

+5 **Yavlo the Kindled** **13**



5 CHARACTER

Deveronian • Warlord

Yavlo adds +3 to strike rolls and DCs from Fire spells.

React: Once per turn, after spending as part of the cost of a Fire spell: Ready Yavlo. (The cost is still considered paid.)

"Insanity." - Brymin

+11 **026** **336** **3**

+2 **Layamon** **11**



2 CHARACTER

Deveronian • Hunchback

Spend Order: Perform a +2 ranged strike.

"E'en a crippled son of Deverenia be worth twenty lesser men."

+3 **012** **336** **1**

+3 **Squire Fendric** **14**



2 CHARACTER

Deveronian

Order: Once per turn, spend a character in this rank: Move forward one rank. If Fendric moves, he may perform a melee strike.

"An a foe knoweth not fear in the face of our charge, then he ne'er shall."

+2 **022** **336** **1**

+0 **Gustave** **12**



1 CHARACTER

Deveronian • Illusionist

React: After target character targets an adjacent **Deveronian** with a strike or action: The target must succeed with a Magic save (DC 12) or the strike or action is redirected to Gustave, if possible.

+2 **010** **336** **1**

+0 **Genecourt Initiate** **11**



1 CHARACTER

Deveronian • Seer

React: Before Genecourt Initiate is killed: The next strike this turn against a character you control is a Critical Failure.

"The future is bleak, yet nothing compared to what we have endured already."

+2 **008** **336** **1**

+0 **Genecourt Initiate** **11**



1 CHARACTER

Deveronian • Seer

React: Before Genecourt Initiate is killed: The next strike this turn against a character you control is a Critical Failure.

"The future is bleak, yet nothing compared to what we have endured already."

+2 **008** **336** **1**

+1 **Squire Arrigan** **11**



1 CHARACTER

Deveronian

Arrigan inflicts an additional wound with melee strikes against characters without an **Armor** or a **Shield** equipped.

"Beware, my lord! Brine fiends approacheth!"

+1 **020** **336** **1**

+1 **Squire Arrigan** **11**



1 CHARACTER

Deveronian

Arrigan inflicts an additional wound with melee strikes against characters without an **Armor** or a **Shield** equipped.

"Beware, my lord! Brine fiends approacheth!"

+1 **020** **336** **1**

+0 **Inquisitor Chronesus** **10**



1 CHARACTER

Deveronian • Seer

Spend React: Before rolling initiative: Your **Warlord** gains +10 to the die roll.

"Now, more than ever, heresy cannot be tolerated. The Storm can ill afford protection for those of weak temperament, and in Its name I hunt them."

+3 **011** **336** **1**

+4 **Castus the Burning** **16**

4 CHARACTER

Deverenian • Myerdeath

Castus inflicts an additional wound with Fire spells.

"These thralls have been bred to serve. They merely require worthier masters, and who better than we? Perhaps we should entertain this assassin's offer..."

+8 **1**

005 ♦ 336

+2 **Layamon** **11**

2 CHARACTER

Deverenian • Hunchback

Spend Order: Perform a +2 ranged strike.

"E'en a crippled son of Deverenia be worth twenty lesser men."

+3 **1**

012 ♦ 336

+4/+2 **Lord Miracus** **14**

3 CHARACTER

Deverenian

Order: Spend an equipped Weapon: Perform a melee strike.

"Kerebrus doth live? Then I mayest still be granted my vengeance."

+3 **2**

014 ♦ 336

+4 **Dahlia Genecourt** **14**

3 CHARACTER

Deverenian • Cantor • Unique

React: Once per turn, after target opposing character wounds a Deverenian you control: The target suffers a penalty to ATK, AC, and Skill equal to the wounded Deverenian's level.

+5 **2**

006 ★ 336

Ring of Vorn

3 ITEM

Order: Spend Ring of Vorn, target a character in this rank: Move the target forward or backward one rank.

"Vorn was our greatest assassin, utilising magic to speed his kills." – Amatria Tansiq

322 ♦ 336

Ivory Scepter

4 ITEM

Weapon

Order: Spend Ivory Scepter, target an opposing character within two ranks: The target must succeed with a Magic save (DC 8 + number of characters in your discard pile) or suffer a wound.

"A field of the dead suits me just fine." – Morghen the Unliving

519 ● 336

+1 **Darkwood Staff**

6 ITEM

Weapon

Order: Spend Darkwood Staff: Shuffle a wizard spell from your discard pile into your deck.

Order: Once per turn, remove an item in your discard pile from the game: Ready Darkwood Staff.

314 ★ 336

Spell Book

2 ITEM

This wizard gains +1 level for casting spells. Magic saves from this wizard's spells gain +2 DC.

The magics utilized by the Chosen cannot be contained easily within tomes, for such power has a will of its own.

325 ♦ 336

Meteor Swarm

4 ACTION

Fire

Spend Order: Target all characters in a rank within two ranks: Each target must succeed with a Magic save (DC 5 + this wizard's Skill) or suffer one wound.

"Take the city, Alexa? Where would be the fun in that?" – Yavlo the Kindled

245 ★ 336

Magic Missiles



4E - Illus. Chris Samman © 2008 PF

1

ACTION

Spend Order: Perform a number of +0 ranged strikes equal to this wizard's level. These strikes may not receive any bonuses to the die roll.

"These wild men shalt learn soon the power of a decent education. I'll wager that I can kill more than thou, Layamon." — Caleb the Shifter

243 ♦ 336

Incinerate



4E - Illus. BS © 2008 PF

4

ACTION

Fire

Order: Perform a +6 ranged strike.

Spend Order: Perform two +9 ranged strikes.

"Let them bring their armies, Castus. I will make of them an ash such as will coat this land for twenty leagues across." — Yavlo the Kindled

239 ★ 336

Flame Arrows



4E - Illus. Tim Gastman © 2008 PF

2

ACTION

Fire

Spend Order: Perform a +2 ranged strike. This wizard may then perform a +2 ranged strike against a character that was adjacent to the first target.

"I could expound at length about my love of flame. But I think that I'll just demonstrate it to thee." — Yavlo the Kindled

236 ♦ 336

Fireball



4E - Illus. Morgan Hughes © 2008 PF

3

ACTION

Fire

Spend Order: Target a character two ranks away, target any characters adjacent to the target: Perform a +4 ranged strike against the first target. After the ranged strike, all targets must succeed with a Magic save (DC = this wizard's Skill) or suffer a wound.

235 ♦ 336

Fireball



4E - Illus. Morgan Hughes © 2008 PF

3

ACTION

Fire

Spend Order: Target a character two ranks away, target any characters adjacent to the target: Perform a +4 ranged strike against the first target. After the ranged strike, all targets must succeed with a Magic save (DC = this wizard's Skill) or suffer a wound.

235 ♦ 336

Disintegrate



4E - Illus. Keith Trost © 2008 PF

3

ACTION

Order: Target an unwounded character within two ranks: Succeed with a Skill check (DC = target's AC) to inflict one wound on the target or destroy an item equipped by the target.

"A bad spell. It leaves nothing to raise." — Jevae

234 ♦ 336

Disintegrate



4E - Illus. Keith Trost © 2008 PF

3

ACTION

Order: Target an unwounded character within two ranks: Succeed with a Skill check (DC = target's AC) to inflict one wound on the target or destroy an item equipped by the target.

"A bad spell. It leaves nothing to raise." — Jevae

234 ♦ 336

Ball Lightning



4E - Illus. Alex S. Pohlmeier © 2008 PF

2

ACTION

Air

Order: Target a character within two ranks: The target must succeed with a Magic save (DC 15) or suffer a wound.

"Embrace the Storm, worthless thrall." — Layamon

229 ● 336

Teleport



4E - Illus. Sam Cook © 2008 PF

4

ACTION

Air

Order: Target a character: Move the target forward or backward one rank as long as the move will not create an illegal rank. This wizard may not target an opposing character of equal or higher level.

"And now I'm in your camp..." — Scyrax

249 ★ 336

+9/+5 **Krenthor Gouge** **13**

5 **CHARACTER**

Nothrog • Warlord • Barbarian • Troll
Powerattack +3 • May not equip Armor or Helm
 Your Nothrogs gain +5 ATK while they have one or more wounds.
Order: Once per turn: Remove a wound from Krenthor.
 +6 "Bah, you're no more than a light snack!"

115 • 336

+0 **Ballista Crew** **13**

2 **CHARACTER**

Nothrog • Siege • May not attack.
Spend Order: Stun the Ballista Crew: Perform a +3 ranged strike that inflicts an additional wound and ignores any AC bonus from **Armor, Shield** or **Helm** items.
 "A means to blood the enemy's charge. Works like a charm" - Kul of Clan Tergoth

+1 105 • 336

+7 **Grudurk** **15**

2 **CHARACTER**

Nothrog
 "If it's warfare they want, they shall find the Nothrog ready and willing to school them in its intricacies. Then we kill and eat 'em, right?"

+0 110 • 336

+3 **Gunda** **9**

1 **CHARACTER**

Nothrog • Barbarian
React: Once per turn, before Gunda suffers wounds: Gunda gains +5 ATK, +1 HP, and +1 level until end of turn.
 "C'mon, I'll give you one free swing."

+0 111 • 336

+1 **Lorik** **11**

1 **CHARACTER**

Nothrog
 Lorik's melee strikes may target an additional rank away.
 "We are not all barbarians, Scyrax. The legions are a disciplined host, and the greatest army in the Accordlands."

+1 117 • 336

+1 **Trugg** **11**

1 **CHARACTER**

Nothrog
 Characters in the rank behind Trugg have the ability: "**Spend Order:** Perform a melee strike that may target an additional rank away"
 "Bring him to me." - Krenthor Gouge

+0 120 • 336

+5 **Six'La** **10**

2 **CHARACTER**

Nothrog
Order: Once per turn: Move forward one rank.
 "She had her mother fall in battle too young, and now she is working hard to send her servants for the afterlife." - Rrok

+1 124 • 336

+5 **Six'La** **10**

2 **CHARACTER**

Nothrog
Order: Once per turn: Move forward one rank.
 "She had her mother fall in battle too young, and now she is working hard to send her servants for the afterlife." - Rrok

+1 124 • 336

+5 **Machine of Lukkot** **16**

3 **CHARACTER**

Nothrog • Siege
 May not maneuver or equip items.
 Machine of Lukkot inflicts an additional wound with melee strikes.
Order: Spend another character in this rank: Move Machine of Lukkot forward or backward one rank.

+5 118 • 336

+1 **Lorik** **11**



1 CHARACTER

Nothrog
Lorik's melee strikes may target an additional rank away.

"We are not all barbarians, Scyrax. The legions are a disciplined host, and the greatest army in the Accordlands."

+1 **1**

117 • 336

© 2008 PF

+5/+2 **Hrunting** **13**



3 CHARACTER

Nothrog • Barbarian • Sav'rukk's Legion
React: After Hrunting hits with a melee strike: The strike inflicts an additional wound. Inflict one wound on Hrunting after the strike resolves.

"Sav'rukk will return to save us. I believe in him."

+1 **2**

114 ♦ 336

© 2008 PF

+10/+5 **Kul of Clan Tergoth** **14**



4 CHARACTER

Nothrog • Monster • Frost Giant
React: Before Kul makes a melee strike roll, Kul suffers -5 ATK for the strike: The strike inflicts an additional wound.

"No one's 'steading' me!"

+3 **3**

116 ★ 336

© 2008 PF

+5/+2 **Hrunting** **13**



3 CHARACTER

Nothrog • Barbarian • Sav'rukk's Legion
React: After Hrunting hits with a melee strike: The strike inflicts an additional wound. Inflict one wound on Hrunting after the strike resolves.

"Sav'rukk will return to save us. I believe in him."

+1 **2**

114 ♦ 336

© 2008 PF

+3 **Axe of Tergoth**



7 ITEM

Weapon
This fighter has an additional melee strike (base +2 ATK) when he attacks.

"Too big for you!" – Kul of Clan Tergoth

274 ♦ 336

© 2008 PF

+2 **Celestial Flame**



5 ITEM

Weapon
This fighter inflicts an additional wound whenever he hits with an odd melee strike roll.

Righteousness bound in solid form, burning with an uncertain fire.

278 ● 336

© 2008 PF

+1 **Nothrog S'sike**



2 ITEM

Weapon • Shield
React: After target opposing character moves to within one rank of this fighter, spend Nothrog S'sike: Perform a melee strike against the target.

"Needs more blades." – Bokos

285 ● 336

© 2008 PF

+1 **War Horse**



4 ITEM

Steed
Order: Spend War Horse: Move forward one rank
Order: Spend War Horse: Gain +2 ATK until end of turn.

"It will suffice for now, serf." – Lord Argen

291 ● 336

© 2008 PF

Tower Shield **+2**



5 ITEM

Shield
React: After this fighter is targeted with a ranged strike, spend Tower Shield: Gain +10 AC for the duration of the strike.

"It's not cowardice - it's sound tactical sense!" – Grudurk

289 ♦ 336

© 2008 PF

Camel

+1

ITEM

6

Steed

Order: Spend Camel: Move this character either forward one rank or to another position in this rank.

Order: Once per turn, spend Camel: Ready a non-stunned item of level 5 or less equipped to this character.

329 ♦ 336

© 2008 P1

Outmatched

ACTION

1

React: After target opposing character enters play in the front rank or moves into the front rank: If this character is in the front rank, perform a melee strike against the target.

"E'en with our empire lost, thou still canst not compare." – Squire Fastus

208 ● 336

© 2008 P1

Great Cleave

ACTION

5

React: After target character is targeted with a melee strike by this fighter: The target suffers one wound.

Stonefist couldn't look away, only watch in mute horror as his king tore the daemon apart.

204 ★ 336

© 2008 P1

Bull Rush

ACTION

3

Spend Order: Move this fighter forward one rank. If this fighter moves into your front rank and he is not stunned, he may perform an attack without spending. **Barbarians** gain +3 ATK for the duration of the attack.

*"You were a fool to come here, elf."
– Krenthor Gouge*

198 ♦ 336

© 2008 P1

Close Ranks

ACTION

2

Tactics

React: Before a character you control in any rank in front of this fighter's rank is killed: Move this fighter forward one rank.

"Just like old times." – Guardian

200 ● 336

© 2008 P1

I Have Your Back

ACTION

1

React: After another character in this rank is targeted with a strike: The strike is redirected to this fighter, if possible.

"We'll not lose you again, Robert." – Corten Lye

205 ● 336

© 2008 P1

Bear's Soul

ACTION

5

Order: Perform a melee strike. You may shuffle Bear's Soul into your deck.

"This new totem rewards our slaughter, but always desires more. Suits me." – Krenthor Gouge

196 ★ 336

© 2008 P1

Bloodthirsty

ACTION

3

React: After this fighter performs a melee strike that killed an opposing character: This fighter performs a melee strike with an ATK equal to the previous strike.

"The only way to bathe." – Hrunting

197 ♦ 336

© 2008 P1

Bloodthirsty

ACTION

3

React: After this fighter performs a melee strike that killed an opposing character: This fighter performs a melee strike with an ATK equal to the previous strike.

"The only way to bathe." – Hrunting

197 ♦ 336

© 2008 P1