

Elf Healer
Elf ♦ Blooded 20VP

Agility 17
Brawn 10
Spirit 17
Wit 14
Move 5

Fey Touch (R1) +7 vs. Agility; 10 Toxic.

Armor 15
Vigor 15

TRAITS: (Action Pool ♦♦)
Immune 10 Fear, 10 Toxic
♦ Fey Healing: As 2 Acts, you may remove 1 wound from an adjacent unit.
♦ Fey Vigor: As 2 Acts, you may restore 10 Vigor to an adjacent unit

Splendor B1: An elf spellcaster with no weapon in hand.
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Fey Sorceress
Elf ♦ Veteran ♦ Fey 52VP

Agility 18
Brawn 12
Spirit 17
Wit 18
Move 5

Fey Touch (R1) +12 vs. Agility; 10 Toxic AND Shaken (Spirit).
♦ Fey Illusion (R10) +11 vs. Wit; 5 Toxic AND Glamoured (Wits)
♦ Faerie Fire (R10) +11 vs. Agility; 15 Magic THEN 5 Recurring Fire (Agility).

Armor 17
Vigor 40

TRAITS: (Action Pool ♦♦)
Immune 5 Magic, 10 Fear, 10 Toxic
Aura of Life: Nonliving units take +5 Toxic from this unit's attacks.

Splendor B2: A female elf, unarmed or holding a rod/staff.
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Elf Saber Maiden
Elf ♦ Seasoned ♦ Maid 31VP

Agility 17
Brawn 14
Spirit 17
Wit 14
Move 5

Saber (R1) +10 vs. Armor; 15 Cut.

Armor 18
Vigor 30

TRAITS: (Action Pool ♦♦)
Immune 5 Cut, 5 Fear, 5 Pierce
Vulnerable 5 Magic
Acrobat: This unit may Fly for up to 2 squares of its movement each turn.
Keen Blade: +5 Cut vs. targets with Immune [X] Cut.

Splendor B3: A female Elf armed with a saber.
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Elfin Swiftshot
Elf ♦ Seasoned 27VP

Agility 19
Brawn 12
Spirit 16
Wit 13
Move 6

Elfin Bow (Sight) +13 vs. Armor; 10 Pierce.

Armor 18
Vigor 25

TRAITS: (Action Pool ♦♦)
Immune 5 Cut
Vulnerable 5 Magic
Swiftshot: This unit may use up to 3 Acts to attack, if all targets are 5 or more squares away and no enemy is adjacent to this unit.

Splendor B4: Elf in a Dynamic pose with bow aimed.
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Elfborn Ranger
Half-elf ♦ Seasoned 32VP

Agility 15
Brawn 17
Spirit 17
Wit 14
Move 5

Elfin Sword (R1) +11 vs. Armor; 15 Cut.
Longbow (Sight) +11 vs. Armor; 10 Pierce.

Armor 19
Vigor 30

TRAITS: (Action Pool ♦♦)
Immune 5 Cut, 5 Fear, 5 Pierce
Riposte +5: Whenever this unit replies to an enemy attack, +5 wounds to the reply.

Splendor B5: Half-elf with bow and greatsword (using either)
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Redpine Pixie
Pixie ♦ Recruit ♦ Fey ♦ Small 8VP

Agility 19
Brawn 8
Spirit 17
Wit 10
Move 6

Pixie Bow (R5) +7 vs. Armor; 5 Pierce THEN 5 Toxic.
Pixie Spear (R1) +7 vs. Armor; 5 Pierce.

Armor 14
Vigor 10

TRAITS: (Action Pool ♦)
Immune 10 Magic
Vulnerable 5 Fear
Fly
Nimble: While this unit is not exhausted, or compromised; it may use its Agility as its Armor score.

Splendor B6: A (winged) pixie with a bow.
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Wood Thane
Plant ♦ Veteran ♦ Big 48VP

Agility 12
Brawn 20
Spirit 18
Wit 14
Move 4

Crushing Limb (R2, S) +11 vs. Agility, 20 Crush.
Root Stomp (R1, S) +9 vs. Brawn; 20 Crush AND Pinned* (Brawn -2).

Armor 22
Vigor 40

TRAITS: (Action Pool ♦)
Immune 5 Cut, 10 Fear, 10 Pierce, 15 Crush
Vulnerable 10 Fire
Toughness
Regenerate: As an Act, regain 5 Vigor OR lose 1 wound token.

Valor B7: A Big animated tree.
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Great Eagle
Beast ♦ Seasoned ♦ Big 30VP

Agility 15
Brawn 16
Spirit 17
Wit 14
Move 8

Talons (R1) +10 vs. Armor; 20 Pierce.

Armor 17
Vigor 30

TRAITS: (Action Pool ♦♦)
Immune 10 Fear
Vulnerable 5 Crush
Fly
Dive Attack: May move 4 squares instead of 2 when charging.

Splendor B8: A Big Eagle.
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Elf Highguard 43VP
Elf ♦ Vanguard

Agility 19
Brawn 15
Spirit 17
Wit 16
Move 5

Longspear (R2, 2 targets) +13 vs. Armor; 15 Pierce.

Armor 20
Vigor 35

TRAITS: (Action Pool ♦)
Immune 5 Fear, 5 Cut, 5 Pierce
Vulnerable 5 Magic
React Range 2: This unit may React to enemies at a range of up to 2, rather than adjacent.

Splendor B9: An Elf wielding a spear with 2 hands.
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Stone Thane 51VP
Fey ♦ Veteran ♦ Big

Agility 9
Brawn 22
Spirit 19
Wit 12
Move 4

Crushing Blow (R2) +11 vs. Agility; 20 Crush AND Stunned (Brawn).

Armor 22
Vigor 40

TRAITS: (Action Pool ♦)
Immune 15 Cut, Crush, Pierce Toughness

Splendor B10: A Big animated rock.
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River Sprite 11VP
Fey ♦ Recruit ♦ Small

Agility 18
Brawn 7
Spirit 16
Wit 14
Move 6

Camberlight (R5) +5 vs. Wits; Target is Compromised (Wits).
Poison Dart (R5) +4 vs. Armor; 5 Toxic.

Armor 13
Vigor 30

TRAITS: (Action Pool ♦ ♦)
Invisible
Vulnerable 5 Magic

Splendor B11: A small sprite-like creature in clear plastic.
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Sylvanwood Druid 30VP
Elf ♦ Regular

Agility 17
Brawn 13
Spirit 17
Wit 17
Move 5

Throw Flame (R3) +10 vs. Agility, 10 Fire
Thorndarts (R5) +10 vs. Armor, 5 Pierce THEN 5 Recurring Toxic (Wits).
Entangling Briar (R10 *2) +10 vs. Agility 5 Pierce AND Hobbled (Brawn).

Armor 17
Vigor 25

TRAITS: (Action Pool ♦ ♦)
Vulnerable 5 Magic

Splendor B12: An unarmored female Elf holding a staff.
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Panborn Satyr 21VP
Fey ♦ Blooded

Agility 16
Brawn 13
Spirit 15
Wit 16
Move 5

Shortbow (Sight) +8 vs. Armor; 10 Pierce.
* **Soothing Pipes** (All enemies within R4) +8 vs. Spirit; 10 Fear THEN Stunned (Spirit).

Armor 15
Vigor 15

TRAITS: (Action Pool ♦ *)

Splendor B13: A Satyr with Pipes and a Bow.
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Klein Belsnickel 16VP
Dwarf ♦ Blooded ♦ Belsnickel

Agility 16
Brawn 13
Spirit 19
Wit 10
Move 5

Thrashing Rod (R1) +7 vs. Armor; 5 Crush AND 10 Fear.

Armor 16
Vigor 20

TRAITS: (Action Pool ♦)
Immune Fear, 5 Magic
Lesser Regeneration: As an Act, regain 5 Vigor.

Splendor B14: Dwarf with wild hair and a club/rod/staff.
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Wood Nymph 18VP
Fey ♦ Blooded

Agility 15
Brawn 12
Spirit 18
Wit 14
Move 5

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

Armor 14
Vigor 20

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

Splendor B15: An attractive, scantily clad or nude woman.
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Oakvale Unicorn 25VP
Beast ♦ Regular ♦ Fey ♦ Big

Agility 16
Brawn 18
Spirit 16
Wit 13
Move 7

Gore (R1) +11 vs. Armor; 20 Pierce.
Hooves (R1) +7 vs. Armor; 10 Crush.

Armor 16
Vigor 25

TRAITS: (Action Pool ♦)
Immune Toxic, 5 Magic
Healer's Horn: (Only if this unit has never hit with a Gore attack.) Once per turn, an adjacent ally may spend an act to regains 5 Vigor OR lose 1 wound token.

Splendor B16: A Big white Unicorn.
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▼ ⚔ ⚡ ⚙ ⚗ 0

Elven Cloak

Elf +3VP

Modifier

TRAITS:
Camouflage: At the start of each round, this unit gains Stealthy. This Trait is lost after this unit attacks or moves 4 or more squares.

Splendor B17
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▼ ⚔ ⚡ ⚙ ⚗ 0

Eldritch Blessing

Elf +6VP

Modifier

TRAITS: (Action Pool ⚡)
Warleader 2
Faerie Dust Cloud 3: While within 3 of this warleader, no unit is invisible. Possessed units take 5 magic wounds when they start their turn within 3 of this warleader.

Splendor B18
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▼ ⚔ ⚡ ⚙ ⚗ 0

Fleet of Foot

Any +4VP

Modifier

TRAITS: (Action Pool ⚡)
Swiftiness: This unit has move +1.

Splendor B19
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▼ ⚔ ⚡ ⚙ ⚗ 0

Forest Warrior

Elf +3VP

Modifier

TRAITS: (Action Pool ⚡)
Forest for the Trees: This unit may treat a square of Brush Terrain as Clear Terrain once per turn.

Splendor B20
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▼ ⚔ ⚡ ⚙ ⚗ 2

Highborn

Any +3VP

Modifier

TRAITS:
Warleader 1
Regroup: As an Act, this unit may Push an adjacent ally of equal or lesser experience one square.

Splendor B21
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▼ ⚔ ⚡ ⚙ ⚗ 0

One with the Forest

Any +4VP

Modifier

TRAITS:
Briarlord 3: This unit may treat Brush Terrain within 3 squares of it as if it were Clear Terrain.

Splendor B22
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▼ ⚔ ⚡ ⚙ ⚗ 2

Path with no Path

Elf +4VP

Modifier

TRAITS:
Root Walk: Use when this unit is in Brush Terrain. As 2 Acts, this unit may teleport to any Brush Terrain square.

Splendor B23
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▼ ⚔ ⚡ ⚙ ⚗ 0

Thanelord

Veteran + +6VP

Modifier

TRAITS: (Action Pool ⚡)
Warleader 1
Confident: This unit has Immune 5 Fear.
There can be only 1: This Mod may only be taken by 1 unit in your warband.

Splendor B24
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▼ ⚔ ⚡ ⚙ ⚗ 2

Vanguard of Valor

Human ♦ Vanguard + +4VP

Modifier

TRAITS:
Into the Fray: This unit may charge 2 or 3 squares instead of 2 squares.
No Time for Fear: When this unit charges an enemy, it gains Immune Fear until the end of the round.

Valor B1
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▼ ⚔ ⚡ ⚙ ⚗ 1

Warrior Tactician

Regular + +6VP

Modifier

TRAITS: (Action Pool ⚡)
Warleader 3
Always Moving: Use at the start of round. Until end of round, this unit has -1 Move.
Tactical Combatant: While this unit is affected by *Always Moving*, it may maneuver each time an ally starts their turn. This does not count against this units regular Acts or movement.

Valor B2
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Centaur Warrior 16VP
Centaur ♦ Blooded ♦ Big

Agility 14
Brawn 18
Spirit 14
Wit 13
Move 7

Greatclub (R1) +7 vs. Armor; 15 Crush.
Tauren Bow (Sight) +7 vs. Armor; 15 Pierce.

TRAITs: (Action Pool ♦)
Immune 5 Cut

Armor 14
Vigor 25

Valor B3: A Big Centaur with a Bow/Club (wielding either).
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Elfborn Ranger 32VP
Half elf ♦ Seasoned

Agility 15
Brawn 17
Spirit 17
Wit 15
Move 5

Elfin Sword (R1) +11 vs. Armor; 15 Cut.
Longbow (Sight) +11 vs. Armor; 10 Pierce.

TRAITs: (Action Pool ♦♦)
Immune 5 Cut, 5 Fear, 5 Pierce
Riposte: Whenever this unit replies to an enemy attack, +5 wounds to the reply.

Armor 19
Vigor 30

Valor B4: Halfelf with a bow and greatsword (wielding either).
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Gamekeeper 15VP
Human ♦ Blooded

Agility 15
Brawn 15
Spirit 14
Wit 14
Move 5

Shortbow (Sight) +7 vs. Armor; 10 Pierce.
Longknife (R1) +7 vs. Armor; 10 Cut

TRAITs: (Action Pool ♦♦)
Immune 5 Cut, Fear
Hunter: +5 wounds vs. Beast enemies.
♦ **Stalk:** This unit has -2 speed and Stealthy until the end of its turn.

Armor 15
Vigor 15

Valor B5: Human in light armor/cloak with a bow nocked.
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Lesser Archon 40VP
Archon ♦ Vanguard

Agility 14
Brawn 16
Spirit 20
Wit 14
Move 5

Sword (R1) +11 vs. Armor; 20 Cut.
Awe (R10) +9 vs. Spirit; 10 Fear AND Shaken (Spirit)

TRAITs: (Action Pool ♦♦♦)
Immune 5 Cut, Cold, Fear, Fire, Pierce
Vulnerable 5 Magic
Fly Shield
Lesser Regenerate: As an act, this unit may regain 5 Vigor.

Armor 19
Vigor 30

Valor B6: A winged Angel with a sword and a shield.
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Roadwarden 22VP
Human ♦ Regular

Agility 14
Brawn 16
Spirit 18
Wit 13
Move 5

Hacking Blade (R1) +9 vs. Armor; 15 Cut.
♦ **Light Crossbow** (Sight) +8 vs. Armor; 15 Pierce.

TRAITs: (Action Pool ♦)
Immune 5 Cut, 5 Pierce
Shield
Spot Ambush: This unit ignores the Stealthy trait on enemies within a number of squares equal to its current Wit stat.

Armor 17
Vigor 20

Valor B7: Human in light armor with a light crossbow in hand.
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Tower Mage 30VP
Human ♦ Seasoned

Agility 14
Brawn 13
Spirit 18
Wit 19
Move 4

Staff (R1) +10 vs. Agility; 5 Crush AND 10 Magic
Phantasm (R10) +9 vs. Wit; 10 Fear AND Shaken (Spirit).
***Stormfury** (R10) (2 Acts) (*2) +9 vs. Armor; 20 Fire OR {15 Cold THEN Hobbled}.

TRAITs: (Action Pool ♦♦*)
Immune 10 Magic, 10 Toxic, 5 Fear
Toughness
Meditate: May trade ♦♦ for *

Armor 16
Vigor 20

Valor B8: Human wizard, wearing a hat, with staff in hand.
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Woodcutter 7VP
Human ♦ Recruit

Agility 13
Brawn 16
Spirit 14
Wit 12
Move 5

Axe (R1) +6 vs. Armor; 10 Cut.

TRAITs: (Action Pool ♦)
Woodcutter: +5 wounds vs. Plant enemies.

Armor 14
Vigor 15

Valor B9: Unarmored/poorly armored human with an large axe.
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Stout Yeoman 13VP
Human ♦ Blooded

Agility 14
Brawn 16
Spirit 14
Wit 14
Move 6

Heavy Club (R1) +6 vs. Armor; 10 Crush.
Longbow (Sight) +7 vs. Armor; 15 Pierce.

TRAITs: (Action Pool ♦)

Armor 14
Vigor 20

Valor B10: Human with longbow drawn and aimed.
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