



Level 2 → Human · Martial ATTACKS ① Scimitar: +7 vs. AC; 10 damage. + Dirty Fighting: (Blinded target only) +9 vs. AC; 15 damage. + Sand in the Eyes: +6 vs. Reflex; Blinded. POWERS WILL 15 Defensive Mobility: +5 AC against opportunity attacks while moving. Quick Throw: Minor action: Make 1 Sand in the Eyes attack. Fear the 'reavers of the Lhazaar Principalities.







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DREAD WARRIOR Level 4 ♦ Undead

ATTACKS ⊕ Greataxe Swing: +6 vs. AC; 10 damage AND push target up to 1 square. If target is pushed 1 square, this creature can shift into a square vacated by target. **POWERS** 14

SPEED

нр 45

BLOOD

20

☐ ☐ Tireless Pursuit: Use after this creature resolves a (1) attack: Push target of that attack 1 square, then this creature shifts into a square vacated by target as an immediate action.

Some soldiers do not know they have died in battle, forever fighting with the living.

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ELDRITCH GIANT

Level 24 ← Giant • Arcane

AC **34** ⊕ Thundering Greatsword: (reach 3) +27 vs. AC; 30 +10 thunder damage. Fildritch Dart: (sight) +20 vs. Reflex; 20 damage. ☐ → Harrowstorm: (range 10) +25 vs. Fortitude; 40 damage AND slide target up to 5 squares. 30 **POWERS** WILL 30 ☐ ☐ Arcane Ward: Use before an Arcane enemy makes an attack against this creature: Roll 1d20. On 15-19, that attack is a miss. On 20, that attack is a miss and that enemy is Stunned (save ends). ☐ Dimension Door: Replaces move action: Teleport up to 10 squares. U when this creature first becomes bloodied. нр 175 вьоод **85** 000

GOLDEN PROTECTOR

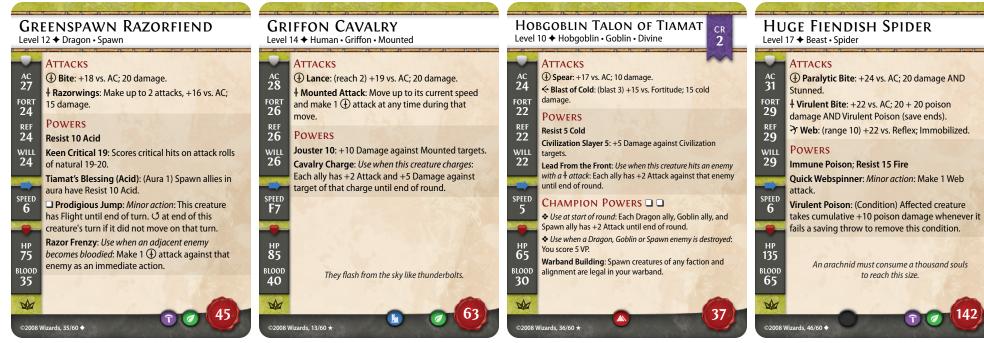
Level 11 ♦ Planar

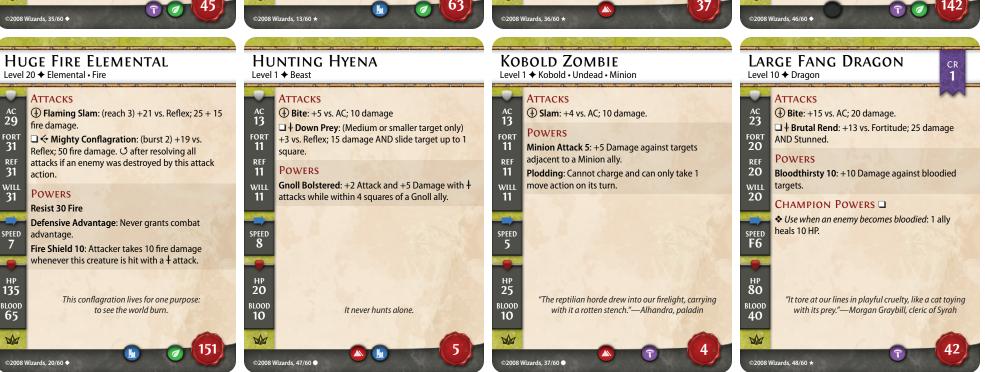


GOLIATH CLERIC OF KAVAKI

Level 8
Goliath Divine







to reach this size.







Level 3 ♦ Lizardfolk

Level 20 ◆ Beast **ATTACKS** AC 33 () Bite: (reach 3) +25 vs. AC; 25 damage AND Immobilized (save ends). + Clamping Jaws: (reach 3, Immobilized target only) +25 vs. Reflex; 35 damage. REF 33 **POWERS** ☐ Swallow Whole: Use after this creature resolves a WILL Bite attack against a Large or smaller target: If that attack hit, make 1 Clamping Jaws attack against the same target as an immediate action. U when this creature misses with Clamping Jaws. SPEED **B6** ☐ Tunneling Surprise: Replaces turn, only while bloodied: Place this creature in a space adjacent to 1 Large or smaller enemy, then make 1 Bite attack against that enemy as a free action. 140 BLOOD 70

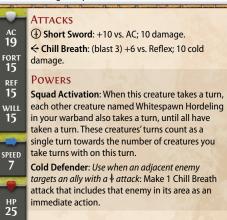


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WITCHKNIFE

Level 10 ◆ Witchknife • Psionic

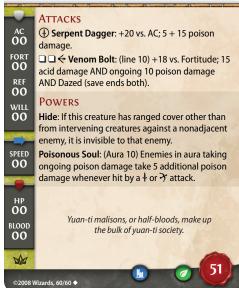


WIZENED ELDER WATCHER



YUAN-TI HALFBLOOD SORCERER

Level 13 ◆ Yuan-Ti • Arcane



WAR OF THE DRAGON QUEEN

BLOOD

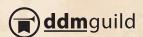
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