



# Karyad



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Claw d8	*	*	5	3	3	d12



AGL	d10
ABL	d8
Hero/ Leader/Caster	

TALENTS & SKILLS	
Leader	Shoot Them!
CAR [Darkgrove Sorcery] d10	
15 Power	Vinespawn
Dodge [1]	Regenerate
Arboreal	Demon
FACTION THEME RULE	
Dark Grove	

ABILITIES	EFFECTS
Leader	Non-Feral faction friends within 6": use your DISC. Includes Shoot Them, +1 to Ability tests.
Shoot Them!	Friends within 6": choose ranged target.
Vinespawn	You may employ the Microgate talent, but the only Demons you may use when employing it are Vinelings.
Microgate	Any <=8g Demons may not deploy. Start activation: may place one in contact not within 1" of enemy.
Regenerate	Event Phase: END 5: regain 1 lost LP. Energy token = no.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Arboreal	<b>Woods</b> terrain: No penalty.
Demon	Hero's Honor does not apply.

SPELL (POWER)	DARKGROVE SORCERY (ENERGY/SPIRIT)
Awaken the Woods (3)	All enemies in contact with a target <b>Woods</b> terrain feature pass an AGL test 7 or suffer a d6 damage hit.
Choke (1)	d8 damage ranged attack. Those hit by this attack pass an END test or are -2dl DISC. <b>Missile Spell.</b>
Curse (1)	Target is -2dl MAR or RAR, your choice.
Darkness (1)	Place a 4" AoE entirely within 18" of you. The conditions of <b>Darkness</b> exist in and through the AoE.
Destiny's Arrival (2)	You may convert any Fatestone on the encounter area possessed by a friend into a Destiny Stone.
Encase (3)	Before the target moves (not including facing changes or being Placed), voluntarily or involuntarily, it must pass a STR test 7. If it fails, it does not move, suffers d8 damage and becomes Dazed.
Gloom (2)	The conditions of <b>Gloom</b> exist within 12" of you, including during and after any of your movement.

SPELL (POWER)	DARKGROVE SORCERY (ENERGY/SPIRIT)
Tree Gate (2)	Target friend entirely within a <b>Woods</b> terrain feature or object may be placed into any other Woods feature on the table. The target may not be placed within 12" of an enemy. This does not count as movement for the target, and the target retains its original facing. The location in which it is placed need not be in your LOS.
Wall of Thorns (3)	Creates a wall in a straight line 1-6" long, ½" wide and 1" tall. Cannot be cast on models. The wall is a <b>Rough</b> terrain feature. Conceals targets seen through it. A model moving into or through the wall passes an AGL 5 or suffers d4 damage.

MAGIC BASICS	CAR (dX) is Caster Rating, used to cast spells and counterspell. Unless otherwise noted, all spells are TN2, require LOS, 18" range, last one turn. Counterspell is an Opposed CAR test. Counterspell range is CAR in inches. Countering Caster must pay same power as spell's base cost (+1 if opposite type or non-Sorcery v. Sorcery). Counterspell requires LOS to target, effect or Caster.
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## Saryad



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Claw d8	d10	Thorny Vines d6 ent thr 3"-6"-9"	5	3	2	d10



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AGL	d12
SPR	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Disguise	Dodge [2]
Voice on the Wind	Arboreal
Sergeant [Dryad]	Demon
Wild Magic [d12, Beguile]	



## Ironbark



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Claw d8+1	d10	Thorny Vines d6 ent thr 3"-6"-9"	5	4	2	d10



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AGL	d12
STR	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Dodge [2]	Feint [1]
Opportune Strike	Arboreal
Demon	

ABILITIES	EFFECTS
Disguise	Unless you reveal or enemy with LOS passes Special Action KNW test 7: No attack, engagement, spell v you.
Voice on the Wind	Do not lose <b>Disguise</b> due to special action talents.
Sergeant [Dryad]	[Dryads] in 6" use your DISC for DISC tests. Includes <b>Shoot Them!</b>
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Wild Magic [d12, Beguile]	Cast [Beguile], CAR [d12]. Counter: 1 Spirit power. Beguile: Non <b>Demon/Witchsight</b> Target: SPR test 5. Fail: Hold, no actions/ reactions, move, ranged.
Arboreal	<b>Woods</b> terrain: No penalty.
Demon	Hero's Honor does not apply.
Entangle (ent)	Hit = AGL 5, Crit AGL 7: Fail -2 DEF, Fail 4+ Restrained.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.

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SARYAD

ABILITIES	EFFECTS
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Feint [1]	Pass Opposed MAR test: [1] enemy cannot Parry or Dodge you. [O]
Opportune Strike	Target: no charge, engaged by at least 1 other: melee Crit TH 5.
Arboreal	<b>Woods</b> terrain: No penalty.
Demon	Hero's Honor does not apply.
Entangle (ent)	Hit = AGL 5, Crit AGL 7: Fail -2 DEF, Fail 4+ Restrained.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.

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IRONBARK



## Razorthorne



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Barbed Whip d4+1 ent qs	d10	Thorny Vines d6 ent thr 3"-6"-9"	5	3	2	d10



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AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Dodge [2]	Lash Attack
Arboreal	Demon

ABILITIES	EFFECTS
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Lash Attack	Stationary: may make 1 additional attack with whip group weapon.
Arboreal	<b>Woods</b> terrain: No penalty.
Demon	Hero's Honor does not apply.
Entangle (ent)	Hit = AGL 5, Crit AGL 7: Fail -2 DEF, Fail 4+ Restrained.
Quick Strike (qs)	<b>Counterattack.</b> Unless target > DISC, +1dl DISC for sequence.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.
Counterattack	Braced, unengaged at start: go first in the combat sequence. [R]



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RAZORTHORNE



## Groveguard



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d8	Claw d8	d8	Thorny Vines d6 ent thr 3"-6"-9"	5	3	2	d8



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AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Dodge [1]	Scout
Pouncer	Sidestep
Stealth d8	Arboreal
Demon	

ABILITIES	EFFECTS
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Scout	<b>Infiltrate</b> SPD after deployment. +2 scout points.
Pouncer	Stealth token, Charge: all attacks against you -2dl.
Sidestep	Melee attack misses you: may move 1" after concurrent attacks.
Stealth d8	Special action: Stealth test: gain Stealth Token. -4 if not Concealed. May start with Stealth Token.
Arboreal	<b>Woods</b> terrain: No penalty.
Demon	Hero's Honor does not apply.
Entangle (ent)	Hit = AGL 5, Crit AGL 7: Fail -2 DEF, Fail 4+ Restrained.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.



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GROVEGUARD

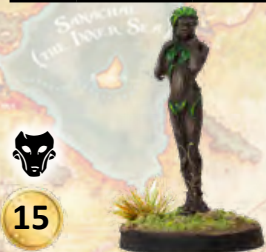




## Wildwood Encroacher



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Claw d8	d8	Thorny Vines d6 ent thr 3"-6"-9"	4	2	1	d6



AGL	d8
ABL	d6
Follower	

TALENTS & SKILLS	
Dodge [1]	Infiltrate
Arboreal	Demon



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ABILITIES	EFFECTS
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Infiltrate	Free Move up to your SPD after all sides have deployed.
Arboreal	<b>Woods</b> terrain: No penalty.
Demon	Hero's Honor does not apply.
Entangle (ent)	Hit = AGL 5, Crit AGL 7: Fail -2 DEF, Fail 4+ Restrained.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.



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WILDWOOD ENCROACHER



## Dryad



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d8	Claw d8	d8	Thorny Vines d6 ent thr 3"-6"-9"	5	3	1	d6



AGL	d10
SPR	d10
ABL	d6
Follower	

TALENTS & SKILLS	
Disguise	Dodge [1]
Voice on the Wind	Arboreal
Wild Magic [d10, Beguile]	Demon



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ABILITIES	EFFECTS
Disguise	Unless you reveal or enemy with LOS passes Special Action KNW test 7: No attack, engagement, spell v you.
Voice on the Wind	Do not lose <b>Disguise</b> due to special action talents.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Wild Magic [d10, Beguile]	Cast [Beguile], CAR [d10]. Counter: 1 Spirit power. Beguile: Non <b>Demon/Witchsight</b> Target: SPR test 5. Fail: Hold, no actions/ reactions, move, ranged.
Arboreal	<b>Woods</b> terrain: No penalty.
Demon	Hero's Honor does not apply.
Entangle (ent)	Hit = AGL 5, Crit AGL 7: Fail -2 DEF, Fail 4+ Restrained.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.



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DRYAD



# Thornripper



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d8	Claw d8	*	*	4	5	3	d8



END	d10
ABL	d8
Hero	

TALENTS & SKILLS
Die Hard [1]
Thorny Body
Arboreal
Demon
Veteran [2g, +1dl SPR]



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ABILITIES	EFFECTS
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
Thorny Body	No TH3 on melee hit against you and not Standoff weapon: enemy suffers d4 damage.
Arboreal	<b>Woods</b> terrain: No penalty.
Veteran [2g, +1dl SPR]	May add [2g] to gain [+1dl SPR].
Demon	Hero's Honor does not apply.



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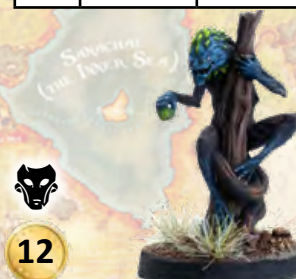
THORNRIPPER



# Hanging Lasher



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Barbed Whip d4+1 ent qs	*	*	4	2	1	d6



ABL	d6
Follower	

TALENTS & SKILLS
Ambush
Entangler [2]
Arboreal
Demon



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ABILITIES	EFFECTS
Ambush	May start undeployed. Any activation: placed Concealed, no enemy or ambushing friends within 6" (12" Scout) or in own deployment zone. Includes <b>Infiltrate</b> .
Infiltrate	Free Move up to your SPD after all sides have deployed.
Entangler [2]	Entangle AGL tests gain +2 TN.
Arboreal	<b>Woods</b> terrain: No penalty.
Demon	Hero's Honor does not apply.
Entangle (ent)	Hit = AGL 5, Crit AGL 7: Fail -2 DEF, Fail 4+ Restrained.
Quick Strike (qs)	<b>Counterattack</b> . Unless target > DISC, +1dl DISC for sequence.
Counterattack	Braced, unengaged at start: go first in the combat sequence. [R]



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HANGING LASHER





# Vineling



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d4	Thorn d4	d6	Thorny Vines d6 ent thr 3"-6"-9"	4	2	1	d4



ABL	d6
Follower	

TALENTS & SKILLS
Elusive [1]
Harasser
Arboreal
Warbeast
Demon

ABILITIES	EFFECTS
Elusive [1]	<i>Break Off: no attacks from [1] enemy.</i>
Harasser	<i>Break Off, Evade, Rear Facing: may make Ranged Attack.</i>
Arboreal	<b>Woods</b> terrain: No penalty.
Warbeast	<b>Feral</b> , except for Fatestones, campaign related (see full rules).
Feral	No: Targeting, Evade, KNW, Delay, dropped Morale tests. No: Leader, items, Fatestones, AP. Must pursue.
Demon	<i>Hero's Honor</i> does not apply.
Entangle (ent)	<i>Hit = AGL 5, Crit AGL 7: Fail -2 DEF, Fail 4+ Restrained.</i>
Thrown (thr)	<i>Move: -0, Run: -1. Can be used on initial contact.</i>



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VINELING





# Darkgrove Demon Rules Reference



MODEL TYPE	FREEBAND ASSEMBLY RULES
<b>Leader</b>	A freeband must include one and only one Leader. This may be the result of the Alternate Leader rule, see the Living Rulebook.
<b>Caster</b>	A freeband may include one (and no more than one) Caster. The ability to take an Ally Caster does NOT alter this restriction.
<b>Hero</b>	May include up to 4 if 250 gold or less base cost. No more than 2 of any non-unique type. Freebands over 250 gold in base cost are permitted additional Heroes, for each full increment of 50 gold. 251-300 +1 Hero, 301-350 +2 Heroes, 351-400 +3 Heroes, Etc. Additional Heroes may not be Leaders or Casters. A freeband in which the Leader and Caster is the same model may have up to five additional Heroes.
<b>Follower</b>	Your freeband may also include any number of Followers as long as the total model count does not exceed 18.

MODEL TYPE	FREEBAND ASSEMBLY RULES
<b>Darkgrove Demon Faction</b>	May not take <b>Humanoid</b> allies. May not make use of the Alternate Leaders rule. The Ironbark, Razorthorne, Groveguard, and Wildwood Encroacher stat lines are only available as part of a Darkgrove Demon freeband. May have any number of Wild Magic users.

FACTION THEME RULE	EFFECTS
<b>Dark Grove</b>	In a freeband led by the Karyad, you may place two Woods terrain features, of no more than 3" in any dimension, anywhere on the table after deployment zones are determined.



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DARKGROVE DEMON RULES REFERENCE



# Darkgrove Demon Rules Reference



REFERENCE	EFFECTS
<b>Darkness</b>	LOS through darkness: 6". Darkness = Concealment, -2dl RAR.
<b>Gloom</b>	LOS through gloom: 18". Gloom = Concealment, -1dl RAR.
<b>Demons and Magic Items</b>	Many of the Magic Items created in Faelon for humanoid users do not function properly when employed by denizens of Karelion. However, the Venkhai can make use of their power and lust after them. Their minions are rewarded for returning these items to their masters. See the campaign rules in the Living Rulebook for the Demon Rewards Table. <b>Demon</b> models may not employ Magic Items.

REFERENCE	EFFECTS
<b>Stealth and Camouflage Tokens</b>	<p><b>Stealth and Camouflage Tokens:</b> A model possessing one is not considered to be in the LOS of any enemy model beyond 3" (or 6" from a model with the <b>Scout</b> talent) and does not block LOS. Can only have one.</p> <p><b>Stealth Token lost:</b> within 3" of an enemy (6" with <b>Scout</b>), exceeds SPD not concealed, employs <b>Fly</b>, makes an attack or casts a spell.</p> <p><b>Camouflage Token lost:</b> move in any way, ranged attack/spell: fail a Camouflage test 2 (+1 TN for each enemy in LOS within 6")</p>



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DARKGROVE DEMON RULES REFERENCE