

**26** **YUAN-TI MALISON**


**ATTACK ACTIONS**

⬇️ **Bite:** +13 vs AC; 10 Damage AND ongoing 5 poison Damage (save ends)

☐ ☐ ⬅️ **Cause Fear:** (burst 3) +13 vs DEF (Will); affected creature cannot move closer to this creature until end of affected creature's next turn

➤ **Serpent Arrow:** (sight) +14 vs AC; 15 Damage AND ongoing 5 poison Damage (save ends)

**LEVEL** 8  
**AC** 24  
**DEF** 20  
**SPEED** 6  
**HP** 35



**ABILITIES**  
Yuan-Ti

**SPECIAL POWERS**  
Snake Charmer: Serpent and Yuan-Ti allies have +2 Attack and +2 DEF.

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**36** **YUAN-TI CHAMPION OF ZEHIR**


**ATTACK ACTIONS**

⬇️ **Serpent Blade:** +16 vs AC; 15 Damage

☐ ⬇️ **Fang and Steel:** Make a ⬇️ attack and Poison Bite; RECHARGE when first Bloodied

⬇️ **Poison Bite:** +14 vs DEF (Fort); ongoing 10 poison Damage (save ends)

**LEVEL** 10  
**AC** 26  
**DEF** 22  
**SPEED** 6  
**HP** 65



**ABILITIES**  
Yuan-Ti  
Reach 2

**SPECIAL POWERS**  
☐ ☐ **Entwine:** Use on this creature's turn if it does not move and hits a smaller target with its ⬇️ attack; target is Immobilized; RECHARGE when this creature moves.


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**39** **WEREWOLF CHAMPION**

**ATTACK ACTIONS**

⬇️ **Sword:** +14 vs AC; 25 Damage

**LEVEL** 10  
**AC** 21  
**DEF** 18  
**SPEED** 7  
**HP** 80



**ABILITIES**  
Human • Shapeshifter  
+4 DEF (Fort)

**SPECIAL POWERS**  
**Bloodfury:** +4 Attack and +10 Damage while Bloodied.  
**Cleave:** Once per turn when this creature's ⬇️ attack destroys an enemy; make an immediate ⬇️ attack.

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**36** **UMBER HULK DELVER**

**ATTACK ACTIONS**

⬇️ **Claw:** +17 vs AC; 20 Damage

☐ ➤ **Confusing Gaze:** (range 6) +13 vs DEF (Will); Confused (save ends); RECHARGE when this creature takes damage

**LEVEL** 10  
**AC** 25  
**DEF** 22  
**SPEED** 4  
**HP** 70



**ABILITIES**  
Magical Beast  
Burrow  
**Blindsight:** Ignores Conceal; treats invisible creatures as visible.  
Reach 2

**SPECIAL POWERS**  
**Prey on the Weak-Minded:** Use when a Confused enemy activates within Reach. Make a ⬇️ attack against that creature.  
☐ ☐ **Sapper:** Use when this creature enters a Large or smaller enemy's space; +13 vs DEF (Fort); Stunned.

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**17** **SNAKETONGUE CULTIST**

**ATTACK ACTIONS**

⬇️ **Staff:** +12 vs AC; 10 Damage

⬇️ **Poison Touch:** +10 vs DEF (Fort); ongoing 10 poison Damage (save ends)

**LEVEL** 6  
**AC** 21  
**DEF** 17  
**SPEED** 6  
**HP** 40



**ABILITIES**  
Human • Arcane

**SPECIAL POWERS**  
☐ ☐ **Snake's Swiftess:** Replaces attack action: Nearest ally makes an immediate ⬇️ attack.

**CHAMPION 1**

- Use when any creature hits with a ⬇️ attack: +10 poison Damage.
- Use at start of a round. Adjacent enemy cannot attack this creature this round.

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**21** **SHRIEKING HARPY**

**ATTACK ACTIONS**

⬇️ **Claw:** +12 vs AC; 15 Damage

☐ ☐ ⬅️ **Harpy Shriek:** (large cone) +9 vs DEF (Fort); 10 thunder Damage AND Staggered

**LEVEL** 7  
**AC** 19  
**DEF** 18  
**SPEED** F6  
**HP** 50



**ABILITIES**  
Fey  
Flight

**SPECIAL POWERS**  
☐ **Lure:** (range 6) Use at start of an enemy creature's turn. Target must move to a square you designate. The destination must be closer to this creature than the target's current position, and the creature must be able to enter the square with 1 move action; RECHARGE when first Bloodied.

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**8** **RAVENOUS GHOUL**

**ATTACK ACTIONS**

⬇️ **Claw:** +8 vs AC; 10 Damage

⬇️ **Ghoulish Bite:** +8 vs DEF (Fort); 5 Damage AND Staggered

⬇️ **Ravenous Feast:** (Staggered, Stunned, or Helpless enemy) +10 vs AC; 25 Damage

**LEVEL** 3  
**AC** 16  
**DEF** 15  
**SPEED** 7  
**HP** 35



**ABILITIES**  
Undead

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**65** **RAGE DRAKE**

**ATTACK ACTIONS**

⬇️ **Bite:** +14 vs AC; 20 Damage

☐ ⬇️ **Stunning Attack:** +14 vs DEF (Fort); Stunned

**LEVEL** 9  
**AC** 24  
**DEF** 23  
**SPEED** 8  
**HP** 90



**ABILITIES**  
Dragon  
**Orc Mount:** Can have a Medium or smaller Orc creature as a rider.

**SPECIAL POWERS**  
☐ ☐ **Frenzied Action:** Use on this creature's turn. Once per-round, take 1 additional attack action.  
**Bloodrage:** +5 Damage while Bloodied.  
**Bloodthirsty 10:** +10 Damage against Bloodied targets.  
**Raging Mount:** While this creature is Bloodied, its rider has +10 ⬇️ Damage.


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**28** **OGRE BRUTE**

**ATTACK ACTIONS**

⬇️ **Club:** +11 vs AC; 20 Damage AND push target 1 square

**LEVEL** 8  
**AC** 20  
**DEF** 18  
**SPEED** 6  
**HP** 65



**ABILITIES**  
Ogre  
Reach 2

**SPECIAL POWERS**  
**Overwhelming Size:** +2 Attack and +5 Damage against smaller targets.

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**31 LARGE FIRE ELEMENTAL**

**ATTACK ACTIONS**  
 ⚡ Flame: +13 vs DEF (Ref); 15 fire Damage

LEVEL 9  
 AC 24  
 DEF 21  
 SPEED 8  
 HP 55

**ABILITIES**  
 Elemental • Fire  
 Immune Fire;  
 Vulnerable 10 Cold  
 Defensive Advantage:  
 Never grants combat  
 advantage.  
 Reach 2

**SPECIAL POWERS**  
 Fire Shield 5: Any creature that hits this creature with a ⚡ attack takes 5 fire Damage.  
 Rolling Flame: Replaces turn: Move up to Speed and attack each enemy adjacent to squares the creature enters once; +11 vs DEF (Ref); 15 fire Damage.

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**37 FIRE ARCHON**

**ATTACK ACTIONS**  
 ⚡ Burning Blade: +16 vs AC; 10 + 10 fire Damage

LEVEL 8  
 AC 25  
 DEF 22  
 SPEED 7  
 HP 65

**ABILITIES**  
 Elemental • Fire  
 Immune Fire  
 Defensive Advantage:  
 Never grants combat  
 advantage.

**SPECIAL POWERS**  
 Fireburst: Use at start of this creature's turn. Adjacent creatures take 10 fire Damage; RECHARGE when first Bloodied.  
 Death Burst: (burst 1) Immediate when destroyed; +11 vs DEF (Ref); 20 fire Damage; 10 fire on miss.

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**28 FERAL TROLL**

**ATTACK ACTIONS**  
 ⚡ Claw: +13 vs AC; 15 Damage  
 Rending Claws: 2 attacks against same target; +11 vs AC each; 10 Damage each +10 Damage to the second attack if both hit

LEVEL 8  
 AC 20  
 DEF 18  
 SPEED 6  
 HP 65

**ABILITIES**  
 Troll  
 Vulnerable 10 Fire  
 Reach 2

**SPECIAL POWERS**  
 Feral Regeneration 20: Immediate, when this creature takes damage; heal 20 HP.  
 Feral Surge: Use at start of this creature's turn. Move this creature up to its Speed.

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**12 ETTERCAP WEBSPINNER**

**ATTACK ACTIONS**  
 ⚡ Spear: +9 vs AC; 10 Damage  
 Poisonous Bite: +7 vs DEF (Fort); 5 Damage AND ongoing 5 poison Damage (save ends) AND Followup  
 Followup: Use when no other creatures are adjacent to the previous target; make a ⚡ attack against that target.  
 Web: (range 6) +8 vs DEF (Ref); Immobilized (save ends)

LEVEL 4  
 AC 17  
 DEF 16  
 SPEED 6  
 HP 35

**ABILITIES**  
 Spider  
 Webwalker: +4 Attack against Immobilized enemies.

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**43 DROW SPIDER PRIESTESS**

**ATTACK ACTIONS**  
 ⚡ Wounding Touch: +14 vs DEF (Fort); 15 necrotic Damage  
 Spider Fang Touch: +14 vs DEF (Fort); ongoing 10 poison Damage (save ends)  
 Thunder Burst: (range 6, radius 2) +13 vs DEF (Fort); 10 thunder Damage AND Stunned

LEVEL 11  
 AC 24  
 DEF 22  
 SPEED 6  
 HP 65

**ABILITIES**  
 Fey • Drow  
 Conceal 6

**SPECIAL POWERS**  
 Aura of Doom: Adjacent enemies have -2 ⚡ Attack.  
 Curse of the Spider Queen: (sight) Replaces attack action: Target creature has Vulnerable 5 Poison until end of battle.

**CHAMPION 2**  
 Use at start of a round. Drow and Spider allies have +2 Attack until end of round.  
 Use when an enemy attempts a save against ongoing damage. That enemy must roll twice and take the lower result.

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**22 DROW BLADEMASTER**

**ATTACK ACTIONS**  
 ⚡ Sword: +12 vs AC; 10 Damage  
 Sleep Poison: +9 vs DEF (Fort); 5 Damage AND Helpless until affected creature takes damage (save ends)

LEVEL 5  
 AC 20  
 DEF 17  
 SPEED 6  
 HP 40

**ABILITIES**  
 Fey • Drow  
 Conceal 6

**SPECIAL POWERS**  
 Lolth's Wrath: Drow and Spider allies within 2 squares have +5 Damage.

**CHAMPION 2**  
 Use at start of a round. Drow and Spider allies have +5 poison Damage against Bloodied enemies until end of round.  
 Use after an opponent succeeds on a Conceal roll. Opponent must reroll.

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**26 DRIDER**

**ATTACK ACTIONS**  
 ⚡ Sword: +15 vs AC; 5 + 5 necrotic Damage  
 Lightning Bolt: (line 10) +11 vs DEF (Ref); 20 lightning Damage, 10 lightning on miss  
 Slashing Darkness: (sight) +11 vs DEF (Ref); 10 necrotic Damage  
 Web: (range 6) +11 vs DEF (Ref); Immobilized (save ends)

LEVEL 8  
 AC 24  
 DEF 20  
 SPEED 7  
 HP 65

**ABILITIES**  
 Fey • Drow • Spider  
 Wall Walker: This creature is considered to have Flight while moving if it begins its move in a square adjacent to a wall.  
 Conceal 6

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

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**36 BAR-LGURA**

**ATTACK ACTIONS**  
 ⚡ Fist: +13 vs AC; 25 Damage

LEVEL 8  
 AC 22  
 DEF 21  
 SPEED 7  
 HP 65

**ABILITIES**  
 Evil • Demon  
 Immune Lightning, Poison  
 Reach 2

**SPECIAL POWERS**  
 Abduct: Replaces attack action: Place this creature and 1 adjacent enemy in spaces adjacent to any victory area.  
 Bar-Lgura Rage: While Bloodied, this creature can push target 1 square on a successful ⚡ attack.

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**31 NAGA**

**ATTACK ACTIONS**  
 ⚡ Dream Poison Bite: +15 vs AC; 10 + 5 poison Damage AND Followup  
 Followup: +11 vs DEF (Fort); Dazed

LEVEL 9  
 AC 23  
 DEF 21  
 SPEED 6  
 HP 60

**ABILITIES**  
 Magical Beast

**SPECIAL POWERS**  
 Oracle's Insight: Add +1 to your highest Champion rating when rolling for initiative.  
 Oracle of Victory: Score +5 VP at the end of each round in which this creature occupies one of your victory areas.

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**8 FLAME SNAKE**

**ATTACK ACTIONS**

⬇️ Bite: +8 vs AC; 10 fire Damage AND ongoing 5 fire Damage (save ends)

➤ Spitfire: (range 6) +6 vs DEF (Ref); 10 fire Damage

**LEVEL 3**

**AC 17**

**DEF 15**

**SPEED 6**

**HP 30**

**ABILITIES**

Magical Beast • Serpent



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**10 DEMONWEB SWARM**

**ATTACK ACTIONS**

⬇️ Bite: +9 vs DEF (Fort); 5 poison Damage AND ongoing 5 poison Damage (save ends)

**LEVEL 4**

**AC 18**

**DEF 15**

**SPEED 6**

**HP 20**

**ABILITIES**

Spider • Swarm

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


**Formless:** Half damage from ⬇️ and ➤ attacks.

**Reach 0:** This creature's ⬇️ attacks can only attack creatures in its space.

**SPECIAL POWERS**

**Infest:** Can enter an enemy creature's space and can end its move in a space occupied by a non-Swarm creature.

**Swarm Attack:** Immediate, when a creature activates while this creature shares its space; ongoing 5 poison Damage (save ends).



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**42 CYCLOPS**

**ATTACK ACTIONS**

⬇️ Glaive: +16 vs AC; 20 Damage

**LEVEL 11**

**AC 25**

**DEF 23**

**SPEED 7**

**HP 75**

**ABILITIES**

Fey


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

Reach 3

**SPECIAL POWERS**

**Evil Eye:** Immediate, when an enemy misses this creature with a ⬇️ attack; make a ⬇️ attack against that enemy.

**Unstoppable Charge:** +2 AC and +10 Damage when charging.



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**7 BONESHARD SKELETON**

**ATTACK ACTIONS**

⬇️ Sword: +10 vs AC; 10 Damage

**LEVEL 3**

**AC 19**

**DEF 15**

**SPEED 6**

**HP 30**

**ABILITIES**

Undead

**SPECIAL POWERS**

⬅️ **Death Burst:** (burst 1) Immediate when destroyed; +6 vs DEF (Ref); 15 necrotic Damage; 5 necrotic on miss.



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**31 BLADE SPIDER**

**ATTACK ACTIONS**

⬇️ Leg Blades: +12 vs AC; 15 Damage AND ongoing 5 poison Damage (save ends)

➤ Web: (range 6) +7 vs DEF (Ref); Immobilized (save ends)

**LEVEL 9**

**AC 21**

**DEF 18**

**SPEED 6**

**HP 75**


**ABILITIES**

Magical Beast • Spider

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

**SPECIAL POWERS**

**Blade Onslaught:** Make an additional ⬇️ attack whenever this creature has combat advantage against a target.



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**21 SPINED DEVIL**

**ATTACK ACTIONS**

⬇️ Claw: +11 vs AC; 15 Damage

➤ Spine Rain: (range 10) +8 vs DEF (Ref); 15 fire Damage AND Slowed

**LEVEL 6**

**AC 20**

**DEF 18**

**SPEED F7**

**HP 45**

**ABILITIES**

Evil • Devil

Flight

Resist 20 Fire

**SPECIAL POWERS**

**Spine Shield:** Until start of this creature's next turn, attackers making ⬇️ attacks against it take 10 Damage per attack.



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**17 SHADOW MASTIFF**

**ATTACK ACTIONS**

⬇️ Claws: +10 vs AC; 10 Damage

⬇️ Stunning Attack: +8 vs DEF (Fort); Stunned

**LEVEL 5**

**AC 20**

**DEF 17**

**SPEED 8**

**HP 30**

**ABILITIES**

Shadow • Magical Beast

Conceal 11

**SPECIAL POWERS**

**Frightful Baying:** Enemies within 6 squares have -2 DEF (Will).



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**24 SHADAR-KAI ASSASSIN**

**ATTACK ACTIONS**

⬇️ Chain: +13 vs AC; 15 Damage

**LEVEL 7**

**AC 22**

**DEF 20**

**SPEED 6**

**HP 40**

**ABILITIES**

Shadow • Shadar-Kai


**Child of Shadow:** If this creature moves at least 4 squares during its turn, it has Conceal 6 until end of this creature's next turn.

**Hide:** If this creature has cover against a nonadjacent enemy, it is invisible to that enemy.

Reach 2

**SPECIAL POWERS**

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



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**42 SAHUAGIN BARON**

**ATTACK ACTIONS**

⬇️ Trident: +14 vs AC; 15 Damage

**LEVEL 9**

**AC 25**

**DEF 21**

**SPEED 6**

**HP 60**

**ABILITIES**

Sahuagin • Aquatic

Reach 2

**SPECIAL POWERS**

**Bloodrage:** +5 Damage while Bloodied.

⬇️ **Claw Rake:** Immediate, when this creature hits with a ⬇️ attack; +18 vs AC against the same creature; 10 Damage

**CHAMPION 3**

- Use at beginning of round. One Bloodied ally has +5 Damage on ⬇️ attacks this round.
- Use when an ally is destroyed by a ⬇️ attack. That ally can take an immediate ⬇️ attack against the creature that destroyed it.



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**13 SAHUAGIN**

**ATTACK ACTIONS**  
 ⬇️ Claws: +11 vs AC; 10 Damage

LEVEL 5  
 AC 21  
 DEF 17  
 SPEED 6  
 HP 40



**ABILITIES**  
 Sahuagin • Aquatic

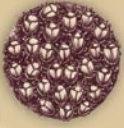
**SPECIAL POWERS**  
 Bloodrage: +5 Damage while Bloodied.  
 ☐ ☐ ⬇️ Claw Rake: Immediate, when this creature hits with a ⬇️ attack; +11 vs AC against the same creature; 10 Damage

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**19 ROT SCARAB SWARM**

**ATTACK ACTIONS**  
 ⬇️ Bite: +11 vs AC; 5 Damage AND Stunned

LEVEL 5  
 AC 19  
 DEF 17  
 SPEED 5  
 HP 35



**ABILITIES**  
 Vermin • Swarm  
 Stable Footing: Difficult terrain does not slow this creature's movement.  
 Formless: Half damage from ⬇️ and ⚡ attacks.  
 Reach 0: This creature's ⬇️ attacks can only attack creatures in its space.


**SPECIAL POWERS**  
 Infest: Can enter an enemy creature's space and can end its move in a space occupied by a non-Swarm creature.  
 ☐ ☐ Swarm Attack: Immediate, when a creature activates while this creature shares its space; activating creature is Stunned.

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**56 OSYLUTH**

**ATTACK ACTIONS**  
 ⬇️ Claw: +19 vs. AC; 15 Damage  
 ⬇️ Poison Sting: +16 vs. DEF (Fort); ongoing 10 poison Damage (save ends)  
 ☐ ⬇️ Reaping Claws: Make 2 ⬇️ attacks and a Poison Sting attack, all against the same target; RECHARGE when an adjacent enemy becomes Bloodied.

LEVEL 13  
 AC 28  
 DEF 25  
 SPEED 7  
 HP 80




**ABILITIES**  
 Evil • Devil  
 Immune Fire, Poison  
 Fearful Presence: Enemies within 5 squares have -2 DEF.  
 Reach 2

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**44 NIGHTMARE**

**ATTACK ACTIONS**  
 ⬇️ Hooves: +18 vs AC; 15 + 5 fire Damage

LEVEL 11  
 AC 27  
 DEF 23  
 SPEED F7  
 HP 75



**ABILITIES**  
 Magical Beast  
 Flight  
 Smoke: This creature has Conceal 6. Against nonadjacent enemies, it has Conceal 11. This creature's rider has the benefit of Smoke.  
 Undead Mount: Can have a Medium or smaller Undead creature as a rider.


**SPECIAL POWERS**  
 ☐ ☐ Blink Out: This creature gains Conceal 11, cannot be attacked by opportunity attacks, and has phasing until the end of this creature's turn.

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**29 MANTICORE SNIPER**

**ATTACK ACTIONS**  
 ⬇️ Claw: +13 vs AC; 15 Damage  
 ⚡ Tail Spikes: (sight) +11 vs AC; 10 Damage  
 ☐ ☐ ⚡ Spike Volley: (sight, radius 2) +9 vs DEF (Ref); 15 Damage

LEVEL 8  
 AC 20  
 DEF 18  
 SPEED F7  
 HP 50



**ABILITIES**  
 Magical Beast  
 Flight  
 Goblin Mount: Can have a Medium or smaller Goblin creature as a rider.

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**32 GUARDIAN MUMMY**

**ATTACK ACTIONS**  
 ⬇️ Claw: +16 vs AC; 15 Damage  
 ☐ ☐ ⬇️ Rotting Claw: +14 vs DEF (Fort); 10 Damage AND ongoing 10 necrotic Damage (save ends)

LEVEL 9  
 AC 25  
 DEF 21  
 SPEED 6  
 HP 65



**ABILITIES**  
 Undead  
 Immune Poison  
 Resist 10 Cold, Necrotic  
 Vulnerable Fire 5


**SPECIAL POWERS**  
 Fear's Dark Shadow: Enemies within 2 squares taking ongoing necrotic Damage are also Immobilized.

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**30 BLOOD OF VOL FANATIC**

**ATTACK ACTIONS**  
 ⬇️ Sacrificial Sword: +12 vs AC; 15 Damage

LEVEL 9  
 AC 20  
 DEF 18  
 SPEED 6  
 HP 75



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


**SPECIAL POWERS**  
 Bloodrage: +5 Damage while Bloodied.  
 Devotee of Undead: +5 Damage while this creature's warband includes an Undead champion.  
 Sacrificial Strike: +10 Damage on criticals.

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**45 ASTRAL STALKER**

**ATTACK ACTIONS**  
 ⬇️ Claw: +16 vs AC; 20 Damage  
 ⚡ Throat Dart: (nearest) +18 vs AC; 10 Damage AND ongoing 5 poison Damage (save ends) AND Slowed

LEVEL 11  
 AC 27  
 DEF 25  
 SPEED 7  
 HP 70



**ABILITIES**  
 Planar  
 Hide: If this creature has ranged cover against a nonadjacent enemy, it is invisible to that enemy.


**SPECIAL POWERS**  
 ☐ ☐ Quick Claws: Immediate, when making a ⬇️ attack against an enemy that is Slowed or taking ongoing poison Damage; make an extra ⬇️ attack.  
 Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

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**11 TIEFLING ROGUE**

**ATTACK ACTIONS**  
 ⬇️ Saber: +10 vs AC; 10 Damage

LEVEL 4  
 AC 20  
 DEF 18  
 SPEED 6  
 HP 30



**ABILITIES**  
 Tiefling • Martial  
 Resist 10 Fire  
 Hide: If this creature has ranged cover against a nonadjacent enemy, it is invisible to that enemy.  
 Defensive Mobility: +5 AC against opportunity attacks.

**SPECIAL POWERS**  
 Sidestep: This creature can shift once on its turn without expending an action.  
 Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

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**24 TIEFLING CLERIC**

**ATTACK ACTIONS**

⬇️ Sword: +12 vs AC; 15 Damage

☐ ☐ ⚡ Command: (nearest) +10 vs DEF (Will); Stunned

☐ ☐ ⚡ Searing Light: (sight) +10 vs DEF (Ref); 10 radiant Damage

☐ ☐ ⚡ Sound Burst: (nearest, radius 2) +10 vs DEF (Fort); 5 thunder Damage AND Stunned

LEVEL 7

AC 23

DEF 19

SPEED 6

HP 50

**ABILITIES**  
Tiefling • Divine  
Resist 10 Fire

**SPECIAL POWERS**  
Undead Slayer: +10 Damage against Undead.

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**58 CAPRICIOUS COPPER DRAGON**

**ATTACK ACTIONS**

⬇️ Acidic Bite: +18 vs AC; 15 + 10 acid Damage

☐ ⚡ Acidic Breath: (line 12) +15 vs DEF (Fort); 20 acid Damage; RECHARGE when first Bloodied

⬇️ Draconic Fury: 2 attacks, +16 vs AC each; 15 Damage each

⚡ Slowing Breath: (large cone) +15 vs DEF (Fort); Slowed (save ends)

LEVEL 13

AC 26

DEF 24

SPEED F9

HP 80

**ABILITIES**  
Dragon  
Flight  
Immune Acid

**SPECIAL POWERS**  
Hoardkeeper 10: While this creature occupies one of your victory areas, you score +10 VP for each enemy destroyed.  
Multiple Threats: Enemies adjacent to this creature grant combat advantage to this creature's allies.

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**24 VISEJAW CROCODILE**

**ATTACK ACTIONS**

⬇️ Bite: +11 vs AC; 25 Damage

LEVEL 8

AC 20

DEF 18

SPEED 5

HP 65

**ABILITIES**  
Beast

**SPECIAL POWERS**  
Protective Nature: +2 Attack and +5 Damage while within 6 squares of allied champion.  
Visejaw: A Large or smaller enemy hit by this creature's ⬇️ attack is Immobilized.

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**42 MERCENARY GENERAL**

**ATTACK ACTIONS**

⬇️ Sword: +17 vs AC; 15 Damage

LEVEL 10

AC 26

DEF 22

SPEED 6

HP 65

**ABILITIES**  
Human • Martial  
Unique

**SPECIAL POWERS**  
Cohort: Add 1 Human, Elf, or Dwarf from the Civilization faction with cost 16 or less to your warband; cohort does not add to warband's cost and does not count against creature limit in your warband; opponent scores VP normally for eliminating cohort.  
CHAMPION 4  
• Use at any time. Allies with cost 20 or less have +2 Speed until end of round.  
• Use at any time. One ally has +4 DEF until end of round.  
• Use at any time. Allies with the same name as this creature's cohort (including the cohort) have +4 ⬇️ and ⚡ Attack until end of round.

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**28 GELATINOUS CUBE**

**ATTACK ACTIONS**

⬇️ Slam: +11 vs. AC; 10 Damage

⬇️ Engulf: (Helpless enemy only) 30 Damage

⚡ Spasm: (burst 1) +11 vs. Def (Fort); Helpless (save ends)

LEVEL 8

AC 14

DEF 22

SPEED 3

HP 80

**ABILITIES**  
Ooze  
Blindsight: Ignores conceal; treats invisible creatures as visible  
Defensive Advantage: Never grants combat advantage.  
Impassable: Only flying, burrowing, and insubstantial creatures can move through this creature's space.  
Transparent: This creature is invisible until it first attacks.  
Wandering Monster

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**13 HALFLING ROGUE**

**ATTACK ACTIONS**

⬇️ Short Sword: +9 vs AC; 10 Damage

⚡ Dagger: (range 6) +10 vs AC; 10 Damage

LEVEL 5

AC 21

DEF 19

SPEED 6

HP 40

**ABILITIES**  
Halfling • Martial  
Hide: If this creature has ranged cover against a nonadjacent enemy, it is invisible to that enemy.

**SPECIAL POWERS**  
Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.  
☐ Tumble: This creature's movement does not provoke opportunity attacks on its turn.

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**23 HALFLING ENCHANTER**

**ATTACK ACTIONS**

⬇️ Dagger: +14 vs AC; 10 Damage

⚡ Mental Shock: (range 10, living targets only) +11 vs DEF (Fort); 10 Damage

LEVEL 7

AC 21

DEF 19

SPEED 6

HP 50

**ABILITIES**  
Halfling • Arcane

**SPECIAL POWERS**  
☐ Hesitate: Immediate, when this creature hits with Mental Shock; target is also Staggered.  
☐ ☐ Mirror Image: Immediate; this creature gains Conceal 11 until end of acting creature's turn.  
☐ ☐ Vertigo: Immediate, when this creature hits with Mental Shock; target is also Immobilized.

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**54 ETERNAL BLADE**

**ATTACK ACTIONS**

⬇️ Sword: +17 vs AC; 20 Damage

LEVEL 11

AC 26

DEF 23

SPEED 6

HP 80

**ABILITIES**  
Elf • Martial  
Improved Initiative: Champion rating is treated as 4 for determining initiative.

**SPECIAL POWERS**  
☐ Bounding Assault: Replaces move action: This creature can move up to twice its speed.  
☐ Moment of Perfect Mind: Immediate, +10 DEF against 1 attack.  
Defender: Immediate, when an adjacent enemy makes a ⬇️ attack against an ally; make a ⬇️ attack against attacker.  
CHAMPION 3  
• Use at any time. Allies have +4 DEF until end of round.  
• Use at start of round. Choose a keyword; choose an ally; that ally has +2 Attack and +10 Damage against creatures with that keyword until end of battle.

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**32 ELF CONJURER**

**ATTACK ACTIONS**

⬇️ Staff: +15 vs AC; 10 damage

⚡ Flaming Dagger: (range 12) +13 vs DEF (Fort); 5 + 10 fire Damage, 5 fire on miss

☐ ⚡ Kelgore's Fire Bolt: (sight) +14 vs DEF (Ref); 30 fire Damage

☐ ☐ ⚡ Melf's Unicorn Arrow: (sight) +13 vs DEF (Fort); 15 acid Damage AND push target 3 squares

LEVEL 8

AC 20

DEF 18

SPEED F6

HP 55

**ABILITIES**  
Elf • Arcane  
Flight

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**36 CLIFFWALK ARCHER**

**ATTACK ACTIONS**

- ⬇️ Sword: +14 vs AC; 10 Damage
- ↘️ Longbow: (sight) +15 vs AC; 15 Damage

**LEVEL 10**

**AC 24**

**DEF 22**

**SPEED 7**

**HP 65**

**ABILITIES**  
Shapeshifter • Martial

**SPECIAL POWERS**

- ☐ Timely Shot: Immediate, when an enemy becomes Bloodied; make a ↘️ attack against that enemy.
- ☐ Blood Arrow: Immediate, when an enemy's ⬇️ attack causes this creature to become Bloodied; shift and make a ↘️ attack against that enemy.

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**16 BLACK WOODS DRYAD**

**ATTACK ACTIONS**

- ⬇️ Pummel: +12 vs AC; 10 Damage
- ☐ ⬇️ Entangle: +10 vs DEF (Ref); 10 Damage AND Immobilized (save ends)

**LEVEL 5**

**AC 19**

**DEF 16**

**SPEED 7**

**HP 40**

**ABILITIES**  
Fey • Plant

Forestwalk: Forest does not count as difficult terrain for this creature. +4 DEF (Fort)

**SPECIAL POWERS**

- 🌱 Roots of the Earth: Nonflying enemies of size Large or smaller cannot move or shift out of squares adjacent to this creature.

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**16 WARHORSE**

**ATTACK ACTIONS**

- ⬇️ Hooves: +13 vs AC; 15 Damage

**LEVEL 6**

**AC 22**

**DEF 18**

**SPEED 8**

**HP 45**

**ABILITIES**  
Beast  
Trained Mount: Can have a Medium or smaller Human or Elf creature as a rider.

**SPECIAL POWERS**

- ⚡ Charger: When this creature is charging, its rider has +10 Damage until end of turn and can make 1 ⬇️ attack against target of charge.

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**8 MERCHANT GUARD**

**ATTACK ACTIONS**

- ⬇️ Sword: +10 vs AC; 10 Damage

**LEVEL 3**

**AC 19**

**DEF 15**

**SPEED 5**

**HP 30**

**ABILITIES**  
Human • Martial

Bold: +4 DEF (Will) while within 6 squares of an allied champion.

**SPECIAL POWERS**

- 🛡️ Bodyguard: Immediate, when an enemy attacks an adjacent ally; the attack targets this creature instead.

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**3 FARMER**

**ATTACK ACTIONS**

- ⬇️ Bill Hook: +6 vs AC; 10 Damage

**LEVEL 1**

**AC 15**

**DEF 13**

**SPEED 6**

**HP 10**

**ABILITIES**  
Human

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**53 BRUENOR BATTLEHAMMER**

**ATTACK ACTIONS**

- ⬇️ Axe: +17 vs AC; 20 Damage
- ☐ ⬇️ Bruenor's Axeblade: +17 vs AC; 30 Damage

**LEVEL 12**

**AC 26**

**DEF 23**

**SPEED 6**

**HP 85**

**ABILITIES**  
Dwarf • Martial  
Unique  
Dodge Giants: +4 AC against Giants.

**SPECIAL POWERS**

- ☐ Hard to Kill: Immediate, when this creature would be reduced to 0 HP or fewer; this creature has 5 HP remaining instead.
- 🔪 Keen Axe: Scores criticals on rolls of natural 19 or 20.

**CHAMPION 3**

- Use at start of a round. Dwarf allies have +2 Speed until end of round.
- Use at any time. Allies have +10 Damage to ⬇️ attacks against Giants until end of round.

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**24 THUNDERTUSK BOAR**

**ATTACK ACTIONS**

- ⬇️ Gore: +11 vs AC; 25 Damage

**LEVEL 8**

**AC 20**

**DEF 18**

**SPEED 8**

**HP 65**

**ABILITIES**  
Beast  
Dwarf Mount: Can have a Medium or smaller Dwarf creature as a rider.

**SPECIAL POWERS**

- 🔪 Death Strike: Immediate, when this creature is destroyed; make a ⬇️ attack.
- 🐾 Rabid Charger: When charging with a rider, the rider and this creature can each make a ⬇️ attack.
- ⚡ Thunder Charge: Additional +4 Attack when charging.

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**35 SPHINX**

**ATTACK ACTIONS**

- ⬇️ Claw: +14 vs AC; 15 Damage
- ☐ ⬇️ Pounce: Move up to this creature's speed and at least 2 squares and then attack 1 creature with 2 ⬇️ attacks; +10 Damage to second attack if both hit
- ☐ ↘️ Riddle of the Sphinx: (range 10) +12 vs DEF (Will); Stunned (save ends)

**LEVEL 9**

**AC 25**

**DEF 21**

**SPEED F7**

**HP 60**

**ABILITIES**  
Magical Beast  
Flight

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**14 MILITIA ARCHER**

**ATTACK ACTIONS**

- ⬇️ Dagger: +7 vs AC; 10 Damage
- ↘️ Bow: (range 10) +8 vs AC; 15 Damage

**LEVEL 4**

**AC 17**

**DEF 15**

**SPEED 6**

**HP 40**

**ABILITIES**  
Human • Martial

**SPECIAL POWERS**

- 🎯 Coordinating Shot: If this creature hits an enemy with a ↘️ attack, allies have +1 Attack against that enemy until end of round.

**CHAMPION 2**

- Use at start of a round. Allies have +2 Attack against higher-level enemies.
- Use before an ally makes a ↘️ attack. Double that attack's range.

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**40** **MACETAILED BEHEMOTH**

**ATTACK ACTIONS**

- ⬇️ **Smash:** +14 vs AC; 25 Damage
- ❑ **Tail Sweep:** (burst 1) +12 vs DEF (Ref); 20 Damage AND Stunned; RECHARGE if this creature destroys a Stunned enemy


LEVEL 11

AC 23

DEF 21

SPEED 6

HP 85



**ABILITIES**  
Beast

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**31** **HUMAN CLERIC OF BAHAMUT**

**ATTACK ACTIONS**

- ⬇️ **War Pick:** +16 vs AC; 15 Damage


LEVEL 9

AC 25

DEF 23

SPEED 5

HP 60



**ABILITIES**  
Human • Divine  
Heavy Pick: Triple damage on critical hits.

**SPECIAL POWERS**

- ❑ **Bless:** Until the end of this creature's next turn, this creature and its allies have +1 Attack.
- ❑ **Cure Wounds:** Adjacent ally heals 10 HP.
- ❑ **Divine Fortune:** Immediate, when this creature is attacked; +4 DEF against 1 attack.

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**40** **DWARF MAULFIGHTER**

**ATTACK ACTIONS**

- ⬇️ **Maul:** +17 vs AC; 20 Damage


LEVEL 10

AC 26

DEF 24

SPEED 5

HP 65



**ABILITIES**  
Dwarf • Martial

**SPECIAL POWERS**

- ❑ **Stunning Cleave:** Immediate, when this creature destroys an enemy; attack each enemy adjacent to destroyed enemy; +14 vs DEF (Fort); Stunned
- Resounding Blow:** Whenever this creature scores a critical, the target is Stunned.

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**23** **DWARF BRAWLER**

**ATTACK ACTIONS**

- ⬇️ **Punch:** +10 vs AC; 20 Damage
- ❑ **One-Two Punch:** Make 2 ⬇️ attacks.
- ⬇️ **Pound:** +10 vs AC; 20 Damage AND push target 1 square


LEVEL 7

AC 19

DEF 17

SPEED 6

HP 60



**ABILITIES**  
Dwarf • Martial

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**10** **ANIMATED STATUE**

**ATTACK ACTIONS**

- ⬇️ **Smash:** +9 vs AC; 10 Damage

LEVEL 4

AC 20

DEF 18

SPEED 4

HP 35



**ABILITIES**  
Construct  
+4 DEF (Fort)  
**Statue:** Instead of using Wandering Monster, this creature can start off the battle map. At the start of a round, you can place this creature in any square that contains a statue. Until it moves, that square is a legal position for this creature.  
**Wandering Monster:** Sets up in a random victory area.

**SPECIAL POWERS**

- ❑ **Deflecting Skin:** Immediate, when this creature is hit; -5 Damage to attack.

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**74** **ANGEL OF VENGEANCE**

**ATTACK ACTIONS**

- ⬇️ **Vengeance Blade:** +20 vs AC; 20 radiant Damage
- ❑ **Word of Truth:** (burst 2, enemies only) +17 vs DEF (Will); 15 thunder Damage AND Stunned.


LEVEL 14

AC 29

DEF 26

SPEED F6

HP 90



**ABILITIES**  
Good • Angel  
Flight  
**Blindsight:** Ignores Conceal; treats invisible creatures as visible.  
Reach 2

**SPECIAL POWERS**

- ❑ **Sign of Vengeance:** (range 10) Until end of battle, this creature can use Vengeful Step against target.
- Vengeful Step:** Replaces move action: place this creature adjacent to target affected by this creature's Sign of Vengeance.

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