

CURSED HOLLOW
PAIRED SPAWNING POINT

ARMY

Spawning Pool:

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

START

© 2017, SODA POP MINIATURES LLC

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 Glauerdoom 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 KING SET - 6 of 41

CURSED HOLLOW
PAIRED SPAWNING POINT

ARMY

Spawning Pool:

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

START

© 2017, SODA POP MINIATURES LLC

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 Glauerdoom 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 KING SET - 6 of 41

MOORLAND MILITIA
CHIMERA MINION

ARMY

6	1
3	1
2	1
1	1

MOB

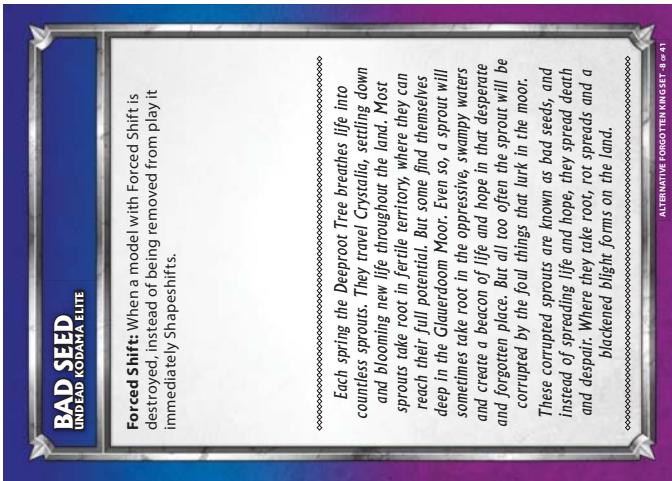
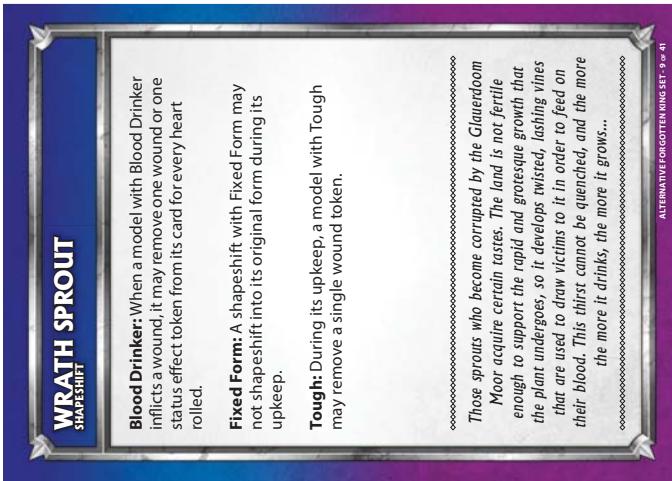
Mob: When making a offensive action, a model with Mob adds +1 STR to its offense roll for every additional model with Mob that is in range of its target, up to +3 STR.

© 2017, SODA POP MINIATURES LLC

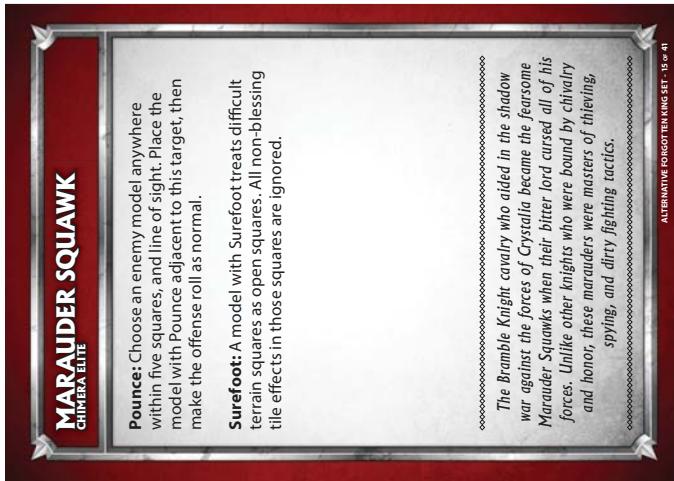
MOORLAND MILITIA
CHIMERA MINION

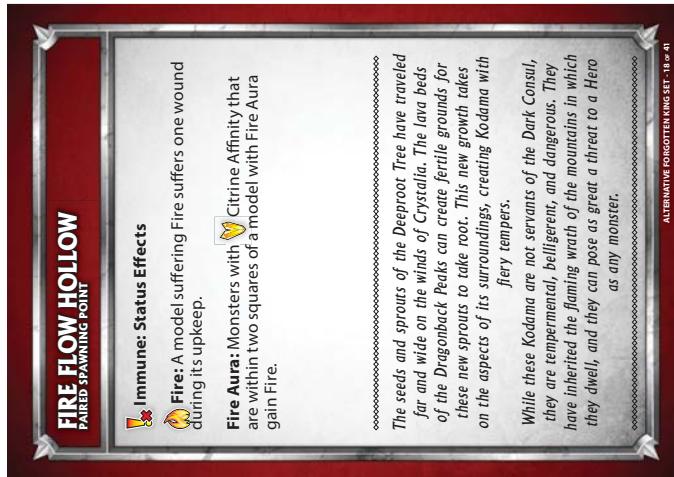
The Billmen who make up the ranks of the Moorland Militia are a remarkably disciplined force. Indeed, these ruthless soldiers train relentlessly to keep themselves in peak condition and fighting form. It is no surprise that they take great pride in this discipline and how it elevates them above the formless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

ALTERNATIVE FORGOTTEN KING SET - 6 of 41









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 KING SET - 10 of 41

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 tempermental, 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 KING SET - 18 of 41

Immune: Status Effects
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.

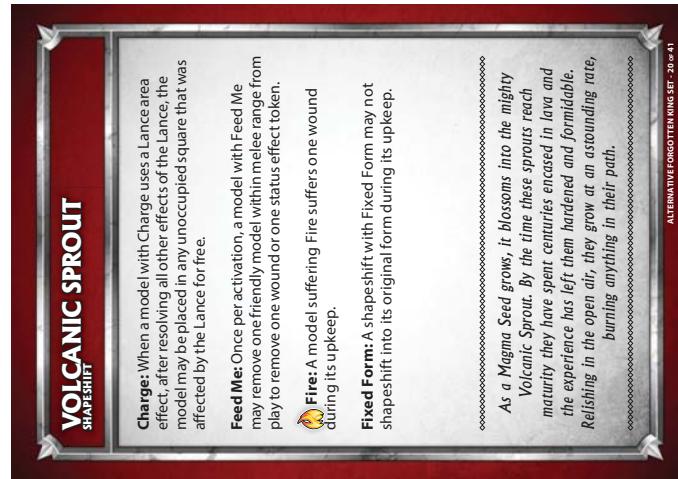
Immune: Status Effects
Fire: A model suffering Fire suffers one wound during its upkeep.

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

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.

ALTERNATIVE FORGOTTEN KING SET - 17 of 41

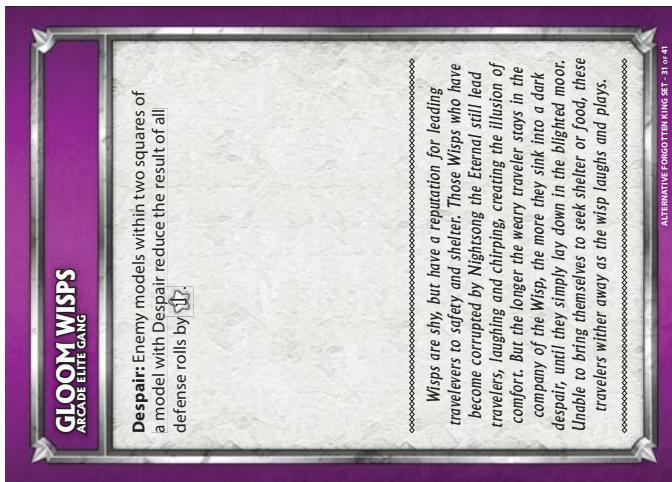


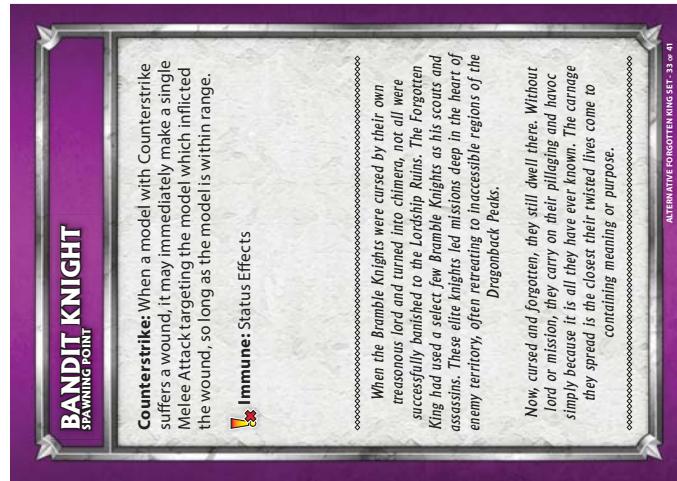
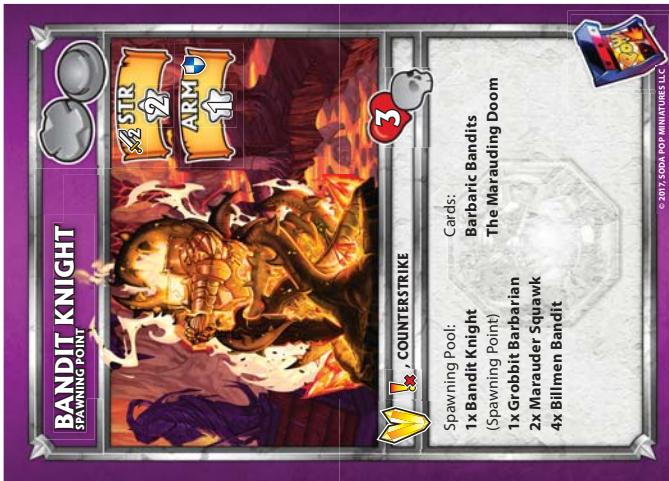
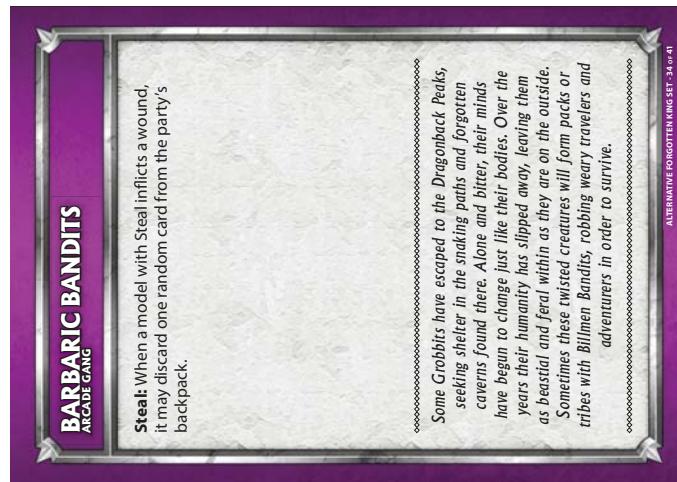




Kodama are inherently fickle, and they are often prone to influence. Many Kodama who dwell at the edge of the Fae Wood, where it meets the Glauerdoom Moor, have fallen under the sway of Nightsong the Eternal. They delight in spreading corruption, blighting crops, and plaguing the living.

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







The Bramble Knight cavalry who aided in the shadow war against the forces of Crystalla 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.

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.



