolls.

Furious Bloom: This effect only occurs during Boss Sightings. The Consul may spawn up to 4 skull points of monsters from the spawning pool in each tile affected by the Boss Sighting. These monsters may spawn anywhere in the tile.

DIFFICULTY RATING

Difficulty Rating 2: If the party is able to beat this boss with the usual number of Princess Coins, they may add 2 additional Princess Coins the next time they face this boss.

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Deep in the Fae Wood lurks Mother Noctua. The elves have told stories about her going back generations. A great owlbear, spiritual mother to all creatures of the forest, and guardian of its trees. She was said to be fearsome and fierce, but benevolent to those who treated her forest with respect. She was hatched from the very first Deeproot Acorn, and she embodied the might and fury of the Fae Wood itself. As the stories go, she slumbered deep in the wood, only waking during times of great strife.

When the Nether Rifts swallowed part of the Fae Wood, a scream was heard that echoed through the entire forest. It was blood—curdling and ferocious, pain and sorrow and vengeance all wrapped into one. Mother Noctua had awakened to the deep wound that had been gashed into her lovely wood. Always fearsome, any benevolence in Mother Noctua died that day. Now she defends the Fae Wood against any who do not belong there with all of the fury of a mother defending her children.

MOTHER NOCTUA
OWLBEAR DUNGEON BOSS

STR 4 ARM 5 RNG 4 8

FOREST BLESSINGS, RECLAMATION

Deeproot Rage: Wave 4.

Ferocious Bloom: The closest spawning point spawns the first gang listed on its card that is available in the spawning pool.

Ravenform: Place this model adjacent to the furthest spawning point from it.

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MOTHER NOCTUA

OWLEBAR DUNGEON BOSS

Forest Blessings: All other monsters on the same tile as a model with Forest Blessings gain  **50% STR.**

Reclamation: When this dungeon boss spawns, place all spawning points that were destroyed this game back on their  squares. Move any models occupying those squares to adjacent squares. This dungeon boss does not heal due to spawning points in play, and Heroes do not draw loot for destroying these spawning points. Then spawn six Yowlings within three squares of this dungeon boss.

Howl! Howl, howl! HOOOOOOOTTT!!!

WZ0233066 - MOTHER IN NOCTUA - 3 of 12

YOWLING
OWLBEAR CREEP

Grabby: A model that is adjacent to an enemy model with Grabby may not move.

Mamma's Mad: After a model with Mamma's Mad is destroyed, all friendly dungeon bosses in play immediately take the first unique action listed on their card.

Mother Noctua acts as mother and guardian to all of the Fae Wood, but she has special love for her Yowlings — young owlbears that flock to her side. They are hatched from the most precious Deeproot Acorns, and they are daring and mischievous. More than one hero has had her favorite soda stolen by a playful Yowling.

NJ225006 - MOTHER NOCTUA - 4 of 12





LUNAR VESTMENTS



Fury: A model with Fury gains **+1** to all offense rolls for each wound it is currently suffering.

The Lunar elves' craftsmanship did not die with them.

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MJ202006 - MOTHER PICTURE - 6 of 12



GLADEBORN RAPIER

+1 DEX

1

Become The Arrow:

Pounce

Pounce: Choose an enemy model anywhere within five squares and line of sight. Place the model with Pounce adjacent to this target, then make the offense roll as normal.







ROSE POIGNARD



+1 STR

Bleed: When making an offense roll, a model with Bleed counts any Hearts rolled as both one star and one heart.

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INJ2020006 - MOTHER NOCTUA 7 of 12



MISTMOURN LEATHER

 **+1 ARM**



Chew on this.

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NJD23B006 - MOTHER NOCTUA - 8 of 12



FRIED EGGS

 **+1 STR**
 **+1 WILL**
 **+1 DEX**

Cursed

Mamma Knows: Mother Noctua gains  **+1 STR** while targeting this model with offensive actions.

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NJD23B006 - MOTHER NOCTUA - 10 of 12

YMNAUR WINTERSSON ICE GIANT DUNGEON BOSS

Cold Fury: After any Waystone Creep suffers damage during the Hero turn, a model with Cold Fury may immediately take the Stinging Wind action.

Ice: A model suffering Ice may not use unique actions.

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

On The Move: If this model began its activation completely blocking a doorway, it may not end its activation completely blocking a doorway.

Refuge: Models with Refuge may not suffer wounds while Waystone Creeps are in play (they may still suffer other effects such as Push and Status Effects).

Way Keeper: Friendly Waystone Creeps gain  **+1 ARM** while on the same tile as a model with Way Keeper.

NJD23B008 - YMNAUR WINTERSSON - 1 of 12

STOLEN VOICE

 **+1 WILL**

 **Inappropriate Comments:** 
Wave 2, Push 4

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NJD23B006 - MOTHER NOCTUA - 9 of 12

YMNAUR WINTERSSON ICE GIANT DUNGEON BOSS

 **6**
 **4**

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

 **1**
 **4**

 **1** **Stinging Wind:**  Wave 2.

 **2** **Pound The Ice:**  Cross 3, Improved Critical

 **1** **Pacify The Way:**  **DEX** vs. **DEX** on a critical discard one random equipment from the target.

 **1** **Travel The Way:**  place this model adjacent to any Waystone in play.

SUPER

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WAYSTONE WAYSTONE CREEP

 **0**
 **0**

 **0** **STR**
 **1** **ARM**
 **0** **WILL**
 **0** **DEX**

 **2**
 **0**

 **1** **MEAGER, STURDY, THE JOURNEY**

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WAYSTONE

WAYSTONE CREEP

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

Meager: Heroes do not benefit from rolls of hearts or potions when attacking a model with Meager.

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

The Journey: Dungeon bosses whose entire base is on the same tile as one or more models with The Journey gain one of the following, depending on which tile this model is on:

First Tile: Massive Damage

Second Tile: +2 DEX

Third Tile: +2 WILL

Waystones are used by the Jotnar to mark the icy paths of the Skull White Fastness and lead weary travelers to safety. Ymnaur Wintersson also uses waystones, but he has woven dark magic into them, and uses them to make him near-invincible while he remains in his frozen realm.

NDJ30308 - YMNAUR WINTERSSON - 2 of 12

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NDJ30308 - YMNAUR WINTERSSON - 13 of 12

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The Jotnar are fallen Celestians, ice giants who wish to find peace and try to wash away the misdeeds of their past. They live lives of quiet introspection upon the Skull White Fastness. Ymnaur Wintersson is not like most Jotnar. He rejects peace, and refuses to accept the quiet solitude that should have been his fate. He still considers his cause righteous, and a cold rage burns in his chest at wrongfully being cast out.

His territory is marked by glowing waystones. Waystones are not unusual in the territory of a Jotnar, usually they guide the way for weary travelers. But Ymnaur has twisted them, turning them into frozen beacons that shield him from all harm, and fuel his rage.

With the fury of an avalanche, every strike of Ymnaur's frozen axe binds the land in deep frost. And any foolish enough to cross him are consumed by his icy rage.

WAYSTONE

WAYSTONE CREEP



0

0

STR

ARM

RNG

2

STURDY

NDJ30308 - YMNAUR WINTERSSON - 4 of 12

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NDJ30308 - YMNAUR WINTERSSON - 2 of 12

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YMNAUR WINTERSSON

BOSS SPAWN

Mark The Path: Spawn six Waystone Creeps: two in the first tile, two in the second tile, and two in the third tile. In each tile one Waystone must be spawned within two squares of the ☹️ and the other must be spawned within two squares of any dungeon exit.

A Path Travelled: During this boss fight, timeout is not triggered when this boss has suffered wounds. Instead, timeout is triggered when the third Waystone is destroyed.

Chill Out: All Heroes suffer ❄️

NDJ30308 - YMNAUR WINTERSSON - 13 of 12

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FROSTFANG

Frostfang: A model with Frostfang gains +1 to offensive rolls while targeting a model suffering ❄️

A cold fury falls on any who touch the blade.

WAYSTONE

WAYSTONE CREEP

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

Waystones are used by the Jotnar to mark the icy paths of the Skull White Fastness and lead weary travelers to safety. Ymnaur Wintersson also uses waystones, but he has woven dark magic into them, and uses them to make him near-invincible while he remains in his frozen realm.

NDJ30308 - YMNAUR WINTERSSON - 4 of 12

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YMNAUR WINTERSSON

ICE GIANT DUNGEON BOSS

Ice: A model suffering Ice may not use unique actions.

Mark The Path: When the dungeon boss spawns, spawn six Waystone Creeps; two in the first tile, two in the second tile, and two in the third tile. In each tile one Waystone must be spawned within two squares of the  and the other must be spawned within two squares of any open doorway.

Refuge: Models with Refuge may not suffer wounds while Waystone Creeps are in play (they may still suffer other effects such as Push and Status Effects).

Unlike most Jomar, who seek a life of peaceful introspection high upon the Skull White Pastness, Ymnaur's refuses to accept peace. With the fury of an avalanche, every strike of his frozen axe binds the land in deep frost.

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YMN230308 - YMNAUR WINTERSSON - 3 of 12



SNOW BANE

+1 DEX

Melt Away: , Wave 1, Remedy

The light of the Goddess can melt any frost.



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YMN230308 - YMNAUR WINTERSSON - 6 of 12



WAYSTONE

+1 STR **+1 ARM**

+1 WILL **+1 DEX**

Wayfarer: A model with Wayfarer is affected by The Journey ability as if it were a dungeon boss.

I think he wants it back...



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YMN230308 - YMNAUR WINTERSSON - 7 of 12



FROZEN FALCHION

+2 STR

Have you ever heard ice shriek as it cracks?



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YMN230308 - YMNAUR WINTERSSON - 5 of 12



FROST WARDEN ARMOR

+1 ARM

Steady: A model with Steady may not be Pushed, Pulled, or Compelled by enemy models.

I stand ready.



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YMN230308 - YMNAUR WINTERSSON - 8 of 12



RUNIC TABLET

Ice Storm: , Wave 1, 

Blow, wind! Blow!



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YMN230308 - YMNAUR WINTERSSON - 9 of 12



JOTNAR KNOT

+1 WILL

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.



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NJ023008 - YMAAUR WINTERSOON - 10 of 12

LORD VULCANIS

DARK CELESTIAN GIANT DUNGEON BOSS

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

Forge Master: This dungeon boss may equip up to two Relic Items per slot.

The most infamous of all the giants, Lord Vulcanis broods deep beneath the Dragonback Peaks. At his enormous black forge he crafts dark relics for the generals of the Dark Consul's armies. Into each relic he pours his rage, hate, and loathing for the realm of Light, tempering them for the battles to come.

NJ023002 - LORD VULCANIS - 1 of 16

FORGE GNOME

GNOME CREEP

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

Master artificers themselves, it is no surprise that some gnomes are willing to abandon all in pursuit of their craft—despite the risks. Lured by forbidden knowledge, Forge Gnomes have fallen to the Dark in order to apprentice under Lord Vulcanis. Though the skills they acquire are many, the cost they pay is high as the will of the Dark Consul slowly twists and subverts them into little more than monsters.

NJ023002 - LORD VULCANIS - 2 of 15

LORD VULCANIS

DARK CELESTIAN GIANT DUNGEON BOSS

6 **3**

STR **2** **1**

ARM **2**

WILL **3**

DEX **3**

8 **4**

FORGE MASTER

Hammer Toss: **+1 STR** Massive Damage. To take this action, Lord Vulcanis must first discard a Relic Item.

Stoke the Blaze: Wave 4, **STR** vs **DEX**

Fire Eater: Wave 1, Remove any number of Fire tokens from models in the area, friendly or enemy. Lord Vulcanis may remove an equal number of wound tokens.

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FORGE GNOME

GNOME CREEP

4 **1**

STR **3**

ARM **1**

WILL **2**

DEX **1**

1 **0**

Freelance Fire Forge:

Work The Bellows: this action may only be taken if this model is adjacent to a square and at least one other Forge Gnome is adjacent to the same square. Destroy this model. If the dungeon boss is in play, it may equip one Relic Item.

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LORD VULCANIS

BOSS SPAWN

Armory: Equip three Relic Items (in addition to any equipped due to remaining spawning points).

Apprenticeships: Spawn six Forge Gnomes; one within two squares of each dungeon exit in the first tile and one within two squares of each dungeon exit in the last tile.

TIMEOUT

Scrap Metal: All Heroes must randomly discard an equipped loot card, if able.

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Vulcanis fell from the Light before even the Dark Consul. A master smith upon the floating oyencos of Celestia, he crafted items of exquisite beauty and quality to adorn the wealthy and powerful. While those he served pursued the arts, philosophy, and knowledge, Vulcanis saw only the softening of the Celestian people. To him, they were a people too soft to take their rightful place as rulers of all Crystallia.

In secret he began to craft fell weapons of war, and gather like-minded celestians to his cause. By the time of rise of the Dark Consul, Vulcanis and his followers had already gained significant power within the ruling chambers of Celestia. Vulcanis readily threw his support behind the Dark Consul. As he and his follower embraced the darkness, so did they fall. Their wings burned to ash upon their backs and their skin turned as hard and stoney as their hearts.

Now, Vulcanis lords over arguably the strongest military forces within all the realms. Disciplined, trained, and battle-hardened through centuries of conflict, his Dark Celestian Legion only waits for the opportune moment to strike!

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HEART OF THE FORGE

+2

Heart of the Forge: When this Relic item is equipped, this model may Heal 3. Then all enemy models in Wave 4 suffer 1 wound and .

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MAGMA GAUNTLETS

+1 ARM

2 Bone Burn:  Bone Burn may cause a model to have more than one  Fire token on its card (the model suffers the Fire effect once per token).

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HAMMER OF VULCANIS

+1 STR

Fueled by Fire: A model with Fueled by Fire adds **+1** to all offensive rolls for each enemy model suffering .

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THE BURNING JEWEL

+1

Eternal Flame: Enemy models on the same tile as a model with Eternal Flame may only remove the  Fire status effect when a heart is rolled (not at the end of their activation or through any other effect).

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FLAME WEAVER

+1 STR

2 Flame Weaver:  Lance 6, **+1 STR**

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FORGE GNOME
GNOME CREEP

Master artificers themselves, it is no surprise that some gnomes are willing to abandon all in pursuit of their craft—despite the risks. Lured by forbidden knowledge, Forge Gnomes have fallen to the Dark in order to apprentice under Lord Vulcanis. Though the skills they acquire are many, the cost they pay is high as the will of the Dark Consul slowly twists and subverts them into little more than monsters.

NDS3802 • LORD VULNIS 4 of 16

LORD VULCANIS

DARK CELESTIAL GIANT DUNGEON BOSS

Eternal Flame: Enemy models within 2 squares and LoS of a model with Eternal Flame do not remove the Fire status effect at the end of their activation.

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

Forge Master: When a model with Forge Master spawns, draw and equip two treasure cards to it. The model gains any  bonuses. Any other stat bonuses are considered to be applied to the model's . When a model with Forge Master needs to roll due to the dice bonuses on its treasure, the player to the active player's left rolls. The model with Forge Master ignores all abilities and actions on the treasure.

The most infamous of all the giants, Lord Vulcanis broods deep beneath the Dragonback Peaks. At his enormous black forge he crafts dark relics for the generals of the Dark Consul's armies. Into each relic he pours his rage, hate, and loathing for the realm of Light, tempering them for the battles to come.

NU231502 • LORD VULCANIS 3 of 16



PRAETORIAN REGALIA

+1 STR

+1 ARM

Cursed: Equipment with Cursed must be equipped during Power-Up if any Hero has an available slot, and cannot be removed or discarded unless the model is destroyed.

Self Importance: During the Hero turn, if a model with Self Importance is able to activate, a model with Self Importance must activate.



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NJ2018002 - LORD OF THE CARNS: 8 of 16



VULCANITE BANDED MAIL



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

Guaranteed to last a lifetime.







INFERNO EAGLE

+1

Leadership: If another Hero activates after this Hero, during the same turn, that Hero gains +1 action during the activation. This bonus action may only be used on support actions.

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NID233902 - LORD VULCANIS - 7 of 16



VULCANITE GLADIUS

+1 STR

Afflict:  

Afflict X: A model with afflict X causes its target to suffer the listed status effect(s) when it achieves a critical.

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NID233902 - LORD VULCANIS - 9 of 16



VULCANITE SCUTUM

+1 ARM

1 **Shield Bash:** , Wave 1, Push 2

Out of the way!

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NID233902 - LORD VULCANIS - 8 of 16



VULCANITE STANDARD

+2 WILL

1 **Rallying Cry:**  target model receives **+1** to all of its rolls until the end of the next Consul turn.

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NID233902 - LORD VULCANIS - 10 of 16