



## SHADOW GOLD DRAGON

Level 19 ♦ Dragon • Mastermind • Unique

CR 4

### ATTACKS

- Ⓢ **Shadow Bite:** +22 vs. AC; 20 + 20 necrotic damage.
- ☐ **White Mist:** (blast 5) +22 vs. Fortitude; 35 necrotic damage. ☹ when this creature destroys an enemy with Shadow Bite.

### POWERS

- Conceal 6
- Resist 10 Necrotic; Vulnerable 10 Radiant
- In Violet Light: Insubstantial Undead in your warband have +2 attack and +10 damage.

### CHAMPION POWERS ☐☐☐☐

- ❖ Use after this creature's White Mist destroys an enemy: Add 1 Insubstantial Undead ally with cost up to 17 VP to your warband. Place that ally in the space that enemy last occupied.
- ❖ Use when an enemy becomes Weakened: That enemy is Weakened (save ends) instead.

AC 30  
FORT 28  
REF 30  
WILL 30  
SPEED F9  
HP 110  
BLOOD 55

149

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## SHADOW BEHOLDER

Level 19 ♦ Aberrant • Beholder • Mastermind • Unique

CR 3

### ATTACKS

- Ⓢ **Chew, Chew, Chew:** +19 vs. AC; 20 damage.
- Ⓢ **Eye Rays:** (sight) Choose 1 attack:
  - ☐ **Curse & Confuse:** +21 vs. Will; 15 psychic damage AND Confused (save ends).
  - ☐ **Rot & Slow:** +21 vs. Reflex; 20 damage AND Slowed.
  - ☐ **Sear & Daze:** +21 vs. Reflex; 25 fire damage AND Dazed.
  - ☐ **Convert to Shadow:** +21 vs. Reflex; slide 3 squares AND 20 ongoing necrotic damage (save ends). ☹ all attacks whenever all are used.

### POWERS

- Conceal 6
- Resist 10 Necrotic; Vulnerable 10 Radiant
- Multi-Activation 2: Activates twice each round.

### CHAMPION POWERS ☐☐☐

- ❖ Use when an enemy ends a turn: Roll 1d20. If the result exceeds that enemy's cost, this creature shifts up to 1 square and makes an attack.

AC 27  
FORT 27  
REF 28  
WILL 32  
SPEED F3  
HP 120  
BLOOD 60

150

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## TACTICAL DELAY

Level 10+ ♦ Mastermind

### POWERS

- ☐☐ **Road Apples:** Use on your turn: You do not activate any creatures this turn. ☹ all checkboxes when you score victory points.

+9

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## NOW FOR PLAN "A"

Level 15+ ♦ Mastermind • Champion 2+

### POWERS

- ☐ **Extra Power:** When you use one of this creature's champion powers: Expend this check box instead of expending one of the champion power checkboxes.

+8

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## AN EYE FOR SPEED

Level 10+ ♦ Mastermind

### POWERS

- ☐ **Meditative Quickening:** Minor action: ☹ one use of one of this creature's powers. (The power must have a listed ☹ trigger.)

+10

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## THE WELL-TRAINED EYE

Level 10+ ♦ Mastermind

### POWERS

- Blindsight:** Ignores Conceal and Invisible.

+12

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## RAGE OF DEMONS: BONUS

**Design:** D. Garry Stupack, Seppo Saarela  
**Development:** Ira Fay, D. Garry Stupack, Lars Niggemeyer, Bradley Shugg, Antti Kostiaainen, Louis Martineau  
**Graphic Design:** Kevin Tatroe, Joel Broveleit, Ira Fay, D. Garry Stupack  
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## EATS PREY ALIVE

Level 10+ ♦ Mastermind

### POWERS

- Feast on Prey:** Use when this creature destroys an enemy with a Ⓢ attack: Heal 10 HP.

+10

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## MINOR WALL OF FORCE

Level 15+ ♦ Aberrant

### POWERS

- ☐ **Ablation:** Use when an enemy targets this creature with an attack, only if the enemy is in line of sight of this creature: This creature has Resist 10 All vs. that attack. ☹ at end of round.

+15

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## EYES IN THE BACK OF ITS HEAD

Level 10+ ♦ Mastermind

### POWERS

- Immune Flank:** This creature is never considered to be flanked.

+6

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## PHANTOM POWER

Level 10+ ♦ Mastermind

### POWERS

- ☐ **Slider:** Minor action: Slide an enemy within 10 squares up to 2 squares. ☹ when this creature destroys an enemy.

+5

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