

AUBNAR BUTTONBJORN

DWARF HERO

STR 2

ARM 2

WILL 3

DEX 2

HEALER, SIDESTEP

- Reinforced Stitching:** [Sewing Needle Icon] +1 STR
- Bold Embroidery:** [Sewing Needle Icon] +1 WILL
- Complete Makeover:** [Sewing Needle Icon] Regenerate
- Wardrobe Swap:** Choose two Heroes, they may exchange one piece of equipment.

AUBNAR BUTTONBJORN

DWARF HERO

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

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

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

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

Heroes travel from far and wide for the privilege of purchasing a single garment tailored by the renowned Aubnar Buttonblom. A cunning craftsman, Aubnar weaves ancient dwarven magic into every stitch. It is said that a Hero garbed in a complete wardrobe crafted by Aubnar needs no other protection.

NU255001 - AUBNAR BUTTONBJORN - 1 of 1

6

3

BURKE BADHAMMER

MECHANIC

STR 2

ARM 3

WILL 3

DEX 2

6

1

2

Hammer: , Cross 2,

2

Anvil: , +1 STR, Massive Damage

1

Masterwork:

1

Forge Fire: , Wave 1,

BURKE BADHAMMER

HUMAN HERO


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


Immune: Status Effects

Knockdown: A model suffering Knockdown may not move or perform any other action until it spends 1 action point or all of its movement points to remove the Knockdown token. **(Arcade:** A monster suffering Knockdown may not perform commands until the next Move command. Instead of moving it must remove the Knockdown token.)


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

Burke Badhammer, was apprenticed to dwarven smiths as a boy, and learned to forge items of exquisite quality. Seeking more, he sought out and eventually earned the trust of the mysterious Enchanter. Together, the two have have forged some of the most legendary magical weapons and armor in all of Crystalia.

NID28502 - BURKE BADHAMMER - 1st PT

DEODRIC THE DRUNK

DWARF HERO

Another Round: During upkeep roll  1. For every star rolled Deodric gains one potion.

 **Immune: Status Effects**

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.

A jovial dwarf who has lived long and seen far too much, Deodric seeks nothing more than to enjoy his twilight years in the company of his dearest friends. Quick to laugh and eager to share stories of adventure (or mugs of frothy sodas), Deodric is a welcome sight at taverns throughout Crystalia.

NIKOLAI TEN
MIDWINTER

STR 2
ARM 3
WILL 2
DEX 3

5

ALCHEMY, POTION MASTER

Experimental Calculations: See back of card.

Empowering Scroll: add +1 to the Hero's next dice roll.

Explosive Scroll: Burst 1

NIKOLAI TEN

HUMAN HERO

Alchemy: When a model with Alchemy rolls a heart they may choose to gain a potion instead.

Experimental Calculations: Nikolai Ten draws two treasure cards. Choose one card and shuffle the other back into the deck. Nikolai Ten gains the effects listed on the chosen card until the beginning of his next activation, then discards the card. Only Nikolai Ten may use Experimental Calculations.

Potion Master: A model with Potion Master may use one additional potion during their activation.

Master Librarian Nikolai Ten is a noted historian, mage, and creator of magical scrolls. Often, Nikolai joins adventuring parties to search our obscure bits of lore or test our new magical theories.

NU225004 - NIKOLAI TEN - 1 of 1

6

3

PRINCE PERIDOT
MUYAN TIEGO

STR

2

ARM

2

WILL

2

DEX

2

5

1

2

Sonic Slash:

Lance 6,

+1 STR

3

Final Strike:

+1 STR

Massive Damage

1

Indomitable Spirits:

+1 ARM

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PRINCE PERIDOT

HUMAN HERO

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

An expert swordsman from long lost kingdom, little is known about Prince Peridot. Over the years he has proven to be unflinchingly loyal to Crystallia and a devout servant of the Goddess.

SER CHARLES STRONG

HUMAN HERO

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.)

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

Ser Charles Strong is notorious for eschewing conventional weaponry. Instead he charges forward with a roaring bellow and fists of lightning. Moving and darting throughout the melee, Ser Charles is a veritable force of nature that none can contain.

NID25006 - SER CHARLES DONGC-1 to 1