

Agility 12

Ancient-Spawn

Daemon ♦ Green 10 VP

Brawn 14

Spirit 14

Wits 12

Move 4

Daemon Gaze (R5) +6 vs. Wits; 10 Cold
Devour the Soul (R2) +5 vs. Wits; 10 Fear THEN Shaken (Spirit).
Devour the Body (R1) +6 vs. Armor; 10 Crush.

TRAITs: (Action Pool ♦)
 Immune Fear, Toxic,
 Immune 5 Crush, Cold
 Fly

Armor 14

Vigor 10

Malice A1: A crouching gargoyle with a tentaced face.
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Agility 16

Ancient One

Daemon ♦ Elite ♦ Big 66 VP

Brawn 22

Spirit 22

Wits 18

Move 5

Daemon Gaze (R5) +12 vs. Wits; 20 Cold
Devour the Soul (R2) +11 vs. Wits; 20 Fear THEN Stunned (Spirit).
Devour the Body (R2) +12 vs. Armor; 25 Crush.

TRAITs: (Action Pool ♦ ♦)
 Immune Fear, Toxic
 Immune 10 Crush, Cold
 Fly

Foreboding Presence: Adjacent enemies have -2 Wits and -2 Spirit.

Toughness

Armor 23

Vigor 50

Malice A2: A big crouching gargoyle with a tentaced face.
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Agility 16

Cowardly Imp

Devil ♦ Raw ♦ Imp 5 VP

Brawn 12

Spirit 12

Wits 12

Move 6

Pitchfork (R1) +4 vs. Armor; 10 Pierce.

TRAITs: (Action Pool ♦)
 Vulnerable 5 Fear
 ♦ **Imp's Target**: Choose an enemy. This unit is invisible to that enemy until it uses this trait again.

Armor 14

Vigor 10

Malice A3: An imp with a fork.
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Agility 15

Goblin Ambusher

Goblin ♦ Blooded 15 VP

Brawn 13

Spirit 12

Wits 12

Move 5

Bow (Sight) +7 vs. Armor; 10 Pierce

TRAITs: (Action Pool ♦)
 Stealthy

Glowball: As an Act, choose an enemy within [Wits] squares. Until end of round, that unit may not be invisible to other units.

Armor 14

Vigor 15

Malice A4: A Goblin with shortbow aimed.
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Agility 14

Giant Rat

Beast ♦ Raw 6 VP

Brawn 8

Spirit 12

Wits 9

Move 6

Nasty Bite (R1) +5 vs. Armor; 5 Pierce THEN 5 Recurring Toxic (Brawn).

TRAITs: (Action Pool ♦)
 Stealthy

Armor 14

Vigor 10

Malice A5: A large rat miniature.
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Agility 13

Goblin Masher

Goblin ♦ Blooded 13 VP

Brawn 15

Spirit 12

Wits 12

Move 5

Mace (R1) +7 vs. Armor; 10 Crush.

TRAITs: (Action Pool ♦)
 Stealthy

Friends: Use when this unit is adjacent to an enemy. Select an allied Goblin unit within 6 squares of this unit. As an Act, place that ally adjacent to this unit.

Armor 15

Vigor 15

Malice A6: An armored Goblin with a mace/club.
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Agility 12

Goblin Seer

Goblin ♦ Blooded 15 VP

Brawn 12

Spirit 16

Wits 12

Move 4

Fey Touch (R1) +5 vs. Agility; 10 Toxic.

TRAITs: (Action Pool ♦)
Goblin Commune: Use a trait of a Goblin Ally as if this unit had that trait.
Guide Gobblins: Goblin Allies have +1 to attack while within [Wits] squares of this unit.
Seer: +1 to initiative checks.

Armor 14

Vigor 15

Malice A7: A Goblin with a staff, or unarmed.
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Agility 14

Goblin Skewer

Goblin ♦ Blooded 13 VP

Brawn 14

Spirit 12

Wits 12

Move 5

Spear (R1) +7 vs. Armor; 10 Pierce.

TRAITs: (Action Pool ♦)
 Stealthy

Voices: As an Act, choose an enemy within [Wits] squares. Until end of round, that enemy is now compromised whenever a Goblin attacks it.

Armor 14

Vigor 15

Malice A8: An armored goblin with a spear.
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Agility 14

Dark Elf Stalker 22 VP
Dark Elf ♦ Regular

Brawn 17

Spirit 15

Wits 13

Move 6

Dagger (R1) +11 vs. Armor; 10 Pierce AND make an **Offhand Dagger** attack at -2 attack.
Offhand Dagger (R1) +11 vs. Armor; 10 Slash.

TRAITs: (Action Pool ♦♦)

Immune 5 Cut, 5 Pierce

Stealthy

Poise: Regain up to 2 ♦ as an Act.

Ambush: When this unit attacks a target that did not see it at the start of its turn: +2 to that attack.

Armor 19

Vigor 20

Malice A9: An armored dark elf armed with 2 short blades.
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Agility 15

Templar of Eflian 42 VP
Dark Elf ♦ Seasoned

Brawn 18

Spirit 17

Wits 15

Move 5

Defiler Mace (R1) +12 vs. Armor; 15 Crush AND 5 Magic

TRAITs: (Action Pool ♦♦♦), ai

Immune 5 Cut, Pierce, Crush, Toxic

Shield

Poise: Regain up to 2 ♦ as an Act.

Shadow Walk: Use when no enemy can see this unit. As an Act, spend 5 Vigor, then place this unit in another square no enemy can see.

Armor 20

Vigor 35

Malice A10: An armored dark elf armed with mace & shield.
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Agility 13

Euphoric Cultist 10 VP
Human ♦ Blooded ♦ Possessed

Brawn 14

Spirit 14

Wits 11

Move 5

Club (R1) +7 vs. Armor; 10 Crush.

TRAITs: (Action Pool ♦)

Immune Fear

Toughness

Armor 14

Vigor 10

Malice A11: Unarmored human with a club/mace.
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Agility 12

Cult Necromancer 30 VP
Human ♦ Seasoned

Brawn 12

Spirit 20

Wits 18

Move 5

Dagger (R1) +9 vs. Armor; 10 Pierce THEN 10 Toxic.

Death Rod Strike (R5, S) +9 vs. Agility; 10 Cold AND 5 Toxic.

TRAITs: (Action Pool ♦)

Immune 5 Cold, 5 Fear

Foreboding Presence: Adjacent enemies have -2 Wits and -2 Spirit.

Armor 16

Vigor 35

Malice A12: A cloaked wizard armed with rod and dagger.
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Agility 16

Skeletal Summon 10 VP
Green ♦ Possessed ♦ Summon

Brawn 14

Spirit 15

Wits 10

Move 5

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

TRAITs: (Action Pool ♦)

Immune Fear, 10 Cold, 5 Pierce, 5 Toxic

Armor 15

Vigor 15

Malice A13: Unarmored skeleton with sword & shield
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Agility 17

Ebon Serpent 12 VP
Serpent ♦ Blooded ♦ Summon

Brawn 14

Spirit 12

Wits 12

Move 5

Deadly Bite (R1) +11 vs. Armor; 5 Pierce THEN 10 Recurring Toxic (Brawn).

TRAITs: (Action Pool ♦♦*)

Stealthy

* **Enfeebling Venom**: Use when this unit hits an enemy with **Deadly Bite**. That Enemy has a -4 Penalty to Brawn until it Recovers from 10 Recurring Toxic.

Armor 15

Vigor 15

Malice A14: A black serpent.
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Agility 18

Large Hunting Spider 18 VP
Beast ♦ Regular

Brawn 12

Spirit 14

Wits 10

Move 6

Fangs (R1) +7 vs. Armor; 10 Pierce THEN 10 Recurring Toxic (Brawn).

TRAITs: (Action Pool ♦)

Stealthy

Leaping Charge: This unit may charge up to 4 squares, ignoring Challenging Terrain during the charge.

Paralysing Toxin: Units affected by **Fangs** who roll a natural 19 or 20 on Recover Rolls are also Helpless (Brawn).

Armor 14

Vigor 20

Malice A15: A spider with forelegs raised.
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Agility 16

Will o' Wisp 19 VP
Fey ♦ Blooded

Brawn 10

Spirit 16

Wits 14

Move 5

Luring Light (R12, Living Target) +5 vs. Wits; Glamyrred (Spirit).

Soul Fire (R3) +6 vs. Spirit; 5 Fire OR 10 Fear THEN this unit regains 5 Vigor.

TRAITs: (Action Pool ♦)

Immune Fear, Cold

Hypnotic: This unit does not spend ♦ to make a Reply to an enemy attack if it uses **Luring Light**.

Armor 16

Vigor 15

Malice A16: A 'floating' glowing or translucent ball.
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Aura of Contagion

Any +5VP

Modifier

TRAITS:
Pestilent Cloud: Living enemies must roll under their [Spirit] to move adjacent to this unit, the first time they move adjacent each turn. If they fail this roll, they may not attempt to move adjacent to this unit again until their next turn.

Malice C17
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The Bully

Blooded + +3VP

Modifier

TRAITS:
Warleader 1
There can be only 1: Only one unit in your warband may have this mod.
Temper: Use during the Tactics Phase. You may reroll your tactics die.

Malice C21
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Cruelty

Any +2VP

Modifier

TRAITS:
Sadistic: This unit may Crow whenever its attack causes Injury to an enemy, instead of only when it Drops an enemy.

Malice C19
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1

Darkheart

Regular + +4VP

Modifier

TRAITS:
Toxic Weapon 10: As an Act, this unit's next attack that causes cut, pierce or magic+ wounds to an enemy does +10 Toxic Wounds.
Dark Balance: This unit has +1 attack.

Malice C20
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2

Forbidden Runes

Regular + +5VP

Modifier

TRAITS: (Action Pool ■)
■ **Inscribe Runes:** As an Act that an adjacent enemy may react to, this unit may place a Forbidden Runes symbol in its square. Any unit occupying the Forbidden Runes square may claim a bonus of +2 to attack until the end of its turn; THEN the closest unit to it takes 5 Toxic wounds. If 2 or more units are tied for distance, the owner of the unit on the Forbidden Runes may choose one to apply the wounds to.

Malice C21
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Conjured Ally

Summon +1VP

Modifier

TRAITS:
Summon: Starts off the battlegrid. Off-board units do not take turns.
Summon: As an Act, if this unit is off-board, a Ally may place this unit within [Wits] squares of it, THEN this unit may make a 1 Act attack, and is considered to have taken its turn for the round.

Malice C22
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Shadow Glamyr

Fey +4VP

Modifier

TRAITS:
Feyweird: Use while this unit has at least 1 ally in play. Place this unit within 3 squares of its current location THEN your opponent chooses an ally of this unit, and places that unit within 3 squares of its current location.

Malice C23
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1

Unnerving Presence

Any +5VP

Modifier

TRAITS:
Fearsome Apparition: While adjacent to this unit, enemies suffer a -2 to attack rolls AND -2 to Armor and Spirit. Enemies that are Immune 10(+) Fear may ignore this effect.

Malice C24
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1

Chameleon Skin

Reptile +3VP

Modifier

TRAITS:
Natural Camouflage: At the start of each round, this unit gains Stealthy. This Trait is lost after this unit attacks or moves 3 or more squares.

Splendor B17
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Faerie Spores

Plant +4VP

Modifier

TRAITS:
Spore Cloud: Whenever a unit starts a turn adjacent to this unit, it must roll under its [Spirit], or take 5 Toxic wounds.

Splendor B18
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Blackthorn 8VP
Fey ♦ Recruit ♦ Plant ♦ Small

Agility 14
Brawn 14
Spirit 14
Wit 10
Move 4

Thorns (R2) +5 vs. Armor; 5 Pierce AND 5 Toxic AND Pinned* (Brawn).

TRAITS: (Action Pool ♦)
Immune 5 Crush, 5 Pierce
Vulnerable 5 Fire
Stealthy
Drain Essence: This unit gains +5 Vigor when it Crows.

Armor 15
Vigor 15

Splendor B1: A leafless, shrub-sized plant-man.
© Sellsword Games, 2013.

Bleakwood Sylph 28VP
Fey ♦ Regular

Agility 18
Brawn 12
Spirit 15
Wit 11
Move 5

Gale Blast (R10) +10 vs. Brawn; 5 Cold AND Push up to 2 squares; THEN units pushed at least one square that end adjacent to a wall take 10 Crush.

TRAITS: (Action Pool ♦ ✨)
Vulnerable 5 Magic, Fly
Wind Shield: This unit may not be attacked from more than R6; Adjacent allies gain +2 Armor vs. attacks enemies 2 or more squares from them.
✨ **Tempest:** As an Act, this unit can attack all enemies within R3.

Armor 15
Vigor 25

Splendor B2: A beautiful, unarmed winged fairy.
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Fairy Serpent 7VP
Fey ♦ Raw ♦ Reptile ♦ Small

Agility 17
Brawn 10
Spirit 14
Wit 12
Move 5

Fey Bite (R1) +5 vs. Armor; 5 Pierce THEN 5 Recurring Magic (Brawn).

TRAITS: (Action Pool ♦)
Fly
Good Omen: Adjacent allies have +1 attack.
Cold Blooded: This unit is Hobbled (Brawn) whenever it is struck by a Cold attack.

Armor 15
Vigor 15

Splendor B3: A small winged snake.
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Forest Jaiant 38VP
Fey ♦ Seasoned ♦ Giant ♦ Big

Agility 14
Brawn 19
Spirit 18
Wit 16
Move 5

Massive Club (R2, up to 2 targets adjacent to each other) +12 vs. Armor; 20 Crush AND Push 1 square.

TRAITS: (Action Pool ♦ ♦)
Immune 5 Crush, 5 Cut, 5 Pierce
Tough
Forest Magic: (R6) As an Act, this unit chooses a plant ally it can see; that Ally regains 10 Vigor.

Armor 18
Vigor 40

Splendor B4: A big olive-skinned giant with a great club
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Saelkie 12VP
Fey ♦ Blooded ♦ Aquatic

Agility 14
Brawn 12
Spirit 16
Wit 12
Move 5

Allure (R5) +7 vs. Spirit; Glamored (Wits).
Drowning Kiss (R1) +7 vs. Spirit; 10 Recurring Crush (Wits).*

TRAITS: (Action Pool ♦)
Immune Crush, 10 Pierce, 10 Cut
Vulnerable 5 Cold, Magic
Aquatic: Ignores the extra cost for moving in Water Terrain; +2 Armor in Water Terrain.

Armor 15
Vigor 15

Splendor B5: An alluring lizard human or seal/human hybrid.
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Sahrrian Brute 27VP
Fey ♦ Seasoned ♦ Reptile ♦ Large

Agility 14
Brawn 19
Spirit 14
Wit 10
Move 5

Spiked Club (R2) +10 vs. Armor; 15 Crush AND 10 Pierce AND Push 1 square.
Bite (R1) +7 vs. Armor; 10 Pierce AND 5 Recurring Toxic (Brawn).

TRAITS: (Action Pool ♦)
Immune 10 Crush, 10 Cut, 5 Pierce
Vulnerable 5 Cold
Tough
Cold Blooded: This unit is Hobbled (Brawn) whenever it is struck by a Cold attack.

Armor 15
Vigor 25

Splendor B6: A big lizardman with a spiked club.
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Sahrrian Scout 11VP
Fey ♦ Blooded ♦ Reptile

Agility 12
Brawn 15
Spirit 17
Wit 10
Move 5

Twin Daggers (R1) +7 vs. Armor; 10 Cut THEN make a Bite attack.
Bite (R1) +5 vs. Armor; 5 Pierce THEN 5 Recurring Toxic (Brawn).

TRAITS: (Action Pool ♦)
Immune 5 Cut, 5 Pierce
Vulnerable 5 Cold
Stealthy
Cold Blooded: This unit is Hobbled (Brawn) whenever it is struck by a Cold attack.

Armor 16
Vigor 15

Splendor B7: A small lizardman with two daggers.
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Vengeful Satyr 19VP
Fey ♦ Blooded ♦ Faun

Agility 12
Brawn 14
Spirit 16
Wit 14
Move 5

Scimitar (R1) +8 vs. Armor, 10 Cut.
♦ ♦ **Intoxicating Aura** (Each Ally & Enemy within 2) +7 vs. Wits; On a hit, roll 1d20 for effect:

1-5	Hobbled (Spirit)
6-11	Pinned (Spirit)
12-16	Shaken (Spirit)
17-20	Compromised (Spirit)

TRAITS: (Action Pool ♦ ♦)
Immune 5 Cut, 5 Fear.

Armor 16
Vigor 20

Splendor B8: A cloaked faun with a Scimitar
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