

## GOLIATH FIGHTER - SWORD

Level 8 ♦ Goliath • Martial

**AC** 24  
**FORT** 23  
**REF** 22  
**WILL** 22

**ATTACK POWERS**  
Ⓢ **Cleaving Strike:** +14 vs. AC; 20 damage AND 1 enemy adjacent to this creature and to target takes 10 damage.

**GENERAL POWERS**  
**Resist 5 Cold**  
☐ **Stone's Endurance:** *Minor action:* Resist 5 All and ignore forced movement until start of this creature's next turn.  
**Stone Friend:** +2 attack while occupying difficult terrain.

**SPEED** 5

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

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## KOBOLD INVENTOR - STICK

Level 3 ♦ Kobold

**AC** 16  
**FORT** 14  
**REF** 14  
**WILL** 14

**ATTACK POWERS**  
Ⓢ **Dagger:** +9 vs. AC; 5 damage.  
☐ **Scorpion on a Stick:** (reach 2) +7 vs. Reflex; 10 poison damage AND 10 Ongoing Poison Damage.

**GENERAL POWERS**  
**Shifty:** *Minor action:* Shift 1 square.  
**Stench:** Adjacent Living creatures have -2 attack.

**SPEED** 6

**HP** 25  
**BLOOD** 10

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## TWIG BLIGHT

Level 1 ♦ Plant • Stealth

**AC** 14  
**FORT** 13  
**REF** 13  
**WILL** 13

**ATTACK POWERS**  
Ⓢ **Claws:** +6 vs. AC; 5 + 5 poison damage.

**GENERAL POWERS**  
**Forest Camouflage:** Invisible to enemies while occupying forest terrain.

**SPEED** 5

**HP** 5  
**BLOOD** -

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## ALMIRAJ

Level 1 ♦ Fey • Magical Beast

**AC** 16  
**FORT** 12  
**REF** 15  
**WILL** 14

**ATTACK POWERS**  
Ⓢ **Horn:** +6 vs. AC; 5 damage.

**GENERAL POWERS**  
**Powerful Charge 5:** +5 damage while charging.  
**Familiar:** *Use when an adjacent Arcane ally declares an ⚔, ⚡ or ⚡ attack:* That attack is resolved as if being made from this creature's space.

**SPEED** 7

**HP** 10  
**BLOOD** 5

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## ANIMATED ARMOR

Level 3 ♦ Construct

**AC** 21  
**FORT** 16  
**REF** 14  
**WILL** 10

**ATTACK POWERS**  
Ⓢ **Steel Gauntlets:** Roll 2d20 and use the higher result: +7 vs. AC; 10 damage.

**GENERAL POWERS**  
**Immune Poison**

**SPEED** 5

**HP** 30  
**BLOOD** -

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## BOGGLE

Level 2 ♦ Fey • Shadow

**AC** 15  
**FORT** 12  
**REF** 15  
**WILL** 12

**ATTACK POWERS**  
Ⓢ **Pummel:** +6 vs. AC; 5 damage.  
⚡ **Scare:** (enemy that does not see any of its allies only) +8 vs. Will; 10 psychic damage AND Dazed. (Fear)

**GENERAL POWERS**  
☐ **Rift:** *Move action, only while in difficult terrain:* Teleport 8 into difficult terrain.  
**Oil Secretion:** Unaffected by slippery terrain.  
**Oil Spill:** Adjacent squares are considered slippery terrain.

**SPEED** 6

**HP** 15  
**BLOOD** 5

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## SKELETAL ALCHEMIST

Level 4 ♦ Undead

**AC** 15  
**FORT** 13  
**REF** 13  
**WILL** 13

**ATTACK POWERS**  
Ⓢ **Claws:** +7 vs. AC; 5 damage.  
⚡ **Acid Vial:** (range 6) +10 vs. Reflex; 15 acid damage.

**GENERAL POWERS**  
**Immune Poison**  
☐ **Fool's Gold:** *Use when opponent would score VP for occupying their victory area, if this creature also occupies any of opponent's victory areas:* Opponent does not score VP, instead.

**SPEED** 6

**HP** 30  
**BLOOD** 15

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## GIANT WOLF SPIDER

Level 5 ♦ Spider

**AC** 18  
**FORT** 16  
**REF** 16  
**WILL** 15

**ATTACK POWERS**  
Ⓢ **Bite:** +13 vs. AC; 10 damage AND 10 Ongoing Poison Damage.

**GENERAL POWERS**  
**Leaping Pounce:** Has Flight while charging.

**SPEED** 7

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

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## LIZARDFOLK - F&T

Level 4 ♦ Lizardfolk

**AC** 19  
**FORT** 17  
**REF** 17  
**WILL** 17

**ATTACK POWERS**  
Ⓢ **Bone Sword:** +9 vs. AC; 10 damage.  
⚡ **Dart:** (range 8) +9 vs. AC; 5 + 5 poison damage.

**GENERAL POWERS**  
**Aquatic Warrior:** +5 damage while adjacent to river terrain.  
**Forest Hunter:** +5 damage while adjacent to forest terrain.

**SPEED** 6

**HP** 40  
**BLOOD** 20

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## AMBUSH DRAKE - F&T

Level 3 ♦ Dragon

**ATTACK POWERS**  
Ⓢ **Bite:** +11 vs. AC; 10 damage.

**GENERAL POWERS**  
**Resist 10 Poison**  
**Ambush 10:** *Minor action:* Choose an enemy that does not have line of sight to this creature: +10 ↓ damage against that enemy until end of turn.

AC 17  
FORT 16  
REF 15  
WILL 15  
SPEED 6  
HP 40  
BLOOD 20

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## PACK MULE

Level 2 ♦ Beast

**ATTACK POWERS**  
Ⓢ **Hooves:** +6 vs. AC; 10 damage.

**GENERAL POWERS**  
**Stubborn:** *Whenever you lose initiative:* Slowed until end of round.  
**Deliver Goods:** *Use at end of round, if in your victory area:* Score +5 VP.

AC 14  
FORT 16  
REF 13  
WILL 12  
SPEED 6  
HP 20  
BLOOD 10

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## SKULK

Level 3 ♦ Shadow

**ATTACK POWERS**  
Ⓢ **Claws:** +9 vs. AC; 10 + 5 necrotic damage.

**GENERAL POWERS**  
**Invisible**

AC 16  
FORT 14  
REF 17  
WILL 14  
SPEED 6  
HP 25  
BLOOD 10

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## VINE BLIGHT

Level 2 ♦ Plant

**ATTACK POWERS**  
Ⓢ **Constrict:** +8 vs. AC; 10 damage AND Immobilized.

**GENERAL POWERS**  
**Forest Camouflage:** Invisible to enemies while occupying forest terrain.  
**Entangling Vines:** (aura 2) Squares in aura are difficult terrain for enemies.

AC 15  
FORT 13  
REF 13  
WILL 13  
SPEED 5  
HP 25  
BLOOD 10

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## GOLIATH FIGHTER - WARHAMMER

Level 5 ♦ Goliath • Martial

**ATTACK POWERS**  
Ⓢ **Warhammer:** +11 vs. AC; 20 damage.

**GENERAL POWERS**  
**Resist 5 Cold**  
**Action Surge:** *Use at start of this creature's turn:* Gain 1 additional attack action this turn.  
**Stone Friend:** +2 attack while occupying difficult terrain.

AC 22  
FORT 21  
REF 19  
WILL 19  
SPEED 5  
HP 55  
BLOOD 25

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## KOBOLD INVENTOR - POT

Level 3 ♦ Kobold

**ATTACK POWERS**  
Ⓢ **Dagger:** +9 vs. AC; 5 damage.  
Ⓢ **Rot Grub Pot:** (range 5) +7 vs. Reflex; 10 poison damage AND Weakened.

**GENERAL POWERS**  
**Shifty:** *Minor action:* Shift 1 square.  
**Stench:** Adjacent Living creatures have -2 attack.

AC 16  
FORT 14  
REF 14  
WILL 14  
SPEED 6  
HP 25  
BLOOD 10

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## FIRE GENASI FIGHTER

Level 4 ♦ Elemental • Fire • Martial

**ATTACK POWERS**  
Ⓢ **Fiery Strike:** +11 vs. AC; 5 + 5 fire damage.  
Ⓢ **Crossbow:** (nearest) +12 vs. AC; 15 damage. Ⓢ as a move action.

**GENERAL POWERS**  
**Resist 10 Fire**  
**Fiery Temper:** *Immediate, when damaged by an attack from an adjacent enemy:* Make a Ⓢ attack vs. that enemy.

AC 20  
FORT 18  
REF 18  
WILL 16  
SPEED 6  
HP 40  
BLOOD 20

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## HUMAN WIZARD - F&T

Level 11 ♦ Arcane • Elemental • Human

**ATTACK POWERS**  
Ⓢ **Deepfrost Staff:** +15 vs. AC; 5 + 10 cold damage.  
Ⓢ **Scorching Ray:** Make 3 attacks: (range 10) +14 vs. Reflex; 10 fire damage.  
Ⓢ **Cone of Cold:** (blast 5) +14 vs. Reflex; 25 cold damage AND Immobilized.

**GENERAL POWERS**  
**Resist 10 Cold**  
**Elementalist:** *Attack action:* One Elemental ally within 5 squares slides 3 OR makes an opportunity attack.  
**Deepfrost Ritual:** *Full turn action, provokes opportunity attacks:* All creatures within 10 squares take 10 cold damage.

**CHAMPION POWERS** Ⓢ Ⓢ  
❖ *Use at start of round:* Elemental allies have +2 attack and +5 damage until end of round.  
❖ *Use when a creature takes cold damage:* That creature is Immobilized.

AC 24  
FORT 22  
REF 22  
WILL 23  
SPEED 6  
HP 55  
BLOOD 25

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## GLOOM WEAVER

Level 12 ♦ Shadar-Kai • Shadow

**ATTACK POWERS**  
Ⓢ **Chill Touch:** +17 vs. Reflex; 15 cold damage.  
Ⓢ **Shadowflames:** (burst 1) +15 vs. Reflex; 10 fire AND 10 Ongoing Necrotic Damage.  
Ⓢ **Blight:** (range 10) +16 vs. Fortitude; 30 necrotic damage.

**GENERAL POWERS**  
**Aura of Gloom:** (aura 2) Living enemies in aura have Vulnerable 5 All.  
**Misty Escape:** *Immediate, after this creature takes damage:* Teleport 5, then it is Invisible until end of round. Ⓢ as a move action.

AC 25  
FORT 22  
REF 24  
WILL 24  
SPEED 6  
HP 65  
BLOOD 30

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**BERBALANG - F&T**  
Level 7 ♦ Aberrant • Berbalang

**AC 20**  
**FORT 17**  
**REF 19**  
**WILL 17**

**ATTACK POWERS**  
⊕ **Bite and Claws:** +11 vs. AC; 15 damage.

**GENERAL POWERS**  
☐ **Duplicate Killed:** *Whenever this creature would be destroyed:* It has 30 HP remaining and is not destroyed instead. Place it within 6 squares of its current position.  
**Read the Bones:** *Use when an adjacent Living creature is destroyed:* Cumulative +2 attack until end of battle.

**SPEED F7**

**HP 30**  
**BLOOD 15**

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**THAYAN APPRENTICE**  
Level 5 ♦ Arcane

**AC 16**  
**FORT 14**  
**REF 14**  
**WILL 16**

**ATTACK POWERS**  
⊕ **Shocking Grasp:** +10 vs. Reflex; 10 lightning damage AND target cannot use Immediate actions until end of its next turn.  
↘ **Hypnosis:** (range 4) +10 vs. Will; Stunned.  
☐ ↘ **Melf's Minute Meteors:** Make up to 5 attacks vs. different targets that are within 5 squares of each other: (sight) +10 vs. Reflex; 10 fire damage. On miss, 5 fire damage.

**GENERAL POWERS**

**SPEED 6**

**HP 30**  
**BLOOD 15**

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**MIMIC (DOOR)**  
Level 6 ♦ Aberrant

**AC 16**  
**FORT 15**  
**REF 14**  
**WILL 14**

**ATTACK POWERS**  
⊕ **Grab:** +12 vs. AC; 10 damage AND Immobilized.  
⊕ **Maw:** +12 vs. AC; 15 damage.

**GENERAL POWERS**  
**Scout**  
**Door:** *Minor action, if adjacent to a wall and no enemy is adjacent:* Invisible until it resolves an attack or until it is not adjacent to a wall.

**SPEED 4**

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

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**VAMPIRIC MIST**  
Level 5 ♦ Swarm • Undead • Vampire

**AC 17**  
**FORT 16**  
**REF 16**  
**WILL 14**

**ATTACK POWERS**  
⊕ **Absorb Blood:** (reach 0, Living creature only) +11 vs. Fortitude; 10 necrotic damage AND this creature heals 10 HP.

**GENERAL POWERS**  
**Immune Poison**  
**Vulnerable 5 Radiant**  
**Formless:** Takes half damage from ⊕ and ↘ attacks.  
**Blood Scent:** Ignores Invisible and Conceal vs. bloodied creatures.  
**Mist Form:** Can enter and occupy squares occupied by other creatures.  
**Blood Drain:** *Immediate, when an enemy that shares this creature's space activates:* Make 1 ⊕ attack vs. that enemy. On hit, that enemy also cannot heal (save ends).

**SPEED F5**

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

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**BANSHEE**  
Level 12 ♦ Elf • Undead

**AC 25**  
**FORT 25**  
**REF 25**  
**WILL 25**

**ATTACK POWERS**  
⊕ **Icy Grip:** +15 vs. Reflex; 15 cold damage.  
☐ ↙ **Banshee Wail:** (blast 4) +18 vs. Fortitude; 10 thunder damage AND 15 Ongoing Psychic Damage.

**GENERAL POWERS**  
**Phasing, Insubstantial**  
☐ **The Lost Maid:** *Use at start of this creature's turn:* Invisible until start of its next turn.  
☐ **Flight or Fight:** *Use when first bloodied:* ☐ The Lost Maid or Banshee Wail.

**SPEED F6**

**HP 65**  
**BLOOD 30**

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**KOBOLD SCALE SORCERER**  
Level 5 ♦ Arcane • Kobold

**AC 18**  
**FORT 16**  
**REF 16**  
**WILL 16**

**ATTACK POWERS**  
⊕ **Dagger:** +11 vs. AC; 5 damage.  
↘ **Chromatic Orb:** (range 10) +11 vs. Reflex; 15 cold, fire or poison damage (choose one).

**GENERAL POWERS**  
**False Wings:** Has the Dragon keyword and Flight while not bloodied.

**SPEED 6**

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

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**WATER ELEMENTAL**  
Level 10 ♦ Aquatic • Elemental

**AC 24**  
**FORT 24**  
**REF 22**  
**WILL 20**

**ATTACK POWERS**  
⊕ **Slam:** (reach 2) +16 vs. AC; 20 damage.  
↙ **Crashing Wave:** (blast 3) +14 vs. Fortitude; 20 damage. Hit or miss, after all attacks are resolved, place this creature adjacent to the blast area.

**GENERAL POWERS**  
**Waterborne:** +3 speed while it occupies river terrain.  
☐ **Drown:** *Use after this creature resolves an attack vs. a non-Aquatic Living target, if it hit with a natural 18-20:* Target is also Helpless (save ends).

**SPEED 5**

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

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**EARTH ELEMENTAL**  
Level 10 ♦ Earth • Elemental

**AC 26**  
**FORT 25**  
**REF 20**  
**WILL 20**

**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.

**SPEED B5**

**HP 85**  
**BLOOD 40**

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**AIR ELEMENTAL**  
Level 10 ♦ Air • Elemental

**AC 24**  
**FORT 22**  
**REF 24**  
**WILL 20**

**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**

**SPEED F9**

**HP 75**  
**BLOOD 35**

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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, attacker takes 10 fire damage.

⊖ **Ignite:** Immediate, when an adjacent enemy activates: That enemy gains 10 Ongoing Fire Damage, then this creature moves 4 away from that enemy. ⤴ as a minor action.

## MARID - F&T

Level 13 ♦ Aquatic • Elemental

**AC 26**  
**FORT 28**  
**REF 24**  
**WILL 24**  
**SPEED 7**  
**HP 85**  
**BLOOD 40**

### ATTACK POWERS

⊕ **Punch:** +18 vs. AC; 25 damage.

⊖ **Torrent:** (line 6) +16 vs. Fortitude; 20 damage AND push 1. Hit or miss, squares in area of effect gain river terrain until end of round. ⤴ as a move action.

### GENERAL POWERS

**Control Water:** Aquatic creatures have +2 attack and +5 damage while adjacent to river terrain.

⊖ **Mist Cloud:** Minor action: Until end of its next turn, this creature has: (aura 1) While in aura, squares gain smoke terrain.

## TYRANNOSAURUS REX

Level 14 ♦ Beast • Reptile

**AC 23**  
**FORT 28**  
**REF 22**  
**WILL 20**  
**SPEED 9**  
**HP 130**  
**BLOOD 65**

### ATTACK POWERS

⊕ **Crushing Jaws:** Treats AC of greater than 25 as 25: +14 vs. AC; 35 damage.

⊖ **Roar:** (blast 10) +15 vs. Fortitude; Dazed. (Fear)

### GENERAL POWERS

⊖ **Enter the Fray:** Use while charging: Make a Roar attack as an immediate action at any time during the charge.

**Pin Prey:** Use when this creature rolls a natural 18, 19 or 20 on an attack: On hit, Large or smaller target is Immobilized, Medium or smaller is also Helpless (save ends all).

**Scent:** Use when rolling for Conceal: Roll an extra 1d20 and use the higher result.

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## YUAN-TI ANATHEMA

Level 16 ♦ Yuan-Ti

CR 3

**AC 27**  
**FORT 27**  
**REF 26**  
**WILL 26**  
**SPEED 8**  
**HP 100**  
**BLOOD 50**

### ATTACK POWERS

⊕ **Claws:** (reach 2) +20 vs. AC; 25 damage.

⊖ **Bites:** (reach 2) +18 vs. AC; 5 + 10 poison damage AND make another Bites attack (max. 3 per turn).

⊖ **Constrict:** Minor action: +18 vs. AC; Immobilized AND 10 Ongoing Damage (save ends both). ⤴ when no creature is affected by this power.

### GENERAL POWERS

**Immune Confused, Immune Dazed, Immune Stunned**

**Ophidiophobia:** (aura 5) Non-Serpent and Non-Yuan-Ti creatures in aura have -5 damage. (Fear)

### CHAMPION POWERS

⊖ Use at start of round: Yuan-Ti and Serpent allies have +2 AC until end of round.

⊖ Use when a Yuan-Ti ally is targeted with a ⊕ attack: That ally makes a ⊕ attack vs. the attacker as an immediate action.

## DIRE TROLL

Level 15 ♦ Aberrant • Troll

**AC 25**  
**FORT 27**  
**REF 24**  
**WILL 24**  
**SPEED 8**  
**HP 85**  
**BLOOD 40**

### ATTACK POWERS

⊕ **Ripping Claws:** Roll 3d20 and use the higher result: +14 vs. AC; 30 damage.

### GENERAL POWERS

**Vulnerable 5 Fire**

**Immune Dazed, Immune Stunned**

**Regeneration 10:** Use at start of turn: Heal 10 HP.

**Devour:** Immediate, when this creature destroys an enemy: Heal 10 HP.

## KI-RIN

Level 15 ♦ Magical Beast • Planar

CR 4

**AC 29**  
**FORT 27**  
**REF 27**  
**WILL 27**  
**SPEED F10**  
**HP 90**  
**BLOOD 45**

### ATTACK POWERS

⊕ **Hooves:** +21 vs. AC; 25 damage.

⊕ **Impale:** (only on Charge) +22 vs. AC; 20 + 15 radiant damage.

⤴ **Sacred Fire:** (sight) +19 vs. Reflex; 10 fire + 10 radiant damage.

### GENERAL POWERS

⊖ **Cure Wounds:** Minor action: One ally within 5 squares heals 20 HP.

### CHAMPION POWERS

⊖ Use at start of round: Magical Beast and Planar allies have +2 attack and +5 damage until end of round.

⊖ Use at start of an adjacent ally's turn: Remove one effect or condition from that ally.

⊖ Use at setup: Creatures in your warband may setup up to 3 squares away from your start area.

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## TABAXI FIGHTER

Level 12 ♦ Martial • Tabaxi

CR 2

**AC 27**  
**FORT 25**  
**REF 25**  
**WILL 25**  
**SPEED 6**  
**HP 70**  
**BLOOD 35**

### ATTACK POWERS

⊕ **Sabre:** +18 vs. AC; 20 damage.

### GENERAL POWERS

**Skirmish Leader:** Level 1-5 Martial allies have +4 attack and +1 speed.

⊖ **Gritty:** Minor action, only while bloodied: Make 1 ⊕ attack. ⤴ as a minor action.

⊖ **Setup Strike:** Attack action: Make a ⊕ attack vs. an enemy granting combat advantage. On hit, 1 ally makes a ⊕ attack vs. that enemy as an immediate action. ⤴ as an attack action.

### CHAMPION POWERS

⊖ Use at start of round: Level 1-5 Martial allies ignore the additional MP cost for entering difficult terrain until end of round.

⊖ Use after this creature resolves an attack: It shifts up to 3 squares.

## TRIDRONE

Level 8 ♦ Construct • Modron

**AC 23**  
**FORT 21**  
**REF 21**  
**WILL 21**  
**SPEED 6**  
**HP 55**  
**BLOOD 25**

### ATTACK POWERS

⊕ **Javelin:** +13 vs. AC; 10 damage.

⊖ **Thrown Javelin:** (range 10) +12 vs. AC; 10 damage. Hit or miss, this creature has cumulative -1 ⊕ attack until end of battle.

### GENERAL POWERS

**Immune Confused, Immune Dominated**

⊖ **Triple Attack:** Attack action: Make up to 3 ⊕ or ⊗ attacks.

**Clockwork Coordination:** Immediate, when an adjacent Modron ally makes a ⊕ or ⊗ attack at end of round: This creature makes 1 attack of the same type.

## INCUBUS

Level 10 ♦ Demon • Devil

**AC 24**  
**FORT 22**  
**REF 22**  
**WILL 22**  
**SPEED F6**  
**HP 60**  
**BLOOD 30**

### ATTACK POWERS

⊕ **Claws:** +14 vs. AC; 15 damage.

⊖ **Death Kiss:** (Stunned or Helpless enemy only) +16 vs. Fortitude; 25 damage.

⤴ **Charm:** (range 6) +14 vs. Will; Stunned (save ends).

### GENERAL POWERS

⊖ **Etherealness:** Move action: Remove this creature from the battle map. At end of round, place it within 6 squares of its last position.

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## GREEN HAG - F&T

Level 11 ♦ Hag

CR 2

**ATTACK POWERS**  
Ⓢ Claws: +17 vs. AC; 20 damage.  
☐ ☞ ☞ Infect: (range 6) +15 vs. Fortitude; 10 poison damage AND Blinded (save ends).  
☐ ☞ ☞ Plague Magic: (range 4) Treats Fortitude of greater than 25 as 25: +15 vs. Fortitude; Target takes damage equal to its bloodied value.

**GENERAL POWERS**  
☐ Disguise Self: Use at setup: Invisible until it resolves an attack.

**CHAMPION POWERS** ☐ ☐  
❖ Use at start of round: Aquatic and Hag allies have +2 attack until end of round.  
❖ Use when an ally is hit by an attack that would impose a condition: That ally ignores that condition instead.

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

## FLAIL SNAIL

Level 13 ♦ Earth • Elemental

**ATTACK POWERS**  
Ⓢ Flail Tentacle: (reach 2) +18 vs. AC; 10 damage.  
↓ Failing Flurry: (reach 2) +16 vs. AC; 10 damage AND make a Flailing Flurry attack (max. 5 per turn).

**GENERAL POWERS**  
**Scout**  
Scintillating Shell: (aura 3) Creatures in aura have -2 attack.  
Reflective Shell: Use when this creature would take cold, fire, lightning or radiant damage (choose one): -10 damage of that type, then 1 creature within 6 takes 10 damage of that type.  
☐ Withdraw into Shell: Use when targeted by an attack: +4 AC and Resist 5 All until it moves or declares an attack.

AC 27  
FORT 26  
REF 24  
WILL 23  
SPEED 5  
HP 90  
BLOOD 45

## GREEN SLAAD

Level 12 ♦ Chaos • Slaad

**ATTACK POWERS**  
Ⓢ Skull Staff: +17 vs. AC; 10 + 10 necrotic damage.  
☞ Flame Jet: (range 10) +16 vs. Reflex; 15 fire damage.  
☐ ☞ Fireball: (radius 2 within 10) +16 vs. Reflex; 20 fire damage. On miss, 10 fire damage.

**GENERAL POWERS**  
**Chaotic Boon:** Immediate, when you roll initiative: On an even result: +2 attack until end of round. On an uneven result: +2 AC until end of round.  
☐ Gloom Curse: Attack action: One creature within 8 squares that this creature can see is Weakened (save ends).

AC 26  
FORT 25  
REF 24  
WILL 24  
SPEED 6  
HP 75  
BLOOD 35

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## GAS SPORE

Level 2 ♦ Plant • Spore

**ATTACK POWERS**  
Ⓢ Touch: +4 vs. Reflex; 5 poison damage.

**GENERAL POWERS**  
**Wandering Monster**  
Diseased: Use when an adjacent Living creature activates: It takes 5 poison damage.  
Seed Offspring: Whenever this creature destroys a creature with poison damage: Place a new Spore ally worth 5 VP in the space that creature last occupied.  
Death Burst: Whenever this creature is destroyed: Non-Plant creatures within 3 squares gain 15 Ongoing Poison Damage.

AC 11  
FORT 9  
REF 9  
WILL 9  
SPEED F4  
HP 5  
BLOOD -

## ABOLETH

Level 15 ♦ Aberrant • Aquatic • Psionic

**ATTACK POWERS**  
Ⓢ Tail: (reach 2) +21 vs. AC; 20 damage.  
Ⓢ Slimy Tentacles: (reach 2) +19 vs. AC; 10 damage AND 20 Ongoing Acid Damage.  
☐ ☞ Enslave: (range 8) +18 vs. Will; Dominated (save ends, also ends if target takes damage).  
☞ when no creature is affected by this power.

**GENERAL POWERS**  
**Waterborne:** +3 speed while it occupies river terrain.  
☐ Psychic Drain: Minor action: One adjacent Dominated creature takes 20 psychic damage. Then, this creature heals the amount of damage taken.  
**CHAMPION POWERS** ☐ ☐ ☐  
❖ Use at start of round: Choose one enemy. Aberrant and Aquatic allies have +5 attack vs. that enemy until end of round.  
❖ Use at end of round: Slide all allies 1 square, or up to 3 squares if they occupy river terrain.

AC 25  
FORT 25  
REF 22  
WILL 27  
SPEED F5  
HP 90  
BLOOD 45

## FIRE GIANT SKELETON

Level 13 ♦ Fire • Undead

**ATTACK POWERS**  
Ⓢ Greatsword: (reach 3) +17 vs. AC; 20 + 10 fire damage.  
☐ ☞ Fireburst: Minor action: (burst 1) +15 vs. Fortitude; 15 fire damage. ☞ when first bloodied.

**GENERAL POWERS**  
Immune Fire

AC 26  
FORT 25  
REF 21  
WILL 22  
SPEED 8  
HP 95  
BLOOD 45

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## YOUNG BLUE DRAGON

Level 17 ♦ Dragon

CR 2

**ATTACK POWERS**  
Ⓢ Bite: (reach 2) +21 vs. AC; 15 + 10 lightning damage AND enemies adjacent to target take 10 lightning damage.  
↓ Tail Lash: Minor action, only while flanked: +19 vs. AC; 10 damage.  
☐ ☞ Lightning Breath: (line 10) +18 vs. Reflex; 45 lightning damage. On miss, 20 lightning damage.

**GENERAL POWERS**  
**Immune Lightning**  
Attack from Under: Use with Charge: Has speed B6 instead until Charge is resolved.

**CHAMPION POWERS** ☐ ☐  
❖ Use when this creature hits with Lightning Breath: Target is also Dazed (save ends).  
❖ Use when an ally becomes bloodied: That ally makes an opportunity attack.

AC 29  
FORT 27  
REF 27  
WILL 27  
SPEED F9  
HP 110  
BLOOD 55

## YOUNG RED DRAGON - F&T

Level 18 ♦ Dragon • Fire

CR 2

**ATTACK POWERS**  
Ⓢ Bite: (reach 2) +22 vs. AC; 25 + 5 fire damage.  
☞ Sweeping Wings: Minor action, once per turn: (burst 1) +19 vs. Fortitude: 10 damage AND push 1 a Large or smaller target.  
☐ ☞ Fire Breath: (blast 5) +19 vs. Reflex; 55 fire damage. On miss, 25 fire damage.  
☐ ☞ Combustion: (sight) +19 vs. Fortitude: 20 Ongoing Fire Damage.

**GENERAL POWERS**  
**Immune Fire**  
☐ Ablaze: Minor action: Until end of round, squares gain fire and smoke terrain while they are adjacent to this creature.

**CHAMPION POWERS** ☐ ☐  
❖ Use when this creature would fail a save: That save succeeds, instead.  
❖ Use after this creature resolves an attack power: Push 5 all enemies of level 17 or lower within 5 squares. (Fear)

AC 30  
FORT 29  
REF 26  
WILL 28  
SPEED F8  
HP 130  
BLOOD 65

## NIGHTWALKER

Level 18 ♦ Shadow • Undead

**ATTACK POWERS**  
Ⓢ Claws of Destruction: +23 vs. AC; 35 damage AND target cannot heal (save ends).  
☞ Finger of Doom: (sight) +19 vs. Fortitude; 20 + 10 necrotic damage AND Immobilized.

**GENERAL POWERS**  
**Immune Immobilized, Fear, Necrotic, Poison**  
☐ Negative Energy Discharge: Whenever this creature is first bloodied: Living enemies and allies within 10 squares are Weakened.  
**Shadow Step:** Move action: Teleport 6 squares to a square adjacent to a wall.  
**Aura of Annihilation:** (aura 2) Creatures take 15 necrotic damage when they activate in aura.

AC 28  
FORT 33  
REF 28  
WILL 24  
SPEED 8  
HP 170  
BLOOD 85

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# PURPLE WORM - F&T

Level 15 ♦ Beast

## FANGS & TALONS

AC  
30  
FORT  
30  
REF  
26  
WILL  
24

### ATTACK POWERS

Ⓢ **Gaping Maw:** (reach 4, scores critical on natural 18-20) +24 vs. AC; 25 damage AND on critical, a Medium or smaller target is Swallowed Whole until this creature starts a turn while bloodied or is destroyed.

Ⓡ **Deadly Sting:** *Minor action, once per turn:* (reach 6) +20 vs. AC; 10 damage AND 25 Ongoing Poison Damage (save ends).

### GENERAL POWERS

**Gargantuan:** May occupy statue, pit, and wall terrain. Immune Dazed, Stunned, Slowed and Immobilized.

SPEED  
B6

HP  
150  
BLOOD  
75

**Swallowed Whole:** (condition) Affected creature is removed from the battle map and takes no turns. At the end of each round, it takes 10 + 10 acid damage. When this condition ends, place affected creature adjacent to the creature that caused it.

♦ Use with *Fangs & Talons Premium: Purple Worm*

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