

**24 CLERIC OF ORDER**

**ATTACK ACTIONS**

- ⊕ Quarterstaff: +7 vs AC; 5 + 5 radiant Damage
- ⚡ Command: (range 10) +10 vs DEF (Will); Dazed AND slide 2 squares

LEVEL 5

AC 19

DEF 17

SPEED 6

HP 40

**ABILITIES**

Good • Human • Divine

**SPECIAL POWERS**

☐☐ Restore Order: Minor action; end 1 condition with a duration of (save ends) on 1 ally within 5 squares of this creature.

**CHAMPION 3** ☐☐☐

- Use at start of round. Allies have +2 DEF until end of round.
- Use when a living ally ends its turn in one of your victory areas. That ally heals 10 HP.

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**14 CLERIC OF YONDALLA**

**ATTACK ACTIONS**

- ⊕ Short Sword: +10 vs AC; 10 Damage

LEVEL 3

AC 21

DEF 15

SPEED 5

HP 30

**ABILITIES**

Good • Halfling • Divine

**SPECIAL POWERS**

Tower Shield: +2 AC and +2 DEF against ⚡ attacks.

**CHAMPION 1** ☐

Warband Building: All Halfling creatures are legal in your warband.

- Use at start of round. Until end of round, each ally has +2 Attack and +5 ↓ Damage against Medium or larger enemies.
- Use when a Halfling ally hits a Medium or larger enemy. That ally heals 15 HP.

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**12 DWARF AXEFIGHTER**

**ATTACK ACTIONS**

- ⊕ Dwarven Waraxe: +10 vs AC; 10 Damage

LEVEL 4

AC 20

DEF 16

SPEED 5

HP 35

**ABILITIES**

Dwarf • Martial

**SPECIAL POWERS**

Cleave: Immediate, when this creature's ↓ attack destroys an enemy; make a ⊕ attack.

☐ Dwarven Resilience: Use when this creature takes poison damage; -5 poison Damage.

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**18 EMBER, HUMAN MONK**

**ATTACK ACTIONS**

- ⊕ Quarterstaff: +11 vs AC; 15 Damage
- ⚡ Knockdown: +11 vs DEF (Fort); 15 Damage AND Immobilized

LEVEL 6

AC 20

DEF 18

SPEED 8

HP 45

**ABILITIES**

Human • Ki

Unique

Defensive Mobility: +5 AC against opportunity attacks.

**SPECIAL POWERS**

Stunning Critical: Whenever this creature scores a critical, target of that attack is also Stunned.

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**10 EVOKER'S APPRENTICE**

**ATTACK ACTIONS**

- ⊕ Staff: +5 vs AC; 5 Damage
- ☐ ⚡ Acid Arrow: (sight) +10 vs DEF (Ref); ongoing 10 acid Damage (save ends) AND each creature adjacent to target takes 5 acid Damage
- ⚡ Magic Missile: (sight) +10 vs DEF (Ref); 10 Damage; ignore Insubstantial

LEVEL 3

AC 13

DEF 13

SPEED 6

HP 20

**ABILITIES**

Human • Arcane

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**11 HALFLING VETERAN**

**ATTACK ACTIONS**

- ⊕ Footslasher: +9 vs AC; 5 Damage AND Slowed
- ⊕ Second Sword: Make a ⊕ attack; on hit, shift 1 square and make a ⊕ attack.

LEVEL 4

AC 16

DEF 14

SPEED 6

HP 40

**ABILITIES**

Halfling • Martial

**SPECIAL POWERS**

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

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**31 HOUND ARCHON**

**ATTACK ACTIONS**

- ⊕ Zweihänder: +15 vs AC; 10 + 5 radiant Damage

LEVEL 8

AC 24

DEF 20

SPEED 8

HP 60

**ABILITIES**

Good • Immortal

Phasing

Blindsight: Ignores Conceal; treats invisible creatures as visible.

**SPECIAL POWERS**

Dimension Step: Minor action, once per turn; teleport 4 squares.

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**3 HUMAN COMMONER**

**ATTACK ACTIONS**

- ⊕ Scythe: +5 vs AC; 5 Damage

LEVEL 1

AC 15

DEF 13

SPEED 6

HP 10

**ABILITIES**

Human • Minion

**SPECIAL POWERS**

Reaping Scythe: This creature's ↓ attacks deal triple damage on criticals.

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**35 LARGE EARTH ELEMENTAL**


**ATTACK ACTIONS**

⊕ **Pound:** +13 vs AC; 25 Damage

☐ ← **Tremor:** (burst 3) +11 vs DEF (Fort); 15 Damage AND slide 1 square AND Immobilized (save ends)

**STATS:** LEVEL 10, AC 21, DEF 17, SPEED 5, HP 70

**ABILITIES**  
Elemental • Earth  
Burrow  
+8 DEF (Fort)  
Defensive Advantage: Never grants combat advantage.  
Reach 2



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**3 MAN-AT-ARMS**


**ATTACK ACTIONS**

⊕ **Longsword:** +7 vs AC; 10 Damage

⊕ **Positioning Strike:** +7 vs AC; 10 Damage AND slide 1 square

**STATS:** LEVEL 1, AC 15, DEF 11, SPEED 5, HP 10

**ABILITIES**  
Human • Martial



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**8 SUN SOUL INITIATE**


**ATTACK ACTIONS**

⊕ **Nunchaku:** +9 vs DEF (Fort); 5 Damage AND make this attack again (maximum 2 per turn)

☐ ⊕ **Stunning Fist:** +5 vs DEF (Fort); Stunned (save ends)

**STATS:** LEVEL 2, AC 17, DEF 17, SPEED 7, HP 20

**ABILITIES**  
Human • Ki  
Resist 5 Radiant



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**29 SWORD OF HEIRONEOUS**

**ATTACK ACTIONS**

⊕ **Holy Sword:** +14 vs AC; 10 Damage, +10 radiant Damage against Evil targets

**STATS:** LEVEL 7, AC 23, DEF 23, SPEED 6, HP 45

**ABILITIES**  
Good • Human • Divine

**SPECIAL POWERS**

☐ **Extraordinary Initiative:** Use at start of turn; roll 1 extra d20 when determining initiative this turn.

**CHAMPION 3** ☐☐☐

- Use when an ally becomes first Bloodied. That ally heals 10 HP.
- Use when a Good ally is targeted by an attack. That ally has +4 AC and +4 DEF against that attack.



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**5 TORDEK, DWARF FIGHTER**

**ATTACK ACTIONS**

⊕ **Dwarven Waraxe:** +8 vs AC; 10 Damage


**STATS:** LEVEL 1, AC 17, DEF 13, SPEED 6, HP 20

**ABILITIES**  
Dwarf • Martial  
Unique  
+4 DEF (Fort)

**SPECIAL POWERS**

**Awareness:** Can make an opportunity attack against an adjacent enemy that shifts.

☐ **Brace for Impact:** Use at any time; not subject to push, pull, or slide effects of enemies until start of this creature's next turn.



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**4 JOZAN, CLERIC OF PELOR**

**ATTACK ACTIONS**

⊕ **Mace:** +7 vs AC; 10 Damage


☐ ← **Turn Undead:** (burst 3, Undead targets only), +6 vs DEF (Will); 5 radiant Damage

**STATS:** LEVEL 1, AC 15, DEF 14, SPEED 5, HP 15

**ABILITIES**  
Human • Divine  
Unique

**SPECIAL POWERS**

☐ **Battle Surge:** Minor action, once per turn; 1 adjacent ally heals 5 HP.



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**48 ARCANE ARCHER**

**ATTACK ACTIONS**

⊕ **Longsword:** +15 vs AC; 10 Damage

↘ **Longbow:** (sight) +15 vs AC; 15 + 5 fire Damage

**STATS:** LEVEL 11, AC 25, DEF 23, SPEED 6, HP 65


**ABILITIES**  
Elf • Martial

**SPECIAL POWERS**

☐ **Phase Arrow:** Use with a Longbow attack; that attack ignores terrain that blocks line of sight.

**CHAMPION 2** ☐☐

- Use when an enemy takes damage from a ↘ attack. 1 other enemy adjacent to that enemy takes the same damage.
- Use when an enemy becomes first Bloodied. 1 ally makes a ↘ attack against that enemy as an immediate action.



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**21 AXE SISTER**


**ATTACK ACTIONS**

⊕ **Battleaxe:** +9 vs AC; 20 Damage

⊕ **Blade Whirlwind:** (only while not Bloodied) Make 1 attack against each adjacent enemy: +8 vs AC; 15 Damage

**STATS:** LEVEL 6, AC 18, DEF 16, SPEED 7, HP 55

**ABILITIES**  
Human • Martial



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**20** **CENTAUR**

**ATTACK ACTIONS**

- ⊕ Hooves: +11 vs AC; 15 Damage
- ↘ Longbow: (sight) +12 vs AC; 10 Damage

LEVEL 6

AC 20

DEF 18

SPEED 8

HP 45

**ABILITIES**

Fey • Centaur

**SPECIAL POWERS**

Skirmisher's Shot: +5 ↘ Damage this turn if this creature moved at least 4 squares from where it started this turn before attacking.

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**25** **CLERIC OF CORELLON LARETHIAN**

**ATTACK ACTIONS**

- ⊕ Cutlass: +13 vs AC; 10 Damage
- ☐ ↘ Fey Charm: (range 5) +10 vs DEF (Will); Immobilized AND Dazed (save ends both, Fey immune). RECHARGE at start of this creature's turn if no creature is affected by this power.

LEVEL 6

AC 20

DEF 18

SPEED 6

HP 45

**ABILITIES**

Fey • Eladrin • Divine

**SPECIAL POWERS**

- ☐ Corellon's Blessing: Use when a Fey ally within 5 squares of this creature fails a save; reroll that save.
- ☐ Fey Healing: Minor action; 1 adjacent Fey ally heals 10 HP.

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**5** **CRESTED FELLDRAKE**

**ATTACK ACTIONS**

- ⊕ Bite: +6 vs AC; 10 Damage

LEVEL 1

AC 13

DEF 12

SPEED 8

HP 20

**ABILITIES**

Dragon

**SPECIAL POWERS**

- ☐ Loyal Protector: Immediate, when an ally within 5 squares becomes Bloodied but is not destroyed by a ⊕ attack; this creature moves up to its Speed and makes a ⊕ attack against the attacker with +10 Damage on that attack.

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**6** **DEVIS, HALF-ELF BARD**

**ATTACK ACTIONS**

- ⊕ Longsword: +7 vs AC; 5 Damage
- ↘ Song of Suppression: (range 5) +9 vs DEF (Will); 10 psychic Damage OR champion target loses 1 use of its Champion powers

LEVEL 1

AC 15

DEF 13

SPEED 6

HP 20

**ABILITIES**

Half-Elf • Arcane  
Unique

**SPECIAL POWERS**

- ☐ Majestic Word: Minor action; 1 ally within 5 squares of this creature shifts 1 square, then heals 5 HP.

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**5** **ELF ARCHER**

**ATTACK ACTIONS**

- ⊕ Short Sword: +7 vs AC; 5 Damage
- ↘ Longbow: (sight) +8 vs AC; 10 Damage

LEVEL 2

AC 13

DEF 11

SPEED 7

HP 20

**ABILITIES**

Good • Elf  
+4 DEF (Will)

**SPECIAL POWERS**

Archer's Mobility: +2 ↘ Attack this turn if this creature moved at least 4 squares from where it started this turn before attacking.

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**32** **ELF PYROMANCER**

**ATTACK ACTIONS**

- ⊕ Longsword: +12 vs AC; 10 Damage
- ☐ ✨ Fireball: (radius 2 within sight) +12 vs DEF (Ref); 20 fire Damage; 10 fire on miss
- ↘ Scorching Ray: (range 10) +12 vs DEF (Ref); 15 fire Damage

LEVEL 9

AC 20

DEF 20

SPEED 6

HP 30

**ABILITIES**

Elf • Arcane

**SPECIAL POWERS**

- ☐ Protection From Energy: Minor action; choose acid, cold, fire, lightning, or thunder; this creature or 1 adjacent ally gains Resist 10 against that damage type until end of battle.
- ☐ Radiant Fire: Use when this creature's ↘ or ✨ attack hits a target with Resist Fire or Immune Fire; +10 radiant Damage on that attack.

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**21** **ELF RANGER**

**ATTACK ACTIONS**

- ⊕ Handaxe: +11 vs AC; 10 Damage
- ⊕ Double Attack: Make 2 ⊕ attacks.
- ↘ Longbow: (sight) +13 vs AC; 15 Damage

LEVEL 6

AC 18

DEF 16

SPEED 6

HP 45

**ABILITIES**

Elf • Martial

**CHAMPION 1** ☐

- Use at start this creature's turn. Martial allies have +2 ↘ attack until end of round.
- Use when an ally hits with a ↘ attack: +5 Damage on that attack.

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**3** **GNOME RECRUIT**

**ATTACK ACTIONS**

- ⊕ Short Sword: +7 vs AC; 5 Damage

LEVEL 1

AC 15

DEF 15

SPEED 5

HP 10

**ABILITIES**

Fey • Gnome

**SPECIAL POWERS**

Fade from View: Use when this creature ends its turn occupying difficult terrain; this creature has Hide until start of its next turn.

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**13 HUMAN WANDERER**


**ATTACK ACTIONS**

⊕ Scimitar: +9 vs AC; 10 Damage  
 ➤ Longbow: (sight) +6 vs AC; 10 Damage  
 † Twin Strike: Make 2 ⊕ attacks.

LEVEL 4  
 AC 18  
 DEF 16  
 SPEED 6  
 HP 40

**ABILITIES**  
 Human • Martial

**SPECIAL POWERS**  
 ☐ Strike and Fade: Use after resolving a ⊕ attack; shift 3 squares.



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**16 KRUSK, HALF-ORC BARBARIAN**

**ATTACK ACTIONS**

⊕ Greataxe: +10 vs AC; 15 Damage  
 † Raging Strike: (only while Bloodied) +10 vs AC; 20 Damage

LEVEL 6  
 AC 17  
 DEF 15  
 SPEED 6  
 HP 60

**ABILITIES**  
 Half-Orc • Primal  
 Unique



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**4 LIDDA, HALFLING ROGUE**

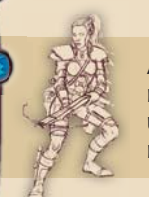
**ATTACK ACTIONS**

⊕ Rapier: +6 vs AC; 5 Damage  
 ☐ ➤ Crossbow: (nearest) +6 vs AC; 5 Damage. RECHARGE at end of this creature's turn if it did not move this turn.

LEVEL 1  
 AC 15  
 DEF 13  
 SPEED 5  
 HP 20

**ABILITIES**  
 Halfling • Martial  
 Unique  
 Hide

**SPECIAL POWERS**  
 Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.



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**18 NEBIN, GNOME ILLUSIONIST**


**ATTACK ACTIONS**

⊕ Wand of Visions: +9 vs DEF (Ref); 10 psychic Damage AND slide 3 squares  
 ☐ ➤ Acid Arrow: (sight) +9 vs DEF (Ref); ongoing 10 acid Damage (save ends) AND each creature adjacent to target takes 5 acid Damage  
 ☐ † Color Spray: (blast 3) +9 vs DEF (Will); 5 radiant + 5 psychic Damage AND Stunned (save ends)

LEVEL 6  
 AC 18  
 DEF 18  
 SPEED 5  
 HP 30

**ABILITIES**  
 Fey • Gnome • Arcane  
 Unique

**SPECIAL POWERS**  
 ☐☐ Mirror Image: Use when hit by a † or ➤ attack that targets AC; that attack misses instead.  
 Wand of Accuracy: Use before making an attack roll; +4 Attack on that attack roll.



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**22 VADANIA, HALF-ELF DRUID**

**ATTACK ACTIONS**

⊕ Scimitar: +13 vs AC; 15 Damage  
 ➤ Flame Seed: (range 10) +11 vs DEF (Ref); 10 fire Damage AND each enemy adjacent to target takes 5 fire Damage

LEVEL 6  
 AC 17  
 DEF 19  
 SPEED 6  
 HP 40

**ABILITIES**  
 Half-Elf • Primal  
 Unique

**SPECIAL POWERS**  
 Nature's Friend: Beast and Magical Beast allies within 5 squares of this creature have +2 Attack.  
**CHAMPION 2 ☐☐**

- Use when a Beast or Magical Beast ally takes damage. This creature takes that damage instead.
- Use at start of round. Beast and Magical Beast allies have +4 AC and +4 DEF until end of round.



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**13 WILD ELF BARBARIAN**


**ATTACK ACTIONS**

⊕ Handaxe: +12 vs AC; 15 Damage  
 ➤ Longbow: (sight) +9 vs AC; 10 Damage

LEVEL 5  
 AC 17  
 DEF 17  
 SPEED 7  
 HP 40

**ABILITIES**  
 Elf • Primal  
 +4 DEF (Fort)

**SPECIAL POWERS**  
 ☐ Power Shot: Use with a Longbow attack: -2 Attack and +5 Damage on that attack.



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**18 WOOD ELF SKIRMISHER**


**ATTACK ACTIONS**

⊕ Skirmish Strike: +11 vs AC; 10 Damage AND this creature shifts 1 square  
 ➤ Aimed Shot: (sight) +13 vs AC; 10 Damage

LEVEL 6  
 AC 20  
 DEF 18  
 SPEED 6  
 HP 45

**ABILITIES**  
 Elf • Martial  
 Elven Step: Ignores difficult terrain while shifting.

**SPECIAL POWERS**  
 Shifting Shot: Immediate, when this creature destroys an enemy; shift 2 squares and make a ➤ attack against the nearest target.



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**5 AZER RAIDER**

**ATTACK ACTIONS**

⊕ Hammerstrike: +7 vs AC; 5 + 5 fire Damage

LEVEL 2  
 AC 16  
 DEF 14  
 SPEED 6  
 HP 25

**ABILITIES**  
 Elemental  
 • Azer • Fire  
 Resist 5 Fire




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**17 HALF-ORC MONK**

**ATTACK ACTIONS**  
 ⊕ **Brute Strike:** +10 vs DEF (Ref); 10 Damage AND Dazed; Dazed target is Stunned instead

LEVEL 6  
 AC 19  
 DEF 19  
 SPEED 6  
 HP 45

**ABILITIES**  
 Half-Orc • Ki



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**23 DIRE BOAR**

**ATTACK ACTIONS**  
 ⊕ **Gore:** +16 vs AC; 15 Damage  
 † **Boar's Charge:** (only on charge) +20 vs AC; 15 Damage AND push 1 square

LEVEL 8  
 AC 24  
 DEF 20  
 SPEED 8  
 HP 55

**ABILITIES**  
 Beast  
 +4 DEF (Fort)

**SPECIAL POWERS**  
 Death Strike: Immediate, when destroyed; make a ⊕ attack.



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**5 LIZARDFOLK**

**ATTACK ACTIONS**  
 ⊕ **Club:** +6 vs AC; 10 Damage

LEVEL 1  
 AC 16  
 DEF 14  
 SPEED 7  
 HP 15

**ABILITIES**  
 Lizardfolk

**SPECIAL POWERS**  
 Lizardfolk Bolstered: +5 † Damage while adjacent to a Lizardfolk ally.



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**30 SHAMBLING MOUND**

**ATTACK ACTIONS**  
 ⊕ **Vines:** +15 vs. AC; 15 Damage AND Slowed  
 ☞ **Thorn Dispersion:** (range 6) +15 vs AC; 10 Damage AND Followup  
 Followup: +12 vs DEF (Fort); Immobilized (save ends)

LEVEL 8  
 AC 24  
 DEF 20  
 SPEED 5  
 HP 50

**ABILITIES**  
 Plant  
 Immune Lightning, Poison  
 Lightning Healing 10: This creature heals 10 HP each time an effect would deal lightning damage to it.  
 Reach 2

**SPECIAL POWERS**  
 Native Soil: This creature's ☞ attacks ignore forest terrain.



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**5 WOLF**

**ATTACK ACTIONS**  
 ⊕ **Bite:** +7 vs AC; 10 Damage  
 † **Gnashing Maw:** +5 vs DEF (Ref); ongoing 5 Damage AND Immobilized (save ends both)

LEVEL 2  
 AC 16  
 DEF 14  
 SPEED 8  
 HP 25

**ABILITIES**  
 Beast • Wolf

**SPECIAL POWERS**  
 Circle Prey: +2 † Attack while within 3 squares of a Wolf ally.




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**11 THRI-KREEN RANGER**

**ATTACK ACTIONS**  
 ⊕ **Gythka:** +11 vs. AC; 10 Damage  
 † **Poison Bite:** +9 vs DEF (Fort); 5 + 5 poison Damage AND Immobilized

LEVEL 4  
 AC 18  
 DEF 20  
 SPEED 7  
 HP 35

**ABILITIES**  
 Thri-Kreen  
 Chitinous Plating: +4 AC against ☞ attacks while not Bloodied.



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**27 BARGHEST**

**ATTACK ACTIONS**  
 ⊕ **Bite:** +12 vs AC; 15 Damage  
 ☞ **Psychic Howl:** (range 10) +10 vs DEF (Will); 10 psychic Damage AND Dazed (Fear)

LEVEL 7  
 AC 22  
 DEF 21  
 SPEED 7  
 HP 50

**ABILITIES**  
 Evil • Immortal  
 • Goblin

**SPECIAL POWERS**  
 Devour Alive: +10 Damage against Dazed or Stunned targets.  
 Feed 20: Use when this creature destroys an enemy; this creature heals 20 HP and can take no actions until end of its next turn.



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**34 BEARDED DEVIL**

**ATTACK ACTIONS**  
 ⊕ **Glaive:** +16 vs AC; 10 Damage AND ongoing 5 Damage (save ends)

LEVEL 9  
 AC 25  
 DEF 21  
 SPEED 6  
 HP 55

**ABILITIES**  
 Evil • Devil  
 Reach 2

**SPECIAL POWERS**  
 Battle Frenzy: +2 Attack and +10 Damage while Bloodied.  
 Devilish Teamwork: Allies have +2 AC while adjacent to this creature.  
 Grasping Beard: Whenever an enemy moves out of a square adjacent to this creature, that enemy takes 5 Damage.




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**27** **DISPLACER BEAST**

**ATTACK ACTIONS**  
 ⊕ Tentacle: +14 vs AC; 10 Damage  
 † Beast's Fury: Make 2 ⊕ attacks against a single target.

**LEVEL** 8  
**AC** 20  
**DEF** 20  
**SPEED** 8  
**HP** 45



**ABILITIES**  
 Magical Beast  
 Conceal 11  
 Reach 2


**SPECIAL POWERS**  
 Bloodthirsty: +5 † Damage against Bloodied targets.  
 Shifting Tactics: Whenever this creature's Conceal causes an enemy's attack to miss it, this creature shifts 1 square.

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**6** **GOBLIN SNEAK**

**ATTACK ACTIONS**  
 ⊕ Short Sword: +6 vs AC; 5 Damage  
 ☐ † Crossbow: (nearest) +8 vs AC; 5 Damage. RECHARGE at end of this creature's turn if it did not move on that turn.

**LEVEL** 2  
**AC** 16  
**DEF** 14  
**SPEED** 6  
**HP** 20



**ABILITIES**  
 Goblin


**SPECIAL POWERS**  
 Ambush 10: Minor action; choose 1 enemy that does not have line of sight to this creature; +10 † Damage against that enemy until end of this creature's turn.

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**21** **HALF-ORC FIGHTER**

**ATTACK ACTIONS**  
 ⊕ Greatsword: +13 vs AC; 10 Damage

**LEVEL** 6  
**AC** 22  
**DEF** 18  
**SPEED** 5  
**HP** 45



**ABILITIES**  
 Half-Orc • Martial

**SPECIAL POWERS**  
 Bark Orders: Replaces attack action: 1 ally within line of sight of this creature shifts 1 square.  
**CHAMPION 2** ☐☐  
 • Use when an ally's † attack roll is a natural 17+. That attack scores a critical.  
 • Use when a Martial ally destroys an enemy. That ally shifts 3 squares.

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**10** **HELL HOUND**

**ATTACK ACTIONS**  
 ⊕ Fiery Bite: +8 vs AC; 5 + 5 fire Damage  
 † Fiery Breath: (blast 3) +6 vs DEF (Ref); 10 fire Damage

**LEVEL** 3  
**AC** 17  
**DEF** 15  
**SPEED** 7  
**HP** 30



**ABILITIES**  
 Elemental • Beast  
 • Fire  
 Resist 10 Fire

**SPECIAL POWERS**  
 Fire Aura: Whenever an enemy begins its turn adjacent to this creature, that enemy takes 5 fire Damage.

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**46** **HUMAN BLACKGUARD**

**ATTACK ACTIONS**  
 ⊕ Longsword: +17 vs AC; 15 Damage

**LEVEL** 10  
**AC** 25  
**DEF** 22  
**SPEED** 5  
**HP** 70



**ABILITIES**  
 Evil • Human • Divine


**SPECIAL POWERS**  
 Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.  
 Tyrannical Rally: Bloodied allies within 5 squares have +2 Attack.  
**CHAMPION 3** ☐☐☐  
 • Use when an ally becomes Bloodied but is not destroyed. That ally makes an immediate ⊕ attack at +10 Damage but takes 15 Damage if the attack misses.  
 • Use when an enemy attacks an ally. That enemy has -4 AC and -4 DEF until end of its next turn.

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**15** **HUMAN EXECUTIONER**

**ATTACK ACTIONS**  
 ⊕ Greataxe: +8 vs AC; 10 Damage

**LEVEL** 5  
**AC** 19  
**DEF** 17  
**SPEED** 6  
**HP** 40



**ABILITIES**  
 Evil • Human • Martial


**SPECIAL POWERS**  
 Bloodthirsty: +5 † Damage against Bloodied targets.  
 Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

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**4** **HUMAN THUG**

**ATTACK ACTIONS**  
 ⊕ Club: +5 vs AC; 10 Damage AND -2 DEF (Fort) until end of battle

**LEVEL** 2  
**AC** 15  
**DEF** 12  
**SPEED** 6  
**HP** 15




**ABILITIES**  
 Human

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**3** **KOBOLD WARRIOR**

**ATTACK ACTIONS**  
 ⊕ Spear: +6 vs AC; 5 Damage

**LEVEL** 1  
**AC** 14  
**DEF** 12  
**SPEED** 6  
**HP** 10



**ABILITIES**  
 Kobold  
 +4 DEF (Ref)

**SPECIAL POWERS**  
 Shifty: Minor action; shift 1 square.

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**62 MEDUSA**

**ATTACK ACTIONS**

⊕ **Dagger:** +19 vs AC; 5 Damage AND ongoing 10 poison Damage (save ends)

↘ **Poison Shot:** (sight) +21 vs AC; 10 poison Damage

↘ **Stone Gaze:** (range 10; does not provoke opportunity attacks) +19 vs DEF (Fort); ongoing 20 Damage AND Slowed (save ends both). If target is destroyed by this damage, its space becomes statue terrain until end of battle.

**STATS:** LEVEL 14, AC 26, DEF 24, SPEED 6, HP 60

**ABILITIES**  
Fey • Medusa

**SPECIAL POWERS**  
**Reciprocating Gaze:** Immediate, when an enemy within 6 squares targets this creature with a ↘ or ↙ attack; make a Stone Gaze attack against that enemy.

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**35 MIND FLAYER**

**ATTACK ACTIONS**

⊕ **Tentacles:** +13 vs AC; 10 Damage

☐ ↙ **Mind Blast:** (blast 5) +14 vs DEF (Will); 10 psychic Damage AND Stunned. RECHARGE when this creature's ↘ attack destroys an enemy.

**STATS:** LEVEL 9, AC 22, DEF 21, SPEED 6, HP 55

**ABILITIES**  
Evil • Mind Flayer  
+4 DEF (Will)

**SPECIAL POWERS**  
**Terrifying Aura:** Whenever a Bloodied enemy within 5 squares of this creature takes damage, that enemy takes +5 Damage. (Fear)

**CHAMPION 2 ☐☐**

- Use when a Mind Flayer ally causes an enemy to become Stunned. The duration of the Stunned effect becomes (save ends).
- Use when an ally's ↘ attack misses a Bloodied enemy. Reroll that attack.

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**36 MUMMY**

**ATTACK ACTIONS**

⊕ **Slam:** +12 vs AC; 20 Damage

☐☐ ↘ **Rotting Slam:** +10 vs DEF (Fort); 15 Damage AND ongoing 10 necrotic Damage (save ends)

**STATS:** LEVEL 9, AC 22, DEF 19, SPEED 6, HP 75

**ABILITIES**  
Evil • Undead  
Immune Poison  
Resist 10 Necrotic  
Vulnerable 5 Fire

**SPECIAL POWERS**  
☐ **Curse of the Interred:** Replaces turn: 1 Adjacent Immobilized enemy is Helpless until end of its next turn; this effect ends if that enemy takes damage.

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**13 WIGHT**

**ATTACK ACTIONS**

⊕ **Slam:** +11 vs AC; Damage AND Followup (living target only)  
*Followup:* +11 vs DEF (Fort); 5 Damage AND this creature heals 10 HP

**STATS:** LEVEL 5, AC 20, DEF 16, SPEED 6, HP 40

**ABILITIES**  
Evil • Undead  
• Wight  
Vulnerable 5 Radiant

**SPECIAL POWERS**  
☐ **Energy Drain:** Followup after a ↘ attack (living target only); target also has -2 Attack and -2 DEF (save ends both).

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**29 WRAITH**

**ATTACK ACTIONS**

⊕ **Deathly Touch:** +12 vs DEF (Ref); 15 necrotic Damage

↘ **Withering Slam:** (living target only) +12 vs DEF (Fort); 15 necrotic Damage AND this creature heals 10 HP

**STATS:** LEVEL 7, AC 23, DEF 20, SPEED F6, HP 45

**ABILITIES**  
Evil • Undead  
Flight; Phasing  
Insubstantial: Half damage from all attacks except criticals.  
Resist 10 Necrotic

**SPECIAL POWERS**  
☐ **Crippling Slam:** Followup after a ↘ attack (living target only); target is also Weakened.

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**22 OWLBEAR**

**ATTACK ACTIONS**

⊕ **Claws:** +8 vs AC; 15 Damage

↘ **Hug:** Make 2 ⊕ attacks against a single target. If the first hits, +4 Attack on the second. If both hit, target is also Immobilized.

**STATS:** LEVEL 6, AC 19, DEF 17, SPEED 6, HP 55

**ABILITIES**  
Beast

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**4 SKELETON**

**ATTACK ACTIONS**

⊕ **Scimitar:** +5 vs AC; 10 Damage

**STATS:** LEVEL 1, AC 16, DEF 13, SPEED 5, HP 5

**ABILITIES**  
Undead

**SPECIAL POWERS**  
☐ **Reassembling Bones:** Immediate, when destroyed; this creature is instead not destroyed, has full HP, and is Immobilized (save ends).

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**10 TROGLODYTE ZOMBIE**

**ATTACK ACTIONS**

⊕ **Greatclub:** +7 vs AC; 10 Damage

**STATS:** LEVEL 4, AC 14, DEF 12, SPEED 4, HP 35

**ABILITIES**  
Undead • Zombie

**SPECIAL POWERS**  
**Grave Stench:** Living creatures adjacent to this creature have -2 attack.  
**Messy Death:** Immediate, when destroyed; until end of battle, living creatures have -2 Attack while occupying or adjacent to the square this creature occupied.

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**9 WOLF SKELETON**

**ATTACK ACTIONS**  
 ⊕ Bite: +10 vs AC; 10 Damage

LEVEL 4  
 AC 15  
 DEF 15  
 SPEED 8  
 HP 35

**ABILITIES**  
 Undead • Wolf  
 Resist 10 Cold

**SPECIAL POWERS**  
 □ Burst of Speed: Minor action; +4 Speed until end of turn.



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**4 ZOMBIE**

**ATTACK ACTIONS**  
 ⊕ Slam: +4 vs AC; 10 Damage

LEVEL 1  
 AC 12  
 DEF 11  
 SPEED 5  
 HP 25

**ABILITIES**  
 Undead

**SPECIAL POWERS**  
 Undead Bolstered: +2 Attack and +5 Damage while adjacent to an Undead ally.



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**21 CLERIC OF GRUUMSH**


**ATTACK ACTIONS**  
 ⊕ Short spear: +12 vs AC; 15 Damage

LEVEL 6  
 AC 20  
 DEF 18  
 SPEED 6  
 HP 45

**ABILITIES**  
 Evil • Orc

**SPECIAL POWERS**  
 Stir the Blood: Replaces attack action: 1 Orc ally within 5 squares of this creature takes 10 Damage, then makes a ⊕ attack as an immediate action.

**CHAMPION 1** □  
 • Use when an ally destroys an enemy with a ⊕ attack. That ally makes an immediate ⊕ attack.  
 • Use at start of the first or second round of battle. Until end of round, Orc allies have +6 Speed and +10 ⊕ Damage.



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**14 DROW ARCHER**

**ATTACK ACTIONS**  
 ⊕ Short Sword: +8 vs AC; 5 + 5 poison Damage  
 ↘ Shortbow: (sight) +10 vs AC; 10 + 5 poison Damage

LEVEL 4  
 AC 16  
 DEF 18  
 SPEED 6  
 HP 35

**ABILITIES**  
 Drow • Martial

**SPECIAL POWERS**  
 Pinpoint Shot: Creatures and terrain do not provide cover against this creature's ↘ attacks.



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**42 DROW CLERIC OF LOLTHER**

**ATTACK ACTIONS**  
 ⊕ Dagger: +14 vs AC; 10 Damage  
 □ ↘ Eye of Fear: (range 5) +14 vs DEF (Will); 20 necrotic Damage AND push 6 squares; target cannot be pushed into a pit  
 ↘ Slashing Darkness: (sight) +14 vs DEF (Ref); 10 necrotic Damage

LEVEL 9  
 AC 23  
 DEF 21  
 SPEED 6  
 HP 65

**ABILITIES**  
 Evil • Drow • Divine  
 Feyweave: +4 AC and +4 DEF against ↘ attacks.

**CHAMPION 3** □□□  
 • Use when an ally makes a ⊕ Attack against a target it has combat advantage against: +10 Damage on that attack.  
 • Use when a Bloodied enemy misses with a ⊕ or ↘ attack. That enemy takes 10 Damage.



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**10 DROW FIGHTER**

**ATTACK ACTIONS**  
 ⊕ Short Sword: +11 vs AC; 10 Damage  
 □ ⊕ Poisoned Blade: +11 vs AC; 10 Damage AND Weakened. RECHARGE when an adjacent Drow ally is targeted by a ⊕ or ↘ attack.

LEVEL 4  
 AC 19  
 DEF 17  
 SPEED 6  
 HP 35

**ABILITIES**  
 Drow • Martial

**SPECIAL POWERS**  
 □ Hamstring: Use when this creature's ⊕ attack hits with combat advantage against target; target is also Immobilized (save ends).



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**14 GHOUL**

**ATTACK ACTIONS**  
 ⊕ Claw: +12 vs AC; 10 Damage AND Immobilized

LEVEL 5  
 AC 21  
 DEF 17  
 SPEED 6  
 HP 40

**ABILITIES**  
 Undead  
 Resist 10 Necrotic  
 Vulnerable 5 Radiant

**SPECIAL POWERS**  
 Opportunistic Feast: +10 ⊕ Damage against Immobilized, Stunned, or Helpless targets.



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**3 GNOLL**

**ATTACK ACTIONS**  
 ⊕ Battleaxe: +5 vs AC; 10 Damage

LEVEL 1  
 AC 13  
 DEF 13  
 SPEED 6  
 HP 15

**ABILITIES**  
 Gnoll

**SPECIAL POWERS**  
 Bloodrage 5: +5 ⊕ Damage while Bloodied.




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**15 HALF-ORC ASSASSIN**

**ATTACK ACTIONS**

- ⬇ Orcblade: +10 vs AC; 5 Damage
- ☐ ⤴ Detect Weakness: (range 10) +10 vs DEF (Fort); until end of battle, whenever target takes damage from this creature's attacks, it takes 15 additional Damage. RECHARGE at start of this creature's turn if no creature is affected by this power.



**ABILITIES**  
Half-Orc • Stealth

**SPECIAL POWERS**

- ☐☐ Poison Blade: Minor action; +5 poison Damage to this creature's next ⬇ attack.


LEVEL 5  
AC 19  
DEF 17  
SPEED 6  
HP 40

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**5 HUMAN BANDIT**

**ATTACK ACTIONS**

- ⬇ Mace: +7 vs AC; 5 Damage
- ⤴ Thrown Dagger: (range 4) +7 vs AC; 5 Damage
- ☐ ⬇ Footpad's Attack: +8 vs AC; 15 Damage. RECHARGE when this creature ends its turn in a victory area.



**ABILITIES**  
Human • Martial

**SPECIAL POWERS**

- Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

LEVEL 2  
AC 16  
DEF 14  
SPEED 6  
HP 25

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**4 HYENA**

**ATTACK ACTIONS**

- ⬇ Bite: +4 vs AC; 5 Damage AND ongoing 5 Damage AND Slowed (both end when target is not adjacent to this creature)



**ABILITIES**  
Beast

**SPECIAL POWERS**

- Hunter 5: +5 Damage while only 1 enemy is adjacent to this creature.


LEVEL 1  
AC 13  
DEF 13  
SPEED 9  
HP 15

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**5 KUO-TOA**

**ATTACK ACTIONS**

- ⬇ Spear: +7 vs AC; 10 Damage
- ☐ ⤴ Harpoon: (range 5) +7 vs AC; 10 Damage AND Slowed



**ABILITIES**  
Aquatic • Kuo-Toa

**SPECIAL POWERS**

- Slick Maneuver: Replaces move action, only while adjacent to an enemy. Shift 3 squares, must end adjacent to that enemy.

LEVEL 2  
AC 16  
DEF 14  
SPEED 6  
HP 25

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**31 LARGE FIRE ELEMENTAL**

**ATTACK ACTIONS**

- ⬇ Flame: +13 vs DEF (Ref); 15 fire Damage



**ABILITIES**  
Elemental • Fire  
Immune Fire;  
Vulnerable 10 Cold  
Reach 2  
Defensive Advantage:  
Never grants combat advantage.

**SPECIAL POWERS**

- Fire Shield 5: Any creature that hits this creature with a ⬇ attack takes 5 fire Damage.
- ☐ Rolling Flame: Replaces turn: Move up to Speed and make 1 attack against each enemy adjacent to spaces this creature enters; +11 vs DEF (Ref); 15 fire Damage.


LEVEL 9  
AC 24  
DEF 21  
SPEED 8  
HP 55

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**17 MINOTAUR**

**ATTACK ACTIONS**

- ⬇ Greataxe: +9 vs AC; 20 Damage



**ABILITIES**  
Minotaur  
Reach 2

**SPECIAL POWERS**

- Smell of Blood: +2 Attack and +5 Damage while within 5 squares of a Bloodied creature.


LEVEL 5  
AC 18  
DEF 16  
SPEED 6  
HP 50

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**13 OGRE**

**ATTACK ACTIONS**

- ⬇ Greatclub: +5 vs AC; 25 Damage AND push 2 squares



**ABILITIES**  
Ogre  
Reach 2

**SPECIAL POWERS**

- Simple Thinker: This creature must make opportunity attacks when it can.


LEVEL 4  
AC 16  
DEF 14  
SPEED 6  
HP 45

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**8 ORC ARCHER**

**ATTACK ACTIONS**

- ⬇ Handaxe: +10 vs AC; 10 Damage
- ⤴ Shortbow: (sight) +10 vs AC; 10 Damage



**ABILITIES**  
Orc

**SPECIAL POWERS**

- ☐ Finish the Job: Replaces attack action: Make a ⤴ attack, then shift 1 square, then make a ⬇ attack against the same target.


LEVEL 3  
AC 18  
DEF 16  
SPEED 6  
HP 30

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**8 ORC BERSERKER**

**ATTACK ACTIONS**  
 ⊕ Greataxe: +5 vs AC; 15 Damage

LEVEL 3  
 AC 15  
 DEF 12  
 SPEED 7  
 HP 30



**ABILITIES**  
 Orc


**SPECIAL POWERS**  
 Double-Bladed Axe: Immediate, when this creature misses with an attack on its turn; reroll that attack.  
 Powerful Charge 5: +5 ⊕ Damage on charge.

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**5 ORC SPEARFIGHTER**

**ATTACK ACTIONS**  
 ⊕ Longspear: +7 vs AC; 10 Damage

LEVEL 2  
 AC 16  
 DEF 14  
 SPEED 6  
 HP 20



**ABILITIES**  
 Orc  
 Reach 2


**SPECIAL POWERS**  
 Skewering Charge: Use after hitting with a charge attack; push target of that attack 1 square.

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**3 ORC WARRIOR**

**ATTACK ACTIONS**  
 ⊕ Falchion: +4 vs AC; 10 Damage

LEVEL 1  
 AC 12  
 DEF 11  
 SPEED 6  
 HP 10



**ABILITIES**  
 Orc

**SPECIAL POWERS**  
 Orc Bolstered: +10 Damage while adjacent to an Orc champion ally.

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**21 TIEFLING CAPTAIN**

**ATTACK ACTIONS**  
 ⊕ Halberd: +11 vs AC; 10 Damage

LEVEL 5  
 AC 21  
 DEF 17  
 SPEED 6  
 HP 40



**ABILITIES**  
 Tiefling • Martial  
 Resist 5 Fire  
 Reach 2

**SPECIAL POWERS**  
 Luck Rune Amulet: Immediate, when hit by a ⊕ or ⊗ attack; that attack misses instead.  
**CHAMPION 2**   
 • Use when an ally rolls a natural 19 with an ⊕ or ⊗ attack. That attack scores a critical.  
 • Use when an enemy damages this creature. Allies have +4 ⊕ Attack against that enemy until end of round.


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**27 TROLL**

**ATTACK ACTIONS**  
 ⊕ Claws: +10 vs AC; 20 Damage

LEVEL 7  
 AC 19  
 DEF 17  
 SPEED 6  
 HP 60



**ABILITIES**  
 Troll  
 Vulnerable 10 Acid, Fire  
 Reach 2


**SPECIAL POWERS**  
 Frenzied Strike: Use when this creature causes an enemy to become Bloodied; make a ⊕ attack against that enemy.  
 Regeneration 10: Use at start of this creature's turn; this creature heals 10 HP.  
 Troll Healing: Use when this creature is destroyed by an attack that did not deal acid or fire damage; this creature is instead not destroyed and has 5 HP remaining.

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**30 UMBER HULK**

**ATTACK ACTIONS**  
 ⊕ Claws: +16 vs. AC; 15 Damage  
 ⊗ Confusing Gaze: (blast 5, enemies only) +12 vs DEF (Will); 10 psychic Damage AND Confused (save ends)

LEVEL 9  
 AC 25  
 DEF 21  
 SPEED 5  
 HP 60



**ABILITIES**  
 Magical Beast  
 Burrow  
 Blindsight: Ignores Conceal; treats invisible creatures as visible.  
 Reach 2


**SPECIAL POWERS**  
 Prey on the Weak-Minded: Use when a Confused enemy activates within Reach. Make a ⊕ attack against that enemy.

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**14 WEREWOLF**

**ATTACK ACTIONS**  
 ⊕ Claw: +8 vs AC; 15 Damage  
 Savage Rend: Make 2 ⊕ attacks against the same target; if both hit, target is also Dazed (save ends).

LEVEL 4  
 AC 16  
 DEF 14  
 SPEED 6  
 HP 45



**ABILITIES**  
 Shapeshifter  
 • Wolf

**SPECIAL POWERS**  
 Bloodthirsty 5: +5 Damage against Bloodied targets.  
 Wolfen Charge: +2 Speed while charging.

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**11 WORG**

**ATTACK ACTIONS**  
 ⊕ Bite: +6 vs AC; 15 Damage

LEVEL 3  
 AC 16  
 DEF 14  
 SPEED 7  
 HP 35



**ABILITIES**  
 Evil  
 • Magical Beast  
 • Wolf

**SPECIAL POWERS**  
 Frightful Growl: Each ally adjacent to this creature has +2 Attack; each enemy adjacent to this creature has -2 Attack.  
 Goblin Trained: +5 Damage while in a warband with an active Goblin champion.

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