

CURSED KNIGHT

SPAWNING POINT



Hex: A model suffering Hex discards the highest result rolled anytime it makes an offense roll.



Hex Aura: Monsters with Ruby Affinity that are within two squares of a model with Hex Aura gain Hex.



Immune: Status Effects

Where the Fae Wood meets the Glauddoom Moor is a particularly dread location. Here, the trees bend and twist, the branches clasp and teeter at any who pass. Beneath these wicked boughs the are the Cursed Knights of the Moorlands. Forsaking the Forgotten King, these twisted Chimera have fallen under the thrall of the dragon Nightsoong the Eternal. Vicious and brutal, they enact their undead Lord's will with unflinching cruelty.

ALTERNATIVE FORGOTTEN KING SET 2 of 41

GROBBIT DEATHLORD
CHIMERA ELITE

STR 2
ARM 2
WILL 1
DEX 3

3

DESPAIR, MOB, PREDATOR

2 Cursed Cleaver: Lance 4.

4

16 BIL

GROBBIT DEATHLORD

CHIMERA ELITE

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

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

Hex: A model suffering Hex discards the highest result rolled anytime it makes an offense roll.

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

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.

Deathlords have lost all trace of their former human selves. As centuries have passed, the cursed magic which kept them alive has degraded their minds and sharpened their appetite for cruelty. This otherwise ruthless from them in waves of desperate, slandering 'foes', resolve and even robbing the desire to flee as the Deathlord mercilessly cut through their ranks.

ALTERNATIVE FORGOTTEN KINET 3 of 41

SKULL SQUAWK

CHIMERA ELITE

Ghost: A model with Ghost ignores walls for the purposes of line of sight and movement.

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

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.

Skull Squawk knights are a secretive bunch. In fact, there are none who can recall ever seeing one outside of their armor or sharing a single word with another. This shadowy aloofness, combined with Skull Squawks' uncanny supernatural abilities lead many to wonder if they are truly within the realm of the living at all...

ALTERNATIVE FORGOTTEN KINGDOM #4 OF 41

MOORLAND MILITIA

CHIMEERA MINION

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

The Billmen who make up the ranks of the Moorland Militia are a remarkably disciplined force. Indeed, these ruthless soldiers train relentlessly to keep themselves in peak condition and fighting form. It is no surprise that they take great pride in this discipline and how it elevates them above the formless mass of skeletons and zombies which they often fight alongside.

ALTERNATIVE FORGOTTEN KINGSET 5 of 41

CURSED HOLLOW
 PAIRED SPAWNING POINT

ARM

4

START

Spawning Pool:
 2x Cursed Hollow (Spawning Point)
 1x Bad Seed
 1x Wrath Sprout (Shapeshift)
 2x Gloom Wisp
 2x Spotted Turnip
 6x Rotten Cabbage

CURSED HOLLOW
PAIRED SPAWNING POINT

 Immune: Status Effects

Kodama are inherently fickle, and they are often prone to influence. Many Kodama who dwell at the edge of the Fae Wood, where it meets the Glauddoom Moor, have fallen under the sway of Nighsong the Eternal. They delight in spreading corruption, blighting crops, and plugging the living.

Many of these Kodama have even begun to take on aspects of the undead. Their bodies are often composed of wilting leaves, blackened vines, and twisting branches. And they will stop at nothing to heed the call of their Lord.

ALTERNATIVE FORGOTTEN KINGST 6 of 41

6

1

BAD SEED

UNDEAD KODAMA ELITE

STR 1

ARM 2

WILL 3

DEX 1

1

2

1

FORCED SHIFT, SHAPESHIFT: WRATH SPROUT

1

2

1

Renewed Vigor:

Wave 2, Compel 2

16

BTL

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1

3

WRATH SPROUT

SHAPESHIFT

STR 5

ARM 2

WILL 3

DEX 1

4

2

3

1

BLOOD DRINKER, FIXED FORM, TOUGH

1

4

3

Grasping Vines:

Pull 3

2

Feast:

+1 STR

If Feast inflicts a wound, remove one wound token from Wrath Sprout.

16

BTL

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6

2

GLOOM WISP

UNDEAD KODAMA ELITE

STR 1

ARM 1

WILL 2

DEX 3

1

2

1

DESPAIR

1

2

Gloom and Doom:

Aura 4, Models in the area count as Undead.

1

Ghostly Vigor:

Aura 3, All Undead gain +1 STR

16

BTL

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BAD SEED

UNDEAD KODAMA ELITE

Forced Shift:

When a model with Forced Shift is destroyed, instead of being removed from play it immediately Shapeshifts.

Each spring the Deeproot Tree breathes life into countless sprouts. They travel Crystallia, settling down and blooming new life throughout the land. Most sprouts take root in fertile territory, where they can reach their full potential. But some find themselves deep in the Glauerdmoor Moor. Even so, a sprout will sometimes take root in the oppressive, swampy waters and create a beacon of life and hope in that desperate and forgotten place. But all too often the sprout will be corrupted by the foul things that lurk in the moor. These corrupted sprouts are known as bad seeds, and instead of spreading life and hope, they spread death and despair. Where they take root, rot spreads and a blighted blight forms on the land.

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WRATH SPROUT

SHAPESHIFT

Blood Drinker:

When a model with Blood Drinker inflicts a wound, it may remove one wound or one status effect token from its card for every heart rolled.

Fixed Form:

A shapeshift with Fixed Form may not shapeshift into its original form during its upkeep.

Tough:

During its upkeep, a model with Tough may remove a single wound token.

Those sprouts who become corrupted by the Glauerdmoor Moor acquire certain tastes. The land is not fertile enough to support the rapid and grotesque growth that the plant undergoes, so it develops twisted, lashing vines that are used to draw victims to it in order to feed on their blood. This thirst cannot be quenched, and the more the more it drinks, the more it grows...

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GLOOM WISP

UNDEAD KODAMA ELITE

Despair:

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

Wisps are shy, but have a reputation for leading travelers to safety and shelter. Those Wisps who have become corrupted by Nighsong the Eternal still lead travelers, laughing and chirping, creating the illusion of comfort. But the longer the weary traveler stays in the company of the Wisp, the more they sink into a dark despair, until they simply lay down in the blighted moor. Unable to bring themselves to seek shelter or food, these travelers wither away as the wisp laughs and plays.

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SPOILED TURNIP

UNDEAD KODANYA MINION

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

Turnipheads are normally difficult to sway, devoting themselves to healing sick plants. However, those that do become corrupted are consumed completely, becoming devoted to spreading blight and plague to the living. They forsake their ability to heal, instead reveling in the decay that reflects the visage of their undead lord.

ALTERNATIVE FORGOTTEN KINGDOMS - 11 of 41

ROTTEN CABBAGE

UNDEAD KODANYA MINION

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

Rotten Cabbages are corrupted Mooks. Their mischievous nature takes on an edge of cruelty. They bound their victims in packs, laughing and jeering all together at whatever malicious prank they have pulled. When they form such groups, the stench of decaying cabbage is overwhelming, becoming a weapon in itself.

ALTERNATIVE FORGOTTEN REALM SET - 12 of 41

BANDIT KNIGHT
SPAWNING POINT

Counterstrike: When a model with Counterstrike suffers a wound, it may immediately make a single Melee Attack targeting the model which inflicted the wound, so long as the model is within range.

Immune: Status Effects



When the *Bramble Knights* were cursed by their own treasonous lord and turned into chimera, not all were successfully banished to the *Lordship Ruins*. The *Forgotten King* had used a select few *Bramble Knights* as his scouts and assassins. These elite knights led missions deep in the heart of enemy territory, often retreating to inaccessible regions of the *Dragonback Peaks*.

Now, cursed and forgotten, they still dwell there. Without lord or mission, they carry on their pillaging and havoc simply because it is all they have ever known. The carnage they spread is the closest their twisted lives come to containing meaning or purpose.

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GROBBIT BARBARIAN

CHIMERA ELITE

6

3

STR 3

ARM 2

WILL 1

DEX 3

4

3

BERSERK. SUREFOOT

2

Wild Swing: , Wave 2, +1 STR

16

BIT

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MARAUDER SQUAWK

CHIMERA ELITE

8

2

STR 2

ARM 1

WILL 2

DEX 3

2

2

SUREFOOT

1

Frogger: Pounce

2

Dirty Strike: Models may not use equipment that increases **ARM** when making a defense roll against Dirty Strike.

16

BIT

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BILLMEN BANDIT

CHIMERA MINION

6

1

STR 3

ARM 1

WILL 2

DEX 1

1

1

STEAL

8

BIT

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GROBBIT BARBARIAN

CHIMERA ELITE

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

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

Some Grobbits have escaped to the Dragonback Peaks, seeking shelter in the snaking paths and forgotten caverns found there. Alone and bitter, their minds have begun to change just like their bodies. Over the years their humanity has slipped away, leaving them as beastial and feral within as they are on the outside.

ALTERNATIVE FORGOTTEN KING SET - 14 of 41

MARAUDER SQUAWK

CHIMERA ELITE

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.

The Bramble Knight cavalry who aided in the shadow war against the forces of Crystalia became the fearsome Marauder Squawks when their bitter lord cursed all of his forces. Unlike other knights who were bound by chivalry and honor, these marauders were masters of thieving, spying, and dirty fighting tactics.

ALTERNATIVE FORGOTTEN KING SET - 15 of 41

BILLMEN BANDIT

CHIMERA MINION

Steal: When a model with Steal inflicts a wound, it may discard one random card from the party's backpack.

Billmen made up the majority of the Forgotten King's forces. Unwittingly following an evil lord, many Billmen seek to repent, or are simply tragic figures attempting to live out their days. But some are bitter that they should share in their master's fate when they knew nothing of his plans. They blame the Heroes of Crystalia, the elves, anyone but themselves.

These lonely and embittered outcasts have taken to the mountains, stealing what they can, and justifying their theft as compensation for the twisted existence they must suffer.

ALTERNATIVE FORGOTTEN KING SET - 16 of 41

FIRE FLOW HOLLOW

PAIRED SPAWNING POINT

Immune: Status Effects

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

Fire Aura: Monsters with  Citrine Affinity that are within two squares of a model with Fire Aura gain Fire.

The seeds and sprouts of the Deeproot Tree have traveled far and wide on the winds of Crystalia. The lava beds of the Dragonback Peaks can create fertile grounds for these new sprouts to take root. This new growth takes on the aspects of its surroundings, creating Kodama with fiery tempers.

While these Kodama are not servants of the Dark Consul, they are temperamental, belligerent, and dangerous. They have inherited the flaming wrath of the mountains in which they dwell, and they can pose as great a threat to a Hero as any monster.

FIRE FLOW HOLLOW

PAIRED SPAWNING POINT



Immune: Status Effects



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

Fire Aura: Monsters with  Citrine Affinity that are within two squares of a model with Fire Aura gain Fire.

The seeds and sprouts of the Deeproot Tree have traveled far and wide on the winds of Crystalia. The lava beds of the Dragonback Peaks can create fertile grounds for these new sprouts to take root. This new growth takes on the aspects of its surroundings, creating Kodama with fiery tempers.

While these Kodama are not servants of the Dark Consul, they are temperamental, belligerent, and dangerous. They have inherited the flaming wrath of the mountians in which they dwell, and they can pose as great a threat to a Hero as any monster.

MAGMA SEED

KODAMA ELITE

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

Forced Shift: When a model with Forced Shift is destroyed, instead of being removed from play it immediately Shapeshifts.

Sometimes a seed from the Deeproot Tree will become encased in lava as it cools. The magic of the Deeproot is strong enough to keep the seed alive, and it can remain trapped for centuries. When these seeds are unearthed, they grow wild and fierce. They not only are immune to flame, but they crave it, often growing stronger in the warmth of a blaze.

ALTERNATIVE FORGOTTEN KINGDOM - 19 of 41

VOLCANIC SPROUT SHAPESHIFT

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.

Feed Me: Once per activation, a model with Feed Me may remove one friendly model within melee range from play to remove one wound or one status effect token.

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

Fixed Form: A Shapeshift with Fixed Form may not shapeshift into its original form during its upkeep.

As a Magma Seed grows, its blossoms into the mighty Volcanic Sprout. By the time these sprouts reach maturity they have spent centuries encased in lava and the experience has left them hardened and formidable. Relishing in the open air, they grow at an astounding rate, burning anything in their path.

ALTERNATIVE FORGOTTEN KING SET - 30 of 41

FLAME WISP

KODAMA ELITE

A small flame wisp icon, consisting of a stylized orange and yellow flame.

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

The Kodama who seek out an existence in the Dragonback Peaks are even more temperamental and fickle than usual. Flame Wisps are particularly hard to predict. A Flame Wisp may lead a Hero through a twisting pass in the mountains one day and then set the Hero's pack on fire the next day before running away and giggling.

ALTERNATIVE FORGOTTEN KING SET - 21 of 41

SPICY TURNIP

KODAMA MINION

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

Volatile: When a model with Volatile is destroyed, before removing the model, resolve the following action:




Wave 1,  2 STR

~~~~~

*Spicy Turnips are Turnipheads who have given up on healing wounded plants. In the harsh conditions of the Dragonback Peaks, a Turniphead cannot properly heal every burn, every lost leaf, every torn root. This frustration builds in fiery rage, and a Spicy Turnip is born. Unable to heal the wounded, Spicy Turnips instead seek to stoke the flames.*

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ALTERNATIVE FORGOTTEN KING SET - 22 of 41

BROILED MOOK

KODAMA MINION

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

Kindling: A model adjacent to a model with Kindling cannot remove Fire status effect tokens at the end of its activation.

Mooks are naturally cheerful and playful. But those Broiled Mooks who have been charred in the harsh conditions of the Dragonback Peaks have an unusual sense of humor. All of their pranks tend to involve flames or hot coals. While Broiled Mooks are not inherently hostile, their fiery pranks are often detrimental for Heroes.

ALTERNATIVE FORGOTTEN KING SET - 33 of 41



CURSED KNIGHT

SPAWNING POINT







HEX AURA

Spawning Pool:

- 1x Cursed Knight (Spawn Point)
- 1x Groggbit Deathlord
- 2x Skull Squawk
- 4x Moorland Militia

Cards:

- Deathlord Militia
- Skull Riders



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CURSED KNIGHT

SPAWNING POINT

Hex Aura: Monsters with  Affinity that are within two squares of a model with Hex Aura gain Hex.

Hex: A model suffering Hex discards the highest result rolled anytime it makes an offense roll.

Immune: Status Effects 

Where the Fae Wood meets the Glauerdoom Moor is a particularly dread location. Here, the trees bend and twist, the branches clapping and tearing at any who pass. Beneath these wicked boughs lie the Cursed Knights of the Moorlands. Forsaking the Forgotten King, these wicked Chimera have fallen under the thrall of the dragon Nightsong the Eternal. Vicious and brutal, they enact their undead Lord's will with unflinching cruelty.

ALTERNATIVE FORGOTTEN KNIGHT - 24 OF 41

The image displays a game interface with two character cards at the top. The first card, "DEATHLORD MILITIA", features a purple and black illustration of a warrior and has stats: STR 2, RNG 3, and ARM 4. The second card, "GROBBIT DEATHLORD CHIMERA ELITE", features a purple and yellow illustration of a chimera-like creature and has stats: STR 2, RNG 2, and ARM 3. Below the cards are three action buttons: "Despair, Mob, Predator" (with a red dragon icon), "Cursed Cleaver", and "MOORLAND MILITIA BONDED CHIMERA MINION".

DEATHLORD MILITIA

ARCADE GANG

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

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

 **Hex:** A model suffering Hex discards the highest result rolled anytime it makes an offense roll.

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.

Mob: When a gang with Mob numbers more than three models it gains 1.

The Bilmen who make up the ranks of the Moorland Militia are a remarkably disciplined force. Indeed, these ruthless soldiers train relentlessly to keep themselves in peak condition and fighting form. It is no surprise that they take great pride in this discipline and how it elevates them above the formless mass of skeletons and zombies which they often fight alongside. Even so, they will sometimes allow a Gribbit Deadland among their ranks, unleashing it upon their foes at an opportune time.

ALTERNATIVE FORGOTTEN KING: 35 of 41

SKULL RIDERS

ARCADE ELITE GANG

Ghost: A model with Ghost ignores walls for the purposes of line of sight and movement.

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.

Skull Squawk knights are a secretive bunch. In fact, there are none who can recall ever seeing one outside of their armor or sharing a single word with another. This shadowy aloofness, combined with Skull Squawks' uncanny supernatural abilities lead many to wonder if they are truly within the realm of the living at all...

ALTERNATIVE FORGOTTEN KINGDOM #28 of 41

CURSED HOLLOW

SPAWNING POINT

Immune: Status Effects

Kodama are inherently fickle, and they are often prone to influence. Many Kodama who dwell at the edge of the Fae Wood, where it meets the Glauddoom Moor, have fallen under the sway of Nightsong the Eternal. They delight in spreading corruption, blighting crops, and plaguing the living.

Many of these Kodama have even begun to take on aspects of the undead. Their bodies are often composed of wilting leaves, blackened vines, and twisting branches. And they will stop at nothing to heed the call of their Lord.

ALTERNATIVE FORGOTTEN KINGDOMS 27 of 41

ROTTEN SEEDS

ARCADE GANG

Forced Shift: When a model with Forced Shift is destroyed, instead of being removed from play it immediately Shapeshifts.

Mob: When a gang with Mob numbers more than three models it gains **50% STR**.

Shapeshift X: The model may Shapeshift into the model listed.

Each spring the Deeproot Tree breathes life into countless sprouts. They travel Crystallia, settling down and blooming new life throughout the land. Most sprouts take root in fertile territory, where they can reach their full potential. But some find themselves deep in the Glauvermoor Moor. Even so, a sprout will sometimes take root in the oppressive, swampy waters and create a beacon of life and hope in that desperate and forgotten place. But all too often the sprout will be corrupted by the foul things that lurk in the moor. Often these seeds are planted and cultivated by Rotten Cabbages who want to see another servant for their lord, Nightstong the Eternal.

ALTERNATIVE FORGOTTEN KINGDOM #39 of 41

VENGEFUL COMPOST

ARCADE GANG

Fixed Form: A shapeshift, with Fixed Form may not shapeshift into its original form during a unique command.

Mob: When a gang with Mob numbers more than three models it gains **50% STR**.

Tough: During its upkeep, a model with Tough may remove a single wound token.

Those sprouts who become corrupted by the Glauddoom Moor and the Rotten Cabbages who dwell there acquire certain tastes. The land is not fertile enough to support the rapid and grotesque growth that the plant undergoes, so it develops twisted, lashing vines that are used to draw victims to it in order to feed on their blood. This thirst cannot be quenched, and the more the more it drinks, the more it grows...

ALTERNATIVE FOR GOTTEN KINET - 30 or 41

GLOOM WISPS
ARCADE ELITE GANG

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

Wisps are shy, but have a reputation for leading travelers to safety and shelter. Those Wisps who have become corrupted by Nightsong the Eternal still lead travelers, laughing and chirping, creating the illusion of comfort. But the longer the weary traveler stays in the company of the Wisp, the more they sink into a dark despair, until they simply lay down in the blighted moor. Unable to bring themselves to seek shelter or food, these travelers wither away as the wisp laughs and plays.

ALTERNATIVE FORGOTTEN KINGDOMS #2 • 31 of 41

SPOILED TURNIPS
ARCADE ELITE GANG

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

Turnipheads are normally difficult to sway, devoting themselves to healing sick plants. However, those that do become corrupted are consumed completely, becoming devoted to spreading blight and plague to the living. They forsake their ability to heal, instead reveling in the decay that reflects the visage of their undead lord.

ALTERNATIVE FORGOTTEN KINET 32 of 41



BANDIT KNIGHT
SPAWNING POINT





COUNTERSTRIKE

Spawning Pool:

- 1x **Bandit Knight**
(Spawning Point)
- 1x **Grobbit Barbarian**
- 2x **Marauder Squawk**
- 4x **Billmen Bandit**

Cards:

- Barbaric Bandits
- The Marauding Doom







BANDIT KNIGHT SPAWNING POINT

Counterstrike: When a model with Counterstrike suffers a wound, it may immediately make a single Melee Attack targeting the model which inflicted the wound, so long as the model is within range.

Immune: Status Effects

When the Bramble Knights were cursed by their own

treasonous lord and turned into chimera, not all were successfully banished to the Lordship Ruins. The Forgotten King had used a select few Bramble Knights as his scouts and assassins. These elite knights led missions deep in the heart of enemy territory, often retreating to inaccessible regions of the Dragonback Peaks.

Now, cursed and forgotten, they still dwell there. Without lord or mission, they carry on their pillaging and havoc simply because it is all they have ever known. The carnage they spread is the closest their twisted lives come to containing meaning or purpose.

ALTERNATIVE FORGOTTEN KNIGHT - 33 of 41

BARBARIC BANDITS

ARCADE GANG

Steal: When a model with Steal inflicts a wound, it may discard one random card from the party's backpack.

Some Groggits have escaped to the Dragonback Peaks, seeking shelter in the snaking paths and forgotten caverns found there. Alone and bitter, their minds have begun to change just like their bodies. Over the years their humanity has slipped away, leaving them as beastial and feral within as they are on the outside. Sometimes these wirted creatures will form packs or tribes with Billmen Bandits, robbing weary travelers and adventurers in order to survive.

THE MARAUDING DOOM

ARCADE ELITE GAME

The Bramble Knight cavalry who aided in the shadow war against the forces of Crystallia became the fearsome Marauder Squawks when their bitter lord cursed all of his forces. Unlike other knights who were bound by chivalry and honor, these marauders were masters of thieving, spying, and dirty fighting tactics.

ALTERNATIVE ORGOTTEN KING SET - 35 of 41



FIRE FLOW HOLLOW

PAIRED SPAWNING POINT








FIRE AURA



4



Cards:

- Spawning Magma
- Volcanic Growth
- Flame Wisps
- Spicy Turnips

Spawning Pool:

- 2x Fire Flow Hollow (Spawning Point)
- 1x Magma Seed
- 1x Volcanic Sprout (Shape-shift)
- 2x Flame Wisp
- 2x Spicy Turnip
- 6x Broiled Mook



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FIRE FLOW HOLLOW

PAIRED SPAWNING POINT

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

Fire Aura: Monsters with Citrine Affinity that are within two squares of a model with Fire Aura gain Fire.

Immune: Status Effects

The seeds and sprouts of the Deeproot Tree have traveled far and wide on the winds of Crystalla. The lava beds of the Dragonback Peaks can create fertile grounds for these new sprouts to take root. This new growth takes on the aspects of its surroundings, creating Kodama with fiery tempers.

While these Kodama are not servants of the Dark Consul, they are temperamental, belligerent, and dangerous. They have inherited the flaming wrath of the mountains in which they dwell, and they can pose as great a threat to a Hero as any monster.

ALTERNATIVE FORGOTTEN MINUTE - 38 of 41

FIRE FLOW HOLLOW
PAIRED SPAWNING POINT

ARMY ↑

4

FIRE AURA

Spawning Pool:

- 2x **Fire Flow Hollow** (Spawning Point)
- 1x **Magma Seed**
- 1x **Volcanic Sprout** (Shapeshift)
- 2x **Flame Wisp**
- 2x **Spicy Turnip**
- 6x **Broiled Mook**

Cards:

- Sprouting Magma**
- Volcanic Growth**
- Flame Wisps**
- Spicy Turnips**

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FIRE FLOW HOLLOW

PAIRED SPAWNING POINT

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

Fire Aura: Monsters with Citrine Affinity that are within two squares of a model with Fire Aura gain Fire.

Immune: Status Effects

The seeds and sprouts of the Deeproot Tree have traveled far and wide on the winds of Crystallia. The lava beds of the Dragonback Peaks can create fertile grounds for these new sprouts to take root. This new growth takes on the aspects of its surroundings, creating Kodama with fiery tempers.

While these Kodama are not servants of the Dark Consul, they are temperamental, belligerent, and dangerous. They have inherited the flaming wrath of the mountains in which they dwell, and they can pose as great a threat to a Hero as any monster.

ALTERNATIVE FORGOTTEN KENNEL - 39 of 41

SPROUTING MAGMA

ARCADE GANG

3

STR

1

4

STR

2

2

RNG

2

3

RNG

3

6

2

ARM

2

Fire Field:

Aura 2, Models in the area gain .

6

1

ARM

1

Kindling

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VOLCANIC GROWTH

ARCADE GANG

2

STR

3

3

STR

4

3

RNG

3

4

RNG

4

3

4

ARM

2

Feed Me, Fixed Form

Eruption: Wave 4, Push 3

6

1

ARM

1

BROILED MOOK

UNDEAD KODAMA MINION

Kindling

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FLAME WISPS

ARCADE ELITE GANG

2

STR

1

2

STR

1

6

RNG

6

6

RNG

6

6

2

ARM

1

Kindling

Raging Flame: Wave 2, Models in the area that are currently suffering suffer one wound.

6

2

ARM

1

Kindling

Raging Flame: Wave 2, Models in the area that are currently suffering suffer one wound.

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SPROUTING MAGMA

ARCADE GANG

Fire:

A model suffering Fire suffers one wound during its upkeep.

Forced Shift:

When a model with Forced Shift is destroyed, instead of being removed from play it immediately Shapeshifts.

Kindling:

A model adjacent to a model with Kindling cannot remove Fire status effect tokens at the end of its activation.

Shapeshift X:

The model may Shapeshift into the model listed.

Sometimes a seed from the Deeproot Tree will become encased in lava as it cools. The magic of the Deeproot is strong enough to keep the seed alive, and it can remain trapped for centuries. When these seeds are unearthed, they grow wild and fierce. They not only are immune to flame, but they crave it, often growing stronger in the warmth of a blaze. The Broiled Mooks native to the region consider these Magma Seeds great playmates, chortling as the little seed sparks blaze after blaze.

ALTERNATIVE FORGOTTEN KING SET - 38 of 41

VOLCANIC GROWTH

ARCADE GANG

Feed Me:

During upkeep, if a monster with Feed Me is suffering any wounds, destroy one minion within two squares of the model and remove one would token.

Fire:

A model suffering Fire suffers one wound during its upkeep.

Fixed Form:

A shapeshift with Fixed Form may not shapeshift into its original form during a unique command.

Kindling:

A model adjacent to a model with Kindling cannot remove Fire status effect tokens at the end of its activation.

As a Magma Seed grows, it blossoms into the mighty Volcanic Sprout. By the time these sprouts reach maturity they have spent centuries encased in lava and the experience has left them hardened and formidable. Relishing in the open air, they grow at an astounding rate, burning anything in their path, except perhaps the Broiled Mooks who find the conflagration more amusing as it grows.

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FLAME WISPS

ARCADE ELITE GANG

Fire:

A model suffering Fire suffers one wound during its upkeep.

Kindling:

A model adjacent to a model with Kindling cannot remove Fire status effect tokens at the end of its activation.

The Kodama who eek out an existence in the Dragonback Peaks are even more temperamental and fickle than usual. Flame Wisps are particularly hard to predict. A Flame Wisp may lead a Hero through a twisting pass in the mountains one day and then set the Hero's pack on fire the next day before running away and giggling.

ALTERNATIVE FORGOTTEN KING SET - 40 of 41

SPICEY TURNIPS

ARCADE ELITE GANG

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



Wave 1

STR

Volatile: When a model with Volatile is destroyed, before removing the model, resolve the following action:

Spicy Turnips are Turnipheads who have given up on healing wounded plants. In the harsh conditions of the Dragonback Peaks, a Turniphead cannot properly heal every burn, every lost leaf, every torn root. This frustration builds in fiery rage, and a Spicy Turnip is born. Unable to heal the wounded, Spicy Turnips instead seek to stoke the flames.