

**24 BRONZE WYRMLING**

**ATTACK ACTIONS**

- ⚔ Claw: +10 vs AC; 20 Damage
- ⚡ Lightning Breath: (blast 3) +6 vs DEF (Ref); 20 lightning Damage AND push 1 square

LEVEL 7

AC 19

DEF 17

SPEED F7

HP 60

**ABILITIES**

Dragon  
Flight  
Resist 5 Lightning

**SPECIAL POWERS**

- ☐ Swoop: Use only on charge; make 1 extra ⚔ attack against target of that charge.

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**30 DWARF SERGEANT**

**ATTACK ACTIONS**

- ⚔ Battleaxe: +15 vs AC; 15 Damage
- ⚔ Shield Slam: +12 vs DEF (Fort); 10 Damage AND Dazed AND push 1 square

LEVEL 8

AC 24

DEF 20

SPEED 5

HP 55

**ABILITIES**

Dwarf • Martial

**SPECIAL POWERS**

Martial Resolve: Martial and War allies have +2 ⚔ Attack while this creature is not Bloodied.

**CHAMPION 2 ☐☐**

- Use when a Champion ally misses with an attack. Reroll that attack.
- Use at start of round. Until end of round, Dwarf allies have +2 AC (or +4 AC against larger enemies).

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**10 STANDARDBEARER**

**ATTACK ACTIONS**

- ⚔ Longsword: +9 vs AC; 10 Damage

LEVEL 2

AC 18

DEF 16

SPEED 6

HP 25

**ABILITIES**

Human • Martial

**SPECIAL POWERS**

Disrupt Orders: Enemies within 5 squares of this creature are not affected by their allies' Champion powers.

Inspirational: Use whenever an ally within 5 squares of this creature fails a save, only once per turn; reroll that save.

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**134 STONE GOLEM**

**ATTACK ACTIONS**

- ⚔ Punch: +26 vs AC; 25 Damage
- ⚔ Slam: +26 vs AC; 25 Damage AND Dazed AND push 1 square

LEVEL 19

AC 30

DEF 28

SPEED 5

HP 125

**ABILITIES**

Construct  
Inexorable: Can move through spaces occupied by enemies.  
Ponderous: Can't shift.  
+6 DEF (Fort)  
Immune Petrified, Poison  
Resist 5 All; Reach 2

**SPECIAL POWERS**

- ☐ Death Burst: Immediate, when destroyed: Attack each adjacent enemy; +26 vs AC; 20 Damage.
- ☐ Crush Underfoot: Use when this creature enters a Medium or smaller enemy's space, only once per turn; that enemy takes 15 Damage. RECHARGE when this creature is hit by an opportunity attack.

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**21 SWORD OF GLORY**

**ATTACK ACTIONS**

- ⚔ Two-Bladed Sword: +11 vs AC; 10 Damage
- ☐ ⚔ Double Attack: Make 2 ⚔ attacks.

LEVEL 6

AC 21

DEF 17

SPEED 5

HP 45

**ABILITIES**

Good • Human • Martial

**SPECIAL POWERS**

Glory: +2 ⚔ Attack against non-Bloodied targets.

- ☐ To the Fray: Minor action; shift 2 squares, must end adjacent to a Bloodied enemy. RECHARGE when this creature destroys an enemy.

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**16 WARFORGED FIGHTER**

**ATTACK ACTIONS**

- ⚔ Bastard Sword: +12 vs AC; 10 Damage

LEVEL 6

AC 23

DEF 16

SPEED 6

HP 35

**ABILITIES**

Construct • Warforged • Martial  
+2 DEF (Will)

**SPECIAL POWERS**

Dragonshard Infused: Takes 10 less Damage from ⚡ and ⚡ attacks (minimum 5 Damage).

- ☐ Warforged Resolve: Minor action; this creature heals 5 HP AND end 1 ongoing damage effect on this creature.

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**22 WARMAGE**

**ATTACK ACTIONS**

- ⚔ Spear: +13 vs AC; 10 Damage
- ☞ Acid Arrow: (sight) +11 vs DEF (Ref); ongoing 10 acid Damage (save ends) AND each creature adjacent to target takes 5 acid Damage
- ☐ ⚡ Thunderclap: (radius 1 within 10) +11 vs DEF (Fort); 20 thunder Damage

LEVEL 6

AC 18

DEF 16

SPEED 6

HP 30

**ABILITIES**

Human • Arcane • War

**SPECIAL POWERS**

- ☐ Wall of Earth: Replaces attack action: Choose up to 3 contiguous, unoccupied squares within 5 squares of this creature. Until end of round, the chosen squares are considered wall terrain.

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**44 YOUNG MASTER**

**ATTACK ACTIONS**

- ⚔ Ki Fist: +15 vs AC; 15 Damage
- ☐ ⚔ Ki Strike: +13 vs DEF (Fort); 15 Damage AND Stunned. RECHARGE when first Bloodied.

LEVEL 10

AC 24

DEF 24

SPEED 8

HP 55

**ABILITIES**

Human • Ki  
+4 DEF (Will)  
Defensive Acuity: +4 AC against ⚡ and ⚡ attacks.

**SPECIAL POWERS**

- ☐ Burst of Speed: Minor action; +3 Speed until end of turn.
- ☐ Wholeness of Body: Minor action; this creature heals 15 HP AND end 1 condition with a duration of (save ends) affecting this creature. RECHARGE when this creature fails a save.

**CHAMPION 2 ☐☐**

- Use when an ally declares an attack against a Stunned enemy; +15 Damage on that attack.
- Use after an enemy becomes Stunned. Each ally adjacent to that enemy shifts 2 squares.

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**13 ARAMIL, ADVENTURER**

**ATTACK ACTIONS**

- ⚔ Staff: +8 vs AC; 10 Damage
- ☞ Magic Missile: (sight) +10 vs DEF (Ref); 15 Damage, ignore Insubstantial
- ☞ ☞ Ray of Enfeeblement: (range 5) +10 vs DEF (Fort); 10 necrotic Damage AND Weakened (save ends)

**STATS**

LEVEL 5  
AC 17  
DEF 15  
SPEED 6  
HP 25

**ABILITIES**  
Half-Elf • Arcane  
Unique

**SPECIAL POWERS**

- ☐ Circle of Forbiddance: Replaces attack action: Until end of round, whenever an enemy moves into a square within 3 squares of this creature, that enemy takes 15 Damage (maximum 15 Damage per turn to each enemy).

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**16 EBERK, ADVENTURER**

**ATTACK ACTIONS**

- ⚔ Warhammer: +13 vs AC; 15 Damage
- ☐☞ ☞ Spiritual Weapon: (range 10) +13 vs AC; 15 Damage. Hit or miss, target grants combat advantage until start of its next turn.

**STATS**

LEVEL 6  
AC 20  
DEF 20  
SPEED 5  
HP 45

**ABILITIES**  
Good • Dwarf • Divine  
Unique  
Immune Confused

**SPECIAL POWERS**

- ☐ Beacon: Good allies within 3 squares of this creature have Immune Confused.
- ☐ Circle of Sanctuary: Replaces attack action: Until end of round, this creature and each ally within 3 squares of it have +3 AC and +3 DEF.

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**7 PROTECTAR**

**ATTACK ACTIONS**

- ⚔ Longsword: +9 vs AC; 10 Damage AND 1 ally within 5 squares of this creature heals 5 HP

**STATS**

LEVEL 2  
AC 16  
DEF 14  
SPEED F6  
HP 25

**ABILITIES**  
Good • Planar  
Flight

**SPECIAL POWERS**

- ☐☐ Word of Healing: Minor action; 1 ally within 5 squares of this creature heals 5 HP.

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**20 REGDAR, ADVENTURER**

**ATTACK ACTIONS**

- ⚔ Bastard Sword: +12 vs AC; 10 Damage
- ☞ Longbow: (sight) +10 vs AC; 10 Damage

**STATS**

LEVEL 5  
AC 21  
DEF 17  
SPEED 5  
HP 40

**ABILITIES**  
Human • Martial  
Unique

**SPECIAL POWERS**

- ☐ Cleave: Immediate, when this creature's ⚔ attack destroys an enemy; make a ⚔ attack.

**CHAMPION 1 ☐**

- ☐ Warband Building: All Unique non-Evil creatures are legal in your warband.
- Use at start of round. Until end of round, Unique allies have +4 Attack and +2 DEF.
- Use when the highest-level enemy in play is hit by an attack. Until end of round, allies have +10 Damage on charge attacks against that enemy.

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**27 BASILISK**

**ATTACK ACTIONS**

- ⚔ Bite: +15 vs AC; 15 Damage
- ☐☞ Petrifying Gaze: (blast 3) +11 vs DEF (Fort); Petrified (save ends). RECHARGE when first Bloodied.

**STATS**

LEVEL 7  
AC 23  
DEF 18  
SPEED 5  
HP 45

**ABILITIES**  
Beast  
Immune Petrified

**SPECIAL POWERS**

- ☐ Petrified: (Condition) Affected creature is Slowed. If it fails 1 save against this effect, it is Immobilized (save ends) instead; if it fails 2 saves, it is Helpless and has Resist 20 All (save ends both) instead.

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**22 DEEPshadow ELF**

**ATTACK ACTIONS**

- ⚔ Longsword: +12 vs AC; 10 Damage
- ☞ Longbow: (sight) +8 vs AC; 5 Damage

**STATS**

LEVEL 7  
AC 18  
DEF 21  
SPEED 8  
HP 50

**ABILITIES**  
Elf • Martial  
Forest Walk: Forest terrain does not affect this creature's movement.  
Hide

**SPECIAL POWERS**

- ☐ Fade Away: Use when an enemy declares a ☞ or ☞ attack against this creature; this creature has +4 AC and +4 DEF against that attack. If that attack misses, shift 4 squares.
- ☐ Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

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**30 FIRE GENASI DERVISH**

**ATTACK ACTIONS**

- ⚔ Scimitar: +13 vs AC; 10 + 5 fire Damage
- ☐☞ Blazing Dervish: Move up to 4 squares, then attack an adjacent target: +11 vs DEF (Ref); 5 Damage AND ongoing 5 fire Damage (save ends) AND make this attack again (maximum 3 attacks per turn). RECHARGE when first Bloodied.

**STATS**

LEVEL 8  
AC 21  
DEF 21  
SPEED 7  
HP 55

**ABILITIES**  
Elemental • Genasi • Fire

**SPECIAL POWERS**

- ☐ Control Flame: Use when an adjacent enemy makes a save to end ongoing fire damage; that save automatically fails. RECHARGE when no enemies are affected by ongoing fire damage.
- ☐ Defensive Mobility: +5 AC against opportunity attacks while moving.

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**42 GITHYANKI RENEGADE**

**ATTACK ACTIONS**

- ⚔ Silver Sword: +15 vs AC; 10 + 5 psychic Damage
- ☞ Longbow: (sight) +13 vs AC; 5 + 5 radiant Damage

**STATS**

LEVEL 11  
AC 23  
DEF 21  
SPEED 6  
HP 70

**ABILITIES**  
Githyanki • Martial • Planar

**SPECIAL POWERS**

- ☐ Astral Assault: Minor action; teleport 5 squares, then make a ⚔ attack. RECHARGE when an ally is destroyed.
- ☐ Astral Stride: Replaces move action: Teleport 5 squares.
- ☐ Renegade: -4 Attack while in a warband with a Githyanki ally.

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**42 HALF-GIANT PSYCHIC WARRIOR**

**ATTACK ACTIONS**

- ⊕ **Disrupting Greatsword:** +18 vs AC; 15 Damage AND ongoing 10 psychic Damage (save ends)
- ☐ **Dissolving Weapon:** +15 vs DEF (Fort); 20 + 10 acid Damage AND target has -5 Attack on its next attack roll

**LEVEL 10**

**AC 22**

**DEF 22**

**ABILITIES**  
Giant • Psionic

**SPECIAL POWERS**

- ☐ **Extended Reach:** Minor action; Reach 2 with this creature's next attack.
- ☐ **Ghost Touch:** This creature's ⊕ attacks ignore Insubstantial.
- ☐ **Sliding Cleave:** Immediate, when this creature's ⊕ attack destroys an enemy; make a ⊕ attack. Hit or miss, this creature teleports 4 squares. RECHARGE when this creature uses Dissolving Weapon.

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**29 INSPIRING MARSHAL**

**ATTACK ACTIONS**

- ⊕ **Bastard Sword:** +10 vs AC; 10 Damage
- ⊕ **Commander's Strike:** +10 vs DEF (Ref); 1 ally adjacent to target makes an immediate ⊕ attack against target

**LEVEL 7**

**AC 23**

**DEF 19**

**ABILITIES**  
Human • Martial

**SPECIAL POWERS**

- ☐ **Grant Move Action:** Replaces attack action: Each nonchampion ally this creature has line of sight to moves up to its Speed as an immediate action.

**CHAMPION 2 ☐☐**

- Use when an ally hits with an opportunity attack: +10 Damage on that attack.
- Use when an ally misses with a ↘ attack. Reroll that attack.

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**9 LIDDA, ADVENTURER**

**ATTACK ACTIONS**

- ⊕ **Cutlass:** +10 vs AC; 10 Damage
- ↘ **Shortbow:** (nearest) +8 vs AC; 10 Damage

**LEVEL 5**

**AC 21**

**DEF 19**

**ABILITIES**  
Halfling • Martial • Stealth

Unique  
Hide

**SPECIAL POWERS**

- ☐ **A Fool's Hope:** Use at end of round, only if this creature has ended a turn in each victory area (minimum 2); you score +15 VP.

**Lurking Lidda:** +5 ⊕ Damage against targets occupying your victory areas.

**HP 35**

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**10 MEDIUM ASTRAL CONSTRUCT**

**ATTACK ACTIONS**

- ⊕ **Bash:** +6 vs AC; 10 Damage
- ☐ **Smashing Fists:** +6 vs DEF (Fort); 15 Damage AND Stunned

**LEVEL 3**

**AC 16**

**DEF 14**

**ABILITIES**  
Construct • Psionic

Immune Poison

**SPECIAL POWERS**

- ☐ **Astral Construct Ability:** Use during setup. Choose 1 of the following effects, which lasts until end of battle: 40 starting HP and +2 Attack; +5 cold ⊕ Damage; Flight and +2 Speed.

**HP 30**

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**30 WAR CHANTER**

**ATTACK ACTIONS**

- ⊕ **Short Sword:** +13 vs AC; 15 Damage
- ↘ **Hideous Laughter:** (sight) +11 vs DEF (Will); 15 psychic Damage AND Dazed

**LEVEL 6**

**AC 20**

**DEF 18**

**ABILITIES**  
Human • Arcane • War

**SPECIAL POWERS**

**Chant:** Replaces attack action: Choose 1 of the following effects, which ends at start of this creature's next turn, or when this creature is destroyed.

**Disarray:** Enemies within 5 squares of this creature are not affected by their allies' Champion powers, and enemy champions within 5 squares of this creature cannot use Champion powers.

**Fear:** Whenever an enemy within 5 squares of this creature first becomes Bloodied, roll a d20. If the result is higher than that enemy's Level, push that enemy 6 squares. This movement provokes opportunity attacks. (Fear)

**Resistance:** Allies have +4 DEF while within 5 squares of this creature.

**HP 40**

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**20 XEPH SOULKNIFE**

**ATTACK ACTIONS**

- ⊕ **Mind Blade:** +13 vs AC; 15 Damage
- ↘ **Thrown Mind Blade:** (range 5) +13 vs AC; 15 Damage

**LEVEL 7**

**AC 21**

**DEF 21**

**ABILITIES**  
Xeph • Psionic

**SPECIAL POWERS**

**Finding the Center:** Replaces attack action, provokes opportunity attacks: RECHARGE Psychic Burst, then this creature has +2 AC and +2 DEF until start of its next turn.

- ☐ **Psychic Burst:** Use when making a ⊕ attack against a living target; +15 psychic Damage on that attack.

**HP 45**

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**3 CITY GUARD**

**ATTACK ACTIONS**

- ⊕ **Spear:** +6 vs AC; 5 Damage

**LEVEL 1**

**AC 15**

**DEF 11**

**ABILITIES**  
Human • Martial

**City Watch:** This creature can start the battle off the battle map.

**SPECIAL POWERS**

- ☐ **Call the Watch:** Use when an enemy in a victory area destroys a creature; if this creature is not on the battle map, place it on the battle map at least 5 squares away from that enemy.

**HP 10**

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**8 CRUCIAN**

**ATTACK ACTIONS**

- ⊕ **Warhammer:** +8 vs AC; 10 Damage
- ☐ **Rolling Grapple:** +8 vs DEF (Ref); 15 Damage AND slide 5 squares, then place this creature adjacent to target. RECHARGE when this creature uses Withdrawal.

**LEVEL 3**

**AC 19**

**DEF 17**

**ABILITIES**  
Reptile

**SPECIAL POWERS**

- ☐ **Withdrawal:** Replaces move action: This creature has Resist 5 All until it moves or attacks.

**HP 30**

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**16 DIRE WOLF**

**ATTACK ACTIONS**

- ⬇ Bite: +10 vs AC; 15 Damage


LEVEL 5

AC 18

DEF 15

SPEED 8

HP 40



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

**SPECIAL POWERS**

- Bring Down Prey: Use when this creature's ⬇ attack hits a target adjacent to a Wolf ally; that target is Immobilized.
- Gnaw: +10 Damage against Immobilized targets.

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**69 MORDENKAINEN THE MAGE**

**ATTACK ACTIONS**

- ⬇ Staff: +15 vs AC; 10 Damage
- ⬇ Cone of Cold: (blast 5) +17 vs DEF (Ref); 20 cold Damage AND Immobilized, 10 cold AND Slowed on miss
- ⬇ Mordenkainen's Knife: (range 10) Automatic hit; ongoing 10 Damage until this creature is destroyed
- ✳ Scorching Burst: (radius 1 within 10) +17 vs DEF (Ref); 15 fire Damage


LEVEL 12

AC 25

DEF 23

SPEED 6

HP 65



**ABILITIES**  
Human • Arcane  
Unique

**SPECIAL POWERS**

- Mordenkainen's Faithful Hound: 5 Damage to each enemy that starts its turn within 5 squares of this creature.
- Spell Penetration: Reroll this creature's attack roll.

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**22 OTYUGH**

**ATTACK ACTIONS**

- ⬇ Swat: (Reach 3) +16 vs AC; 15 Damage
- ⬇ Diseased Bite: (Immobilized target only) +14 vs DEF (Fort); 20 Damage AND Weakened
- ⬇ Tentacle Grab: (Reach 3) +16 vs AC; 15 Damage AND pull target adjacent AND Immobilized (save ends)


LEVEL 9

AC 23

DEF 21

SPEED 5

HP 55



**ABILITIES**  
Aberrant • Beast  
Delayed Appearance: This creature must start the battle off the battle map.

**SPECIAL POWERS**

- Stench: Adjacent living creatures have -2 Attack; Otyugh creatures immune.
- Submerged: Use at start of round; place this creature in your start area or in a square that contains river or sewer terrain.

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**21 BLADELING FIGHTER**

**ATTACK ACTIONS**

- ⬇ Falchion: +14 vs AC; 15 Damage
- ⬇ Razor Storm: (burst 1) +12 vs DEF (Ref); 15 Damage


LEVEL 7

AC 23

DEF 19

SPEED 6

HP 50



**ABILITIES**  
Planar • Martial  
Resist 10 Acid

**SPECIAL POWERS**

- Blade Challenge: Use after attacking an enemy with a ⬇ attack; until start of this creature's next turn, whenever that enemy attacks, it takes 10 Damage if it does not target this creature.

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**5 BLUE**

**ATTACK ACTIONS**

- ⬇ Quarterstaff: +6 vs AC; 5 Damage
- ⤴ Mind Thrust: (nearest) Does not provoke opportunity attacks, +7 vs DEF (Ref); 15 Damage


LEVEL 1

AC 10

DEF 12

SPEED 6

HP 15



**ABILITIES**  
Goblin • Psionic

**SPECIAL POWERS**

- Psionic Ablation: Use when this creature is targeted by an enemy's attack; -10 Damage on that attack.

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**4 DIRE RAT**

**ATTACK ACTIONS**

- ⬇ Bite: +7 vs AC; 5 Damage

LEVEL 1

AC 15

DEF 12

SPEED 8

HP 10



**ABILITIES**  
Beast • Rat

**SPECIAL POWERS**

- Pack Frenzy: +2 Attack and +5 Damage while within 3 squares of a Rat ally.
- Shifting Swarm: Minor action, only while adjacent to a Rat ally; shift 3 squares, must end adjacent to that ally.

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**117 FIRE GIANT**

**ATTACK ACTIONS**

- ⬇ Flametouched Greatsword: +25 vs AC; 15 + 10 fire Damage
- ⬇ Pillar of Fire: (burst 1) +23 vs DEF (Ref); 10 fire Damage AND ongoing 5 fire Damage (save ends)

LEVEL 18

AC 32

DEF 28

SPEED 6

HP 105



**ABILITIES**  
Giant • Fire  
+4 DEF (Fort)  
Resist 30 Fire  
Reach 2

**SPECIAL POWERS**

- Fiery Cleave: Immediate, when this creature's ⬇ attack destroys an enemy, each enemy adjacent to that enemy takes 10 fire Damage, then this creature makes a ⬇ attack.

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**23 HOBGOBLIN SERGEANT**

**ATTACK ACTIONS**

- ⬇ Spear: +14 vs AC; 15 Damage
- ⬇ Stick and Shove: +12 vs DEF (Fort); 10 Damage AND push 1 square AND this creature shifts 1 square closer to target


LEVEL 6

AC 21

DEF 18

SPEED 5

HP 45



**ABILITIES**  
Goblin • Hobgoblin

**SPECIAL POWERS**

- Phalanx Fighting: +2 AC while adjacent to an ally.
- CHAMPION 2 ☐☐
  - Use when an ally is targeted by a ⬇ or ✳ attack. Each target of that attack has Resist 5 All until end of turn.
  - Use at start of round. Until end of round, whenever an ally makes an attack, it has +1 Attack for each other active ally adjacent to target of that attack.

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**150 KING SNURRE**

**ATTACK ACTIONS**  
 Ⓢ Greatsword: +25 vs AC; 15 + 10 fire Damage  
 † Sweeping Sword: Make a Ⓢ attack against 2 different Medium or smaller targets.

**LEVEL 19**  
**AC 31**  
**DEF 28**  
**SPEED 6**  
**HP 125**



**ABILITIES**  
 Evil • Giant • Fire  
 Unique; Reach 2  
 Resist 30 Fire

**SPECIAL POWERS**  
 Eyes On Me: Make an immediate Ⓢ attack against any adjacent enemy that shifts or attacks a creature other than this creature.  
**CHAMPION 3** ◻◻◻  
 Warband Building: All Giant creatures are legal in your warband.  
 • Use when an enemy is hit by a † attack: +10 fire Damage on that attack AND push 1 square from attacker.  
 • Use at start of round. All Fire creatures have +2 Speed until end of round.

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**5 LEMURE**

**ATTACK ACTIONS**  
 Ⓢ Claw: +6 vs AC; 5 Damage

**LEVEL 1**  
**AC 18**  
**DEF 10**  
**SPEED 4**  
**HP 20**



**ABILITIES**  
 Evil • Devil  
 Mindless: Immune to attack that target DEF (Will).  
 Uncontrolled: Never considered to flank enemies


**SPECIAL POWERS**  
 ◻ Demoted: Use at end of round, only if this creature occupies one of your victory areas; destroy this creature, then 1 adjacent Devil has +2 Attack until end of battle.

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**16 LIZARDFOLK ROGUE**

**ATTACK ACTIONS**  
 Ⓢ Claws: +10 vs AC; 10 Damage  
 ☞ Blowgun: (range 10) +11 vs AC; 10 poison Damage AND Slowed (save ends). RECHARGE at end of this creature's turn if it did not attack that turn.

**LEVEL 5**  
**AC 21**  
**DEF 19**  
**SPEED 6**  
**HP 40**



**ABILITIES**  
 Lizardfolk • Stealth  
 +4 DEF (Ref)


**SPECIAL POWERS**  
 Quick Strike: Combat advantage against creatures with lower Speed.  
 Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

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**98 LORD SOTH**

**ATTACK ACTIONS**  
 Ⓢ Greatsword: +23 vs AC; 20 + 5 necrotic Damage  
 ☞ Unholy Flames: (radius 2 within 10) +21 vs DEF (Fort); 30 necrotic OR 30 fire Damage

**LEVEL 16**  
**AC 29**  
**DEF 28**  
**SPEED 5**  
**HP 100**



**ABILITIES**  
 Evil • Undead  
 Unique; Immune Poison  
 Vulnerable 10 Radiant  
 Resilient: Never considered Bloodied.

**SPECIAL POWERS**  
 Aura of Fear: Enemies within 5 squares have -2 Attack.  
 Cleave: Immediate, when this creature's † attack destroys an enemy; make a Ⓢ attack.  
**CHAMPION 3** ◻◻◻  
 Warband Building: All non-Good Undead creatures are legal in your warband.  
 • Use after this champion attacks. This round, your opponent cannot activate targets of that attack until after all that opponent's other creatures have activated.  
 • Use when an adjacent enemy activates. That enemy takes 10 Damage and cannot move away on its turn.

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**32 MANTICORE**

**ATTACK ACTIONS**  
 Ⓢ Claw: +13 vs AC; 15 Damage  
 ☞ Spike: (range 10) +11 vs AC; 10 Damage  
 ☞ Spike Volley: (radius 1 within 10) +13 vs AC; 10 Damage

**LEVEL 9**  
**AC 22**  
**DEF 20**  
**SPEED F6**  
**HP 60**



**ABILITIES**  
 Magical Beast  
 Flight


**SPECIAL POWERS**  
 ◻ Manticore's Fury: Replaces attack action: Make a Claw attack, make a Spike attack, and shift 1 square (in any order).

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**41 RAKSHASA**

**ATTACK ACTIONS**  
 Ⓢ Claw: +17 vs AC; 15 Damage  
 ☞ Bigby's Slapping Hand: (nearest) +15 vs DEF (Ref); target provokes opportunity attacks  
 ☞ Hold Ray: (nearest) +15 vs DEF (Ref); 10 Damage AND Immobilized

**LEVEL 10**  
**AC 24**  
**DEF 20**  
**SPEED 7**  
**HP 55**



**ABILITIES**  
 Evil • Rakshasa • Arcane • Mastermind  
 +4 DEF (Will)

**SPECIAL POWERS**  
 ◻ Slide: Replaces attack action: Choose a creature within 5 squares of this creature; slide that creature 3 squares.  
**CHAMPION 2** ◻◻  
 • Use 1 Champion power of an enemy champion, as if this creature had that Champion power.  
 • Use when an Arcane ally hits with an attack. Until end of its next turn, that ally is invisible to each creature hit by that attack.

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**20 SCARLET BROTHERHOOD MONK**

**ATTACK ACTIONS**  
 Ⓢ Poisoned Strike: +10 vs AC; 10 Damage AND ongoing 5 poison Damage (save ends)  
 † Flurry of Blows: 3 attacks, +7 vs AC each; 10 Damage each

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



**ABILITIES**  
 Evil • Human • Ki


**SPECIAL POWERS**  
 ◻ Hit and Run: Replaces turn: Make a Flurry of Blows attack, then this creature shifts up to its Speed.  
 Powerful Charge 5: +5 † Damage on charge.

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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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**50 BLUE SLAAD**

**ATTACK ACTIONS**

⊕ Claws: +15 vs AC; 25 Damage AND roll a d20. 1-10: Slide target 2 squares; 11-20: This creature teleports 2 squares.

☐ ⚡ Ravager's Fury: (burst 2, enemies only; only while Bloodied) +15 vs AC; 15 Damage. After resolving all attacks, this creature heals 5 HP for each target hit.



**ABILITIES**  
Slaad • Chaos  
+4 DEF (Fort)  
Reach 2

**SPECIAL POWERS**  
Reckless: While not Bloodied, this creature has +5 Damage and Vulnerable 5 All.

LEVEL 12  
AC 24  
DEF 20  
SPEED 6  
HP 100


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**16 BUGBEAR FOOTPAD**

**ATTACK ACTIONS**

⊕ Morningstar: +10 vs AC; 10 Damage

☞ Dart: (range 5) +10 vs DEF (Fort); ongoing 10 poison Damage (save ends)



**ABILITIES**  
Goblin • Bugbear • Stealth  
Hide

**SPECIAL POWERS**  
Footpad: Minor action; choose 1 enemy that cannot see this creature; this creature has combat advantage against that enemy until end of this creature's turn.

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.


LEVEL 5  
AC 23  
DEF 19  
SPEED 6  
HP 40

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**11 DISPLACER SERPENT**

**ATTACK ACTIONS**

⊕ Fanged Strike: +8 vs AC; ongoing 10 poison Damage (save ends)



**ABILITIES**  
Beast • Reptile  
+4 DEF (Ref)  
Conceal 6

**SPECIAL POWERS**  
Displacing Strike: Immediate, when missed by a ⊕ or ☞ attack; teleport 5 squares, then make a ⊕ attack.

LEVEL 3  
AC 17  
DEF 15  
SPEED 7  
HP 30

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**30 DRIDER SORCERER**


**ATTACK ACTIONS**

⊕ Dagger: +14 vs AC; 10 Damage

☐ ☞ Baleful Transposition: (range 5) +16 vs DEF (Will); 1 ally within 5 squares of this creature switches positions with target. Both creatures must end in legal positions.

☐ ⚡ Lightning Bolt: (line 10) +14 vs DEF (Ref); 20 lightning Damage, 10 lightning on miss

☞ Slashing Darkness: (sight) +14 vs DEF (Ref); 10 necrotic Damage



**ABILITIES**  
Drow • Spider • Arcane  
Conceal 6

**SPECIAL POWERS**  
Darkfire: Enemies within 2 squares do not benefit from Conceal or invisibility.

LEVEL 9  
AC 21  
DEF 23  
SPEED 7  
HP 45

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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.



**ABILITIES**  
Drow • Martial

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

LEVEL 4  
AC 19  
DEF 17  
SPEED 6  
HP 35


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**19 DROW ROGUE**

**ATTACK ACTIONS**

⊕ Dagger: +11 vs AC; 5 + 5 poison Damage

⊕ Strike and Fade: +9 vs DEF (Ref); 5 + 5 poison Damage AND this creature shifts 2 squares



**ABILITIES**  
Drow • Martial • Stealth

**SPECIAL POWERS**  
In the Shadows: Use at start of this creature's turn, only while adjacent to a wall; +4 DEF until start of this creature's next turn.

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

LEVEL 6  
AC 20  
DEF 18  
SPEED 6  
HP 45


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**11 ETTERCAP**

**ATTACK ACTIONS**

⊕ Bite: +8 vs DEF (Fort); 5 + 5 poison Damage

⊕ Web Tangle: +8 vs DEF (Ref); Immobilized (save ends)



**ABILITIES**  
Spider

**SPECIAL POWERS**

LEVEL 3  
AC 19  
DEF 15  
SPEED 6  
HP 30


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**104 FROST GIANT**

**ATTACK ACTIONS**

⊕ Icy Greataxe: +20 vs AC; 20 + 10 cold Damage

☐ ⊕ Chilling Strike: +20 vs AC; 20 + 10 cold Damage AND target has Vulnerable 10 Cold (save ends). RECHARGE when first Bloodied.



**ABILITIES**  
Giant • Cold  
Resist 15 Cold  
Reach 2  
Solid Footing: Not subject to push, pull, or slide effects of enemies.

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

LEVEL 17  
AC 29  
DEF 27  
SPEED 7  
HP 120

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**25** **GHAST**

**ATTACK ACTIONS**

- ⚔ Bone Club: +15 vs AC; 15 Damage
- ☠ Ghoulish Bite: +15 vs AC; 20 Damage AND Stunned

LEVEL 8

AC 24

DEF 20

SPEED 7

HP 50

**ABILITIES**  
Undead

**SPECIAL POWERS**  
Feeding Frenzy: Use when an adjacent living creature is destroyed; RECHARGE Ghoulish Bite; this creature heals 25 HP AND is Dazed until end of its next turn.

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**33** **GNOLL SERGEANT**

**ATTACK ACTIONS**

- ⚔ Heavy Flail: +17 vs AC; 15 Damage
- ↻ Whirling Flail: (burst 1) +15 vs AC; 15 Damage

LEVEL 8

AC 24

DEF 20

SPEED 7

HP 55

**ABILITIES**  
Gnoll

**SPECIAL POWERS**  
Bloodthirsty 10: +10 ⚔ Damage against Bloodied targets.

**CHAMPION 2** ☐☐

- Use when an ally causes an enemy to become Bloodied. 1 other ally adjacent to that enemy makes a ⚔ attack.
- Use at start of round. Until end of round, whenever an ally makes a ⚔ attack, it has +5 Damage on that attack if 2 or more of its allies are adjacent to target of that attack.

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**14** **GRICK**

**ATTACK ACTIONS**

- ⚔ Tentacle Rake: +8 vs AC; 15 Damage

LEVEL 5

AC 16

DEF 13

SPEED 6

HP 45

**ABILITIES**  
Aberrant • Beast  
+4 DEF (Will)  
Resist 5 All

**SPECIAL POWERS**  
Evil Resonance: +2 Attack while within 5 squares of an Evil ally.  
Murderous: On its turn, this creature cannot move or attack a non-Bloodied target while adjacent to a Bloodied enemy.

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**54** **LARETH THE BEAUTIFUL**

**ATTACK ACTIONS**

- ⚔ Rod of Striking: +18 vs AC; 20 Damage AND target is considered Bloodied until start of its next turn
- ☠ Confusion: (radius 2 within sight): +16 vs DEF (Will); Confused
- ☠ Searing Light: (sight) +16 vs DEF (Ref); 10 radiant Damage

LEVEL 11

AC 25

DEF 22

SPEED 5

HP 65

**ABILITIES**  
Evil • Human • Divine • Chaotic

**SPECIAL POWERS**  
Avatar of Chaos: Whenever a creature makes an attack while within 5 squares of this creature, roll a d20. 1-5: Attacker takes 10 Damage. 6-15: No effect. 16-20: +5 Damage on that attack.  
Painful Visage: Use at start of round; each enemy that starts its turn with line of sight to this creature has -2 Attack until end of round.

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**64** **LICH NECROMANCER**

**ATTACK ACTIONS**

- ⚔ Shadow Touch: +19 vs DEF (Fort); 15 necrotic Damage
- ☠ Dark Grasp: (range 10) +19 vs DEF (Will); 25 necrotic Damage AND Immobilized (save ends; Undead target Dominated [save ends] instead), 10 necrotic only on miss
- ↻ Necrotic Pulse: (burst 3) +17 vs DEF (Fort); 20 necrotic Damage AND Slowed

LEVEL 14

AC 28

DEF 26

SPEED 6

HP 85

**ABILITIES**  
Evil • Undead • Arcane  
Resist 10 Necrotic  
Vulnerable 10 Radiant

**SPECIAL POWERS**  
Absorb Animus: Minor action; 1 adjacent Undead creature takes 5 Damage; this creature heals 5 HP.  
Corpse Channel: Minor action; this creature takes 20 Damage; RECHARGE Dark Grasp.  
Raise Dead: Use when a living enemy within 5 squares of this creature is destroyed; place 1 new Undead creature with cost 6 or less in that enemy's space. That creature is part of your warband and is considered to have activated this round.

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**17** **MINOTAUR**

**ATTACK ACTIONS**

- ⚔ Greataxe: +9 vs AC; 20 Damage

LEVEL 5

AC 18

DEF 16

SPEED 6

HP 50

**ABILITIES**  
Minotaur  
Reach 2

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

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**16** **MINOTAUR SKELETON**

**ATTACK ACTIONS**

- ⚔ Greataxe: +9 vs AC; 15 Damage
- ☠ Goring Charge: (only on charge) +9 vs AC; 20 Damage AND Dazed

LEVEL 6

AC 16

DEF 16

SPEED 6

HP 55

**ABILITIES**  
Undead  
Reach 2

**SPECIAL POWERS**  
Powerful Charge 5: +5 ⚔ Damage on charge.

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**8** **ORC BRUTE**

**ATTACK ACTIONS**

- ⚔ Greatclub: +5 vs AC; 15 Damage
- ☠ Warrior's Surge: (only while Bloodied) +5 vs AC; 25 Damage AND this creature heals 10 HP

LEVEL 2

AC 15

DEF 11

SPEED 6

HP 25

**ABILITIES**  
Orc • Primal

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**19 QUASIT**

**ATTACK ACTIONS**

⊕ **Claw:** +11 vs AC; 10 Damage AND ongoing 5 poison Damage (save ends)

☐ **Irrational Fear:** (blast 5, enemies only) +11 vs DEF (Will); 10 psychic Damage AND push 5 squares; this movement provokes opportunity attacks. RECHARGE when this creature uses Vanish. (Fear)

**LEVEL 6**  
AC 22  
DEF 20  
SPEED F6  
HP 45



**ABILITIES**  
Evil • Demon  
Flight  
Resist 5 Poison, Fire

**SPECIAL POWERS**

☐ **Vanish:** Replaces attack action: This creature is invisible until after it attacks.

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**32 RED WYRMLING**

**ATTACK ACTIONS**

⊕ **Fiery Bite:** +16 vs AC; 10 + 5 fire Damage

☐ **Fiery Breath:** (blast 5) +14 vs DEF (Ref); 20 fire Damage, 10 fire Damage on miss. RECHARGE when first Bloodied.

**LEVEL 9**  
AC 24  
DEF 22  
SPEED F8  
HP 60



**ABILITIES**  
Evil • Dragon  
Flight  
Resist 5 Fire

**SPECIAL POWERS**

☐ **Battle-Crazed:** Use when first Bloodied; until end of round, make an immediate ⊕ attack whenever an adjacent ally is targeted by an attack.

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

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**11 TANARUKK**

**ATTACK ACTIONS**

⊕ **War Axe:** +7 vs AC; 20 Damage

☐ **Headbutt:** (only on charge) +5 vs DEF (Fort); 20 Damage AND Dazed

**LEVEL 4**  
AC 16  
DEF 14  
SPEED 6  
HP 45



**ABILITIES**  
Evil • Orc • Demon  
Resist 5 Fire

**SPECIAL POWERS**

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**14 WEREWOLF**

**ATTACK ACTIONS**

⊕ **Claw:** +8 vs AC; 15 Damage

☐ **Savage Rend:** Make 2 Claw 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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**291 HUGE GOLD DRAGON**

**ATTACK ACTIONS**

⊕ **Claw:** +25 vs AC; 25 Damage

☐ **Fiery Breath:** (blast 5) +21 vs DEF (Ref); 40 fire Damage and Weakened (save ends), 20 fire only on miss. RECHARGE when first Bloodied.

☐ **Frightful Presence:** (burst 3, enemies only) +23 vs DEF (Will); Stunned AND until this creature is hit by an attack, -4 Attack against it (Fear)

**LEVEL 19**  
AC 35  
DEF 31  
SPEED F9  
HP 165



**ABILITIES**  
Good • Dragon  
Flight  
Resist 40 Fire  
Reach 2

**CHAMPION 3** ☐☐☐

- Use when an ally destroys an Evil enemy. Score +15 VP.
- Use when this creature ends its turn in a victory area occupied by 1 or more enemies. RECHARGE Frightful Presence, then make a Frightful Presence attack.

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**287 CLOUD GIANT**

**ATTACK ACTIONS**

⊕ **Morningstar:** +31 vs AC; 30 Damage

☐ **Gale Force:** (blast 3) +29 vs DEF (Fort); 20 Damage AND push 5 squares

**LEVEL 24**  
AC 35  
DEF 33  
SPEED 8  
HP 135



**ABILITIES**  
Elemental • Giant • Thunder  
Reach 3

**SPECIAL POWERS**

☐ **Levitate:** Minor action; this creature has Speed F8 until end of its next turn.

☐ **Shroud of Mist:** Use when this creature would be hit by a ⊕ attack; that attack instead misses.

**CHAMPION 2** ☐☐

- Use at start of round. Until end of round, allies have +4 Attack against smaller creatures.
- Use at start of round. Until end of round, all ⚔ and ⚡ attacks with range sight have range 5 instead.

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**278 STORM GIANT**


**ATTACK ACTIONS**

⊕ **Greatsword:** +30 vs AC; 25 Damage

⚡ **Stormbow:** (sight) +28 vs DEF (Ref); 10 lightning + 10 thunder Damage

☐ **Tempest:** (blast 3) +26 vs DEF (Fort); 30 thunder Damage AND push 4 squares AND Dazed; on miss, 10 thunder Damage AND push 1 square

**LEVEL 23**  
AC 35  
DEF 33  
SPEED F8  
HP 135



**ABILITIES**  
Elemental • Giant • Thunder  
Flight  
Resist 20 Lightning, Thunder  
Reach 3

**SPECIAL POWERS**

☐ **Epic Battle:** Use after this creature has destroyed enemies with combined Level of 24 or higher; score +25 VP.

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**44 TREANT**

**ATTACK ACTIONS**

⊕ **Slam:** +18 vs AC; 20 Damage

☐ **Grasping Roots:** (blast 3); +14 vs DEF (Ref); 20 Damage AND Slowed (save ends)

**LEVEL 11**  
AC 25  
DEF 23  
SPEED 8  
HP 70



**ABILITIES**  
Fey • Plant  
**Forest Walk:** Forest terrain does not affect this creature's movement.  
**Stomp:** Can move through spaces occupied by Large or smaller enemies.  
Vulnerable 10 Fire; Reach 3

**SPECIAL POWERS**

**Trample:** Use while moving through a space occupied by an enemy, only once per turn; make a ⊕ attack against that enemy.

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**151 WARFORGED TITAN**

**ATTACK ACTIONS**

- ⊕ **Axe:** +23 vs AC; 25 Damage AND 1 enemy adjacent to target takes 10 Damage
- ↓ **Maul:** +25 vs AC; 20 Damage AND slide 2 squares
- ↓ **Twin Strike:** (only while Bloodied) Make a Maul attack, then make an Axe attack against a different target.

**LEVEL 20**  
**AC 30**  
**DEF 28**  
**SPEED 9**  
**HP 140**

**ABILITIES**  
 Construct • War  
**Inexorable:** Can move through spaces occupied by enemies.  
 +8 DEF (Will); Resist 5 All  
 Reach 3

**SPECIAL POWERS**  
**Powerful Charge 10:** +10 ↓ Damage on charge.  
**Trample:** Use while moving through a space occupied by an enemy, only once per turn; make a ⊕ attack against that enemy.

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**75 BEHIR**

**ATTACK ACTIONS**

- ⊕ **Claw:** +22 vs AC; 20 Damage
- ↓ **Bite:** +20 vs DEF (Ref); 10 + 10 lightning Damage AND Large or smaller target is Immobilized
- ☐ **Lightning Breath:** (blast 5) +18 vs DEF (Ref); 20 lightning Damage AND Dazed, 10 lightning only on miss. RECHARGE when first Bloodied.

**LEVEL 15**  
**AC 31**  
**DEF 27**  
**SPEED 8**  
**HP 90**

**ABILITIES**  
 Magical Beast  
 Resist 15 Lightning  
 Reach 2

**SPECIAL POWERS**  
**Devour:** Use whenever this creature makes a Bite attack against an Immobilized target; +10 Damage on that attack.

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**59 BULETTE**

**ATTACK ACTIONS**

- ⊕ **Bite:** +14 vs AC; 20 Damage
- ← **Earthcrest:** (burst 2) Use at end of move, only if this creature moves at least 3 squares from its starting position using Burrow; +15 vs AC; 20 Damage

**LEVEL 9**  
**AC 27**  
**DEF 22**  
**SPEED 6**  
**HP 90**

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

**SPECIAL POWERS**  
**Broken Ground:** All squares adjacent to this creature count as difficult terrain for enemies.

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**122 FIENDISH TYRANNOSAURUS REX**

**ATTACK ACTIONS**

- ⊕ **Chomp:** +20 vs AC; 35 Damage
- ☐ **Fiendish Roar:** (blast 3) +17 vs DEF (Fort); 20 thunder Damage
- ☐ **Stomp:** (Large or smaller target only) +20 vs AC; 45 Damage

**LEVEL 17**  
**AC 28**  
**DEF 24**  
**SPEED 7**  
**HP 130**

**ABILITIES**  
 Evil • Magical Beast  
 Resist 10 Fire  
 Reach 2  
**Thick-Skinned:** Automatically succeeds on saves to end ongoing damage.

**SPECIAL POWERS**  
 ☐ **Death Knell:** Immediate, when destroyed; RECHARGE Fiendish Roar, then make a Fiendish Roar attack.  
**Trophy:** Opponent scores +25 VP if this creature is destroyed by an enemy of level 10 or lower.

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**119 FOMORIAN**

**ATTACK ACTIONS**

- ⊕ **Club:** +25 vs AC; 20 Damage
- ↘ **Evil Eye:** (range 5); +20 vs DEF (Will); Immobilized (save ends, also ends when this creature makes an Evil Eye attack)

**LEVEL 17**  
**AC 34**  
**DEF 30**  
**SPEED 7**  
**HP 105**

**ABILITIES**  
 Evil • Fey • Giant  
 Reach 3

**SPECIAL POWERS**  
**Cleave:** Immediate, when this creature's ↓ attack destroys an enemy; make a ⊕ attack.  
**Skullcracker:** +10 ↓ Damage against Immobilized targets.  
**Twisted Glare:** Minor action, once per turn; make an Evil Eye attack.

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**269 GLABREZU**

**ATTACK ACTIONS**

- ⊕ **Pincer:** +25 vs AC; 20 Damage
- ↘ **Abyssal Bolt:** (range 5) +23 vs DEF (Ref); 10 Damage
- ☐ **Chaos Word:** (burst 3) +21 vs DEF (Fort); 20 Damage, which cannot be reduced
- ↓ **Double Attack:** Make 2 ⊕ attacks; if both hit the same target, that target is also Immobilized.

**LEVEL 22**  
**AC 32**  
**DEF 30**  
**SPEED 7**  
**HP 195**

**ABILITIES**  
 Evil • Demon  
 Blindsight  
 Reach 3

**SPECIAL POWERS**  
 ☐ **Glabezu Fury:** Immediate, when first Bloodied; teleport 10 squares, then RECHARGE Chaos Word, then make a ↘ or ← attack.  
**Magical Brute:** Minor action, once per turn; make a ↘ or ← attack.

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**216 HUGE RED DRAGON**

**ATTACK ACTIONS**

- ⊕ **Fiery Bite:** +30 vs AC; 20 + 10 fire Damage
- ☐ **Fiery Breath:** (blast 5) +27 vs DEF (Ref); 35 fire Damage, 15 fire on miss. RECHARGE when first Bloodied.
- ↓ **Tail Strike:** +32 vs AC; 15 Damage AND push 2 squares

**LEVEL 21**  
**AC 33**  
**DEF 31**  
**SPEED F8**  
**HP 160**

**ABILITIES**  
 Evil • Dragon  
 Flight  
 Resist 30 Fire  
 Reach 2

**SPECIAL POWERS**  
 ☐ **Amass the Hoard:** Use at end of round, only while occupying one of your victory areas; you score +10 VP. RECHARGE when this creature destroys an enemy.  
 ☐ **Reflexive Strike:** Immediate, when an enemy moves into a space adjacent to this creature; make a Tail Strike attack against that enemy.  
 ☐ **Scorch:** Use when this creature hits with an attack that deals fire damage; target of that attack loses Resist Fire until end of round.  
 ☐ **Soul of Fire:** Use when this creature misses with an attack that deals fire damage; reroll that attack.

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**393 NIGHTWALKER**

**ATTACK ACTIONS**

- ⊕ **Sapping Blow:** +28 vs AC; 20 + 20 necrotic Damage
- ☐ **Finger of Death:** (range 5, Bloodied target only) +25 vs DEF (Fort); destroyed. RECHARGE when this attack misses.
- ← **Void Gaze:** (blast 5) +25 vs DEF (Will); 30 necrotic Damage AND push 4 squares

**LEVEL 24**  
**AC 35**  
**DEF 31**  
**SPEED 6**  
**HP 235**

**ABILITIES**  
 Evil • Shadow • Undead  
 Immune Poison; Resist 20 Cold  
 Necrotic  
 Vulnerable 10 Radiant  
 Reach 3

**SPECIAL POWERS**  
**Death Gaze:** Immediate, after this creature's ↓ attack destroys an enemy, only while Bloodied; make a Void Gaze attack.  
**Deathport:** Use when this creature destroys a creature; teleport 5 squares.  
**Domineering:** Your warband cannot include any champions.  
**Void Chill:** Whenever a living enemy starts its turn within 3 squares of this creature, that enemy takes 10 cold Damage OR 10 necrotic Damage (your choice).

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