

## DISPLACER BEAST

Level 8 ♦ Magical Beast

**AC** 20  
**FORT** 20  
**REF** 20  
**WILL** 20  
**SPEED** 8

**ATTACK POWERS**  
⊕ **Tentacle:** (reach 2) 14 vs. AC; 10 damage.

**GENERAL POWERS**  
**Conceal 11**  
**Beast's Fury:** Make 2 ⊕ attacks vs. a single target.  
**Bloodthirsty:** +5 ↓ damage vs. bloodied targets.  
**Shifting Tactics:** Whenever this creature's Conceal causes an enemy's attack to miss, this creature shifts 1 square.

**HP** 45  
**BLOOD** 20

♦ Use with Honor Among Thieves: Displacer Beast

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## GELATINOUS CUBE

Level 8 ♦ Ooze

**AC** 14  
**FORT** 22  
**REF** 22  
**WILL** 22  
**SPEED** 3

**ATTACK POWERS**  
⊕ **Slam:** +11 vs. AC; 10 damage.  
↓ **Engulf:** (Helpless enemy only) Automatic hit vs. AC; 30 damage.  
← **Spasm:** (burst 1) +11 vs. Fortitude; Helpless (save ends).

**GENERAL POWERS**  
**Blindsight**  
**Wandering Monster**  
**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.

**HP** 80  
**BLOOD** 40

♦ Use with Honor Among Thieves: Gelatinous Cube

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## INTELLECT DEVOURER

Level 7 ♦ Aberrant • Psionic

**AC** 20  
**FORT** 20  
**REF** 20  
**WILL** 24  
**SPEED** 7

**ATTACK POWERS**  
⊕ **Claw:** 11 vs. AC; 5 damage.  
↓ **Psychic Thrust:** (range 3) +11 vs. Will; 5 psychic damage AND Stunned.

**GENERAL POWERS**  
**Blindsight**  
☐ **Invade Mind:** Use at start of an adjacent Stunned enemy's turn: That enemy is Dominated, instead (save ends, ends if this creature is destroyed).

**HP** 45  
**BLOOD** 20

♦ Use with Honor Among Thieves: Intellect Devourer

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## MIMIC

Level 9 ♦ Aberrant

**AC** 24  
**FORT** 21  
**REF** 21  
**WILL** 21  
**SPEED** 4

**ATTACK POWERS**  
⊕ **Toothy Maw:** +16 vs. AC; 10 damage AND Immobilized AND target grants combat advantage.

**GENERAL POWERS**  
**Scout**  
**Incongruous:** Invisible while no enemy is adjacent.  
☐ **Stuck on You:** Use when an enemy targets this creature with an attack: Redirect that attack to another enemy adjacent to this creature, instead.  
☐ **Not as it Appears:** Use at end of round when an enemy scores VP for occupying a victory area: Place this creature adjacent to that enemy. (This creature may score end of round VP normally.)

**HP** 60  
**BLOOD** 30

♦ Use with Honor Among Thieves: Mimic

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## OWLBEAR

Level 6 ♦ Magical Beast

**AC** 18  
**FORT** 20  
**REF** 18  
**WILL** 18  
**SPEED** 6

**ATTACK POWERS**  
⊕ **Claw, Claw, Beak:** Minor action: +12 vs. AC; 5 damage.

**GENERAL POWERS**  
**That was the Beak:** Use when this creature hits with a ⊕ attack, once per turn: +10 damage on that attack.  
**Grab:** Use when this creature hits a Medium or smaller enemy with a natural 18+: That enemy is Immobilized (save ends).  
**Hug:** Immediate action, only on this creature's turn: Provoke opportunity attacks. Then, an adjacent Immobilized creature is Helpless until end of turn.

**HP** 60  
**BLOOD** 30

♦ Use with Honor Among Thieves: Owlbear

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## OWLBEAR (EPIC)

Level 13 ♦ Magical Beast

**AC** 24  
**FORT** 28  
**REF** 24  
**WILL** 26  
**SPEED** 7

**ATTACK POWERS**  
⊕ **Claws and Beak:** (reach 2) +19 vs. AC; 30 damage.  
☐ ↓ **Beatdown:** Make 4 attacks vs. a single target: +16 vs. AC; 15 damage. If at least 2 attacks hit, target is also Immobilized. ☹ when first bloodied.

**GENERAL POWERS**  
**Resist 5 Cold**  
**Blindsight 3:** Ignores Conceal and Invisible within 3 squares.  
☐ **Enraged:** Whenever an ally is destroyed: -2 AC and +5 damage until end of battle.  
☐ **Toss:** Minor action: Slide 4 an adjacent Medium or smaller Immobilized enemy. That enemy takes 10 damage.

**HP** 125  
**BLOOD** 60

♦ Use with Honor Among Thieves: Owlbear or Blood War: Owlbear Rager

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## NEEDLE BLIGHT

Level 4 ♦ Plant

**AC** 18  
**FORT** 16  
**REF** 16  
**WILL** 16  
**SPEED** 5

**ATTACK POWERS**  
⊕ **Needle Spray:** (range 6) +9 vs. AC; 5 poison damage.  
☐ ← **Pine Burst:** (burst 2) Automatic hit; 5 damage AND Slowed. ☹ as an attack action.

**GENERAL POWERS**  
☐ **Black Pine:** Use during your setup: Until end of battle, whenever this creature would do poison damage, it does necrotic damage instead.  
**Blackhearted:** This creature is Evil if there are Evil creatures in your warband.

**HP** 35  
**BLOOD** 15

♦ Use with Summoned Creatures 1: Needle Blight

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## AUROCHS

Level 7 ♦ Beast

**AC** 19  
**FORT** 23  
**REF** 15  
**WILL** 19  
**SPEED** 6

**ATTACK POWERS**  
⊕ **Gore:** +13 vs. AC; 15 damage.

**GENERAL POWERS**  
**Orc Mount:** May have a Medium or smaller Orc ally as a rider.  
**Raging Charge:** +2 speed and +10 damage while charging.  
**Four-Eyes:** While Mounted, this creature and the rider have Immune Flanking.  
☐ **Sudden Stop Sling:** Use after resolving this creature's Charge: Place its rider adjacent to the target of the Charge, then the rider may make a ⊕ attack as an immediate action, at +10 damage.

♦ Use with Summoned Creatures 1: Auerochs

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## GIANT GOAT

Level 5 ♦ Beast

**AC** 22  
**FORT** 21  
**REF** 20  
**WILL** 19  
**SPEED** 7

**ATTACK POWERS**  
⊕ **Ram:** +12 vs. AC; 15 damage.

**GENERAL POWERS**  
**Dwarven Mount:** May have a Medium or smaller Dwarf ally as a rider.  
**Stable Footing:** Ignores the extra MP cost for entering difficult terrain.  
**By Our Beards!** Use when this creature makes a ⊕ attack with Charge: Its rider makes a ⊕ attack vs. the target of the charge as a free action.  
**Ramming Charge:** While charging, this creature and its rider have +10 damage.

♦ Use with Summoned Creatures 1: Giant Goat

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## WARHORSE

Level 6 ♦ Beast

AC 22  
FORT 18  
REF 18  
WILL 18  
SPEED 8  
HP 45  
BLOOD 20

**ATTACK POWERS**  
⊕ **Hooves:** +13 vs. AC; 15 damage.

**GENERAL POWERS**  
**Trained Mount:** Can have a Medium or smaller Elf or Human ally as a rider.  
**Charger:** Use when this creature resolves a Charge: Its rider can make a ⊕ attack vs. the target of the Charge, at +10 damage, as a free action.

Use with Summoned Creatures 1: Warhorse

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## PEGASUS

Level 10 ♦ Beast

AC 24  
FORT 22  
REF 22  
WILL 22  
SPEED F10  
HP 55  
BLOOD 25

**ATTACK POWERS**  
⊕ **Hoof Strike:** +15 vs. AC; 15 damage.  
↓ **Flyby Attack:** This creature moves up to its speed and makes a ⊕ attack any time during its move.

**GENERAL POWERS**  
**Elf Mount:** Can have a Medium Elf or Half-Elf ally as a rider.  
□ **Coordinated Attack:** Use when this creature makes a ⊕ attack: This creature's rider makes a ⊕ attack as an immediate action.  
**Burdened:** Whenever this creature has a rider, this creature has -2 speed.

Use with Summoned Creatures 1: Pegasus

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## EARTH ELEMENTAL

Level 10 ♦ Earth • Elemental

AC 26  
FORT 25  
REF 20  
WILL 20  
SPEED B5  
HP 85  
BLOOD 40

**ATTACK POWERS**  
⊕ **Slam:** (reach 2) +15 vs. AC; 20 damage.  
□ ← **Tremor:** (burst 4) +15 vs. Reflex; 5 damage AND Dazed.

**GENERAL POWERS**  
**Earthen Fists:** Attack action: Make 2 ⊕ attacks.  
**Tremorsense:** Ignores Conceal and Invisible vs. creatures without Flight.

Use with Summoned Creatures 2: Earth Elemental

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## AIR ELEMENTAL

Level 10 ♦ Air • Elemental

AC 24  
FORT 22  
REF 24  
WILL 20  
SPEED F9  
HP 75  
BLOOD 35

**ATTACK POWERS**  
⊕ **Slam:** (reach 2) +16 vs. AC; 20 damage.  
□ ← **Cyclone:** (burst 3) +14 vs. Fortitude; 20 damage and slide 1. ⤵ as an attack action.

**GENERAL POWERS**  
Resist 10 Lightning, Thunder

Use with Summoned Creatures 2: Air Elemental

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## SATYR

Level 6 ♦ Fey

AC 19  
FORT 17  
REF 17  
WILL 17  
SPEED 7  
HP 45  
BLOOD 20

**ATTACK POWERS**  
⊕ **Dancing Blade:** +11 vs. AC; 15 damage AND this creature may shift 1 square.  
□ ← **Reverie:** (burst 3) +11 vs. Will; 10 psychic damage AND Confused. Hit or miss, Fey creatures heal 10 HP after all attacks are resolved.

**GENERAL POWERS**  
**Immune Confused**  
**Tune the Mind:** Move action: Until end of round, no champion within 8 squares of this creature may use a champion power.  
□ **Draught of Clarity:** Minor action: Each of the Confused, Dazed and Stunned conditions ends on 1 adjacent ally.

Use with Summoned Creatures 2: Satyr

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## COUATL ORACLE

Level 7 ♦ Planar • Serpent

AC 20  
FORT 22  
REF 22  
WILL 22  
SPEED F7  
HP 50  
BLOOD 25

**ATTACK POWERS**  
⊕ **Bite:** +14 vs. AC; 5 + 5 poison damage.

**GENERAL POWERS**  
**Resist 5 Fire, Poison, Radiant**  
**Zone of Truth:** (aura 6) All creatures in aura gain Immune Sneak Attack.  
□ □ **Snake's Swiftness:** Attack action: Nearest ally makes a ⊕ attack as an immediate action.  
**Passive Leader:** Treated as CR 0 when determining initiative.

**CHAMPION POWERS** □ □  
♦ Use at start of round: Evil enemies have -5 damage until end of round.  
♦ Use at start of round: Good allies heal 10 HP.

Use with Summoned Creatures 2: Couatl

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## FIRE ELEMENTAL

Level 10 ♦ Elemental • Fire

AC 23  
FORT 22  
REF 26  
WILL 20  
SPEED 8  
HP 75  
BLOOD 35

**ATTACK POWERS**  
⊕ **Slam:** (reach 2) +15 vs. Reflex; 20 fire damage.

**GENERAL POWERS**  
**Immune Fire**  
**Defensive Mobility:** +5 AC vs. opportunity attacks.  
**Fire Shield 10:** Whenever this creature is hit by a ⊕ attack, the attacker takes 10 fire damage.  
□ **Ignite:** Move action: Move up to 4 squares. Creatures adjacent to a square entered during that move take 10 fire damage (max once per creature). ⤵ when first bloodied.

Use with Summoned Creatures 2: Fire Elemental

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## GREEN HAG

Level 14 ♦ Hag

AC 25  
FORT 27  
REF 25  
WILL 26  
SPEED 6  
HP 80  
BLOOD 40

**ATTACK POWERS**  
⊕ **Claw:** +18 vs. AC; 10 + 10 necrotic damage.  
↓ **Plaguebearer:** (may target ally) +18 vs. Fortitude; 10 Ongoing Damage AND Plaguebound (save ends).  
□ ✖ **Burst of Disease:** (radius 2 within 10) +18 vs. Fortitude; 10 damage AND Weakened (save ends).

**GENERAL POWERS**  
**Plaguebound:** (Condition) At start of affected creature's turn, adjacent creatures take 10 necrotic damage.  
**Coven:** While this creature has 2 or more Hag allies, treat its Champion Rating as 4 for determining initiative.

**CHAMPION POWERS** □ □ □  
♦ Use when a Plaguebound enemy starts its turn: Choose up to 3 enemies adjacent to that creature. The chosen enemies are Weakened until end of round.  
♦ Use when an enemy is damaged by a ⊕ attack: That enemy takes 10 ongoing necrotic damage (save ends).

Use with Summoned Creatures 2: Green Hag

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## MOVIE MONSTERS SPECIAL

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