

**Agility** 12  
**Brawn** 12  
**Spirit** 14  
**Wit** 14  
**Move** 4

**Guildsman** 14VP  
Human ♦ Recruit ♦ Unique

**Knife** § (R1) +3 vs. Armor; 5 Cut.

**TRAITS:** (Action Pool ♦)  
**Merchant Target:** At the end of each round, if this unit has not been dropped, it scores 5 VP.

Armor 14  
Vigor 10

Valor GC14-3: Dungeon Crawler Minis Merchant.\*  
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**Agility** 14  
**Brawn** 14  
**Spirit** 14  
**Wit** 12  
**Move** 5

**Ant Archon** 18VP  
Beast ♦ Regular ♦ Archon

**Mandibles** (R1) +9 vs. Armor; 15 Cut  
OR Pinned (Brawn).  
**Stinger** (R1) +6 vs. Armor; 10 Pierce THEN 5 Recurring Toxic.

**TRAITS:** (Action Pool ♦)  
**Resist 5 Cut, Pierce, Crush**  
♦ **Worker Aspect:** As an Act, when adjacent to an Ally; This unit moves 1 square, then place the Ally adjacent to this unit.

Armor 18  
Vigor 20

Valor GC14-1: Dungeon Crawler Minis Giant Ant.\*  
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**Agility** 16  
**Brawn** 10  
**Spirit** 14  
**Wit** 12  
**Move** 5

**Wood Scamp** 8VP  
Human ♦ Recruit

**Thrown Rock** (R5) +6 vs. Armor; 5 Crush.

**TRAITS:** (Action Pool ♦♦)  
**Stealthy**  
♦ **Sprint:** When Reacting, this unit may move up to its current speed instead of attacking.

Armor 14  
Vigor 15

Valor GC14-3: Dungeon Crawler Minis Scamp.\*  
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**Agility** 10  
**Brawn** 14  
**Spirit** 16  
**Wit** 8  
**Move** 6

**Mastiff** 13VP  
Beast ♦ Blooded

**Bite** (R1) +6 vs. Armor; 10 Pierce.  
**Overbear** (R1) +6 vs. Brawn; 5 Crush THEN Pinned\* (Brawn).

**TRAITS:** (Action Pool ♦♦♦)  
**Scent:** This unit takes a -1 penalty instead of -4 when attacking invisible enemies.  
**Ravage:** May use up to 3 Acts per turn to attack Pinned enemies.

Armor 14  
Vigor 20

Valor GC14-2: Dungeon Crawler Minis Mastiff.\*  
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**Agility** 16  
**Brawn** 14  
**Spirit** 15  
**Wits** 10  
**Move** 1

**Grasping Shadows** 12 VP  
Shade ♦ Green

**Sap the Soul** (R2) +5 vs. Agility; 10 Cold THEN Hobbled (Spirit).

**TRAITS:** (Action Pool ♦)  
Immune Fear, Toxic, Cold, Crush  
Immune 5 Cut, Pierce  
Vulnerable 5 Magic, Fire  
**Summon:** Starts off board.  
**Ground Burst:** A ☹ Ally may spend an Act to place this unit within 10 squares of it.

Armor 16  
Vigor 15

Malice GC14-1: Dungeon Crawler Minis Grappler.\*  
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**Agility** 14  
**Brawn** 16  
**Spirit** 14  
**Wits** 12  
**Move** 0

**The Thing in the Well** 16 VP  
Beast ♦ Blooded

**Kraken's Grip** (R3) +6 vs. Agility; 15 Crush AND Pinned (Brawn).  
**Fling** (R2) +8 vs. Armor; 10 Crush AND Push 2.

**TRAITS:** (Action Pool ♦)  
Immune 15 Crush  
Immune 5 Cut, 5 Pierce  
**Summon:** Starts off board.  
**Ground Burst:** A ☹ Ally may spend an Act to place this unit in Pit or Water Terrain within 10 squares of it.

Armor 18  
Vigor 25

Malice GC14-2: Dungeon Crawler Minis Kraken Tentacle.\*  
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**Agility** 12  
**Brawn** 12  
**Spirit** 19  
**Wits** 18  
**Move** 4

**Wood Witch** 17 VP  
Human ♦ Seasoned

**Poison Touch** (R1) +9 vs. Agility; 20 Toxic.  
**Evil Eye** (R5) +7 vs. Spirit; 10 Fear THEN Shaken (Spirit).

**TRAITS:** (Action Pool ♦)  
Immune Toxic, Immune 10 Magic  
**Blood Magic:** Whenever this unit makes a successful attack, unless it is exhausted, it must expend 5 Vigor.

Armor 14  
Vigor 20

Malice GC14-4: Dungeon Crawler Minis Beggar.\*  
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**Agility** 10  
**Brawn** 10  
**Spirit** 16  
**Wits** 12  
**Move** 5

**Vision of Doom** 23 VP  
Apparition ♦ Regular ♦ Haunt

**Mortal Vision** (R5) +8 vs. Wits; 10 Fear.  
**Greater Mortal Vision** (R2) +8 vs. Wits; 20 Fear THEN Immobilized (Spirit).

**TRAITS:** (Action Pool ♦)  
Immune Cold, Fear  
Immune 10 Crush, 10 Cut, 10 Pierce  
Vulnerable 5 Magic  
Invisible, Fly  
**Visible to Some:** This unit is not invisible to any enemy it has attacked.

Armor 14  
Vigor 25

Malice GC14-3: Dungeon Crawler Minis Coffin.\*  
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Agility 12

## Eldritch Tentacle

Fey ♦ Blooded ♦ Haunt 12VP

Brawn 15

Spirit 17

Wit 10

Move 0

**Otherworldly Grip** (R2) +7 vs. Armor; 15 Crush AND Pinned (Brawn).

**TRAITS:** (Action Pool ♦) Immune Fear, Crush Vulnerable 5 Cut  
**Immobilized:** May not move.  
**Summon:** Starts off board.  
**Ground Burst:** A ♣ Ally may spend an Act to place this unit within 10 squares of it.

Armor 16

Vigor 15

Splendor GC14-1: Dungeon Crawler Minis Otherworld Arm\*. © Sellsword Games, 2013. \*© Gifted Vision 2013.



Agility 19

## Fey Raven

Beast ♦ Fey ♦ Recruit ♦ Small 8VP

Brawn 6

Spirit 14

Wit 11

Move 7

**Raven's Curse** (R5) +3 vs. Spirit; 5 Fear THEN Shaken (Spirit).

**TRAITS:** (Action Pool ♦) Immune Fear, Toxic Fly  
 ♦ Good Omen: An ally within 3 may reroll its attack.  
**Nimble:** While this unit is not exhausted, or compromised; it may use its Agility as its Armor score.

Armor 12

Vigor 10

Splendor GC14-2: Dungeon Crawler Minis Raven\*. © Sellsword Games, 2013. \*© Gifted Vision 2013.



Agility 12

## Fey Vine

Fey ♦ Blooded ♦ Plant 12VP

Brawn 15

Spirit 17

Wit 9

Move 0

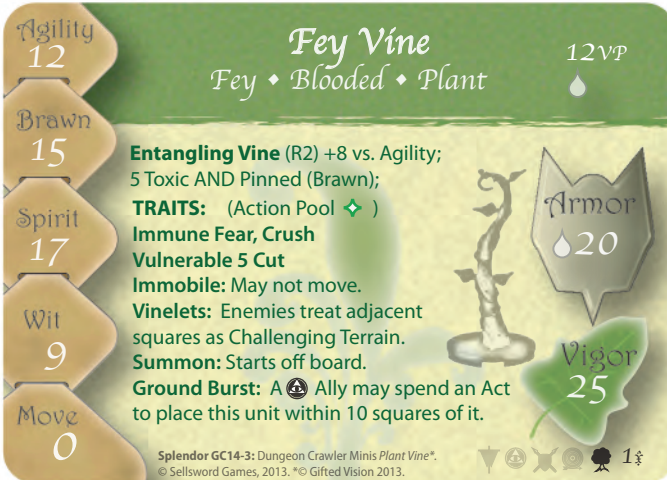
**Entangling Vine** (R2) +8 vs. Agility; 5 Toxic AND Pinned (Brawn);

**TRAITS:** (Action Pool ♦) Immune Fear, Crush Vulnerable 5 Cut  
**Immobilized:** May not move.  
**Vinelets:** Enemies treat adjacent squares as Challenging Terrain.  
**Summon:** Starts off board.  
**Ground Burst:** A ♣ Ally may spend an Act to place this unit within 10 squares of it.

Armor 20

Vigor 25

Splendor GC14-3: Dungeon Crawler Minis Plant Vine\*. © Sellsword Games, 2013. \*© Gifted Vision 2013.



Agility 15

## Wood Nymph

Fey ♦ Blooded 18VP

Brawn 12

Spirit 18

Wit 14

Move 5

**Fey Touch** (R1, \$) +7 vs. Agility, 10 Toxic.  
 ♦♦ Seduction (R5, \$) +7 vs. Spirit; Glamoured (Wits).

**TRAITS:** (Action Pool ♦♦) Immune 5 Cut, 5 Toxic, 10 Fear Vulnerable 5 Magic  
 ♦ Regenerating Kiss: As an Act, when a Glamoured enemy is adjacent, regain 5 Vigor OR lose 1 wound token.

Armor 14

Vigor 20

Splendor GC14-4: Dungeon Crawler Minis Seductress\*. © Sellsword Games, 2013. \*© Gifted Vision 2013.

