

**27 CLERIC OF LATHANDER**

**ATTACK ACTIONS**

⊕ Mace: +14 vs AC; 5 + 5 radiant Damage

➤ Lance of Faith: (range 5); +13 vs DEF (Ref); 15 radiant Damage

☐ ← Turn Undead: (burst 2, Undead targets only) +13 vs DEF (Will); 15 radiant Damage AND push 3 squares AND Immobilized

**ABILITIES**

Good • Human • Divine

+4 DEF (Will)

**CHAMPION 2 ☐☐**

- Use when a creature in your warband hits with a ⊕ attack: +10 radiant Damage on that attack.
- Use when a creature in your warband is hit by a ⊕ attack. The attacker takes 10 radiant Damage.

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**7 DALELANDS MILITIA**

**ATTACK ACTIONS**

⊕ Spear: +8 vs AC; 10 Damage

➤ Longbow: (sight) +8 vs AC; 10 Damage

**ABILITIES**

Human • Martial

**SPECIAL POWERS**

☐☐ Militia: Minor action, only while within 5 squares of an allied Human champion; choose 1 effect:

*Inspired*: +2 Attack and +5 Damage on charge this turn.

*Rally*: This creature heals 5 HP AND shifts 1 square closer to that champion.

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**29 GOLD DWARF FIGHTER**

**ATTACK ACTIONS**

⊕ Urgrosh: +16 vs AC; 15 Damage

**ABILITIES**

Dwarf • Martial

Resist 5 Poison

**SPECIAL POWERS**

☐☐ Hobble: Use when this creature's ⊕ attack damages a target; that target is also Slowed.

**Underdark Bane**: +2 Attack and +5 Damage against Underdark creatures.

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**32 HUMAN DRAGONSLAYER**

**ATTACK ACTIONS**

⊕ Greatsword: +16 vs AC; 15 Damage

☐ ⊕ Crippling Strike: +12 vs AC; 10 Damage AND ongoing 10 Damage AND target loses Flight (save ends both)

**ABILITIES**

Human • Martial

Immune Fear

**SPECIAL POWERS**

**Dragon Slayer 10**: +10 ⊕ Damage against Dragon targets.

**Dragon Lore**: Each ally within 5 squares of this creature has +2 DEF against Dragon enemies.

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**122 LARGE SILVER DRAGON**

**ATTACK ACTIONS**

⊕ Bite: +21 vs AC; 15 + 10 cold Damage

☐ ← Cold Breath: (blast 5) +17 vs DEF (Fort); 30 cold Damage AND Immobilized (save ends); 15 cold only on miss. RECHARGE when first Bloodied.

⊕ Double Attack: Make 2 ⊕ attacks, each against a different target.

**ABILITIES**

Good • Dragon

Flight; Reach 2

Resist 20 Cold

**CHAMPION 2 ☐☐**

- Use when this champion uses Cold Breath. Creatures in your warband score criticals against Bloodied targets on attack rolls of natural 18+ until end of round.
- Use when this champion starts its turn in one of your victory areas: Score +10 VP.

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**13 MEDIUM EARTH ELEMENTAL**

**ATTACK ACTIONS**

⊕ Slam: +9 vs AC; 10 Damage

☐ ⊕ Death from Below: Move up to 5 squares with Burrow, then make an attack: +11 vs AC; 20 Damage AND Immobilized. RECHARGE at start of this creature's turn if no enemy is within 5 squares of it.

**ABILITIES**

Elemental • Earth

Burrow

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**51 PALADIN OF TORM**

**ATTACK ACTIONS**

⊕ Greatsword: +17 vs AC; 20 Damage

☐ ⊕ Radiant Smite: +17 vs AC; 15 + 10 radiant Damage. RECHARGE when first Bloodied.

**ABILITIES**

Good • Human • Divine

Immune Fear

**SPECIAL POWERS**

☐ Cure Serious Wounds: Minor action; this creature or 1 adjacent ally heals 20 HP.

**CHAMPION 2 ☐☐**

- Use when an enemy causes an ally to become Bloodied. Until end of battle, whenever that enemy takes radiant damage, it takes 5 additional radiant Damage.
- Use at start of round. Until end of round, creatures in your warband have +2 Attack (or +4 Attack against Evil creatures).

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**11 SOLDIER OF CORMYR**

**ATTACK ACTIONS**

⊕ Longsword: +11 vs AC; 10 Damage

**ABILITIES**

Human • Martial

+4 DEF (Will)

**SPECIAL POWERS**

**Cordon**: At end of this creature's turn, each Dazed enemy adjacent to this creature is also Immobilized.

**Tactical Adjustment**: Replaces move action: 1 Martial ally within 5 squares of this creature shifts 1 square.


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**12 HEALER**

**ATTACK ACTIONS**

⬇ Spear: +9 vs AC; 10 Damage

➤ Ray of Brilliance: (range 5) +8 vs DEF (Ref); 5 radiant Damage AND ongoing 5 radiant Damage (save ends)



**ABILITIES**  
Human • Divine

**SPECIAL POWERS**

☐☐ Healer's Balm: Replaces attack action: 1 ally within 5 squares of this creature heals 10 HP.

Healing Touch: Minor action, once per turn; 1 adjacent ally heals 5 HP.

☐ Remove Paralysis: End the Helpless, Immobilized, and Stunned condition on each ally within 5 squares of this creature.

LEVEL 5  
AC 18  
DEF 18  
SPEED 6  
HP 35

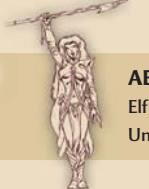
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**6 MIALEE, ELF WIZARD**

**ATTACK ACTIONS**

⬇ Shortspear: +7 vs AC; 5 Damage

➤ Magic Missile: (sight) +9 vs DEF (Ref); 10 Damage, ignore Insubstantial



**ABILITIES**  
Elf • Arcane  
Unique

**SPECIAL POWERS**

☐ Unavoidable Shot: Use when making a Magic Missile attack; that attack automatically hits.

LEVEL 2  
AC 15  
DEF 14  
SPEED 6  
HP 20


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**5 CATFOLK**

**ATTACK ACTIONS**

⬇ Claw: +7 vs AC; 5 Damage

➤ Longbow: (sight) +8 vs AC; 10 Damage



**ABILITIES**  
Catfolk

**SPECIAL POWERS**

Light-Footed: Use after making an attack; shift 1 square.

LEVEL 2  
AC 16  
DEF 15  
SPEED 6  
HP 25


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**48 CHAMPION OF EILISTRAEE**

**ATTACK ACTIONS**

⬇ Bastard Sword: +16 vs AC; 20 Damage

☐ ⬅ Repel Supernatural: (burst 2) +13 vs DEF (Will); 15 radiant Damage AND push 2 squares; Undead or Shapeshifter targets are also Immobilized



**ABILITIES**  
Good • Fey • Drow  
Battle Dance: Immediate, after making a ⬇ attack; shift 1 square.

**CHAMPION 2 ☐☐**

Warband Building: All nonchampion Medium Drow creatures are legal in your warband.

- Use before taking your first turn of a round. Martial allies have +2 ⬇ Attack and +2 AC until end of round.
- Use when a Martial ally hits with a ⬇ attack: +10 Damage on that attack AND that ally shifts.

LEVEL 11  
AC 25  
DEF 23  
SPEED 6  
HP 70

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**32 CLERIC OF KORD**

**ATTACK ACTIONS**

⬇ Longsword: +12 vs AC; 25 Damage

☐ ⚡ Thunderblast: (radius 1 within 10) +10 vs DEF (Fort); 20 thunder Damage AND Dazed



**ABILITIES**  
Half-Orc • Divine

**SPECIAL POWERS**

☐ Kord's Blessing: Minor action; 1 Bloodied ally within 5 squares of this creature heals 10 HP and has +2 Attack until end of round.

**CHAMPION 1 ☐**

- Use when an enemy becomes Dazed by an attack. That enemy is also Stunned until end of round.
- Use at start of round. Until end of round, allies have +2 ⬇ Attack (or +4 ⬇ Attack against Civilization creatures).

LEVEL 8  
AC 20  
DEF 18  
SPEED 7  
HP 65

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**87 DRIZZT, DROW RANGER**

**ATTACK ACTIONS**

⬇ Icingdeath: +17 vs AC; 10 + 5 cold Damage

☐ Twinkle: +17 vs AC; 15 Damage

☐ ⚡ Dual Strike: Make an Icingdeath and a Twinkle attack. RECHARGE when this creature destroys an enemy.



**ABILITIES**  
Good • Drow • Martial  
Unique; Scout  
Defensive Mobility: +5 AC against opportunity attacks while moving.  
Multi-Activation 2: Activates twice per round.

**CHAMPION 2 ☐☐**

Warband Building: All non-Evil Unique creatures are legal in your warband.

- Use at start of round. Unique allies have +4 Attack and +10 Damage until end of round.
- Use when a Unique creature becomes Bloodied. That creature gains +5 ⬇ Damage until end of battle.

LEVEL 13  
AC 26  
DEF 24  
SPEED 4  
HP 95

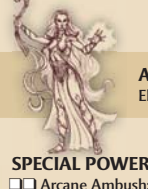
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**39 EVERMEET WIZARD**

**ATTACK ACTIONS**

⬇ Lightning Rod: +16 vs AC; 5 lightning + 5 thunder Damage

➤ Acid Thorns: (range 10) +18 vs DEF (Ref); 10 Damage AND Slowed AND ongoing 5 acid Damage (save ends both)



**ABILITIES**  
Eladrin • Arcane

**SPECIAL POWERS**

☐☐ Arcane Ambush: Replaces attack action: 1 ally within 5 squares of this creature teleports 6 squares, then makes a ⬇ attack.

Reserve Summoning: +1 to your warband's creature limit. During setup, 1 Elemental creature in your warband with cost up to 20 starts off the battle map.

Summon Elemental: (Summoning) Replaces attack action: Choose a creature that is off the battle map due to Reserve Summoning and place it on the battle map in a space within 10 squares of this creature. That creature makes an immediate ⬇ attack and is considered to have activated this round.

LEVEL 11  
AC 23  
DEF 25  
SPEED 6  
HP 50


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**15 GRAYCLOAK RANGER**

**ATTACK ACTIONS**

⬇ Longsword: +10 vs AC; 10 Damage

➤ Longbow: (sight) +10 vs AC; 10 Damage



**ABILITIES**  
Elf • Martial  
Hide  
Strength in Numbers 1: Increase your warband's creature limit by 1.

**SPECIAL POWERS**

☐ Animal Companion: Use during setup; choose 1 Beast ally with cost up to 10. Until end of battle, whenever this creature attacks a target adjacent to that Beast ally, +10 Damage on that attack.

☐ Soothe The Beast: Minor action; 1 Beast creature within 5 squares of this creature heals 10 HP.

LEVEL 5  
AC 19  
DEF 17  
SPEED 6  
HP 35

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**23 HALFLING RANGER**

**ATTACK ACTIONS**

⊕ Short Sword: +11 vs AC; 10 Damage  
 ➤ Shortbow: (sight) +11 vs AC; 10 + 5 radiant Damage

**LEVEL 7**  
**AC 19**  
**DEF 21**  
**SPEED 6**  
**HP 45**

**ABILITIES**  
 Halfling • Martial Scout

**SPECIAL POWERS**  
 Protector of the Wild: +5 Damage against non-Wilderness creatures within 5 squares of this creature.  
 Wild Focus: Minor action; choose a nonwall square within 10 squares of this creature; this creature treats that square as clear terrain until end of turn.

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**19 HALFLING WIZARD**

**ATTACK ACTIONS**

⊕ Point-Blank Missile: Automatic hit; 10 Damage, ignore Insubstantial AND this creature takes 5 Damage  
 ➤ Magic Missile Wand: (sight) +12 vs DEF (Ref); 10 Damage, ignore Insubstantial  
 ☐☐ ➤ Scorching Ray: (nearest) +17 vs DEF (Ref); 15 fire Damage

**LEVEL 6**  
**AC 18**  
**DEF 20**  
**SPEED 5**  
**HP 30**

**ABILITIES**  
 Halfling • Arcane

**SPECIAL POWERS**  
 ☐ Precise Attack: Use when this creature makes an attack; that attack cannot be redirected.

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**5 IALDABODE, HUMAN PSION**

**ATTACK ACTIONS**

⊕ Staff: +7 vs AC; 10 Damage  
 ➤ Psi-Fire: (nearest) +7 vs DEF (Will); 5 psychic Damage AND Dazed

**LEVEL 2**  
**AC 14**  
**DEF 14**  
**SPEED 6**  
**HP 25**

**ABILITIES**  
 Human • Psionic Unique  
 +4 DEF (Will)

**SPECIAL POWERS**  
 ☐ Psionic Ablation: Use when an enemy's attack hits this creature or an ally adjacent to this creature; -10 Damage on that attack AND this creature is Immobilized.

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**49 MOON ELF FIGHTER**

**ATTACK ACTIONS**

⊕ Longsword: +17 vs AC; 20 Damage  
 ⊕ Tide of Iron: +17 vs AC; 20 Damage AND push 1 square AND this creature shifts 1 square closer to target

**LEVEL 11**  
**AC 26**  
**DEF 22**  
**SPEED 7**  
**HP 70**

**ABILITIES**  
 Elf • Martial

**SPECIAL POWERS**  
 Awareness: Can make an opportunity attack against an adjacent enemy that shifts.  
 Elven Tactics: Minor action; 1 Elf ally within 5 squares of this creature shifts 1 square.  
**CHAMPION 3** ☐☐☐  
 • Use at start of your turn. Activate 1 more or 1 fewer creature this turn.  
 • Use at start of round. Elf allies have +2 Attack and +5 Damage until end of round.

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**7 RAGNARA, PSYCHIC WARRIOR**

**ATTACK ACTIONS**

⊕ Crystal Sword: +5 vs AC; 10 Damage AND slide target 1 square

**LEVEL 2**  
**AC 14**  
**DEF 13**  
**SPEED 6**  
**HP 30**

**ABILITIES**  
 Maenad • Psionic Unique

**SPECIAL POWERS**  
 ☐ Psionic Fury: Minor action; this creature takes 5 damage, then has +2 Speed and +10 Damage until end of its next turn.

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**21 UNICORN**

**ATTACK ACTIONS**

⊕ Hooves: +11 vs AC; 10 + 5 radiant Damage

**LEVEL 6**  
**AC 19**  
**DEF 19**  
**SPEED 8**  
**HP 45**

**ABILITIES**  
 Good • Fey • Magical Beast  
 Aura of Protection from Evil: This creature and adjacent allies have +2 AC and +2 DEF against attacks by Evil enemies.

**SPECIAL POWERS**  
 ☐ Fey Escape: Immediate, when this creature is damaged by an enemy; teleport 10 squares, then each creature adjacent to this creature heals 5 HP.  
 ☐ Healing Horn: Minor action; end 1 effect with a duration of (save ends) on 1 adjacent ally OR that ally heals 5 HP.  
 Powerful Charge 5: +5 ⊕ Damage on charge.

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**5 GITHZERAI**

**ATTACK ACTIONS**

⊕ Longknife: +7 vs AC; 10 Damage  
 ➤ Ki Blast: (range 5) +6 vs DEF (Will); 10 psychic Damage

**LEVEL 2**  
**AC 16**  
**DEF 14**  
**SPEED 6**  
**HP 25**

**ABILITIES**  
 Githzerai • Ki

**SPECIAL POWERS**  
 ☐ Ki Step: Minor action; teleport 5 squares. RECHARGE when this creature starts its turn adjacent to a Ki ally.

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**5 SAGE**

**ATTACK ACTIONS**

⊕ Staff: +6 vs AC; 5 Damage

**LEVEL 2**  
**AC 14**  
**DEF 14**  
**SPEED 5**  
**HP 25**

**ABILITIES**  
 Human


**SPECIAL POWERS**  
 Alchemy: Use when an adjacent ally hits with an attack; damage dealt by that attack becomes one of the following types: acid, fire, or thunder.  
 ☐ Further Study: Use when an enemy adjacent to this creature is destroyed; this creature is Immobilized. At end of this creature's next turn, score +5 VP and RECHARGE this power.

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**56 CLAY GOLEM**

**ATTACK ACTIONS**  
 ⊕ **Crushing Blow:** +18 vs AC; 20 Damage

LEVEL 13  
 AC 29  
 DEF 26  
 SPEED 4  
 HP 85



**ABILITIES**  
 Construct  
 Immune Fear  
 Reach 2


**SPECIAL POWERS**  
**Directed Attack:** +10 Damage while adjacent to a champion ally.  
**Loyal Protector:** Immediate, after an enemy within Reach resolves an attack against a champion ally; make a ⊕ attack against that enemy.

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**12 HALF-ORC BARBARIAN**

**ATTACK ACTIONS**  
 ⊕ **Claymore:** +8 vs AC; 15 Damage

LEVEL 4  
 AC 14  
 DEF 12  
 SPEED 7  
 HP 40



**ABILITIES**  
 Half-Orc • Primal


**SPECIAL POWERS**  
**Bloodrage 5:** +5 ↓ Damage while Bloodied.  
**Bloodthirsty 5:** +5 ↓ Damage against Bloodied targets.

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**16 WEREBOAR**

**ATTACK ACTIONS**  
 ⊕ **Gore:** +9 vs AC; 10 Damage  
 † **Stone Axe:** +9 vs AC; 10 Damage AND this creature makes a ⊕ attack

LEVEL 6  
 AC 15  
 DEF 15  
 SPEED 6  
 HP 55



**ABILITIES**  
 Shapeshifter  
 • Primal • Rage


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

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**106 ASPECT OF BANE**

**ATTACK ACTIONS**  
 ⊕ **Morningstar:** +22 vs AC; 25 Damage  
 ← **Wild Swing:** (burst 2) +22 vs AC; 25 Damage AND push 1 square

LEVEL 17  
 AC 30  
 DEF 29  
 SPEED 6  
 HP 100



**ABILITIES**  
 Evil • Immortal  
 Reach 2

**SPECIAL POWERS**  
**Aura of Fear:** Adjacent enemies have -2 Attack.

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**74 BONE DEVIL**

**ATTACK ACTIONS**  
 ⊕ **Claw:** +16 vs AC; 30 Damage  
 † **Sting:** +16 vs DEF (Fort); 10 Damage AND ongoing 10 poison Damage (save ends)

LEVEL 15  
 AC 27  
 DEF 25  
 SPEED 7  
 HP 100



**ABILITIES**  
 Evil • Devil  
 Resist 20 Fire, Poison  
 Reach 2

**SPECIAL POWERS**  
**Cull the Weak:** Use when an ally within 5 squares of this creature misses with a † or † attack; destroy that ally AND make an immediate Sting attack.  
**Relentless Sting:** Use when this creature destroys an enemy; make a Sting attack.

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**15 DARK MOON MONK**

**ATTACK ACTIONS**  
 ⊕ **Sai:** +10 vs AC; 10 Damage  
 † **Ghost Shuriken:** (range 5) +8 vs DEF (Ref); 5 Damage AND ongoing 5 necrotic Damage (save ends)

LEVEL 5  
 AC 19  
 DEF 19  
 SPEED 7  
 HP 35



**ABILITIES**  
 Evil • Human • Ki


**SPECIAL POWERS**  
**Close Attacker:** Cannot be targeted by † attacks while adjacent to an enemy.  
**Dark Moon Strike:** When this creature scores a critical with a † attack, target of that attack is also Stunned.

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**14 DREAD GUARD**

**ATTACK ACTIONS**  
 ⊕ **Longsword:** +12 vs AC; 10 Damage

LEVEL 5  
 AC 21  
 DEF 17  
 SPEED 5  
 HP 40



**ABILITIES**  
 Construct  
 Immune Poison


**SPECIAL POWERS**  
**Defender:** Immediate, when an adjacent enemy makes a † attack against an ally; make a ⊕ attack against the attacker.  
 **Dread Defense:** Use when making an attack with Defender; that attack is a critical.

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**4 DUERGAR WARRIOR**

**ATTACK ACTIONS**  
 ⊕ **Steinhammer:** +7 vs AC; 5 Damage

LEVEL 1  
 AC 17  
 DEF 15  
 SPEED 5  
 HP 20



**ABILITIES**  
 Duergar  
**Stoneshadow:** Conceal 6 while adjacent to a wall.

**SPECIAL POWERS**  
 **Power from Stone:** Use when making a † attack while adjacent to a wall; +2 attack and +10 Damage on that attack.

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**72 ERINYES**

**ATTACK ACTIONS**

- ⊕ **Infernal Blade:** +19 vs AC; 15 Damage
- ✦ **Hellfire:** (radius 1 within sight) +17 vs DEF (Ref); 10 + 10 fire Damage, 5 fire only on miss
- ☐ ✨ **Crushing Will:** (range 5) +17 vs DEF (Will); 20 psychic Damage AND Dominated

**LEVEL 14**  
**AC 28**  
**DEF 26**  
**SPEED F6**  
**HP 60**

**ABILITIES**  
 Evil • Devil  
 Flight  
 Resist 10 Fire  
 Vulnerable 5 Radiant

**SPECIAL POWERS**

- ☐ **Fiendish Escape:** Immediate, when damaged by an enemy; each creature adjacent to this creature takes 5 fire Damage, then this creature teleports 10 squares.
- Unholy Rot:** Whenever this creature damages a Good target, that target also takes ongoing 10 necrotic Damage (save ends).

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**39 GAUTH**

**ATTACK ACTIONS**

- ⊕ **Bite:** +13 vs AC; 10 Damage
- **Fire Eyes:** (nearest) +15 vs DEF (Ref); 15 fire Damage
- ⚡ **Stunning Gaze:** (blast 3) +15 vs DEF (Fort); Stunned
- **Warding Eyes:** (sight) +15 vs DEF (Fort); Immobilized

**LEVEL 10**  
**AC 22**  
**DEF 20**  
**SPEED F4**  
**HP 40**

**ABILITIES**  
 Evil • Aberrant  
 • Beholder  
 Flight

**SPECIAL POWERS**

- ☐☐ **Barrage:** Can make 2 ➤ attacks this turn.
- Eye Ray Expert:** This creature's ➤ attacks do not provoke opportunity attacks.
- Reflexive Flame:** Immediate, when targeted by an attack; use Fire Eyes against the attacker with a range of sight.

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**57 HUMAN CLERIC OF BANE**

**ATTACK ACTIONS**

- ⊕ **Morningstar:** +18 vs AC; 15 Damage
- ☐ ⚡ **Excoriating Decree:** (blast 3, enemies only) +16 vs DEF (Fort); 20 thunder Damage AND Dazed
- ☐ ➤ **Irrefutable Command:** (range 5) +16 vs DEF (Will); 5 psychic Damage AND ongoing 5 psychic Damage AND Dominated (save ends both)

**LEVEL 11**  
**AC 25**  
**DEF 23**  
**SPEED 5**  
**HP 70**

**ABILITIES**  
 Evil • Human • Divine

**SPECIAL POWERS**

- Aura of Crushing Despair:** While this creature is not Bloodied, whenever an enemy starts its turn adjacent to this creature, that enemy takes 5 psychic Damage.

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**10 NOTHIC**

**ATTACK ACTIONS**

- ⊕ **Claws:** +9 vs AC; 10 Damage
- ☐ ⚡ **Flesh-Rotting Gaze:** (blast 4) +8 vs DEF (Fort); 10 necrotic Damage AND ongoing 5 necrotic Damage (save ends)

**LEVEL 4**  
**AC 18**  
**DEF 16**  
**SPEED 6**  
**HP 35**

**ABILITIES**  
 Aberrant  
 Blindsight

**SPECIAL POWERS**

- New Focus:** Replaces attack action: If this creature has line of sight to no enemies, RECHARGE Flesh-Rotting Gaze.
- Sneak Attack 5:** +5 Damage whenever this creature has combat advantage against target.

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**63 RED WIZARD**

**ATTACK ACTIONS**

- ⊕ **Staff:** +16 vs AC; 10 Damage
- ☐ ✦ **Fireball:** (nearest, radius 2) +18 vs DEF (Ref); 20 fire Damage, 10 fire on miss
- ✦ **Scorching Burst:** (radius 1 within 10) +18 vs DEF (Ref); 15 fire Damage

**LEVEL 13**  
**AC 25**  
**DEF 23**  
**SPEED 6**  
**HP 50**

**ABILITIES**  
 Evil • Human • Arcane  
 +4 DEF (Will)

**SPECIAL POWERS**

- ☐ **Sudden Empower:** Use when this creature attacks; +10 Damage on that attack.
- CHAMPION 2** ☐☐
  - Use at start of round. Arcane allies have +2 Attack and +10 Damage until end of round.
  - Use when an Arcane creature misses with an attack. Reroll that attack roll.

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**20 SNIG THE AXE**

**ATTACK ACTIONS**

- ⊕ **The Axe:** +12 vs AC; 15 Damage, scores criticals on attack rolls of natural 19+
- **Javelin:** (range 5) +10 vs AC; 10 Damage

**LEVEL 6**  
**AC 20**  
**DEF 18**  
**SPEED 6**  
**HP 45**

**ABILITIES**  
 Goblin • Martial  
**Unique. Strength in Numbers 3:** Increase your warband's creature limit by 3.

**SPECIAL POWERS**

- Devoted Followers:** Immediate, when an enemy targets this creature with an attack; choose 1 active adjacent Goblin ally as the target instead.
- CHAMPION 1** ☐
- Warband Building:** All Small Goblin creatures are legal in your warband.
  - Use at start of your turn. Each Small Goblin creature in your warband shifts 1 square.
  - Use at start of round. Small Goblin creatures in your warband have +2 Attack and +5 Damage until end of round.

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**15 XILL**

**ATTACK ACTIONS**

- ⊕ **Short Sword:** +10 vs AC; 5 Damage
- ☐ ⚔ **Furious Assault:** Replaces turn: Make 4 ⊕ attacks.
- ☐ ⚔ **Venomous Mandibles:** +8 vs DEF (Fort); 5 + 10 poison Damage AND Dazed (save ends)

**LEVEL 6**  
**AC 22**  
**DEF 18**  
**SPEED 7**  
**HP 45**

**ABILITIES**  
 Evil • Planar • Xill  
**Delayed Appearance:** This creature must start the battle off the battle map.

**SPECIAL POWERS**

- ☐ **Planar Hunter:** Use at start of round. Place this creature on the battle map in a space adjacent to a Bloodied enemy.
- Sneak Attack 5:** +5 Damage whenever this creature has combat advantage against target.

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**7 ZHENTARIM FIGHTER**

**ATTACK ACTIONS**

- ⊕ **Longsword:** +9 vs AC; 10 Damage

**LEVEL 3**  
**AC 18**  
**DEF 15**  
**SPEED 5**  
**HP 30**

**ABILITIES**  
 Human • Martial  
**Dark-Hearted:** If your warband contains an Evil creature, this creature is Evil.

**SPECIAL POWERS**

- ☐☐ **Brutal Defender:** Immediate, when an enemy adjacent to this creature damages an ally with a ⚔ attack; make a ⊕ attack against that enemy.

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**11 GRAVEHOUND**

**ATTACK ACTIONS**

Ⓡ Pouncing Bite: +7 vs AC; 10 necrotic Damage AND on a critical, target is Stunned

☐ † Gnashing Jaws: +7 vs AC; 10 + 10 necrotic Damage AND ongoing 5 necrotic Damage (save ends)

**ABILITIES**

Undead • Zombie

Resist 5 Necrotic

Vulnerable 5 Radiant

Fragile: When this creature is hit by a critical, it is destroyed.

**SPECIAL POWERS**

Keen Critical 19: Scores criticals on attack rolls of natural 19+.


LEVEL 4

AC 14

DEF 13

SPEED 7

HP 50



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**19 LARGE OCHRE JELLY**

**ATTACK ACTIONS**

Ⓡ Pseudopod Grab: +9 vs DEF (Ref); 10 Damage AND ongoing 5 acid Damage (save ends)

**ABILITIES**

Ooze

Fluid Movement: Difficult terrain does not affect this creature's movement.

Resist 20 Acid

Wandering Monster: Sets up in a random victory area.

**SPECIAL POWERS**

Reflexive Attack: Immediate, when this creature takes damage; make a Ⓡ attack.

☐ Split: Minor action, only while Bloodied; remove this creature from the battle map. Place 2 Ochre Jelly creatures with cost up to 8 points each in this creature's space. These new creatures have no uses of Split remaining and are considered to have activated this round.


LEVEL 6

AC 12

DEF 15

SPEED 4

HP 55



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**3 WARRIOR SKELETON**

**ATTACK ACTIONS**

Ⓡ Scimitar: +5 vs AC; 10 Damage

**ABILITIES**

Undead

**SPECIAL POWERS**

Delayed Animation: This creature may start the battle off the battle map. If it does, at start of any round after the first, place it on the battle map in an occupied victory area.


LEVEL 1

AC 15

DEF 15

SPEED 6

HP 10



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**29 ABYSSAL EVISCERATOR**

**ATTACK ACTIONS**

Ⓡ Claw: +11 vs AC; 25 Damage

† Grab: +9 vs DEF (Ref); 25 Damage AND Immobilized

**ABILITIES**

Evil • Demon

**SPECIAL POWERS**

Eviscerating Talons: Minor action, once per turn, only while not Bloodied; 1 adjacent Immobilized creature takes 10 Damage.


LEVEL 8

AC 19

DEF 17

SPEED 6

HP 75



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**101 ASPECT OF DEMOGORGON**

**ATTACK ACTIONS**

Ⓡ Tentacle Rake: +23 vs AC; 10 Damage AND ongoing 5 necrotic Damage (save ends)

† Forked Tail: +23 vs AC; 10 Damage AND Weakened (save ends)

➤ Inescapable Grasp: (range 10) +23 vs DEF (Ref); teleport the target to any space within 3 squares of this creature

**ABILITIES**

Evil • Immortal

Reach 3; Resist 20 Fire

Immune Confusion, Fear

Immune Flanking: Does not grant combat advantage when flanked.

Multi-Activation 2: Activates twice per round

**SPECIAL POWERS**

Rotting Touch: Whenever this creature would deal ongoing damage to a creature already taking ongoing damage, instead increase that creature's ongoing damage by 5.

LEVEL 17

AC 30

DEF 30

SPEED 5

HP 100



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**75 ASPECT OF LOLTH**

**ATTACK ACTIONS**

Ⓡ Lolth's Scourge: +22 vs AC, 10 Damage AND ongoing 10 poison Damage (save ends)

➤ Lolth's Ichorous Web: (range 5) +20 vs DEF (Ref); ongoing 5 poison Damage (save ends) AND Immobilized

**ABILITIES**

Evil • Immortal

• Drow • Spider

Blindsight; Reach 3

Virulent Toxin: Each enemy within 3 squares of this creature loses Immune Poison and Resist Poison.

**SPECIAL POWERS**

Corruption: +10 Damage against Good targets and targets taking ongoing poison damage.

Easy Prey: +5 † Damage against Immobilized targets.

☐ Scurry: Minor action; shift 3 squares; can move through enemies.

Quick Webspinner: Minor action, once per turn; make a Lolth's Ichorous Web attack.


LEVEL 15

AC 29

DEF 29

SPEED 8

HP 90



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**91 ASPECT OF ORCUS**

**ATTACK ACTIONS**

Ⓡ Skull Mace: +19 vs AC; 20 + 10 necrotic Damage AND Immobilized

☐ † Blessing of Orcus: (blast 4) +17 vs DEF (Fort); 20 necrotic Damage (Undead creatures instead heal 20 HP)

☐ † Visage of Orcus: (nearest, radius 1) +17 vs DEF (Will); 15 cold + 15 necrotic Damage AND Immobilized

**ABILITIES**

Evil • Immortal • Orcus

Flight; Reach 2

Resist 20 Necrotic

**SPECIAL POWERS**

☐ Death Attack: Use when an enemy is damaged by a Skull Mace attack; that enemy also takes ongoing 20 necrotic Damage (save ends). RECHARGE when first Bloodied.

Deadly Aura: Whenever a creature ends its turn adjacent to this creature, that creature takes 5 necrotic Damage.


LEVEL 16

AC 28

DEF 26

SPEED F5

HP 100



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**29 CULTIST OF THE DRAGON**

**ATTACK ACTIONS**

Ⓡ Wyrmtooth Dagger: +15 vs AC; 10 + 5 acid Damage

➤ Draconic Burst: (radius 1 within 10) +13 vs DEF (Ref); 15 acid Damage OR 15 fire Damage

**ABILITIES**

Evil • Human • Arcane

**SPECIAL POWERS**

Reserve Summoning: Increase your warband's creature limit by 2. During setup, choose up to 2 Beast, Dragon, or Magical Beast creatures in your warband with cost up to 10 each. These creatures start the battle off the battle map.

Summon Fell Beast: (Summoning) Replaces attack action: Choose a creature that is off the battle map due to Reserve Summoning and place it on the battle map in a space this creature can see. That creature makes an immediate Ⓡ attack and is considered to have activated this round.


LEVEL 8

AC 21

DEF 19

SPEED 6

HP 40



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**11 CURSED SPIRIT**

**ATTACK ACTIONS**

⊕ Ghostly Touch: +7 vs DEF (Ref); 5 cold Damage AND ongoing 5 psychic Damage (save ends)

**LEVEL 4**  
AC 20  
DEF 16  
SPEED 6  
HP 20



**ABILITIES**  
Undead  
Phasing  
Insubstantial

**SPECIAL POWERS**  
Curse Aura: Adjacent creatures have -2 Attack, -2 AC, and -2 DEF.


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**16 DROW SERGEANT**

**ATTACK ACTIONS**

⊕ Rapier: +10 vs AC; 10 Damage  
☞ Hand Crossbow: (nearest) +8 vs DEF (Ref); 5 Damage AND Weakened

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



**ABILITIES**  
Drow • Martial  
Disguise Self: This creature is invisible until after it attacks.

**CHAMPION 1 ☐**

- Use at start of round. Until end of battle, 1 ally of level 5 or lower deals +5 poison Damage whenever it hits with a ⊕ attack.
- Use at start of this creature's turn. Choose 1 enemy; that enemy grants combat advantage to all creatures in your warband until end of round.

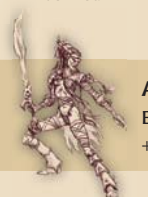
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**35 GITHYANKI FIGHTER**

**ATTACK ACTIONS**

⊕ Silver Greatsword: +15 vs AC; 20 Damage  
☞ Telekinetic Grasp: (range 10) +14 vs DEF (Fort); 10 Damage AND pull 2 squares AND Immobilized

**LEVEL 9**  
AC 25  
DEF 21  
SPEED 6  
HP 65



**ABILITIES**  
Evil • Githyanki • Psionic  
+4 DEF (Will)

**SPECIAL POWERS**  
Merciless: +10 Damage against Immobilized targets.  
☐ Telekinetic Leap: This creature or 1 ally within 10 squares of this creature immediately moves up to its Speed as if with Flight.

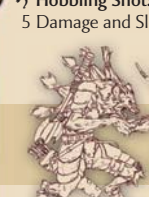
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**7 GNOLL ARCHER**

**ATTACK ACTIONS**

⊕ Battleaxe: +8 vs AC; 10 Damage  
☞ Composite Bow: (sight) +8 vs AC; 10 Damage  
☞ Hobbling Shot: (range 10) +8 vs AC; 5 Damage and Slowed (save ends)

**LEVEL 3**  
AC 17  
DEF 15  
SPEED 7  
HP 35



**ABILITIES**  
Gnoll

**SPECIAL POWERS**  
Sadistic: +5 Damage against Immobilized or Slowed targets.

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**55 HILL GIANT**

**ATTACK ACTIONS**

⊕ Club: +13 vs AC; 35 Damage AND push 1 square  
☐ Improvised Projectile: (range 10) +15 vs DEF (Ref); 20 Damage

**LEVEL 12**  
AC 23  
DEF 21  
SPEED 6  
HP 100



**ABILITIES**  
Giant  
+4 DEF (Fort)  
Reach 2

**SPECIAL POWERS**  
Cleave: Immediate, when this creature's ⊕ attack destroys an enemy; make a ⊕ attack.  
Overwhelming Size: +2 Attack and +5 Damage against Medium or smaller targets.

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**11 MEDIUM FIRE ELEMENTAL**

**ATTACK ACTIONS**

⊕ Fiery Slam: +10 vs AC; 10 fire Damage

**LEVEL 3**  
AC 15  
DEF 15  
SPEED 8  
HP 30



**ABILITIES**  
Elemental • Fire  
Resist 10 Fire  
Vulnerable 10 Cold

**SPECIAL POWERS**  
☐ Burn Bright: This creature takes 5 Damage. Until start of this creature's next turn, creatures that activate adjacent to it take 5 fire Damage.  
☐ Shower of Sparks: Use when this creature takes damage; each adjacent creature takes 5 fire Damage.


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**39 ORC CHAMPION**

**ATTACK ACTIONS**

⊕ Halberd: +13 vs AC; 25 Damage

**LEVEL 10**  
AC 21  
DEF 19  
SPEED 8  
HP 80



**ABILITIES**  
Orc • Martial

**SPECIAL POWERS**  
Bloodthirsty 10: +10 ⊕ Damage against Bloodied targets.  
Cleave: Immediate, when this creature's ⊕ attack destroys an enemy; make a ⊕ attack.


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**12 ORC RAIDER**

**ATTACK ACTIONS**

⊕ Scimitar: +10 vs AC; 5 Damage

**LEVEL 5**  
AC 17  
DEF 17  
SPEED 8  
HP 45



**ABILITIES**  
Orc • Martial

**SPECIAL POWERS**  
Skirmish 5: +5 Damage this turn if this creature moved at least 2 squares from where it started its turn before attacking.  
Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

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**57 VAMPIRE ARISTOCRAT**

**ATTACK ACTIONS**  
 ⊕ Saber: +19 vs AC; 15 Damage  
 † Death's Embrace: (Immobilized targets only) +17 vs DEF (Fort); 15 necrotic Damage AND Weakened (save ends) AND this creature heals 10 HP  
 † Vampiric Gaze: (range 10, Fear) +17 vs DEF (Will); 5 psychic Damage and Immobilized

**LEVEL 12**  
**AC 26**  
**DEF 24**  
**SPEED 7**  
**HP 75**

**ABILITIES**  
 Evil • Undead • Vampire  
 Resist 10 Poison, Necrotic  
 Vulnerable 10 Radiant  
 Defensive Mobility: +5 AC against opportunity attacks.

**SPECIAL POWERS**  
 Aura of Unlife: Whenever a Bloodied enemy within 5 squares of this creature takes damage, that enemy takes +5 Damage.  
 Quick Gaze: Minor action; make a Vampiric Gaze attack.  
**CHAMPION 3** □□□  
 • Use at start of round. Until end of round, allies have +4 Attack against Bloodied targets.  
 • Use at start of your creature's turn. That creature moves up to its Speed.

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**62 VROCK**

**ATTACK ACTIONS**  
 ⊕ Claw: +17 vs AC; 20 Damage  
 † Bird of Prey: (adjacent target only, provokes opportunity attacks) 3 attacks, each against the same target, +15 vs AC; 15 Damage each  
 † Stunning Screech: (burst 3) +15 vs DEF (Fort); Stunned

**LEVEL 13**  
**AC 27**  
**DEF 25**  
**SPEED F8**  
**HP 80**

**ABILITIES**  
 Evil • Demon  
 Flight  
 Reach 2

**SPECIAL POWERS**  
 Mobile Melee Attack: Immediate, after resolving this creature's † attack; shift 1 square.  
 † Spores of Madness: (burst 2) Immediate, when first Bloodied; +15 vs DEF (Will); Confused

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**13 YOUNG MINOTAUR**

**ATTACK ACTIONS**  
 ⊕ Broadsword: +9 vs AC; 15 Damage

**LEVEL 5**  
**AC 19**  
**DEF 17**  
**SPEED 6**  
**HP 45**

**ABILITIES**  
 Minotaur

**SPECIAL POWERS**  
 Powerful Charge 10: +10 † Damage on charge.  
 Reckless Advance: Minor action; move this creature up to its Speed.  
 Young Blood: At end of this creature's turn, if it did not charge this turn, it takes 5 psychic Damage.

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**11 YUAN-TI PUREBLOOD**

⊕ Scimitar: +12 vs AC; 10 Damage  
 † Venomous Strike: +10 vs DEF (Fort); 10 Damage AND ongoing 5 poison Damage (save ends)

**LEVEL 4**  
**AC 18**  
**DEF 18**  
**SPEED 6**  
**HP 35**

**ABILITIES**  
 Reptile • Yuan-Ti

**SPECIAL POWERS**  
 Paralytic Poison: Minor action; 1 enemy taking ongoing poison damage within 5 squares of this creature takes 5 poison Damage and is Slowed.

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