

14 **CLERIC OF MORADIN**

ATTACK ACTIONS

⊕ Warhammer: +12 vs AC; 10 Damage

☐ ⚡ Beacon of Hope: (burst 3, enemies only) +10 vs DEF (Will); Weakened. RECHARGE when first Bloodied.

LEVEL 5

AC 19

DEF 17

SPEED 5

HP 40

ABILITIES
Good • Dwarf • Divine

SPECIAL POWERS

Resolute Faith: Whenever this creature rolls a save, roll 1 extra d20 and use the higher result.

Shield of Moradin: Whenever an adjacent ally fails a save, it has +2 AC and +2 DEF until end of its next turn.

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55 **DWARVEN DEFENDER**

ATTACK ACTIONS

⊕ Battleaxe: +18 vs AC; 20 Damage

⊕ Tide of Iron: +18 vs AC; 15 Damage AND push 1 square AND this creature shifts 1 square closer to target

LEVEL 11

AC 27

DEF 23

SPEED 5

HP 70

ABILITIES
Dwarf • Martial
+4 DEF (Fort)
Solid Footing: Not subject to push, pull, or slide effects of enemies.

SPECIAL POWERS

Defensive Stance: Minor action; until end of its next turn, this creature has +2 AC and +2 DEF and is Slowed.

Shielding Presence: Use when an enemy adjacent to this creature damages a Dwarf ally adjacent to this creature; that ally takes half damage.

CHAMPION 2 ☐☐

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

- Use at start of round. Until end of round, allies have Solid Footing.
- Use when an enemy is pushed by an ally's attack. That enemy is also Stunned.

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6 **GNOME FIGHTER**

ATTACK ACTIONS

⊕ Short Sword: +9 vs AC; 5 Damage

⊕ Footwork Lure: +7 vs DEF (Will); 5 Damage AND this creature shifts 1 square AND slide target 1 square (must end adjacent to this creature)

LEVEL 2

AC 20

DEF 13

SPEED 5

HP 20

ABILITIES
Gnome • Martial
+4 DEF (Ref)

SPECIAL POWERS

☐ Fade Away: Immediate, when this creature is targeted by an attack; that attack misses.

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51 **GOLD CHAMPION**

ATTACK ACTIONS

⊕ Longsword: +19 vs AC; 20 Damage

☐ ⚡ Fiery Breath: (blast 3) +17 vs DEF (Ref); 25 fire Damage, 10 fire on miss. RECHARGE when first Bloodied.

LEVEL 12

AC 28

DEF 24

SPEED 6

HP 75

ABILITIES
Human • Dragon
• Martial
Resist 10 Fire

SPECIAL POWERS

☐ Wrath 5: Once an ally has been destroyed, this creature has +5 ⊕ Damage until end of battle.

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7 **HUMAN CROSSBOWMAN**

ATTACK ACTIONS

⊕ Short Sword: +8 vs AC; 10 Damage

☐ ⚡ Alchemical Bolt: (nearest) +10 vs AC; 15 Damage AND ongoing 10 fire Damage (save ends)

⚡ Crossbow: (nearest) +10 vs AC; 15 Damage

LEVEL 3

AC 15

DEF 13

SPEED 5

HP 20

ABILITIES
Human • Martial

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36 **LION FALCON MONK**

ATTACK ACTIONS

⊕ Ki Fist: +14 vs AC; 10 Damage

⊕ Stunning Fist: +13 vs DEF (Fort); 15 Damage AND Stunned

LEVEL 10

AC 24

DEF 22

SPEED 8

HP 65

ABILITIES
Human • Ki
+4 DEF (Ref)
Exile: -4 Attack while in a warband with Ki allies.

SPECIAL POWERS

Falcon's Flight: Minor action; this creature has Flight until end of turn.

Lion's Strike: Minor action, once per round, usable after a charge; make a Ki Fist attack.

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45 **PURPLE DRAGON KNIGHT**

ATTACK ACTIONS

⊕ Greatsword: +17 vs AC; 15 Damage

☐ ⚡ Intimidation: (blast 3, enemies only) +15 vs DEF (Will); 15 psychic Damage AND push 3 squares; this movement provokes opportunity attacks (Fear)

LEVEL 10

AC 26

DEF 22

SPEED 5

HP 70

ABILITIES
Good • Human • Martial

CHAMPION 3 ☐☐☐

- Use when an ally becomes Bloodied. That ally shifts 1 square and has +2 AC until end of round.
- Use when an ally becomes Dazed, Stunned, or Helpless. End that condition on that ally.

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9 **STALWART PALADIN**

ATTACK ACTIONS

⊕ Longsword: +10 vs AC; 10 Damage

☐ ⊕ Invigorating Smite: +11 vs AC; 10 radiant Damage AND each ally within 3 squares of this creature heals 5 HP

LEVEL 3

AC 19

DEF 15

SPEED 5

HP 35

ABILITIES
Good • Human • Divine

SPECIAL POWERS

Stalwart Ally: Immediate, when an enemy targets a Bloodied ally adjacent to this creature with an attack; redirect that attack to this creature.

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12 **STONECHILD**

ATTACK ACTIONS

⊕ Greatsword: +11 vs AC; 10 Damage

☐ ← Earth Stomp: (burst 1, enemies only) +9 vs DEF (Fort); 10 Damage AND Immobilized

↘ Stone Launch: (range 5) +9 vs DEF (Ref); 5 Damage AND push 1 square

LEVEL 4


AC 20

DEF 16

SPEED 5

HP 40

ABILITIES
Elemental • Earth



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23 **DWARVEN WEREBEAR**

ATTACK ACTIONS

⊕ Greataxe: +10 vs AC; 20 Damage

☐ ← Defiant Roar: (burst 1) +8 vs DEF (Fort); 10 thunder Damage AND Dazed AND push 1 square

LEVEL 7

AC 18


DEF 16

SPEED 6

HP 60

ABILITIES
Dwarf • Shapeshifter • Primal
+4 DEF (Fort)

SPECIAL POWERS
Feral Charge: Whenever this creature hits with a charge attack, the target of that attack is also pushed 2 squares.



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32 **DIRE LION**

ATTACK ACTIONS

⊕ Claws: +11 vs AC; 20 Damage

☐ ⊕ Pounce: (only on charge) Make 2 ⊕ attacks.

LEVEL 8

AC 20


DEF 18

SPEED 8

HP 70

ABILITIES
Beast

SPECIAL POWERS
☐ Encouraging Roar: Minor action; each ally within 5 squares of this creature shifts 1 square.



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6 **REGDAR, HUMAN FIGHTER**

ATTACK ACTIONS

⊕ Greatsword: +9 vs AC; 10 Damage

LEVEL 2

AC 18


DEF 16

SPEED 5

HP 25

ABILITIES
Human • Martial
Unique

SPECIAL POWERS
Cleave: Immediate, when this creature's ⊕ attack destroys an enemy; make a ⊕ attack.
Headstrong: +2 Attack against higher-level enemies.



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34 **BLADESINGER**

ATTACK ACTIONS

⊕ Longsword: +14 vs AC; 15 Damage

☐ ↘ Dazzle: (range 5) +12 vs DEF (Will); 15 psychic Damage AND Dazed (save ends)

↘ Magic Missile: (sight) +11 vs DEF (Ref); 10 Damage, ignore Insubstantial

LEVEL 8

AC 24

DEF 22

SPEED 7


HP 55

ABILITIES
Elf • Arcane

SPECIAL POWERS
Spellsong: Does not provoke opportunity attacks with ↘ attacks.
☐ Quick Cast: Minor action; make a ↘ attack.

CHAMPION 2 ☐☐

- Use when a lower-level ally declares a ↘ attack. That attack uses a minor action instead of an attack action.
- Use when you win initiative. Until end of round, whenever an ally moves 3 or more squares during its turn, that ally has +4 Attack until end of turn.



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48 **BRASS DRAGON**

ATTACK ACTIONS

⊕ Bite: +16 vs AC; 20 Damage

☐ ← Fiery Breath: (blast 5) +14 vs DEF (Ref); 20 fire Damage AND push 3 squares, 10 fire only on miss. RECHARGE when first Bloodied.

LEVEL 11

AC 25

DEF 23

SPEED F6

HP 70

ABILITIES
Dragon • Mount
Flight
Resist 5 Fire
Kobold Mount: Can have a Small Kobold creature as a rider.

SPECIAL POWERS
Rider's Guidance: This creature has +2 Speed while it has a rider.

CHAMPION 1 ☐

- Use when an enemy fails a save. That enemy is Helpless until end of its next turn or until it takes damage.
- Use when a Kobold ally destroys an enemy. Score +5 VP.



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32 **COPPER SAMURAI**

ATTACK ACTIONS

⊕ Katana: +13 vs AC; 15 Damage

☐ ← Acid Breath: (blast 3) +11 vs DEF (Ref); 15 acid Damage AND ongoing 5 acid Damage (save ends). RECHARGE when first Bloodied.

↘ Longbow: (sight) +13 vs AC; 10 Damage

LEVEL 8

AC 22


DEF 20

SPEED 6

HP 55

ABILITIES
Human • Martial

SPECIAL POWERS
Skirmisher's Guile: If this creature moves at least 3 squares before attacking, it may shift after attacking (usable after a charge).
Tactical Flank: Immediate, when an ally flanking with this creature scores a critical hit; that ally makes a ⊕ attack, then shifts 1 square.



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14 **DARING ROGUE**

ATTACK ACTIONS

⊕ Short Sword: +9 vs AC; 5 Damage

☐ ↘ Crossbow: (nearest) +7 vs AC; 5 Damage. RECHARGE at end of this creature's turn if it did not move that turn.

⊕ Sidestep: Shift 1 square, then make 2 ⊕ attacks.

LEVEL 4

AC 20


DEF 18

SPEED 6

HP 35

ABILITIES
Human • Martial
Stealth
Hide

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



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20 DRUNKEN MASTER

ATTACK ACTIONS

⊕ **Brawler's Fist:** +11 vs AC; 15 Damage

LEVEL 6
AC 20
DEF 20
SPEED 6
HP 45

ABILITIES
Human • Ki
Improved Agility:
+5 AC against
opportunity attacks.

SPECIAL POWERS
Stagger: Can charge to any square adjacent to target and does not need line of sight to destination square or target.
☐ **Stumbling Dodge:** Use when this creature is targeted by a ⊕ attack; that attack misses, and this creature is Dazed until end of its next turn.
☐ **Unexpected Sidestep:** Minor action; shift 1 square AND this creature has combat advantage with any attacks made this turn.

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10 DWARF BARBARIAN

ATTACK ACTIONS

⊕ **Falchion:** +6 vs AC; 15 Damage
☐ ⊕ **Swift Panther Rage:** +6 vs AC; 25 Damage AND until end of battle, whenever this creature shifts, it can shift 2 squares

LEVEL 3
AC 15
DEF 13
SPEED 6
HP 35

ABILITIES
Dwarf • Primal
Dwarven Resilience: +5 DEF against attacks that deal poison damage.

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6 ELF SPEARGUARD

ATTACK ACTIONS

⊕ **Longspear:** +10 vs AC; 10 Damage

LEVEL 3
AC 19
DEF 16
SPEED 6
HP 30

ABILITIES
Elf • Martial
Reach 2

SPECIAL POWERS
☐ **Footwork:** Immediate, when an enemy within 2 squares of this creature shifts; this creature shifts 1 square. RECHARGE at start of this creature's turn.

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14 HALF-ELF SORCERER

ATTACK ACTIONS

⊕ **Spear:** +10 vs AC; 5 Damage AND this creature can teleport 1 square
⤴ **Chaos Bolt:** (range 10) +10 vs DEF (Will); 10 psychic Damage AND slide 1 square

LEVEL 5
AC 17
DEF 17
SPEED 6
HP 35

ABILITIES
Half-Elf • Arcane

SPECIAL POWERS
☐ **Chaotic Arc:** Use when this creature declares a ⤴ attack. That attack also targets an enemy within 5 squares of the first target. RECHARGE when this creature's natural attack roll is an even number.

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29 HALFLING OUTRIDER

ATTACK ACTIONS

⊕ **Spear:** +12 vs AC; 15 Damage
⤴ **Shortbow:** (sight) +12 vs AC; 10 Damage
⊕ **Thundering Lance:** (only on charge) +12 vs AC; 15 + 5 thunder Damage AND push 2 squares

LEVEL 7
AC 21
DEF 19
SPEED 7
HP 50

ABILITIES
Halfling • Mounted • Martial

SPECIAL POWERS
☐ **Lightfoot Valor:** Immediate, use when an enemy within 5 squares of this creature becomes Dazed; charge that enemy.
☐ **Warhound:** Use when this creature makes an opportunity attack; make an additional attack against target of that attack: +8 vs AC; 10 Damage.

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7 KERWYN, HUMAN ROGUE

ATTACK ACTIONS

⊕ **Piercing Strike:** +6 vs DEF (Ref); 10 Damage
⊕ **Deft Strike:** Move up to 2 squares, then attack 1 adjacent enemy: +6 vs AC; 10 Damage

LEVEL 2
AC 16
DEF 12
SPEED 6
HP 20

ABILITIES
Human • Martial • Stealth
Unique Hide
Defensive Mobility: +5 AC against opportunity attacks while moving.

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

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18 MEDIUM AIR ELEMENTAL

ATTACK ACTIONS

⊕ **Wind Blast:** +11 vs AC; 10 Damage AND slide 2 squares
☐ ⤴ **Cyclone:** (burst 1) +9 vs DEF (Fort); 10 Damage AND push 1 square AND Immobilized. RECHARGE when first Bloodied.

LEVEL 4
AC 18
DEF 16
SPEED F10
HP 30

ABILITIES
Elemental • Air Flight
+4 DEF (Ref)

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49 SILVER SORCERER

ATTACK ACTIONS

⊕ **Staff:** +15 vs AC; 15 Damage
☐ ⤴ **Cold Breath:** (blast 3) +15 vs DEF (Fort); 15 cold Damage AND Immobilized, 10 cold only on miss. RECHARGE when first Bloodied.
⚡ **Lightning Strike:** (radius 1 within 10) +15 vs DEF (Fort); 20 lightning Damage

LEVEL 12
AC 24
DEF 22
SPEED 6
HP 50

ABILITIES
Elf • Dragon • Arcane
Resist 10 Cold

SPECIAL POWERS
☐ **Blur:** Minor action; 1 adjacent ally has Conceal 6 until end of next round.
☐ **Dragonflame Mantle:** Immediate, when hit by a ⊕ attack; attacker takes 10 fire Damage; until end of round, whenever an enemy hits this creature with a ⊕ attack, that enemy takes 10 fire Damage.

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9 BARBARIAN MERCENARY

ATTACK ACTIONS

⊕ Greatsword: +3 vs AC; 15 Damage

⊥ Pressing Strike: Shift 1 square, then attack 1 adjacent target: +3 vs AC; 15 Damage AND push 1 square

LEVEL 2

AC 14

DEF 12

SPEED 7

HP 30

ABILITIES
Human • Primal
+4 DEF (Fort)

SPECIAL POWERS
Bloodrage 5: +5 ⊥ Damage while Bloodied.
Requires Discipline: Add your warband's highest Champion rating to this creature's ⊥ attack rolls.

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25 DIRE APE

ATTACK ACTIONS

⊕ Pound: +14 vs AC; 15 Damage

⊥ Crushing Grab: Make 2 basic ⊥ attacks against the same target. If both hit, target is also Immobilized. RECHARGE at start of this creature's turn if no enemy can see it.

LEVEL 8

AC 24

DEF 22

SPEED 6

HP 55

ABILITIES
Beast • Primal
Forest Dweller: Forest terrain does not affect this creature's movement, and this creature has Hide while occupying forest terrain.
Reach 2

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29 DRUID OF OBAD-HAI

ATTACK ACTIONS

⊕ Stickle: (only while not in Beast Form) +12 vs AC; 15 Damage

⊕ Bite: (only in Beast Form): +10 vs AC; 25 Damage AND pull 1 square AND this creature shifts 1 square

LEVEL 8

AC 22

DEF 20

SPEED 6

HP 55

ABILITIES
Human • Primal

SPECIAL POWERS
Beast Form: (only while not in Beast Form) Minor action; this creature enters Beast Form and shifts 1 square. This creature can end Beast Form as a minor action.
Summon Nature's Ally: (only while not in Beast Form, Summoning) Replaces attack action: Place a new Beast, Elemental, or Magical Beast creature with cost up to 15 points on the battle map within line of sight of this creature. That creature makes an immediate ⊕ attack and is considered to have activated this round. That creature is considered part of your warband but is worth 0 VP when eliminated. Remove that creature from the battle map at end of its next turn.

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6 BAAZ DRACONIAN

ATTACK ACTIONS

⊕ Longsword: +9 vs AC; 10 Damage

LEVEL 2

AC 17

DEF 15

SPEED 6

HP 20

ABILITIES
Evil • Dragon

SPECIAL POWERS
Death Throes: When this creature is destroyed, the square it occupied becomes statue terrain. If this creature was destroyed by a ⊥ attack, the attacker is Immobilized OR Weakened (opponent's choice).
Dragon Defender: Immediate, when an enemy adjacent to this creature targets a Dragon ally with a ⊥ attack; make a ⊕ attack against that enemy.

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25 BLUE WYRMLING

ATTACK ACTIONS

⊕ Gore: +14 vs AC; 10 + 5 lightning Damage

⊥ Lightning Breath: (line 6) +12 vs DEF (Ref); 15 lightning Damage, 5 lightning on miss. RECHARGE when first Bloodied.

LEVEL 7

AC 21

DEF 19

SPEED F7

HP 50

ABILITIES
Dragon
Flight
Resist 5 Lightning

SPECIAL POWERS
My Food: Use when this creature damages an enemy with Lightning Breath; charge that enemy.

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28 CLERIC OF NERULL

ATTACK ACTIONS

⊕ Grim Scythe: +14 vs AC; 10 + 5 necrotic Damage

⊥ Covering Fear: (range 10) +12 vs DEF (Will); 5 psychic Damage AND slide 3 squares AND Immobilized

LEVEL 7

AC 23

DEF 19

SPEED 5

HP 40

ABILITIES
Evil • Human • Divine

SPECIAL POWERS
Deathstrike Aura: Immediate, when an ally within 5 squares is destroyed; that ally makes a ⊕ attack.
CHAMPION 2 ⊥ ⊥
• Use when an Undead ally damages a living enemy with an attack granted by Deathstrike Aura. That ally is not destroyed; instead it has 5 HP and is destroyed at end of its next turn.
• Use when this creature destroys a living enemy. Until end of battle, allies have +5 Damage.

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3 GOBLIN SKIRMISHER

ATTACK ACTIONS

⊕ Spear: +4 vs AC; 5 Damage

⊥ Thrown Spear: (range 5) +7 vs AC; 10 Damage

LEVEL 1

AC 12

DEF 12

SPEED 6

HP 10

ABILITIES
Goblin
Tends to Wander: During setup, you may place this creature within 5 squares of your start area.

SPECIAL POWERS
Goblin Tactics: Immediate, when a ⊥ attack misses this creature; shift 1 square.

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3 GOBLIN WARRIOR

ATTACK ACTIONS

⊕ Morningstar: +6 vs AC; 10 Damage

LEVEL 1

AC 15

DEF 13

SPEED 6

HP 15

ABILITIES
Goblin

SPECIAL POWERS
Goblin Tactics: Immediate, when a ⊥ attack misses this creature; shift 1 square.

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3 HOBGOBLIN WARRIOR

ATTACK ACTIONS
 ⊕ Longsword: +7 vs AC; 10 Damage

LEVEL 1
 AC 16
 DEF 13
 SPEED 5
 HP 15



ABILITIES
 Goblin • Hobgoblin

SPECIAL POWERS
 Awareness: Can make an opportunity attack against an adjacent enemy that shifts.
 Phalanx Fighting: +2 AC while adjacent to an ally.

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11 KAPAK DRACONIAN

ATTACK ACTIONS
 ⊕ Bite: +8 vs AC; 5 + 5 poison Damage
 ☞ Poisoned Arrow: (range 10) +8 vs DEF (Fort); 10 Damage AND ongoing 10 poison Damage (save ends) AND Slowed. RECHARGE at end of this creature's turn if it occupies one of your victory areas.

LEVEL 3
 AC 18
 DEF 18
 SPEED 6
 HP 30



ABILITIES
 Evil • Dragon
 Glide: While moving, this creature ignores difficult terrain and pit terrain.


SPECIAL POWERS
 Death Throes: When this creature is destroyed, each adjacent creature takes 5 acid Damage. Place a counter in the square this creature occupied. Until end of battle, whenever a creature enters that square, it takes 5 acid Damage.

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5 KOBOLD SKIRMISHER

ATTACK ACTIONS
 ⊕ Spear: +6 vs AC; 10 Damage
 ☞ Crossbow: (nearest) +6 vs AC; 10 Damage

LEVEL 1
 AC 15
 DEF 13
 SPEED 7
 HP 20



ABILITIES
 Kobold
 +4 DEF (Ref)


SPECIAL POWERS
 Shifty: Minor action; shift 1 square.

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13 MEDIUM WATER ELEMENTAL

ATTACK ACTIONS
 ⊕ Slam: +12 vs AC; 10 Damage
 ☞ Crashing Wave: (blast 3) +10 vs DEF (Fort); 10 Damage AND push 2 squares AND Dazed. RECHARGE when an enemy ends its turn adjacent to this creature.

LEVEL 5
 AC 21
 DEF 17
 SPEED 4
 HP 40



ABILITIES
 Elemental

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


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32 SALAMANDER

ATTACK ACTIONS
 ⊕ Flaming Spear: +16 vs AC; 10 + 5 fire Damage
 ⊕ Tail Lash: +15 vs AC; 5 Damage AND ongoing 5 fire Damage (save ends) AND slide 1 square

LEVEL 8
 AC 24
 DEF 20
 SPEED 6
 HP 60



ABILITIES
 Elemental • Fire
 Immune Fire
 Reach 2


SPECIAL POWERS
 Punishing Lash: Immediate, when an enemy within 2 squares of this creature damages an ally; make a Tail Lash attack against that enemy.

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30 THAYAN KNIGHT

ATTACK ACTIONS
 ⊕ Longsword: +16 vs AC; 15 Damage

LEVEL 9
 AC 25
 DEF 21
 SPEED 5
 HP 65



ABILITIES
 Human • Martial


SPECIAL POWERS
 Arrow-Catching Shield: Immediate, when an enemy targets an ally adjacent to this creature with a ☞ attack; redirect that attack to this creature.
 Scion of the Zulkir: This creature and adjacent Arcane allies have +4 DEF against ☞ and ✨ attacks.
 Zulkir's Defender: +2 Attack and +5 Damage against targets adjacent to an Arcane ally.

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34 URTHOK THE VICIOUS

ATTACK ACTIONS
 ⊕ Battleaxe: +15 vs AC; 15 Damage
 ☞ Javelin: (range 5) +15 vs AC; 10 Damage

LEVEL 8
 AC 24
 DEF 20
 SPEED 5
 HP 60



ABILITIES
 Goblin • Hobgoblin • Martial
 Unique


SPECIAL POWERS
 ☞ Hurling Charge: Immediate, when this creature declares a charge attack; make a Javelin attack against target of the charge.
 Goblin Attendants: Immediate, when an enemy targets this creature with an attack; redirect that attack to 1 active Small Goblin ally adjacent to this creature.
 CHAMPION 3 ☐☐☐
 Warband Building: All Goblins and Hobgoblins are legal in your warband.
 • Use when a Goblin or Hobgoblin ally declares a ⊕ or ☞ attack. A different Goblin or Hobgoblin ally also makes an immediate ⊕ or ☞ attack against the same target.
 • Use at start of round. Each ally in a victory area at start of round has +2 Attack and +5 ⊕ Damage until end of round.

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11 WERERAT

ATTACK ACTIONS
 ⊕ Rapier: +8 vs AC; 10 Damage
 ☞ Diseased Bite: +8 vs DEF (Fort); 10 Damage AND ongoing 5 Damage AND Weakened (save ends both). RECHARGE at start of this creature's turn if no enemy can see it.

LEVEL 3
 AC 19
 DEF 17
 SPEED 6
 HP 30



ABILITIES
 Shapeshifter
 • Stealth
 Hide

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19 CARRION CRAWLER

ATTACK ACTIONS

⊕ Bite: +12 vs AC; 15 Damage

⊕ Paralyzing Tentacles: (Reach 2, can target allies) +9 vs DEF (Fort); 10 Damage AND Slowed (save ends); if already Slowed, target is instead Immobilized (save ends); if already Immobilized, target is instead Stunned (save ends)

STATS

LEVEL 6

AC 20

DEF 18

SPEED 6

HP 45


ABILITIES

Aberrant • Beast

Wandering Monster: Sets up in a random victory area.

SPECIAL POWERS

☐ Berserk Lashing: Immediate, when first Bloodied; make a Paralyzing Tentacles attack against each creature within Reach.



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7 GRIMLOCK

ATTACK ACTIONS

⊕ Flint Axe: +5 vs AC; 15 Damage

☐ ⊕ Brutal Fury: +5 vs AC; 20 Damage

STATS

LEVEL 2

AC 14

DEF 12

SPEED 6

HP 45


ABILITIES

Grimlock

Blind

Blindsight

Slave Stock: +4 DEF against Aberrant creatures.



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5 ABYSSAL MAW

ATTACK ACTIONS

⊕ Bite: +4 vs AC; 15 Damage

STATS

LEVEL 1

AC 13

DEF 11

SPEED 6


HP 25

ABILITIES

Evil • Demon

SPECIAL POWERS

☐ Hunger of the Abyss: Use when an enemy ends its turn adjacent to this creature; make a ⊕ attack against that enemy. RECHARGE when this creature misses with a ⊕ attack.



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45 BLACK DRAGON

ATTACK ACTIONS

⊕ Acid Bite: +16 vs AC; 10 + 10 acid Damage

☐ ⊕ Corrosive Breath: (line 12) +14 vs DEF (Ref); 30 acid Damage, 15 acid on miss. RECHARGE when first Bloodied.

STATS

LEVEL 7

AC 25

DEF 23

SPEED F7

HP 60

ABILITIES


Evil • Dragon

Flight; Resist 10 Acid

Lurking Foe: This creature must start the battle off the battle map. Place it in your start area or in any unoccupied victory area at start of a round after the first.

CHAMPION 1 ☐

- Use when an ally hits a Bloodied enemy: +10 Damage on that attack.
- Use before taking your first turn of a round. The player with the most creatures in his or her victory areas at end of round scores +10 VP.



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15 BRIGHT NAGA

ATTACK ACTIONS

⊕ Bite: +11 vs AC; 10 Damage

⊕ Blast of Flame: (blast 5) +9 vs DEF (Ref); 10 fire Damage

STATS

LEVEL 4

AC 17

DEF 15

SPEED 7

HP 45

ABILITIES

Evil • Immortal

Magical Beast

SPECIAL POWERS

☐ Mock Spellcasting: Immediate, when an Arcane enemy misses this creature with a ⚡, ⚡, or ✨ attack. This creature makes the same attack, using an Attack value of +9 instead of its normal value.



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5 BUGBEAR

ATTACK ACTIONS

⊕ Morningstar: +4 vs AC; 15 Damage

☐ ⊕ Skullthumper: (only with combat advantage against target); +4 vs DEF (Fort); 15 Damage AND Stunned

STATS

LEVEL 1

AC 14


DEF 10

SPEED 6

HP 25

ABILITIES

Goblin • Bugbear



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7 CHITINE

ATTACK ACTIONS

⊕ Short Sword: +7 vs AC; 5 Damage

☐ ⊕ Flailing Limbs: Make 3 ⊕ attacks. RECHARGE as a replaces attack action.

STATS

LEVEL 2

AC 16

DEF 14

SPEED 6


HP 25

ABILITIES

Spider • Stealth

SPECIAL POWERS

Web Trap: Immediate, when a non-Spider enemy ends its move adjacent to this creature; that enemy is Immobilized.



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14 DRETCH

ATTACK ACTIONS

⊕ Claw: +10 vs AC; 10 Damage

☐ ✨ Scare: (radius 2 within sight, level 4 or lower enemies only) +10 vs DEF (Will); target is not considered to be occupying a victory area for purposes of scoring VP (save ends) (Fear)

STATS

LEVEL 5

AC 20

DEF 16

SPEED 4

HP 25


ABILITIES

Evil • Demon

Resist 5 All

SPECIAL POWERS

Revenge for the Pathetic: Immediate, when destroyed; 1 Demon ally within 10 squares teleports to the square this creature occupied when it was destroyed.



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6 DROW WARRIOR


ATTACK ACTIONS

- ⊕ Rapiers: +7 vs AC; 5 Damage
- ↘ Hand Crossbow: (nearest) +5 vs DEF (Fort); 5 Damage AND ongoing 5 poison Damage (save ends)

ABILITIES
Drow • Martial

SPECIAL POWERS
Sniper: +2 Attack and +5 Damage with ↘ attacks against targets that cannot see this creature.

LEVEL 2
AC 18
DEF 16
SPEED 6
HP 25



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29 DROW WIZARD


ATTACK ACTIONS

- ⊕ Staff: +12 vs AC; 10 + 5 necrotic Damage
- ☐ ↘ Snowball Swarm: (radius 2 within 10) +14 vs DEF (Ref); 10 cold Damage AND Slowed AND Blinded
- ☐ ↘ Withering Ray: (sight) +14 vs DEF (Fort); 5 necrotic Damage AND Weakened

ABILITIES
Drow • Arcane

SPECIAL POWERS
Consumption: Replaces move action: This creature takes 5 necrotic Damage; RECHARGE Snowball Swarm or Withering Ray.

LEVEL 9
AC 23
DEF 21
SPEED 6
HP 60



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44 EYE OF GRUUMSH


ATTACK ACTIONS

- ⊕ Vicious Axe: +14 vs AC; 20 Damage AND this creature takes 5 Damage
- ⊕ Double Attack: Make 2 ⊕ attacks.

ABILITIES
Evil • Orc • Martial
+4 DEF (Fort)
Immune Flanking: Does not grant combat advantage when flanked.

SPECIAL POWERS
Inspiration of Gruumsh: Lower-level Orc allies within 10 squares have +5 ⊕ Damage.

LEVEL 11
AC 17
DEF 18
SPEED 7
HP 120



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29 GARGOYLE

ATTACK ACTIONS

- ⊕ Claw: +13 vs AC; 15 Damage
- ⊕ Stonesoul Frenzy: Use only if this creature began its turn in Stone Form; move up to its Speed and attack each enemy once whose space it enters this turn, +11 vs DEF (Ref); 15 Damage AND Slowed

ABILITIES
Evil • Gargoyle
• Earth
Flight

SPECIAL POWERS
Stone Form: Replaces attack action: This creature is inactive, has Resist 20 All, and cannot score VP. If this creature starts a round in Stone Form, it can leave Stone Form on its turn by taking a move action.

LEVEL 9
AC 23
DEF 22
SPEED F7
HP 50



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15 HARPY

ATTACK ACTIONS

- ⊕ Claw: +12 vs AC; 10 Damage
- ↘ Alluring Song: (only while not Bloodied; burst 10, enemies only) +10 vs DEF (Will); Immobilized AND pull exactly 3 squares
- ☐ ↘ Deadly Scream: (burst 4) +10 vs DEF (Fort); 10 thunder Damage AND Dazed

ABILITIES
Evil • Fey
Flight

LEVEL 5
AC 19
DEF 17
SPEED F7
HP 40



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11 LARGE MONSTROUS SPIDER

ATTACK ACTIONS

- ⊕ Rot Poison Bite: +11 vs AC; 5 Damage AND ongoing 5 poison Damage (save ends); targets already taking ongoing poison damage also take ongoing 5 necrotic Damage (save ends)
- ☐ ↘ Web Spray: (blast 3) +9 vs DEF (Ref); Immobilized (save ends)

ABILITIES
Beast • Spider

LEVEL 4
AC 18
DEF 16
SPEED 6
HP 35



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83 LARGE RED DRAGON

ATTACK ACTIONS


- ⊕ Fiery Bite: +18 vs AC; 10 + 10 fire Damage
- ⊕ Draconic Fury: 2 attacks, +18 vs AC each; 20 Damage each
- ☐ ↘ Fiery Breath: (blast 5) +18 vs DEF (Ref); 30 fire Damage, 15 fire on miss. RECHARGE when first Bloodied.

ABILITIES
Evil • Dragon
Flight; Reach 2
Resist 15 Fire

CHAMPION 2 ☐☐

- Use when any attack roll misses. Reroll that attack.
- Use before taking your first turn of a round. The player whose warband eliminates more enemies than any other this round scores +15 VP.

LEVEL 15
AC 29
DEF 27
SPEED F8
HP 90



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38 OGRE RAVAGER


ATTACK ACTIONS

- ⊕ Blood Axe: +12 vs AC; 20 Damage AND ongoing 5 Damage (save ends)
- ☐ ⊕ Cruellest Cut: +10 vs AC; 30 Damage AND ongoing 10 Damage (save ends); on miss, 15 Damage AND ongoing 5 Damage (save ends)

ABILITIES
Ogre
Reach 2

SPECIAL POWERS
Aura of Fear: Enemies adjacent to this creature have -2 Attack.
☐ Menacing Counterattack: Immediate, when an enemy's ⊕ attack misses this creature; make a ⊕ attack against that enemy. RECHARGE when this creature destroys an enemy.

LEVEL 9
AC 21
DEF 19
SPEED 6
HP 75



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27 ORC DRUID

ATTACK ACTIONS

- ⊕ Staff: +14 vs AC; 10 Damage
- ✱ Call of the Beast: (radius 1 within 10) +12 vs DEF (Will); 10 psychic Damage AND target cannot gain combat advantage until end of its next turn
- ⊕ Poison Touch: Automatic hit; 5 poison Damage
- ☞ Wind Prison: (range 10) +12 vs DEF (Ref); target grants combat advantage to all enemies until end of battle

STATS: LEVEL 7, AC 21, DEF 19, SPEED 6, HP 50

ABILITIES
Orc • Primal



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40 RED SAMURAI

ATTACK ACTIONS


- ⊕ Burning Katana: +13 vs AC; 20 + 5 fire Damage
- ☞ Fire Breath: (blast 3) +11 vs DEF (Ref); 20 fire Damage
- ☞ Sweeping Flames: (2 targets) +11 vs DEF (Ref); 20 + 15 fire Damage

STATS: LEVEL 10, AC 20, DEF 20, SPEED 7, HP 85

ABILITIES
Human • Martial
Resist 5 Fire

SPECIAL POWERS

- Draonic Agent: +5 ⊕ Damage while in a warband with an Evil Dragon champion.
- Firesoul: Immediate, when this creature takes fire damage; shift 3 squares.



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24 SMALL WHITE DRAGON

ATTACK ACTIONS


- ⊕ Bite: +13 vs AC; 10 + 5 cold Damage
- ☞ Frost Breath: (blast 3) +11 vs DEF (Ref); 10 cold Damage. RECHARGE when first Bloodied.

STATS: LEVEL 6, AC 22, DEF 18, SPEED F6, HP 45

ABILITIES
Dragon
Flight
Resist 5 Cold

SPECIAL POWERS

- ☞ Chill to the Bone: Immediate, when this creature's attack roll is a natural 20; the target of that attack has Vulnerable 5 Cold until end of battle.
- Freeze: While an enemy within 3 squares of this creature is Slowed, it is also Immobilized.



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7 TROGLODYTE

ATTACK ACTIONS


- ⊕ Club: +9 vs AC; 10 Damage
- ⊕ Sickening Bite: +7 vs DEF (Fort); 5 Damage AND target cannot heal (save ends)

STATS: LEVEL 2, AC 18, DEF 16, SPEED 6, HP 25

ABILITIES
Troglydte

SPECIAL POWERS

- Stench: Adjacent living creatures have -2 Attack; Troglydtes immune.



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