

46 **ALUSAIR OBARSKYR**

ATTACK ACTIONS

- ⊕ Holy Sword: +18 vs AC; 10 + 10 radiant Damage
- ⊕ Blessed Charge: (only on charge) +16 vs AC; 20 radiant Damage AND 1 ally within 5 squares of this creature heals 10 HP

LEVEL 11

AC 26

DEF 24

SPEED 5

HP 75

ABILITIES
Good • Human • Divine
Unique

SPECIAL POWERS
Divine Challenge: Minor action. Choose 1 enemy within 5 squares of this creature; until start of this creature's next turn, whenever that enemy attacks and does not target this creature, it takes 10 radiant Damage and has -2 Attack on that attack roll.

Keen Critical 19

CHAMPION 3 □□□

- Use at start of round. Allies have +10 radiant Damage on charge attacks until end of round.
- Use when this creature or an ally becomes Bloodied. That creature heals 10 HP and can shift 1 square.

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25 **ANVIL OF THUNDER**

ATTACK ACTIONS

- ⊕ Axe: +15 vs AC; 15 Damage
- ⊕ Hammer: +15 vs AC; 10 Damage AND push 1 square
- ⊕ Anvil of Thunder: +14 vs AC; 20 Damage AND Stunned

LEVEL 8

AC 24

DEF 20

SPEED 6

HP 55

ABILITIES
Dwarf • Martial

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9 **CELESTIAL BLACK BEAR**

ATTACK ACTIONS

- ⊕ Claw: +5 vs AC; 15 Damage
- ⊕ Smite Evil: (Evil target only) +5 vs AC; 25 Damage

LEVEL 3

AC 15

DEF 13

SPEED 7

HP 35

ABILITIES
Good • Magical Beast
+4 DEF (Will)

SPECIAL POWERS
Powerful Charge 5: +5 ⊕ Damage on charge.

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29 **CLERIC OF ST. CUTHBERT**

ATTACK ACTIONS

- ⊕ Mace: +14 vs AC; 15 Damage
- ⌘ Deific Vengeance: (range 10) +12 vs DEF (Ref); 10 radiant Damage

LEVEL 7

AC 21

DEF 20

SPEED 6

HP 50

ABILITIES
Human • Divine

SPECIAL POWERS
Defender: Immediate, when an adjacent enemy makes a ⊕ attack against an ally; make a ⊕ attack against that enemy.

CHAMPION 2 □□

- Use when an enemy damages an ally. That enemy takes ongoing 10 radiant Damage (save ends).
- Use at start of round. Until end of round, Divine and Martial allies have Defender.

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60 **DRAGON SAMURAI**

ATTACK ACTIONS

- ⊕ Unerring Sword: +18 vs AC; 20 Damage; rolls of natural 1 are not automatic misses with this attack
- ⊕ Flame Breath: (blast 3) +16 vs DEF (Ref); 20 fire Damage, 10 fire on miss

LEVEL 13

AC 27

DEF 25

SPEED 6

HP 80

ABILITIES
Human • Martial
Single Combatant: +4 AC and +4 DEF while only 1 enemy is adjacent to this creature.

SPECIAL POWERS
Strength of the Ancients: While this creature is not Bloodied, Dragon allies have +4 Attack.

□ Warrior Spirit: Use at start of round; this creature has Multi-Activation 2 (Activates twice per round) until end of round. RECHARGE when first Bloodied.

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38 **EXORCIST OF THE SILVER FLAME**

ATTACK ACTIONS

- ⊕ Bastard Sword: +15 vs AC; 15 Damage
- ⌘ Inquisitor's Flame: (range 5; Undead, Shapeshifter, or Evil target only) automatic hit; target has Vulnerable 5 All until end of battle
- ⌘ Silver Longbow: (sight) +9 vs AC; 5 + 5 radiant Damage
- ⊕ Silver Strike: +15 vs AC; 15 Damage AND Dazed; Undead, Shapeshifter, or Evil target is Stunned instead

LEVEL 8

AC 24

DEF 20

SPEED 5

HP 65

ABILITIES
Good • Human • Divine
+4 DEF (Will)

CHAMPION 3 □□□

- Use at start of round. Until end of round, creatures in your warband have +2 Attack (+4 Attack against Undead, Shapeshifter, or Evil targets).
- Use when an ally hits with a ⊕ attack. That ally heals 10 HP.

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4 **HILL DWARF WARRIOR**

ATTACK ACTIONS

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

LEVEL 2

AC 16

DEF 16

SPEED 5

HP 20

ABILITIES
Dwarf • Martial

SPECIAL POWERS
□ Poison Resilient 10: Resist 10 Poison until end of turn.

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3 **MAN-AT-ARMS**

ATTACK ACTIONS

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

LEVEL 1

AC 15

DEF 11

SPEED 5

HP 10

ABILITIES
Human • Martial

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22 RHEK

ATTACK ACTIONS

- ⚔ Halberd: (Reach 2) +12 vs AC; 15 Damage
- ⚔ Horn Charge: (only on charge) +11 vs AC; 5 Damage AND Stunned. RECHARGE at start of this creature's turn if no enemies are adjacent to it.

STATS

- LEVEL 7
- AC 23
- DEF 18
- SPEED 5
- HP 50

ABILITIES

Good • Planar

SPECIAL POWERS

Powerful Charge 5: +5 ⚔ Damage on charge.

Resounding Blow: Whenever this creature scores a critical with a ⚔ attack, the target of that attack is also Stunned.

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36 WARFORGED HERO

ATTACK ACTIONS

- ⚔ Longsword: +17 vs AC; 15 Damage

STATS

- LEVEL 10
- AC 26
- DEF 22
- SPEED 6
- HP 70

ABILITIES

Construct • Warforged • Martial

Stable Footing: Difficult terrain does not affect this creature's movement.

SPECIAL POWERS

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

☐ Bloodcut Armor: Minor action, only while Bloodied; this creature has Resist 10 All until end of its next turn.

Combat Superiority: When this creature hits with an opportunity attack, the target of that attack is also Immobilized.

Powerful Charge 5: +5 ⚔ Damage on charge.

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20 AASIMAR FAVORED SOUL

ATTACK ACTIONS

- ⚔ Mace: +12 vs AC; 10 Damage
- ☐ ⚔ Sound Burst: (radius 1 within 5) +12 vs DEF (Fort); 5 thunder Damage AND Stunned

STATS

- LEVEL 7
- AC 20
- DEF 20
- SPEED 6
- HP 45

ABILITIES

Good • Planar

Illuminator: Creatures within 5 squares of this creature do not benefit from Conceal or Hide and are not invisible.

SPECIAL POWERS

☐ Revitalize: Minor action; 1 ally within 5 squares of this creature heals 15 HP. End 1 condition or ongoing damage effect on that ally.

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36 ADVENTURING WIZARD

ATTACK ACTIONS

- ⚔ Staff: +13 vs AC; 10 Damage
- ☐ ⚔ Blast of Flame: (blast 5) +14 vs DEF (Ref); 20 fire Damage, 10 fire on miss
- ☐ ⚔ Lightning Serpent: (range 10) +15 vs DEF (Ref); 20 lightning Damage AND ongoing 5 poison Damage (save ends). Hit or miss, the target is Slowed (save ends).
- ⚔ Magic Missile: (sight) +15 vs DEF (Ref); 15 Damage, ignore Insubstantial

STATS

- LEVEL 10
- AC 22
- DEF 22
- SPEED 6
- HP 40

ABILITIES

Human • Arcane

SPECIAL POWERS

☐ Staff of Defense: Use when this creature is targeted by an attack vs DEF; +4 DEF against that attack. RECHARGE if that attack hits.

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16 BARIAUR RANGER

ATTACK ACTIONS

- ⚔ Scimitar: +11 vs AC; 15 Damage
- ⚔ Headbutt: (only on charge) +9 vs DEF (Fort); 10 Damage AND Dazed
- ⚔ Longbow: (sight) +11 vs AC; 10 Damage

STATS

- LEVEL 6
- AC 20
- DEF 18
- SPEED 7
- HP 45

ABILITIES

Fey • Martial

SPECIAL POWERS

Sword and Hoof: If this creature moves at least 2 squares from its starting position and hits with a Scimitar attack, the target of that attack takes +5 Damage AND is pushed 1 square.

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31 CLERIC OF GARL GLITTERGOLD

ATTACK ACTIONS

- ⚔ Handaxe: +14 vs AC; 15 Damage
- ⚔ Nimbus of Light: (range 10) +12 vs DEF (Ref); 10 radiant Damage

STATS

- LEVEL 7
- AC 21
- DEF 19
- SPEED 6
- HP 50

ABILITIES

Gnome • Divine

SPECIAL POWERS

☐ ☐ Ring of Blades: Use when an enemy adjacent to this creature activates; that enemy takes 10 Damage.

☐ Sanctuary: Replaces attack action: Until end of round, this creature or 1 adjacent ally cannot be the target of ⚔ or ⚔ attacks.

CHAMPION 2 ☐ ☐

- Use when an enemy misses with a ⚔ or ⚔ attack. Until end of its next turn, that enemy cannot attack.
- Use when an enemy misses any target with a ⚔ or ⚔ attack. That attack instead misses all targets.

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26 CROW SHAMAN

ATTACK ACTIONS

- ⚔ Handaxe: +13 vs AC; 10 Damage
- ⚔ Primal Blast: (radius 1 within 10) +12 vs DEF (Will); 5 Damage AND each ally damaged by this attack makes an immediate ⚔ attack
- ☐ ⚔ Wing Storm: (burst 1) +12 vs DEF (Ref); 15 Damage AND Dazed AND push 1 square. RECHARGE when first Bloodied.

STATS

- LEVEL 7
- AC 21
- DEF 19
- SPEED F7
- HP 50

ABILITIES

Human • Primal Flight

SPECIAL POWERS

☐ Chastise Spirits: Minor action; each Elemental, Fey, or Undead creature within 5 squares of this creature takes 10 Damage.

☐ Snake's Swifttness: Replaces attack action: Nearest ally makes an immediate ⚔ attack.

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4 ELF WARRIOR

ATTACK ACTIONS

- ⚔ Longsword: +6 vs AC; 5 Damage
- ⚔ Longbow: (sight) +6 vs AC; 10 Damage

STATS

- LEVEL 1
- AC 14
- DEF 12
- SPEED 6
- HP 20

ABILITIES

Elf • Martial

SPECIAL POWERS

Elven Teamwork: +2 Attack and +4 DEF (Will) while adjacent to an Elf Martial ally.

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52 FRENZIED BERSERKER

ATTACK ACTIONS

- ⚔ Greatsword: +15 vs AC; 20 Damage
- ⚔ Rolling Strike: +15 vs AC; 30 Damage AND this creature shifts 1 square

LEVEL 12

AC 18

DEF 19

SPEED 8

HP 120

ABILITIES
Human • Primal
+4 DEF (Fort)

SPECIAL POWERS

- Bloodrage 5: +5 ⚔ Damage while Bloodied.
- Bloodthirsty 10: +10 ⚔ Damage against Bloodied targets.
- Burnout: This creature takes 10 Damage at end of its turn if it did not attack on that turn.
- ☐ Death Strike: Immediate, when destroyed; make a ⚔ attack.

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43 HALF-ELF BOW INITIATE

ATTACK ACTIONS

- ⚔ Dagger: +16 vs AC; 10 Damage
- ↘ Longbow: (sight) +16 vs AC; 15 Damage
- ☐ ↘ Twin Shot: Make 2 Longbow attacks, each against a different target. RECHARGE when first Bloodied.

LEVEL 11

AC 24

DEF 22

SPEED 6

HP 65

ABILITIES
Half-Elf • Martial

SPECIAL POWERS

- Close-Quarters Archery: +5 ↘ Damage against targets within 5 squares of this creature.
- ☐ Cover Fire: Immediate, when a Martial ally becomes the target of an opportunity attack by an enemy this creature has line of sight to; make a Longbow attack against that enemy. If the Longbow attack hits, the enemy's attack automatically misses. RECHARGE at end of round if an enemy occupies any victory area.
- Precise Aim: Keen Critical 19 on ↘ attacks.

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27 LONGTOOTH BARBARIAN

ATTACK ACTIONS

- ⚔ Greatsword: +12 vs AC; 20 Damage

LEVEL 7

AC 19

DEF 17

SPEED 7

HP 60

ABILITIES
Shapeshifter • Primal
• Rage

SPECIAL POWERS

- Bloodrage 10: +10 ⚔ Damage while Bloodied.
- ☐ Swift Charge: Minor action. Use on this creature's turn if it has destroyed an enemy this turn; make a charge attack.

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9 SHARN CUTTHROAT

ATTACK ACTIONS

- ⚔ Dagger: +8 vs AC; 5 Damage
- ↘ Thrown Dagger: (range 5) +8 vs AC; 5 Damage

LEVEL 3

AC 18

DEF 16

SPEED 6

HP 25

ABILITIES
Shapeshifter • Martial
• Stealth

SPECIAL POWERS

- ☐ Killer: Use when this creature makes a ⚔ attack with combat advantage against an enemy of equal or lower Level; +10 Damage on that attack.
- Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

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38 VALENAR COMMANDER

ATTACK ACTIONS

- ⚔ Double Scimitar: +14 vs AC; 15 Damage
- ☐ ↘ Sirocco Swipe: (blast 3, usable on charge) +12 vs DEF (Ref); 20 Damage
- ☐ ☐ ↘ Twofold Torment: 2 attacks, each against a different target, +14 vs AC; 15 Damage AND push 4 squares

LEVEL 9

AC 23

DEF 21

SPEED 7

HP 60

ABILITIES
Elf • Martial

SPECIAL POWERS

- Horselord: +2 Attack and +5 Damage while Mounted.
- CHAMPION 3 ☐☐☐
 - Use when an ally activates. That ally's ↘ attacks have range sight until end of turn.
 - Use when an ally is missed by a ⚔ attack. That ally shifts 1 square.

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16 FORMIAN WARRIOR

ATTACK ACTIONS

- ⚔ Sting: +12 vs AC; 10 + 5 poison Damage

LEVEL 6

AC 21

DEF 17

SPEED 7

HP 45

ABILITIES
Planar

SPECIAL POWERS

- ☐ Building Anger: Replaces attack action: -4 Attack and +10 Damage until end of battle.
- ☐ Calming Influence: Minor action; +2 Attack and -5 Damage until end of battle.

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10 ETHEREAL FILCHER

ATTACK ACTIONS

- ⚔ Bite: +10 vs AC; 10 Damage
- ⚔ Disruptive Touch: +6 vs DEF (Fort); Weakened

LEVEL 4

AC 19

DEF 17

SPEED 7

HP 30

ABILITIES
Aberrant

SPECIAL POWERS

- ☐ Ethereal Step: Use on this creature's turn; this creature has Phasing until end of turn.
- ☐ Filch: Replaces attack action: 1 adjacent creature has -2 Attack and -5 Damage until end of battle AND eliminate this creature.

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55 RYLD ARGITH

ATTACK ACTIONS

- ⚔ Splitter: +15 vs AC; 20 Damage

LEVEL 11

AC 27

DEF 23

SPEED 6

HP 75

ABILITIES
Drow • Martial
Unique
Commanding Presence: This creature is treated as having a Champion rating of 4 for determining initiative.

SPECIAL POWERS

- Awareness: Can make an opportunity attack against an adjacent enemy that shifts.
- Inspire Allies: Evil allies have Keen Critical 19; Good allies have +2 ⚔ Attack.
- Keen Critical 19: Scores criticals on attack rolls of natural 19 or 20.
- Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

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57 WYVERN

ATTACK ACTIONS

⬇ Bite: +18 vs AC; 20 Damage

⬇ Sting: +19 vs AC; 15 Damage AND Followup
Followup: +19 vs DEF (Fort); ongoing 15 poison Damage (save ends)


LEVEL 13

AC 28

DEF 25

SPEED F8

HP 80



ABILITIES
Beast
Flight

SPECIAL POWERS
Mobile Melee Attack: Can shift immediately after making a ⬇ attack.

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29 ACHAIERAI

ATTACK ACTIONS

⬇ Claws: +15 vs AC; 15 Damage

☐ ⬅ Black Cloud: (burst 2, Achaierai creatures immune) +13 vs DEF (Fort); 10 Damage AND Dazed (save ends); on a critical, target is also Dominated (save ends both). RECHARGE when first Bloodied.

LEVEL 8

AC 22

DEF 20

SPEED 8

HP 55



ABILITIES
Evil • Magical Beast
• Achaierai
Reach 2

SPECIAL POWERS
Keen Critical 18: Scores criticals on attack rolls of natural 18+.
Prey on the Weak-Minded: Whenever a Dazed or Dominated enemy activates within Reach, make a ⬇ attack against that enemy.

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21 BLADEBEARER HOBGOBLIN

ATTACK ACTIONS

⬇ Short Sword: +13 vs AC; 10 Damage

⬇ Dual Strike: Make 2 ⬇ attacks against a single target.

LEVEL 6

AC 20

DEF 18

SPEED 6

HP 50



ABILITIES
Goblin • Hobgoblin • War

SPECIAL POWERS
Bounty: Whenever this creature destroys an enemy champion, score +10 VP.
Keen Critical 18: Scores criticals on attack rolls of natural 18+.

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5 DEKANTER GOBLIN

ATTACK ACTIONS

⬇ Claws: +4 vs AC; 15 Damage

☐ ⬇ Gore: (only on charge) +5 vs AC; 25 Damage AND push 1 square

LEVEL 1

AC 14

DEF 13

SPEED 5

HP 25



ABILITIES
Goblin • Primal

SPECIAL POWERS
☐ Regeneration 10: Use at start of this creature's turn; this creature heals 10 HP.

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26 DESTRACHAN

ATTACK ACTIONS

⬇ Claw: +14 vs AC; 15 Damage

☐ ⬅ Bellowing Blast: (blast 5) +12 vs DEF (Fort); 15 thunder Damage AND Dazed

➤ Sound Pulse: (range 10) +12 vs DEF (Ref); 10 thunder Damage


LEVEL 7

AC 22

DEF 20

SPEED 7

HP 55



ABILITIES
Magical Beast
Resist 10 Thunder
Blind; Blindsight 10

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6 EMERALD CLAW SOLDIER

ATTACK ACTIONS

⬇ Flail: +10 vs AC; 10 Damage


LEVEL 2

AC 21

DEF 17

SPEED 6

HP 5



ABILITIES
Evil • Human
• Martial • Minion
Evasion: Never takes damage from a missed attack.

SPECIAL POWERS
☐ Disarm: Use when this creature hits with a ⬇ attack; the target of that attack has -10 ⬇ Damage until end of target's next turn.
Minion Attack 5: +5 ⬇ Damage while a Minion ally is adjacent to target.

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8 FIENDISH DIRE WEASEL

ATTACK ACTIONS

⬇ Bite: +10 vs AC; 10 Damage

⬇ Blood Drain: +8 vs DEF (Fort); ongoing 5 Damage (save ends)


LEVEL 3

AC 19

DEF 15

SPEED 7

HP 30



ABILITIES
Evil • Beast

SPECIAL POWERS
Fiendish Flurry: Use at start of this creature's turn; 2 enemies adjacent to this creature each take 5 Damage.

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28 GREEN DRAGON

ATTACK ACTIONS

⬇ Bite: +12 vs AC; 15 Damage

☐ ⬅ Poison Breath: (blast 5) +10 vs DEF (Fort); 10 poison Damage AND ongoing 10 poison Damage (save ends). RECHARGE when first Bloodied.


LEVEL 8

AC 23

DEF 19

SPEED F10

HP 60



ABILITIES
Dragon
Flight

CHAMPION 1 ☐

- Use when an ally pushes or pulls an enemy. Increase the distance pushed or pulled by 1 square.
- Use when an enemy ends its turn adjacent to an ally. That ally shifts 1 square.

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33 HALF-ELF HEXBLADE

ATTACK ACTIONS

⊕ Scimitar: +16 vs AC; 15 Damage

☐ ↗ Bestow Curse: (sight) +14 vs DEF (Will); 10 Damage AND until this creature is destroyed, target has -4 Attack, -5 Damage, and -4 DEF

ABILITIES


Evil • Half-Elf • Martial
+4 DEF (Will)

SPECIAL POWERS

Cruel Hexer: +10 ↓ Damage against targets affected by Bestow Curse.

Phantom Threat: Minor action, only once per turn; choose 1 adjacent enemy; that enemy grants combat advantage until start of this creature's next turn.

LEVEL 9
AC 25
DEF 21
SPEED 6
HP 60



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13 HALF-ILLITHID LIZARDFOLK

ATTACK ACTIONS

⊕ Short Sword: +12 vs AC; 10 Damage

☐ ↗ Mind Blast: (blast 3) +10 vs DEF (Will); 10 Damage AND Stunned. RECHARGE when first Bloodied.


ABILITIES

Aberrant • Lizardfolk
• Mind Flyer
+4 DEF (Will)

SPECIAL POWERS

☐ Thrall of the Illithid: Use when this creature declares a Mind Blast attack; if it is within 5 squares of an allied Mind Flyer champion, +5 Damage on that attack.

LEVEL 5
AC 19
DEF 17
SPEED 6
HP 40



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65 HOOK HORROR

ATTACK ACTIONS

⊕ Hook: +15 vs AC; 20 Damage

↓ Latch On: (Nonadjacent smaller target only) +13 vs DEF (Fort); 30 Damage AND pull 1 square

↓ Thresh: (Only when no enemies are adjacent) Make 2 ⊕ attacks.

ABILITIES


Aberrant
+4 DEF (Fort)
Reach 2

SPECIAL POWERS

Evil Soul: +5 Damage while in a warband with an Evil champion.

Lethal: +4 Attack against Bloodied targets.

LEVEL 13
AC 25
DEF 20
SPEED 6
HP 95



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14 IRON COBRA

ATTACK ACTIONS

⊕ Bite: +13 vs AC; 5 Damage AND ongoing 5 poison Damage (save ends)

↗ Poison the Mind: (range 10, only against targets taking ongoing poison damage) +8 vs DEF (Will); Dazed AND Slowed (Poison, save ends both)


ABILITIES

Construct
Guard Area: Resist 5 All while in a victory area.

SPECIAL POWERS

Slithering Shift: Replaces move action: Shift 3 squares. Use only when within 5 squares of an allied champion.

LEVEL 5
AC 20
DEF 16
SPEED 6
HP 40



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11 KOBOLD CHAMPION

ATTACK ACTIONS

⊕ Short Sword: +11 vs AC; 10 Damage

☐ ↓ Distracting Strike: +11 vs AC; 5 Damage AND 1 ally adjacent to target can make an immediate ⊕ attack against that target

ABILITIES

Kobold • Martial


SPECIAL POWERS

Shifty: Minor action; shift 1 square.

Skittish Defender: While this creature is not Bloodied, whenever an enemy adjacent to it targets an ally with a ↓ attack, this creature can make an immediate ⊕ attack against that enemy.

Sneaky Desperation: While Bloodied, whenever this creature is targeted by a ↓ attack, it can redirect that attack to an adjacent ally.

LEVEL 4
AC 20
DEF 16
SPEED 5
HP 40



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20 KOBOLD SORCERER

ATTACK ACTIONS

⊕ Icy Touch: +11 vs DEF (Fort); 5 cold OR necrotic Damage

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

☐ ✨ Sleet Storm: (radius 1 within sight) +11 vs DEF (Ref); 15 cold Damage AND Slowed

ABILITIES

Kobold • Arcane

SPECIAL POWERS


Dragon Ancestry: +5 Damage while within 5 squares of an allied Dragon champion.

Shifty: Minor action; shift 1 square.

CHAMPION 1 ☐ Warband Building: All Kobold creatures are legal in your warband.

- Use at start of round. Kobold and Dragon allies in your victory areas at start of round have Conceal 6 until end of round.
- Use when this creature ends its turn in your victory area. Each ally can immediately shift.

LEVEL 6
AC 16
DEF 16
SPEED 6
HP 40



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38 MIND FLYER TELEPATH

ATTACK ACTIONS

⊕ Tentacles: +16 vs AC; 10 Damage AND Immobilized

☐ ↗ Mind Blast: (blast 5) +15 vs DEF (Will); 15 psychic Damage AND Stunned. RECHARGE when this creature destroys a Stunned creature.

☐ ↗ Psychic Scream: (burst 3, enemies only) +15 vs DEF (Fort); 15 Damage AND Slowed (save ends)


ABILITIES

Evil • Mind Flyer • Psionic
+4 DEF (Will)

SPECIAL POWERS

☐ Devour Brain: When this creature's ⊕ attack destroys an enemy, this creature heals 20 HP.

LEVEL 10
AC 23
DEF 23
SPEED 6
HP 65



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3 MONGRELFOLK

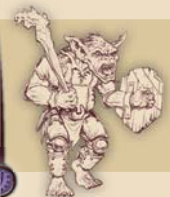
ATTACK ACTIONS

⊕ Club: +3 vs AC; 15 Damage

ABILITIES

Goblin • Kobold • Orc
Wandering Monster:
Sets up in a random victory area.

LEVEL 1
AC 12
DEF 10
SPEED 6
HP 10



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9 MYCONID GUARD

ATTACK ACTIONS

- ⊕ **Slam:** +11 vs AC; 10 Damage
- ⬅ **Pacification Spores:** (burst 1, living creatures only) +9 vs DEF (Will); until end of its next turn, target cannot attack

LEVEL 4
AC 18
DEF 16
SPEED 5
HP 30



ABILITIES
Plant • Myconid

SPECIAL POWERS
Roots of the Colony: Use when a Myconid ally within 5 squares of this creature is hit by an attack; that attack deals half damage to that ally and to this creature.


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15 SAHUAGIN RANGER

ATTACK ACTIONS

- ⊕ **Trident:** +12 vs AC; 10 Damage

LEVEL 5
AC 21
DEF 17
SPEED 6
HP 45



ABILITIES
Sahuagin • Aquatic

SPECIAL POWERS

- Bloodrage 5:** +5 Damage while Bloodied.
- Borderlands Slayer:** +5 Damage against Borderlands creatures.
- Opportunistic Strike:** Use when an adjacent flanked enemy shifts; make a ⊕ attack against that enemy.

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12 SILENT WOLF GOBLIN

ATTACK ACTIONS

- ⊕ **Short Sword:** +10 vs AC; 10 Damage
- ☐ ⊕ **Throatslitter:** (only with combat advantage) +8 vs DEF (Fort); 10 Damage AND ongoing 5 Damage (save ends). RECHARGE when this creature moves at least 3 squares on its turn.

LEVEL 4
AC 18
DEF 16
SPEED 6
HP 35



ABILITIES
Goblin • Stealth

SPECIAL POWERS
Pack Hunter +2: +2 ⊕ Attack while within 3 squares of a Goblin ally.


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28 SKULLSPLITTER

ATTACK ACTIONS

- ⊕ **Greataxe:** +10 vs AC; 20 Damage
- ☐ ⬅ **Skullsplitter:** (burst 1) +10 vs AC; 25 Damage AND ongoing 5 Damage (save ends)

LEVEL 7
AC 19
DEF 17
SPEED 7
HP 60



ABILITIES
Human • Primal

SPECIAL POWERS

- Cleave:** Immediate, when this creature's ⊕ attack destroys an enemy; make a ⊕ attack.
- Unnerving Demeanor:** Creatures cannot use Champion powers while adjacent to this creature.

CHAMPION 1 ☐

- Use at start of round. Allies have +2 Speed until end of round.
- Use at start of round. Until end of round, whenever an ally becomes Bloodied, it takes 5 Damage and has +5 Damage until end of battle.

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51 FLESH GOLEM

ATTACK ACTIONS

- ⊕ **Slam:** +15 vs AC; 30 Damage
- ☐ ⊕ **Golem Rampage:** (only on charge) +13 vs DEF (Ref); 25 Damage AND push 2 squares AND this creature makes a Wild Flail attack. RECHARGE when an attack deals 20 Damage to this creature.
- ⬅ **Wild Flail:** (burst 2) +13 vs DEF (Ref); 20 Damage

LEVEL 12
AC 22
DEF 22
SPEED 6
HP 75



ABILITIES
Construct
Resist 5 All
Reach 2

SPECIAL POWERS

- Arcane Guidance:** This creature loses Murderous while within 5 squares of an Arcane ally.
- Murderous:** On its turn, this creature cannot move or attack a non-Bloodied enemy while a Bloodied enemy is adjacent.


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12 CARRION TRIBE BARBARIAN

ATTACK ACTIONS

- ⊕ **Greatclub:** +7 vs AC; 20 Damage
- ☐ ⊕ **Killing Blow:** +4 vs AC, or +9 if target is Bloodied; 30 Damage

LEVEL 4
AC 14
DEF 12
SPEED 7
HP 50



ABILITIES
Human • Primal

SPECIAL POWERS

- Godless:** -4 Attack while in a warband with a Divine ally.
- Hatred of the Divine:** On its turn, this creature cannot move or attack a non-Divine enemy while a Divine enemy is adjacent.
- ☐ **Revel in Bloodshed:** Use when this creature destroys an enemy; RECHARGE Killing Blow OR this creature gains +15 HP.


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14 CHOKER

ATTACK ACTIONS

- ⊕ **Tentacle Claw:** +8 vs AC; 5 Damage AND Immobilized
- ⊕ **Choke:** (Immobilized target only) automatic 10 Damage

LEVEL 4
AC 20
DEF 18
SPEED 6
HP 35



ABILITIES
Choker
Wall Walker: This creature is considered to have Flight while moving if it begins its move adjacent to a wall.
Hide; Reach 2

SPECIAL POWERS

- ☐ **Body Shield:** Redirect a ⊕ or ⤴ attack against this creature to an adjacent Immobilized enemy other than the attacker. RECHARGE when this creature hits with a ⊕ attack.


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51 CHUUL

ATTACK ACTIONS

- ⊕ **Claw:** +18 vs AC; 10 Damage (20 Damage against Immobilized targets)
- ⊕ **Double Attack:** Make 2 ⊕ attacks against a single target; if both hit, target is Immobilized (save ends)

LEVEL 12
AC 29
DEF 25
SPEED 6
HP 75



ABILITIES
Aberrant

SPECIAL POWERS
Tentacle Net: Whenever this creature hits with an opportunity attack, the target of that attack is Immobilized.

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33 FIENDISH GIANT PRAYING MANTIS

ATTACK ACTIONS

- ⊕ Scything Claw: +11 vs AC; 15 Damage
- ☐ ⊕ Twin Scythe: Use only when this is the last creature you activate in a round; attack 2 different targets, +8 vs AC; 25 Damage each. RECHARGE when this creature moves at least 4 squares with a single action.

LEVEL 9
AC 25
DEF 18
SPEED 5
HP 65



ABILITIES
 Evil • Magical Beast

SPECIAL POWERS
 Predatory Leap: While charging, this creature has +2 Speed and Flight.
 Stalker: +4 Attack and +10 Damage while no other creature is adjacent to target.


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26 GIBBERING MOUTHER

ATTACK ACTIONS

- ⊕ Bite: +14 vs AC; 10 Damage AND ongoing 5 acid Damage (save ends)
- ☐ ⊕ Gibbering: (burst 3) +13 vs DEF (Will); 10 psychic Damage AND Dazed
- ☐ ⊕ Gibbering Feast: (burst 3, Dazed creatures only) +12 vs AC; 15 Damage AND ongoing 5 acid Damage (save ends). RECHARGE when a Dazed creature is destroyed.

LEVEL 8
AC 20
DEF 20
SPEED 4
HP 55



ABILITIES
 Aberrant • Magical Beast
 +4 DEF (Fort)
 Resist 10 Acid
 Immune Confused, Dazed, Flanking
 Wandering Monster

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


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3 GNOLL

ATTACK ACTIONS

- ⊕ Battleaxe: +5 vs AC; 10 Damage

LEVEL 1
AC 13
DEF 13
SPEED 6
HP 15



ABILITIES
 Gnoll

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


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5 GNOLL SKELETON

ATTACK ACTIONS

- ⊕ Battleaxe: +9 vs AC; 10 Damage

LEVEL 2
AC 16
DEF 14
SPEED 6
HP 25



ABILITIES
 Undead
 Immune Poison
 Vulnerable 5 Radiant

SPECIAL POWERS
 Speed of the Dead: +2 Attack and +5 Damage on opportunity attacks.

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31 ICE TROLL

ATTACK ACTIONS

- ⊕ Maul: +12 vs AC; 25 Damage
- ☐ ⊕ Freezing Sweep: (blast 3) +10 vs DEF (Fort); 20 + 10 cold Damage AND Slowed AND target has Vulnerable 5 All until end of its next turn. RECHARGE when this creature would take cold Damage.

LEVEL 9
AC 21
DEF 19
SPEED 6
HP 75



ABILITIES
 Troll • Cold
 Reach 2; Resist 10 Cold
 Vulnerable 15 Acid, Fire
 Iceblood: Whenever this creature takes fire damage, it has -2 Attack and -5 Damage until end of its next turn.

SPECIAL POWERS
 Regeneration 10: Use at start of this creature's turn; this creature heals 10 HP.

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9 MAD SLASHER

ATTACK ACTIONS

- ⊕ Slash: +8 vs AC; 10 Damage
- ☐ ⊕ Frenzied Slash: +10 vs AC; 5 Damage AND this creature shifts and makes this attack again (maximum 3 attacks per turn)

LEVEL 3
AC 15
DEF 15
SPEED 6
HP 30



ABILITIES
 Aberrant • Beast
 Scuttling Shift: Can shift 3 squares instead of 1.

SPECIAL POWERS
 Incited: Whenever this is the first creature you activate in a round, it has +2 Speed until end of its turn. RECHARGE Frenzied Slash.


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12 MOUNTAIN ORC

ATTACK ACTIONS

- ⊕ Greataxe: +7 vs AC; 20 Damage
- ☐ ⊕ Wild Swing: (burst 1) +5 vs AC; 25 Damage. RECHARGE when this creature is damaged by an attack.

LEVEL 4
AC 14
DEF 14
SPEED 7
HP 45



ABILITIES
 Orc • Primal

SPECIAL POWERS
 Cruel Discipline: +2 Attack while Bloodied.


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29 OGRE ZOMBIE

ATTACK ACTIONS

- ⊕ Greatclub: +12 vs AC; 25 Damage
- ⊕ Ponderous Swing: (only if this creature does not move this turn) +12 vs AC; 30 Damage AND push 2 squares

LEVEL 9
AC 18
DEF 18
SPEED 5
HP 80



ABILITIES
 Undead
 Reach 2

SPECIAL POWERS
 Long Wind-Up: Whenever this creature is the last creature you activate in a round, it has +5 Damage until end of its turn.

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24 **ORC SERGEANT**

ATTACK ACTIONS

- ⊕ **Falchion:** +15 vs AC; 10 Damage
- ☐ ⊕ **Hamstring Slash:** +13 vs AC; 15 Damage AND Immobilized


LEVEL 7

AC 24

DEF 20

SPEED 6

HP 55



ABILITIES
Orc • Martial

CHAMPION 1 ☐

Warband Building: All Goblin and Orc creatures are legal in your warband.

- Use when a creature of Level 7 or lower becomes Bloodied. That creature has +5 Damage until end of battle.
- Use at start of round. Goblin and Orc allies have +2 Attack and +5 Damage until end of round.

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8 **TAER**

ATTACK ACTIONS

- ⊕ **Slam:** +6 vs AC; 15 Damage

LEVEL 3

AC 15

DEF 13

SPEED 6

HP 35



ABILITIES
Beast • Taer
Resist 5 Cold
Vulnerable 5 Fire

SPECIAL POWERS

- Powerful Charge 5:** +5 ⊕ Damage on charge.
- Stench:** Adjacent living creatures have -2 Attack; Taer creatures immune.

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48 **YUAN-TI ABOMINATION**

ATTACK ACTIONS

- ⊕ **Falchion:** (Reach 2) +19 vs AC; 20 Damage
- ⊕ **Abomination Bite:** (Immobilized target only) +17 vs DEF (Fort); 10 Damage AND ongoing 10 poison Damage (save ends)
- ⊕ **Grasping Coils:** +17 vs DEF (Ref); Immobilized


LEVEL 12

AC 28

DEF 24

SPEED 7

HP 75



ABILITIES
Evil • Reptile • Yuan-Ti

SPECIAL POWERS

- Trapping Tail:** Minor action, once per turn; make a Grasping Coils attack.

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28 **YUAN-TI HALFBLOOD**

ATTACK ACTIONS

- ⊕ **Bite:** +15 vs AC; 10 Damage AND ongoing 5 poison Damage (save ends)
- ☐ ⊕ **Halfblood Curse:** (burst 5, enemies only) +13 vs DEF (Will); 10 psychic Damage AND targets taking ongoing poison damage cannot move closer to this creature (save ends)
- ⌘ **Longbow:** (sight) +13 vs AC; 10 Damage
- ⌘ **Suggestion:** (range 10) +13 vs DEF (Will); Immobilized


LEVEL 8

AC 22

DEF 20

SPEED 6

HP 55



ABILITIES
Evil • Reptile • Yuan-Ti
+4 DEF (Will)

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