



## DEMON MATCHMAKER

**SKULLDUGGERY:  
"OH HONEY, YOU CAN DO  
BETTER."**

*The Demon Matchmaker makes opposing Alchemists second guess their decisions, forcing them to be reckless.*

If the Demon Matchmaker has a Super Die, she may use it to force an opposing Alchemist to "Be Greedy," and roll the dice one more time.

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## GNOLL MEDICINE MAN

**SKULLDUGGERY:  
ANCIENT SPIRITS OF EVIL**

*The Gnoll Medicine Man is under constant advisement from spirits, which grant him the ability to determine future outcomes, and illustrate the best path for him to take. Because of this he is better able to plan out his use of ingredients and sabotage.*

The Gnoll Medicine man does not need to roll a Super Die in the same turn he creates it. If he does not use it for Sabotage, he may roll it at any time before his next turn and get the result as scoring Stardust as though he rolled it during his turn.

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## KOBOLD PYROTECHNICIAN

**SKULLDUGGERY:  
BOOM! SERVICE**

*The Kobold Pyrotechnician subtly increases the heat of the laboratory, decreasing the stability of the Ruby Stardust and causing them to explode.*

When the Kobold Pyrotechnician uses Sabotage, all other Alchemists lose one Stardust from their Ruby Stardust total. This can never reduce an Alchemist's Ruby Stardust to less than zero.

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## KODAMA CHEMYST

**SKULLDUGGERY:  
DROP THE BASE**

*The Chemyst heightens the acidic properties of its compound, eating away at the other ingredients, in order to synthesize Sapphire Stardust more quickly. All the while chortling at its lame chemistry joke.*

The Kodama Chemyst gains one Sapphire Stardust when it uses a Super Die during its turn, in addition to any it rolled.

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## NETHER ELF ARACHNOLOGIST

**SKULLDUGGERY:  
DIDJAKNOWTHAT..?**

*The Arachnologist uses her extensive knowledge to great effect during the alchemical process - basically annoying others with a constant bombardment of spider related facts.*

Instead of a normal Sabotage roll, the Arachnologist may use a Super Die to select either Ruby or Sapphire Stardust at the beginning of another player's turn. For all rolls that turn, the player needs at least three matches to make groups of the selected Stardust to score.

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## ORC COOK

**SKULLDUGGERY:  
DOESN'T GET IT**

*The Orc Cook has no idea what he, or anyone else, is doing. He has decided the best way to make the potion is to throw everything into his helmet-pot, issue a challenge to the ingredients, and see what happens.*

Any game effects that would cause the Orc Cook to lose 2 or less Stardust of any color are ignored.

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## SKELETON "LICH"

**SKULLDUGGERY:  
NO DARKNESS BUT IGNORANCE**

*The Skeleton "Lich" embraces the darkness around him, and discovers whispers of lost arcane formulas. This process seems to involve a lot of sibilant muttering and making "whoosh" sounds.*

The Skeleton "Lich" may reroll half of his Darkness results instead of removing the dice from the pool on his first roll each turn. Any result of Darkness on the reroll is treated as normal and removed from the pool.

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## WITCH EXTERMINATOR

**SKULLDUGGERY:  
HIT IT WITH BLEACH**

*There is always something that requires some pungent chemicals to exterminate. Because of this, the Witch Exterminator is pretty good at mixing the chemicals on hand, to create the solution she requires.*

When rolling a Super Die, the Witch Exterminator counts an Alchemy result as both a Heart and a Potion, even during Sabotage.

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