

**31** **ARCADIAN AVENGER**

**ATTACK ACTIONS**  
 ⚔ Longsword: +14 vs AC; 15 Damage  
 ⚔ Dual Swords: Make 2 ⚔ Attacks.

LEVEL 9  
 AC 25  
 DEF 21  
 SPEED F6  
 HP 60

**ABILITIES**  
 Good • Angel Flight  
 +4 DEF (Will); Immune Fear

**SPECIAL POWERS**  
 ☐ ☐ Elude Chance: Use before this creature makes a ⚔ attack. Treat that attack roll as a natural 10.  
 Wrath: Once any ally has been destroyed, this creature has +5 ⚔ Damage until end of battle.

*The laws of heaven are not easily ignored.*

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**67** **BRASS GOLEM**

**ATTACK ACTIONS**  
 ⚔ Greataxe: +13 vs AC; 20 Damage  
 ⚔ Pinning Swing: Usable on charge, +13 vs DEF (Fort); 20 Damage AND Immobilized AND Bloodied target is Staggered.

LEVEL 14  
 AC 28  
 DEF 24  
 SPEED 6  
 HP 105

**ABILITIES**  
 Construct  
 Immune Fire, Fear  
 Reach 2

**SPECIAL POWERS**  
 Powerful Charge 20: +20 Damage on charge.

*Slow but unwavering, a brass golem tirelessly slays its master's foes.*

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**42** **CHAMPION OF DOL DORN**

**ATTACK ACTIONS**  
 ⚔ Greatsword: +17 vs AC; 20 Damage

LEVEL 11  
 AC 27  
 DEF 25  
 SPEED 5  
 HP 80

**ABILITIES**  
 Good • Dwarf • Martial

**SPECIAL POWERS**  
 Blessing of Dol Dorn: +2 Attack and +5 Damage against Evil targets.  
 Defender: Immediate, when an adjacent enemy makes a ⚔ attack against an ally; make a ⚔ attack against attacker.  
 ☐ ☐ Feat of Strength: Use with a ⚔ attack; +10 Damage to that attack AND push target 1 square.

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**7** **DEEP LEGIONNAIRE**

**ATTACK ACTIONS**  
 ⚔ War Pick: +10 vs AC; 10 Damage

LEVEL 3  
 AC 19  
 DEF 14  
 SPEED 5  
 HP 30

**ABILITIES**  
 Gnome • Martial  
 Conceal 6  
 Phalanx Fighting: +2 AC while adjacent to an ally.

**SPECIAL POWERS**  
 ☐ Stonestep: As a free action on its turn, place this creature in any square up to 4 squares away and in line of sight.

*Deep gnomes counter their small stature with rigid discipline and staunch loyalty to their own kind.*

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**15** **DELVER SERGEANT**

**ATTACK ACTIONS**  
 ⚔ Longsword: +11 vs AC; 10 Damage  
 ⚔ Torch: +7 vs DEF (Ref); 5 Damage AND ongoing 5 fire Damage, and target cannot benefit from Conceal or Hide or be invisible (save ends both)

LEVEL 4  
 AC 18  
 DEF 17  
 SPEED 6  
 HP 45

**ABILITIES**  
 Human • Martial  
 Illuminator: Creatures within 6 squares do not benefit from Conceal or Hide, and are not invisible.

**CHAMPION 1** ☐  
 • Use at start of your turn. Activate 3 creatures this turn.  
 • Use 1 Champion power of an allied champion, as if this creature had that Champion power.

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**13** **EARTH MEPHIT**

**ATTACK ACTIONS**  
 ⚔ Fists: +10 vs AC; 10 Damage  
 ☐ ⚔ Mud Flow: (small cone) +5 vs DEF (Ref); 15 Damage AND Immobilized

LEVEL 5  
 AC 19  
 DEF 15  
 SPEED F4  
 HP 30

**ABILITIES**  
 Elemental  
 Flight  
 +4 DEF (Fort)

*As grim and unyielding as the earth, with rocks for brains.*

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**19** **GUARD OF MITHRAL HALL**

**ATTACK ACTIONS**  
 ⚔ Battleaxe: +13 vs AC; 15 Damage  
 ⚔ Hinderling Blow: +11 vs DEF (Fort); 15 Damage AND -2 Attack

LEVEL 6  
 AC 23  
 DEF 18  
 SPEED 5  
 HP 55

**ABILITIES**  
 Dwarf • Martial  
 Phalanx Fighting: +2 AC while adjacent to an ally.

**SPECIAL POWERS**  
 Noble Sacrifice: Immediate, when this creature is destroyed; 1 ally with line of sight to this creature makes a ⚔ attack.

*"I live to serve my King and will die to save him."*

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**47** **GUARDIAN NAGA**

**ATTACK ACTIONS**  
 ⚔ Tail Strike: +17 vs AC; 15 + 5 poison Damage  
 ⚔ Word of Pain: (range 6) +15 vs DEF (Will); 15 psychic Damage AND Immobilized  
 ☐ ⚔ Thundering Burst: (burst 2, enemies only) +15 vs DEF (Fort); 10 Damage AND push 1 square

LEVEL 10  
 AC 24  
 DEF 23  
 SPEED 6  
 HP 65

**ABILITIES**  
 Good • Immortal • Magical Beast  
 Immune Poison  
 Death Burst: (adjacent creatures) Immediate, when destroyed; 10 Damage (20 Damage to Evil creatures) AND push 1 square.

**CHAMPION 3** ☐ ☐ ☐  
 • Use at start of round. Allies do not grant combat advantage this round.  
 • Use before an enemy makes a saving throw. That save fails automatically.

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**35 KALASHTAR BODYGUARD**

**ATTACK ACTIONS**

- ⬇ Mind Blade: +15 vs AC; 15 Damage
- ↘ Thrown Mind Blade: (range 10) +13 vs AC; 15 Damage

**LEVEL 10**

**AC 26**

**DEF 24**

**SPEED 6**

**HP 65**

**ABILITIES**  
Kalashtar • Psionic

**SPECIAL POWERS**  
**Bodyguard:** Whenever an enemy attacks an adjacent ally, you can choose to have it attack this creature instead.  
**Lucky Weapon:** Use when this creature makes an attack. Roll 1d20 twice and use the higher result.  
**Psychic Strike:** On its turn, if it does not move, this creature deals +10 Damage.

*What better bodyguard than one who appears unarmed?*

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**140 LARGE GOLD DRAGON**

**ATTACK ACTIONS**

- ⬇ Claw: +18 vs AC; 30 Damage
- ⬇ Double Attack: Make 2 ⬇ attacks.
- ☐ ↙ Fiery Breath: (large cone) +17 vs DEF (Ref); 40 fire Damage, 20 fire on miss. RECHARGE when first Bloodied.

**LEVEL 13**

**AC 30**

**DEF 26**

**SPEED F8**

**HP 150**

**ABILITIES**  
Good • Dragon  
Flight; Reach 2  
Resist 30 Fire  
**Dragon's Hoard:** Allies within 6 squares of this creature or a victory area have +2 AC.

**CHAMPION 2 ☐ ☐**

- Use when an ally is destroyed. This champion has +5 ⬇ Damage until end of battle.
- Use at start of round. Each creature in any victory area at the end of the round scores 5 VP for its player.

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**36 SHADOWBANE INQUISITOR**

**ATTACK ACTIONS**

- ⬇ Greatsword: +17 vs AC; 15 Damage
- ☐ ⬇ Smite: +17 vs AC; 25 Damage

**LEVEL 10**

**AC 26**

**DEF 22**

**SPEED 5**

**HP 75**

**ABILITIES**  
Human • Martial

**SPECIAL POWERS**  
**Destroy the Corrupt:** +2 ⬇ Attack and +5 ⬇ Damage against targets previously hit by this creature's Smite.  
**Resurgence:** Immediate, when an ally within 6 squares fails a save; that ally rerolls that saving throw.  
**Sneak Attack 10:** +10 ⬇ Damage whenever this creature has combat advantage against target.

*He names the guilty with the blade of his sword.*

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**32 VALIANT CAVALRY**

**ATTACK ACTIONS**

- ⬇ Lance: +16 vs AC; 15 Damage
- ⬇ Mighty Charge: Only on charge, +16 vs AC; 15 Damage AND push 2 squares

**LEVEL 9**

**AC 24**

**DEF 20**

**SPEED 8**

**HP 70**

**ABILITIES**  
Human • Martial • Mounted  
**Determined:** This creature makes saving throws at start of its turn instead of at end.  
Reach 2

**SPECIAL POWERS**  
**Skirmish 10:** +10 ⬇ Damage this turn if this creature moved at least 2 squares from where it started its turn before attacking.

*"On for life and honor! On for blood and vengeance!"*

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**13 GREYHAWK CITY MILITIA SERGEANT**

**ATTACK ACTIONS**

- ⬇ Glaive: +10 vs AC; 10 Damage
- ⬇ Trip: +8 vs DEF (Ref); Immobilized

**LEVEL 3**

**AC 19**

**DEF 17**

**SPEED 6**

**HP 30**

**ABILITIES**  
Human • Martial  
**Persistent:** +2 AC and +2 DEF while Dazed, Slowed, Staggered, or Stunned.  
Reach 2

**CHAMPION 1 ☐**

- Use at start of round. Allies have +2 DEF until end of round.
- Use at start of your turn. End 1 of the Dazed, Slowed, or Staggered conditions affecting 1 ally.

*The streets of Greyhawk hold wonders unimaginable. Just don't try to take anything you can't pay for.*

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**26 RAISTLIN MAJERE**

**ATTACK ACTIONS**

- ⬇ Staff: +10 vs AC; 10 Damage
- ↘ Magic Missile: (sight) +10 vs DEF (Ref); 15 Damage, ignore Insubstantial
- ☐ ↘ Ray of Enfeeblement: (range 6) +10 vs DEF (Fort); Enervated (save ends)
- ☐ ↘ Sleep: (radius 2 within sight) +9 vs DEF (Will); Helpless (save ends)

**LEVEL 8**

**AC 22**

**DEF 20**

**SPEED 6**

**HP 45**

**ABILITIES**  
Human • Arcane  
Unique  
**Devoted Companions:** Immediate, when an enemy targets this creature with an attack; choose 1 active adjacent Unique ally as the target instead.

**SPECIAL POWERS**  
**Debilitating Magic:** Whenever this creature makes a ↘ attack, it can take 5 Damage to gain either +5 Attack or +10 Damage with that attack.

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**6 DARKMANTLE**

**ATTACK ACTIONS**

- ⬇ Claw: +7 vs AC; 10 Damage
- ⬇ Suffocate: (Medium or smaller target only) +7 vs DEF (Fort); 10 Damage AND Staggered (save ends)

**LEVEL 2**

**AC 18**

**DEF 16**

**SPEED F6**

**HP 25**

**ABILITIES**  
Magical Beast  
Flight  
**Blindsight:** Ignores Conceal; treats invisible creatures as visible.  
**Hide:** If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.

**SPECIAL POWERS**  
**Wandering Monster:** Sets up in a random victory area.

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**39 DIGESTER**

**ATTACK ACTIONS**

- ⬇ Claws: +18 vs AC; 20 Damage
- ☐ ↙ Acid Breath: (large cone) +15 vs DEF (Fort); 10 acid Damage AND ongoing 10 acid Damage (save ends)
- ☐ ⬇ Acid Spittle: +15 vs DEF (Ref); 20 acid Damage AND ongoing 5 acid Damage (save ends)

**LEVEL 11**

**AC 27**

**DEF 23**

**SPEED 8**

**HP 70**

**ABILITIES**  
Magical Beast  
Immune Acid  
**Hide:** If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.

*Rumored to be products of arcane experimentation, digesters are twisted perversions of natural predators.*

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**60 DIRE TIGER**

**ATTACK ACTIONS**

⬇ Claws: +16 vs AC; 20 Damage  
 ⬇ Rend: Usable on charge, +16 vs AC; 20 Damage AND Followup  
*Followup: +13 vs DEF (Fort); 20 Damage*

LEVEL 13  
 AC 25  
 DEF 23  
 SPEED 6  
 HP 120

**ABILITIES**  
 Natural • Beast

**SPECIAL POWERS**

☐ Feral Surge: Use on this creature's turn. Take 1 extra move action this turn.

*They embody the untamed vengeance of the natural world.*

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**18 GIANT EAGLE**

**ATTACK ACTIONS**

⬇ Claw: +13 vs AC; 15 Damage  
 ☐ ⬇ Flyby Attack: This creature moves up to its Speed (minimum 1 square) and makes a ⬇ attack at any time during its move.

LEVEL 6  
 AC 22  
 DEF 18  
 SPEED F8  
 HP 50

**ABILITIES**  
 Beast  
 Flight

**SPECIAL POWERS**

☐ Power Dive: Replaces attack action: This creature moves up to its Speed (minimum 1 square), then deals 10 automatic Damage to 1 adjacent enemy at end of move.

*These intelligent birds ally with elves in defense of the wild places of the world.*

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**54 GREATER BASILISK**

**ATTACK ACTIONS**

⬇ Bite: +17 vs AC; 15 Damage  
 ⬅ Petrifying Gaze: (small cone) +15 vs DEF (Fort); Immobilized (save ends). If target is already Immobilized, it is Petrified instead (see below).

LEVEL 10  
 AC 24  
 DEF 22  
 SPEED 6  
 HP 75

**ABILITIES**  
 Magical Beast  
 Blindsight: Ignores Conceal; treats invisible creatures as visible.

**SPECIAL POWERS**

Petrified: Affected creature cannot move or attack, has Resist 20 All, is inactive, and cannot score VP (save ends all). This condition also ends if the creature that created it is destroyed.

*How horrid its gaze.*

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**25 HALFLING TOMBSEEKER**

**ATTACK ACTIONS**

⬇ Spear: +13 vs AC; 15 Damage

LEVEL 7  
 AC 21  
 DEF 17  
 SPEED 6  
 HP 45

**ABILITIES**  
 Halfling • Martial  
 Agile: Never provokes opportunity attacks while moving.  
 Hide: If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.  
 Stable Footing: Difficult terrain does not affect this creature's movement.

**SPECIAL POWERS**

Loot: Replaces attack action, only while this creature is in one of your victory areas: Score 5 VP. Only 1 creature in your warband can use Loot each round.  
 Scout. Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

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**47 HIEROPHANT OF THE SEVENTH WIND**

**ATTACK ACTIONS**

⬇ Cyclone Staff: +13 vs AC; 15 thunder Damage AND push 1 square  
 ⬇ Rending Strike: 2 attacks against same target; +11 vs AC each; 10 Damage if one hits, 30 Damage if both hit.

LEVEL 8  
 AC 22  
 DEF 23  
 SPEED F6  
 HP 65

**ABILITIES**  
 Good • Human • Primal  
 Flight  
 Strength of the Elements: While this creature is not Bloodied, Beast and Elemental allies have +4 Attack.

**SPECIAL POWERS**

Nature's Loyalty: Immediate, when this creature is attacked; Beast and Elemental allies adjacent to the attacker make opportunity attacks against it.

**CHAMPION 2 ☐ ☐**

- Use at start of a creature's turn. That creature has Flight until end of its turn.
- Use when a Beast or Elemental ally's attack hits an enemy: +20 Damage to that enemy with that attack.

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**34 VERDANT REAVER**

**ATTACK ACTIONS**

⬇ Fists: +12 vs AC; 25 Damage  
 ☐ ⬇ Rending Strike: 2 attacks against same target; +11 vs AC each; 15 Damage if one hits, 40 Damage if both hit. RECHARGE when 2 or more enemies are adjacent to this creature at start of this creature's turn.

LEVEL 9  
 AC 21  
 DEF 21  
 SPEED 6  
 HP 75

**ABILITIES**  
 Fey • Plant  
 Immune Poison,  
 Sneak Attack, Stun  
 Forestwalk: Forest terrain does not affect this creature's movement.

**SPECIAL POWERS**

Verdant Growth: All squares adjacent to this creature count as difficult terrain for enemies.

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**40 WARPRIEST OF VANDRIA**

**ATTACK ACTIONS**

⬇ Greatsword: +16 vs AC; 20 Damage  
 ☐ ⬇ Searing Light: (sight) +14 vs DEF (Ref); 10 radiant Damage  
 ☐ ⬇ Strengthening Blow: +14 vs AC; 10 Damage AND this creature and allies within 4 squares each heal 15 HP

LEVEL 9  
 AC 22  
 DEF 20  
 SPEED 5  
 HP 60

**ABILITIES**  
 Good • Elf • Divine  
 Single Combatant: +4 AC and +4 DEF while only 1 enemy is adjacent.

**CHAMPION 3 ☐ ☐ ☐**

- Use when an ally shifts. That ally can shift again for free.
- Use at start of round. Choose a creature; that creature does not grant combat advantage this round.

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**29 WILD MAGE**

**ATTACK ACTIONS**

⬇ Staff: +10 vs AC; 10 Damage  
 ✨ Wild Magic Blast: (radius 1 within sight) +12 vs (Ref); for each target, roll 1d20 and apply the stated effect.  
 1-5: 15 thunder Damage AND slide 2 squares  
 6-10: 15 cold Damage AND Enervated (save ends)  
 11-15: 20 fire Damage  
 16-20: 10 lightning Damage and Stunned (save ends)

LEVEL 8  
 AC 20  
 DEF 19  
 SPEED 6  
 HP 40

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

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**54 WULFGAR**

**ATTACK ACTIONS**  
 ⊕ Maul: +19 vs AC; 30 Damage  
 ☐ ◀ Bite of Aegis-Fang: (line 12) +14 vs DEF (Ref); 30 Damage

LEVEL 12  
 AC 23  
 DEF 24  
 SPEED 7  
 HP 90

**ABILITIES**  
 Human • Primal  
 Unique

**SPECIAL POWERS**  
**Glory in Battle:** Immediate, when an ally becomes Bloodied; that ally can make a ⊕ attack.  
**CHAMPION 1** ☐  
 • Use when an ally makes a ⊕ attack. That ally can immediately repeat that attack against the same target.  
 • Use 1 Champion power of an allied champion, as if this creature had that Champion power.

The king of Mithral Hall, Bruenor Battlehammer, forged the mighty hammer Aegis-Fang for his adoptive son Wulfgar.

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**81 ASPECT OF LOVIATAR**

**ATTACK ACTIONS**  
 ⊕ Whip: +20 vs AC; 20 Damage

LEVEL 15  
 AC 27  
 DEF 27  
 SPEED 6  
 HP 90

**ABILITIES**  
 Evil • Immortal  
 Immune Cold  
 Reach 3

**SPECIAL POWERS**  
**Aura of Pain:** Each adjacent living creature takes +5 Damage whenever it is hit by a ⊕ attack.  
**Strength from Pain:** Replaces attack action: 1 creature within 5 squares takes 10 Damage and deals +15 Damage when it hits with its next ⊕ attack.

To know her is to suffer.

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**29 ASSASSIN**

**ATTACK ACTIONS**  
 ⊕ Longsword: +14 vs AC; 10 Damage

LEVEL 9  
 AC 23  
 DEF 21  
 SPEED 6  
 HP 65

**ABILITIES**  
 Human • Martial  
**Hide:** If this creature has ranged cover other than from intervening creatures against a non-adjacent enemy, it is invisible to that enemy.

**SPECIAL POWERS**  
 ☐ Death Attack: Use when this creature hits a Bloodied target; +20 Damage to that attack.  
**Sneak Attack 15:** +15 ⊕ Damage whenever this creature has combat advantage against target.

"I usually only murder when paid—but you seem down on your luck, so I'll kill you for free."

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**15 BLUESPAWN AMBUSER**

**ATTACK ACTIONS**  
 ⊕ Bite: +10 vs AC; 10 Damage  
 ◀ Lightning Burst: (burst 1) +8 vs DEF (Ref); 10 lightning Damage, +5 lightning for each Spawn adjacent to this creature

LEVEL 5  
 AC 21  
 DEF 18  
 SPEED 4  
 HP 40

**ABILITIES**  
 Magical Beast • Dragon • Spawn  
 Burrow  
**Tiamat's Greater Blessing (Lightning):** Adjacent creatures with both the Dragon and Spawn keywords gain Immune Lightning.

Tight-knit packs of bluespawn ambushers form some of the Dark Queen's deadliest legions.

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**70 DREAD WRAITH**

**ATTACK ACTIONS**  
 ⊕ Dread Blade: +22 vs AC; 10 + 10 necrotic Damage

LEVEL 10  
 AC 22  
 DEF 22  
 SPEED F8  
 HP 80

**ABILITIES**  
 Evil • Shadow • Undead  
 Flight; Insubstantial; Phasing  
 Immune Poison; Resist 10 Necrotic  
 Reach 2

**SPECIAL POWERS**  
**Life Drain:** This creature heals 10 HP whenever its ⊕ attack destroys an enemy or causes it to become Bloodied.

Fear given will, hate given form.

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**54 EXARCH OF TYRANNY**

**ATTACK ACTIONS**  
 ⊕ Tyrannical Axe: +20 vs AC; 20 Damage

LEVEL 13  
 AC 27  
 DEF 24  
 SPEED 6  
 HP 80

**ABILITIES**  
 Evil • Human • Martial

**SPECIAL POWERS**  
**Bladestorm:** Immediate, when an adjacent enemy activates; make a ⊕ attack against that enemy.  
**Revel in Brutality:** This creature heals 10 HP whenever its ⊕ attack destroys an enemy.

The brutal god Bane gifts his followers with the means to kill and honors them for every death they cause.

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**35 GREATER BARGHEST**

**ATTACK ACTIONS**  
 ⊕ Bite: +15 vs AC; 15 Damage  
 ⊕ Panic Attack: +13 vs DEF (Will); 15 Damage AND Staggered

LEVEL 9  
 AC 24  
 DEF 23  
 SPEED 7  
 HP 65

**ABILITIES**  
 Evil • Immortal • Goblin  
**Disguise Self:** This creature is invisible until it attacks.

**SPECIAL POWERS**  
**Devour Alive:** +10 Damage against Staggered or Stunned targets.  
**Feed 30:** Whenever this creature destroys an enemy, it can choose to heal 30 HP. If it does so, it can take no actions on its next turn.

Barghests feast on blood and souls, growing stronger with every screaming death.

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**33 GREENSPAWN ZEALOT**

**ATTACK ACTIONS**  
 ⊕ Mace: +15 vs AC; 15 Damage  
 ⊕ Staggering Smite: +10 vs DEF (Fort); 10 Damage AND Staggered

LEVEL 8  
 AC 24  
 DEF 20  
 SPEED 5  
 HP 55

**ABILITIES**  
 Dragon • Spawn  
**Will of Tiamat:** Adjacent allies have +2 DEF (Will).

**SPECIAL POWERS**  
 ☐ Crusade: Use at start of this creature's turn. Choose a keyword; all Dragon creatures in your warband deal +5 ⊕ Damage against enemies with that keyword until end of round.  
 ☐ Zealotry: Use after this creature fails a saving throw. Reroll that save.

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**22 HOBGOBLIN MARSHAL**

**ATTACK ACTIONS**

⬇️ **Falchion:** +11 vs AC; 10 Damage


LEVEL 5

AC 21

DEF 17

SPEED 6

HP 40



**ABILITIES**

Goblin • Hobgoblin  
Phalanx Fighting: +2 AC while adjacent to an ally.

**SPECIAL POWERS**

Motivator: Goblin allies have +2 Speed.  
**CHAMPION 2** □ □

- Use at start of your creature's turn. Move that creature up to its Speed.
- Use at start of round. Goblins in your warband have +2 Attack this round.

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**13 ICE MEPHIT**

**ATTACK ACTIONS**

⬇️ **Claw:** +12 vs AC; 5 + 5 cold Damage

⬇️ **Freeze:** +12 vs AC; 10 cold Damage AND Immobilized

□ □ ⬅️ **Freezing Breath:** (small cone) +10 vs. DEF (Fort); 15 cold Damage AND Slowed


LEVEL 4

AC 20

DEF 16

SPEED F7

HP 30



**ABILITIES**

Elemental • Cold  
Flight  
Immune Cold  
Cold Healing 5: This creature heals 5 HP each time an effect would deal cold damage to it.

*As cold and cruel as winter, with frostbit souls.*

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**10 KOBOLD TRAPMAKER**

**ATTACK ACTIONS**

⬇️ **Spear:** +9 vs AC; 10 Damage

↘️ **Crossbow:** (sight) +9 vs AC; 10 Damage


LEVEL 4

AC 18

DEF 17

SPEED 6

HP 25



**ABILITIES**

Kobold

**SPECIAL POWERS**

□ □ **Set Trap:** Replaces attack action: Place a trap counter in an adjacent square. Any non-Kobold creature that moves into or adjacent to a square with a trap counter, or that activates within one of those squares, triggers Crushing Stone. Once the trap is triggered, remove the trap counter.

*Crushing Stone:* +9 vs DEF (Ref); 20 Damage

*Fearful in battle, swift in retreat, deadly in disregard.*

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**98 LADY VOL**

**ATTACK ACTIONS**

⬇️ **Scepter:** +22 vs AC; 25 Damage

□ ⬅️ **Poison Breath:** (large cone) +20 vs DEF (Fort); 10 poison Damage AND ongoing 20 poison Damage (save ends). RECHARGE when first Bloodied.

□ ⬅️ **Forcewave:** (large cone) +20 vs DEF (Fort); 20 Damage AND push Large or smaller target 3 squares


LEVEL 16

AC 30

DEF 28

SPEED F6

HP 95



**ABILITIES**

Evil • Undead • Dragon • Elf  
Unique. Flight  
Immune Poison  
Resist 20 Acid, Necrotic

**CHAMPION 3** □ □ □

- Use at start of round. Whenever an ally is eliminated this round, all creatures adjacent to that ally take 10 Damage.
- Use when one of your creatures makes a ⬅️ attack. Choose an ally in the area of that attack. The attack misses that ally.

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**43 MEDUSA ARCHER**

**ATTACK ACTIONS**

⬇️ **Snaky Hair:** +10 vs AC; 5 Damage AND ongoing 5 poison Damage (save ends)

↘️ **Longbow:** (sight) +15 vs AC; 15 Damage

↘️ **Petrifying Gaze:** (range 6) +10 vs DEF (Fort); Immobilized (save ends); if target is already Immobilized, it is Petrified instead (see below).


LEVEL 8

AC 24

DEF 20

SPEED 6

HP 55



**ABILITIES**

Medusa

**SPECIAL POWERS**

Archer's Eye: Immediate, when this creature misses with Petrifying Gaze; make a Longbow attack against same target.

Precise Shot: Enemies do not provide cover against this creature's ↘️ attacks.

Petrified: Affected creature cannot move or attack, is inactive, has Resist 20 All, and cannot score VP (save ends all). This condition also ends if the creature that created it is destroyed.

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**63 MIND FLAYER LICH**

**ATTACK ACTIONS**

⬇️ **Tentacles:** +19 vs AC; 15 Damage

□ ⚡️ **Black Tentacles:** (radius 2 within sight) +16 vs DEF (Ref); Immobilized

↘️ **Deathmind:** (nearest) +17 vs DEF (Will); 20 necrotic Damage AND slide 2 squares AND Confused (save ends)

⬅️ **Mind Blast:** (large cone) +17 vs DEF (Will); 10 psychic Damage AND Staggered (save ends)


LEVEL 13

AC 27

DEF 23

SPEED 6

HP 85



**ABILITIES**

Evil • Mind Flayer • Undead • Mastermind  
+4 DEF (Will)  
Immune Poison  
Resist 10 Necrotic

**CHAMPION 2** □ □

- Use at start of round. Allies are immune to this creature's Mind Blast this round.
- Use on your turn. An enemy champion of your choice loses 1 use of its Champion powers.

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**53 NOBLE SALAMANDER**

**ATTACK ACTIONS**

⬇️ **Flaming Spear:** +18 vs AC; 10 + 10 fire Damage

□ ⬇️ **Tail Lash:** +17 vs AC; 10 Damage AND ongoing 5 fire Damage and Immobilized (save ends both). RECHARGE when this creature uses *Cleave*.

□ ⬅️ **Fireburst:** (burst 1) +16 vs DEF (Ref); ongoing 10 fire Damage (save ends)


LEVEL 12

AC 27

DEF 23

SPEED 6

HP 75



**ABILITIES**

Elemental • Fire  
Immune Fire  
Reach 3

**SPECIAL POWERS**

*Cleave:* Immediate, when this creature's ⬇️ attack destroys an enemy; make a ⬇️ attack. Usable once per creature's turn.

*"All will burn at my whim."  
-Kevris K'tael, noble salamander*

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**5 PRISONER**

**ATTACK ACTIONS**

-


LEVEL 2

AC 16

DEF 13

SPEED 5

HP 30



**ABILITIES**

Human

**Bound:** Cannot take attack actions and does not provide flanking to allies.

**Chained:** At end of round, unless this creature is adjacent to an ally other than a creature named Prisoner, it is eliminated and the opponent scores +5 VP.

**SPECIAL POWERS**

**Objective:** Score +5 VP if this creature occupies one of your victory areas.

*Freedom cannot be destroyed.  
Hope cannot be enslaved.*

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**28 SKELETAL COURSER**

**ATTACK ACTIONS**  
 ⊕ Lance: +11 vs AC; 15 Damage  
 † Mounted Attack: This creature moves up to its Speed and makes a ⊕ attack at any time during its move.

**LEVEL 8**  
**AC 21**  
**DEF 18**  
**SPEED 8**  
**HP 70**

**ABILITIES**  
 Undead • Skeleton • Mounted  
 Immune Poison  
 Vulnerable 5 Radiant  
 Reach 2

**SPECIAL POWERS**  
 Cavalry 5: +5 † Damage against non-Mounted enemies.  
 Powerful Charge 10: +10 † Damage on charge.

*Death rides a pale horse.*

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**28 TRAINED CARRION CRAWLER**

**ATTACK ACTIONS**  
 ⊕ Bite: +14 vs AC; 15 Damage  
 † Paralyzing Tentacles: +11 vs DEF (Fort); 10 Damage AND Slowed (save ends); if already Slowed, target is instead Immobilized (save ends); if already Immobilized, target is instead Stunned (save ends).

**LEVEL 8**  
**AC 23**  
**DEF 20**  
**SPEED 6**  
**HP 55**

**ABILITIES**  
 Aberrant • Beast

**SPECIAL POWERS**  
 Opportune Paralysis: Whenever this creature has combat advantage, a target hit by its Paralyzing Tentacles attack is Immobilized (save ends) instead of Slowed; if already Immobilized, target is instead Stunned (save ends).

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**7 KRENSHAR**

**ATTACK ACTIONS**  
 ⊕ Bite: +7 vs AC; 10 Damage

**LEVEL 2**  
**AC 18**  
**DEF 14**  
**SPEED 7**  
**HP 25**

**ABILITIES**  
 Beast • Krenshar

**SPECIAL POWERS**  
 ☐ ☐ Cause Fear: Use when a creature ends its turn adjacent to this creature. That target is Staggered until end of its next turn; Krenshars immune. (Fear)

*Hobgoblins and other warlike humanoids sometimes use these creatures as vicious scouts.*

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**45 LIFELEECH OTYUGH**

**ATTACK ACTIONS**  
 ⊕ Tentacle: +13 vs AC; 25 Damage  
 † Constrict: (smaller target only) +13 vs AC; 20 Damage AND Followup  
 Followup: +8 vs DEF (Ref); Stunned (save ends)  
 ☐ ☐ † Lifeleech: (Stunned target only) +12 vs DEF (Will); 15 Damage AND this creature heals 15 HP. RECHARGE when this power destroys a target.

**LEVEL 10**  
**AC 22**  
**DEF 20**  
**SPEED 6**  
**HP 80**

**ABILITIES**  
 Aberrant • Beast  
 Reach 2

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**29 BABAU**

**ATTACK ACTIONS**  
 ⊕ Claws: +15 vs AC; 10 Damage AND ongoing 5 necrotic Damage (save ends)

**LEVEL 9**  
**AC 26**  
**DEF 24**  
**SPEED 6**  
**HP 70**

**ABILITIES**  
 Evil • Demon  
 Hide: if this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.

**SPECIAL POWERS**  
 Necrotic Slime 5: Any creature that hits this creature with a † attack takes 5 necrotic Damage.  
 Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

*These demons of corruption and rot serve their masters ably as assassins.*

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**47 BERSERK FLESH GOLEM**

**ATTACK ACTIONS**  
 ⊕ Fists: +15 vs AC; 30 Damage

**LEVEL 12**  
**AC 23**  
**DEF 23**  
**SPEED 6**  
**HP 85**

**ABILITIES**  
 Construct  
 Resist 5 All  
 Ponderous: Can't shift.  
 Reach 2

**SPECIAL POWERS**  
 Murderous: On its turn, this creature cannot attack a non-Bloodied target or take a move action if a Bloodied enemy is adjacent to it.

*Once a golem goes berserk, it doesn't stop until it or its enemies are completely destroyed.*

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**10 CARNAGE DEMON**

**ATTACK ACTIONS**  
 ⊕ Claws: +6 vs AC; 10 Damage

**LEVEL 3**  
**AC 15**  
**DEF 13**  
**SPEED 6**  
**HP 40**

**ABILITIES**  
 Evil • Demon  
 Resist 10 Fire  
 Mob 2: Every 2 creatures named Carnage Demon count as 1 creature for the purpose of warband construction.

**SPECIAL POWERS**  
 Carnage: +10 † Damage if at least 1 other creature named Carnage Demon is within 6 squares of this creature.  
 Squad Activation: All creatures in your warband named Carnage Demon must activate as a single activation.

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**65 CEREBRILITH**

**ATTACK ACTIONS**  
 ⊕ Claws: +18 vs AC; 20 Damage  
 ☐ ☐ ☐ Ego Whip: (sight) +16 vs DEF (Will); 10 Damage AND Dazed (save ends)

**LEVEL 13**  
**AC 27**  
**DEF 25**  
**SPEED 6**  
**HP 80**

**ABILITIES**  
 Evil • Demon • Psionic  
 +2 DEF (Fort, Will)  
 Immune Lightning  
 Reach 2

**SPECIAL POWERS**  
 Psychic Cleave: Immediate, when this creature's ⊕ attack destroys an enemy; use Ego Whip. Usable only once per creature's turn, only while uses remain.  
 Psychic Drain: Whenever an enemy becomes Bloodied by a † attack of an ally adjacent to this creature, RECHARGE Ego Whip.

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**32 CLAWBORN SCORROW**

**ATTACK ACTIONS**

- ⬇ Claws: +12 vs AC; 25 Damage
- ⬇ Sting: +7 vs DEF (Fort); 10 Damage AND ongoing 10 poison Damage (save ends)
- ☐ ⬇ Scorrow Fury: Make 2 ⬇ attacks and a Sting attack, all against the same target. RECHARGE when this creature destroys an enemy.

**LEVEL 9**  
AC 21  
DEF 19  
SPEED 8  
HP 80

**ABILITIES**  
Aberrant • Drow



*Eberron's scorrows are descended from drow blessed by the scorpion god Vulkoor.*

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**44 DRACOTAUR RAGER**

**ATTACK ACTIONS**

- ⬇ Battleaxe: +14 vs AC; 20 Damage
- ⬇ Double Attack: Make 2 ⬇ attacks.
- ☐ ⬇ Spit Fire: (range 6) +12 vs DEF (Ref); 20 fire Damage AND ongoing 5 fire Damage (save ends). RECHARGE when first Bloodied.

**LEVEL 11**  
AC 23  
DEF 21  
SPEED 8  
HP 95

**ABILITIES**  
Dragon • Primal



**SPECIAL POWERS**  
Bloodrage 5: +5 ⬇ Damage while Bloodied.

*Dracotaurs respect power above all, revering true dragons and despising enemies that fall before them in battle.*

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**16 DROW ENFORCER**

**ATTACK ACTIONS**

- ⬇ Longsword: +13 vs AC; 20 Damage

**LEVEL 6**  
AC 23  
DEF 18  
SPEED 6  
HP 45

**ABILITIES**  
Fey • Drow



**SPECIAL POWERS**

- ☐ ☐ ☐ Riposte: Immediate, when an adjacent enemy attempts a ⬇ attack against this creature; make a ⬇ attack against that enemy.

*Drow have little to fear from other races, but much to fear from one another.*

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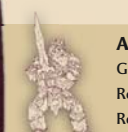
**102 FROST GIANT JARL**

**ATTACK ACTIONS**

- ⬇ Frostbrand: +19 vs AC; 25 + 10 cold Damage AND Followup
- Followup: +17 vs DEF (Fort); Stunned
- ☐ ⬇ Icequake: (burst 2) +17 vs DEF (Fort); 25 cold Damage AND Stunned

**LEVEL 16**  
AC 28  
DEF 28  
SPEED 6  
HP 115

**ABILITIES**  
Giant • Cold  
Resist 25 Cold; Vulnerable 10 Fire  
Reach 2



**SPECIAL POWERS**

- Chill Presence: Allies within 6 squares have +2 Attack with effects that deal cold Damage.
- Cleave: Immediate, when this creature's ⬇ attack destroys an enemy; make a ⬇ attack. Usable once per turn.

**CHAMPION 2 ☐ ☐**

- Use at start of round. Allies ignore enemies' Resist Cold and Resist Fire until end of round.
- Use at any time. RECHARGE 1 effect that deals cold damage for 1 ally.

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**24 GNOLL CLAW FIGHTER**

**ATTACK ACTIONS**

- ⬇ Claws: +10 vs AC; 20 Damage
- ⬇ Rend: Usable on charge, +10 vs AC; 20 Damage AND Followup
- Followup: +9 vs DEF (Ref); 10 Damage

**LEVEL 7**  
AC 19  
DEF 17  
SPEED 7  
HP 60

**ABILITIES**  
Evil • Gnoll • Primal



**SPECIAL POWERS**

- Bloodrage 5: +5 ⬇ Damage while Bloodied.
- Bloodthirsty 5: +5 ⬇ Damage against Bloodied targets.

*Gnolls with a touch of fiendish blood sometimes turn their natural advantages to frenzied, hand-to-hand combat.*

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**9 KUO-TOA HUNTER**

**ATTACK ACTIONS**

- ⬇ Spear: +10 vs AC; 10 Damage
- ⤵ Spear: (range 6) +8 vs AC; 10 Damage

**LEVEL 3**  
AC 19  
DEF 15  
SPEED 6  
HP 35

**ABILITIES**  
Aquatic • Kuo-Toa • Rage



**SPECIAL POWERS**

- Hunter 5: +5 ⬇ Damage while only 1 enemy is adjacent to this creature.
- Slick Maneuver: Replaces move action, only while adjacent to an enemy; Shift to any square adjacent to that enemy.

*Kuo-toas are a fallen people, their great empires long ago lost to cruel decadence and ancient hubris.*

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**25 KUO-TOA WHIP**

**ATTACK ACTIONS**

- ⬇ Scepter: +14 vs AC; 5 + 10 lightning Damage
- ⤵ Lightning Bolt: (line 12) +10 vs DEF (Fort); 10 lightning Damage; +1 Attack and +5 Damage for each creature named Kuo-Toa Whip within 6 squares (maximum 20 Damage)

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

**ABILITIES**  
Aquatic • Kuo-Toa • Rage  
Resist 10 Lightning  
Group Command: Add the Champion ratings of all creatures named Kuo-Toa Whip in your warband when determining your highest Champion rating.



**SPECIAL POWERS**

- Slick Maneuver: Replaces move action, only while adjacent to an enemy; Shift to any square adjacent to that enemy.

**CHAMPION 1 ☐**

- Use at start of round. Each Aquatic ally has +1 Attack until end of round for each creature named Kuo-Toa Whip within 6 squares when it activates.
- Use at start of round. Allies have +2 Speed until end of round.

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**26 LARGE CHAOS BEAST**

**ATTACK ACTIONS**

- ⬇ Tentacles: +11 vs AC; 25 Damage
- ⬇ Impart Instability: +9 vs DEF (Fort); 15 Damage AND ongoing 10 psychic Damage (save ends) AND Chaos Instability (see below)

**LEVEL 8**  
AC 20  
DEF 20  
SPEED 4  
HP 70

**ABILITIES**  
Aberrant  
Reach 2



**SPECIAL POWERS**

- Chaos Instability: Whenever this creature hits with Impart Instability, roll 1d20 to impose an extra condition on target.
- 1-5: None; 6-10: Dazed (save ends); 11-15: Confused (save ends); 16-19: Stunned; 20: Helpless

*"That thing's just wrong." –Lidda, halfling rogue*

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**48** **LARGE SHADOW DRAGON**

**ATTACK ACTIONS**

⊕ **Claw:** +16 vs AC; 20 Damage

⊖ **Shadow Breath:** (large cone) +14 vs DEF (Fort); 20 necrotic Damage AND Enervated. RECHARGE when first Bloodied.

**LEVEL 10**

**AC 26**

**DEF 24**

**SPEED F8**

**HP 65**

**ABILITIES**  
Shadow • Dragon  
Flight; Conceal 6; Hide

**SPECIAL POWERS**

⊖ **Shadow Jump:** Immediate, on this creature's turn; place this creature in any space within 10 squares adjacent to a wall and to which it has line of sight. RECHARGE when this creature uses Shadow Breath.

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

**CHAMPION 2** ⊖ ⊖ ⊖

- Use at start of round. 1 creature in your warband gains Conceal 11 until end of round.
- Use immediately before using Shadow Breath. That attack's Enervated condition instead has a duration of (save ends).

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**32** **LARGE WHITE DRAGON**

**ATTACK ACTIONS**

⊕ **Bite:** +10 vs AC; 10 + 10 cold Damage

⊖ **Frost Breath:** (large cone) +8 vs DEF (Ref); 20 cold Damage. RECHARGE when first Bloodied.

⊖ ⊖ **Mauling Bite:** Make 2 ⊕ attacks against same target; if both hit, make a ⊕ attack against another target within Reach.

**LEVEL 4**

**AC 18**

**DEF 14**

**SPEED F6**

**HP 90**

**ABILITIES**  
Dragon  
Flight; Reach 2  
+4 DEF (Fort)  
Resist 15 Cold

**CHAMPION 1** ⊖

- Use at start of round. For the rest of the round, a target that takes cold damage is also Immobilized until end of its next turn.
- Use before taking your first turn of a round. If this creature destroys 1 or more creatures during this round, score +15 VP.

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**52** **ORC BANEBREAK RIDER**

**ATTACK ACTIONS**

⊕ **Slashing Axe:** +15 vs AC; 25 Damage

⊖ **Punishing Axe:** +13 vs DEF (Fort); 20 Damage AND push 2 squares

**LEVEL 12**

**AC 24**

**DEF 20**

**SPEED 8**

**HP 90**

**ABILITIES**  
Orc • Mounted  
+4 DEF (Fort)  
**Stable Footing:** Difficult terrain does not affect this creature's movement.

**SPECIAL POWERS**

**Cavalry 10:** +10 ⊖ Damage against non-Mounted targets.

*"You keep your clever strategies. We will charge. We will destroy. This is the way of the banebreak."  
—Urush Onetusk, orc banebreak rider*

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**17** **SHADOW**

**ATTACK ACTIONS**

⊕ **Shadow Touch:** +10 vs DEF (Ref); 15 Damage

⊖ **Shadow Drain:** +10 vs DEF (Fort); 10 Damage AND Bloodied target is Enervated (save ends)

**LEVEL 5**

**AC 22**

**DEF 17**

**SPEED F7**

**HP 30**

**ABILITIES**  
Shadow • Undead  
Insubstantial  
Flight; Phasing  
Immune Poison;  
Vulnerable 5 Radiant

**SPECIAL POWERS**

**Shadow Killer:** +10 Damage against Enervated targets.

*Shadows beget shadows. —Elven proverb*

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