PALA TULIPALA, FIRELASS
Level 15 ✦ Elf • Arcane • Unique — **CR 3**

AC 26
FORT 26
REF 28
WILL 28
SPEED 6
HP 70
BLOOD 35

ATTACKS
- ⊕ **Flametouch:** +15 vs. Reflex; 10 fire damage.
- ☐ ← **Ignition:** (blast 4) Automatic hit; 5 ongoing fire damage (save ends).
- ☐ ✷ **Fireball:** (radius 2 within 12) +17 vs. Reflex; 15 fire damage. ↻ *as a move action.*

POWERS
Immune Fire; Vulnerable 5 Cold

CHAMPION POWERS ☐ ☐ ☐
- ❖ *Use at start of round:* Forest terrain is also fire terrain until end of round.
- ❖ *Use on this creature's turn:* Each human, halfling, elf or half-elf creature in your warband adjacent to fire terrain heals 10 HP.

❖ *For use with Icons of the Realms, Sun Elf Mage.*

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JARISTAN, MOUNTAIN LORD
Level 14 ✦ Human • Martial • Unique

AC 26
FORT 26
REF 26
WILL 26
SPEED 7
HP 85
BLOOD 40

ATTACKS
- ⊕ **Sunderax:** +18 vs. AC; 20 damage.
- ☐ ← **Earthquake:** (burst 2) +18 vs. Fortitude; Dazed (save ends).

POWERS
Stoneshearer: +20 damage against enemies with Resist All 20, Resist All 25, or Resist All 30.
☐ **Berserker:** *Immediate action, use after an enemy enters a square adjacent to this creature:* Make a ⊕ attack against that enemy. ↻ *as a move action.*

❖ *For use with Icons of the Realms, Northlands Fighter*

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JOUSIMIE, WOODLAND SCOUT
Level 14 ✦ Half Elf • Martial • Unique

AC 27
FORT 24
REF 28
WILL 24
SPEED 7
HP 75
BLOOD 35

ATTACKS
- ➶ **Marksman:** (sight) +19 vs. AC; 15 damage.
- ➶ **Stalker:** (sight, Unique targets only) +19 vs. AC; 25 damage.

POWERS
Spriteflash Glamyr: *Use when an enemy scores a critical hit against this creature or an adjacent ally:* That enemy is Blinded (save ends).
Woodland Stride: Ignores the additional cost for moving in forest terrain.

❖ *For use with Icons of the Realms, Human Ranger*

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VASARA DWARF PALADIN
Level 10 ✦ Dwarf • Divine • Unique — **CR 1**

AC 27
FORT 24
REF 20
WILL 24
SPEED 5
HP 60
BLOOD 30

ATTACKS
- ⊕ **Hammeraxe:** +16 vs. AC: 15 damage.
- ☐ ↓ **Retribution:** +15 vs. Will; 10 radiant damage.

POWERS
Holy Mantle: Takes half damage from ➶ attacks.
Payback: *Immediate action, use when this creature is damaged by an enemy attack:* ↻ Retribution or make a Retribution attack.
Bodyguard: *Immediate action, use when an enemy targets an adjacent ally with an attack:* Redirect that attack to this creature.

CHAMPION POWERS ☐
- ❖ *Use before rolling initiative:* Allies take half damage from ➶ attacks until end of round.

❖ *For use with Icons of the Realms, Dwarf Cleric*

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DISGRUNTLED BLADEMASTER
Level 12 ✦ Drow • Martial • Unique

AC 26
FORT 24
REF 26
WILL 26
SPEED 4
HP 75
BLOOD 35

ATTACKS
- ⊕ **Twin Swords:** +17 vs AC; 10 +10 cold damage.

POWERS
Skirmisher 5: +5 damage if this creature has moved at least 2 squares from where it started this turn before attacking.
All tricks revealed: Drow enemies may not use powers that turn hits into misses.
Multi-Activation 2: This creature may take 2 turns each round.
☐ **Blaze of Instinct:** *Immediate action, use when this creature is hit by an attack:* That attack misses instead.

❖ *For use with Icons of the Realms, Drizzt, Drow Ranger.*

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PIENI TERA, HALFLING RAKE
Level 10 ✦ Halfling • Martial • Unique

AC 25
FORT 24
REF 27
WILL 23
SPEED 6
HP 65
BLOOD 30

ATTACKS
- ⊕ **Smallblade:** +15 vs. AC; 15 damage.
- ☐ ↓ **Pickpocket:** +17 vs. Reflex; target loses a use of a limited use (check box) power or champion power. If two or more powers are available, target may choose which to lose.

POWERS
Delayed Appearance: Starts off the battle map.
☐ **Infiltration:** *Use at the start of any round:* Place this creature in an unoccupied square adjacent to an enemy.
Sneak Attack 10: *Whenever this creature hits a target granting it combat advantage:* +10 damage on that attack.

❖ *For use with Icons of the Realms, Halfling Rogue*

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