

DEEPROOT DRUID

HALF-ELF HERO

7

3

STR 3

ARM 1

WILL 3

DEX 1

5

1

SHAPESHIFT: ANGRY BEAR

2

Stranglethorn:

Burst 1,

1

Briar Armor:

Backlash

1

Nourishing Berries:

All Heroes gain Healer.

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ANGRY BEAR

SHAPESHIFT

6

3

STR 2

ARM 2

WILL 1

DEX 2

5

1

BERSERK, SHAPESHIFT: DEEPROOT DRUID

2

Bear Charge:

STR +1

2

Bear Hug:

STR +1

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DEEPROOT DRUID

HALF-ELF HERO

7

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STR 3

ARM 1

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5

1

SHAPESHIFT: MAD CAT

2

Stranglethorn:

Burst 1,

1

Briar Armor:

Backlash

1

Nourishing Berries:

All Heroes gain Healer.

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DEEPROOT DRUID

HALF-ELF HERO

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. (Arcade: A Hero may not inflict more than one wound to monsters in this way per Consul Turn.)

Healer:

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

Poison:

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

Slow:

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

Sacred guardians of the Deeproot Tree, druids are fierce defenders of their revered realm. Powerful wielders of magic, and masters of both natural poisons and the healing arts, druids are cunning adversaries. Many can even assume animal forms when doing battle. Often when all else has failed, animal rage can overcome.

NU232015 - DEEPROOT DRUID - 1 of 2

ANGRY BEAR

SHAPESHIFT

Berserk:

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

Hex:

A model suffering Hex discards the highest result rolled anytime it makes an offense roll. (Arcade: A monster suffering Hex reduces its STR by 1.)

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. (Arcade: A monster suffering Knockdown may not perform commands until the next Move command. Instead of moving it must remove the Knockdown token.)

Skilled druids can assume the form of many different woodland creatures, both large and small. The form of a raging Totem Urso—a mighty bear-like creature filled with nature's wrath—is a particular favorite for those who must face the Dark Consul's minions in battle.

NU232015 - DEEPROOT DRUID - 2 of 2

DEEPROOT DRUID

HALF-ELF HERO

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NU232016 - DEEPROOT DRUID & MADCAT - 3 of 2

MAD CAT
SHAPESHIFT

STR 2 ARM 2 WIL 1 DEX 2

BERK, SHAPESHIFT: DEERPOOT DRUID

2 Cat Attack: +1 STR

2 Kitty Toy:

MAD CAT SHAPESHIFT

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"Aren't you a cute little kitty cat. I just wan—
AAAAAGGGGGH!"

NUBIA® - DEEPCUT DRUIDS & MAD CAT - 3 x 2

HEXCAST SORCERER

HUMAN HERO

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

 **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.

 **Hex:** A model suffering Hex discards the highest result rolled anytime it makes an offense roll. **(Arcade: A monster suffering Hex reduces its STR by 1.)**

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

Trained in the dark art of hexes and curses, the Hexcast Covens are uneasy allies to the rulers of Crystalia. Nonetheless their potency in battle cannot be denied. Slowing enemies, shattering armor, and weakening their foes a Hexcast Sorcerer can lay even the mightiest low.

NJD3297-HEXCAST SORCERER - 1 of 1

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 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.

EMBER MAGE

HUMAN HERO

6

3

STR

2

ARM

3

WILL

2

DEX

1

5

2

Fire Wave: , Wave 1

Magma Striker: +3 WILL

White Mage: Wave 5, Heal 1

Fire Water: +1 STR

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GLIMMERDUSK RANGER

ELF HERO

7

3

STR

1

ARM

3

WILL

2

DEX

2

5

1

SUREFOOT

2 Sparkle Burst: Burst 1

Herbalist: , Remedy

Pixie Dust: +1 DEX Stealth

Hunter's Salvation: Sturdy

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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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EMBER MAGE

HUMAN HERO

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STR

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ARM

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WILL

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DEX

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Fire Wave: , Wave 1

Magma Striker: +3 WILL

White Mage: Wave 5, Heal 1

Fire Water: +1 STR

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GLIMMERDUSK RANGER

ELF HERO

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DWARF HERO

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RIFFLING ROGUE
DEVON HERO

STR 3
ARM 2
WILL 1
DEX 2

5 1

LUCK, STEALTH

Backstab: STR, Massive Damage
Bamfi: Aura 2, Stealth
Dimensional Draught: Teleport

RIFTLING 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 Consul for their own closely guarded reasons. Masters of striking from the shadows, Riftling 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.

NDP251253 • MALE RIFTLING ROGUE • 1 of 1

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.

NR020206 - FEMALE ROYAL PALADIN - 1 of 1