

WARFORGED - SWORD

Level 6 ♦ Martial • Warforged

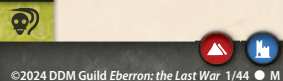
AC 22
ATTACK POWERS
⊕ **Sword:** +13 vs. AC; 15 damage.

FORT 19
REF 19
WILL 19

GENERAL POWERS
Aggressive 5: +5 damage while not bloodied.
Fortified 10: Resist 10 All vs. Critical Hits.

Veteran of the Last War: Resist 5 All while adjacent to a Warforged ally.
☐ **Press:** *Minor action:* Push an adjacent Medium or smaller enemy 1 square, then move up to 1 square closer to that enemy.

HP 50
BLOOD 25



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KARNATHI SKELETON - TWIN BLADES

Level 4 ♦ Odakyr • Undead

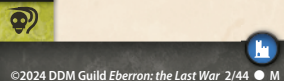
AC 17
ATTACK POWERS
⊕ **Longsword:** +9 vs. AC; 5 damage.

FORT 15
REF 16
WILL 14

GENERAL POWERS
Immune Fear
Offhand Longsword: *Minor action, once per turn:* Make a ⊕ attack.

Odakyr Legion: +1 attack for each adjacent Odakyr ally.
Odakyr Training: +5 damage while adjacent to an Odakyr ally.
☐ **Bone Dance:** *Use when first bloodied:* Shift 6.

HP 30
BLOOD 15



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SHIFTER ROGUE

Level 4 ♦ Shapeshifter • Stealth

AC 19
ATTACK POWERS
⊕ **Ripper:** +9 vs. AC; 5 damage.

FORT 17
REF 17
WILL 17

GENERAL POWERS
Ambush: *Minor action:* Choose 1 enemy that does not have line of sight to this creature: +10 damage vs. that enemy until end of turn.
Enforcer: +2 attack while within 5 squares of a Stealth champion ally.

Longtooth: *Minor action, only while an enemy grants this creature combat advantage:* Make a ⊕ attack vs. that enemy.

HP 30
BLOOD 15



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IRON DEFENDER

Level 4 ♦ Construct

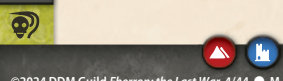
AC 20
ATTACK POWERS
⊕ **Lockjaw:** +10 vs. AC; 10 damage AND Medium or smaller creature is Immobilized.
☐ **Pounce:** (Only on charge) +10 vs. AC; 10 damage. Hit or miss, make a ⊕ attack.

FORT 15
REF 15
WILL 15

GENERAL POWERS
☐ **Dedicated Guardian:** *Immediate, when an adjacent Arcane ally is targeted with a † or † attack:* That attack targets this creature, instead.

SPEED 8

HP 30
BLOOD 15



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KALASHTAR (MALE)

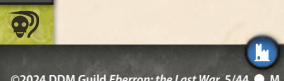
Level 8 ♦ Kalashtar • Psionic

AC 18
ATTACK POWERS
⊕ **Psychic Bolt:** (sight) +11 vs. Will; 15 psychic damage.

FORT 18
REF 23
WILL 23

GENERAL POWERS
Resist 5 Psychic
Mind Link: +2 attack vs. enemies within 6.
Psychic Tide: *Use when you win initiative:* +2 attack and +5 psychic damage until end of round.
☐ **Precognition:** *Immediate, when this creature is hit by an attack:* That attack misses instead, then this creature shifts 1 square.

HP 40
BLOOD 20



23

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KALASHTAR (FEMALE)

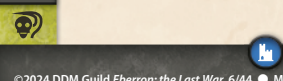
Level 8 ♦ Kalashtar • Psionic • Stealth

AC 20
ATTACK POWERS
⊕ **Psi Blade:** +12 vs. AC; 15 damage.
† **Thrown Psi Blade:** (range 10) +12 vs. AC; 10 damage.

FORT 18
REF 22
WILL 22

GENERAL POWERS
Resist 5 Psychic
Sneak Attack 5
Psychic Tide: *Use when you win initiative:* +2 attack and +5 psychic damage until end of round.
☐ **Precognition:** *Immediate, when this creature is hit by an attack:* That attack misses instead, then this creature shifts 1 square.

HP 50
BLOOD 25



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DWARF ARTIFICER - THE LAST WAR

Level 10 ♦ Arcane • Dwarf

AC 24
ATTACK POWERS
⊕ **Knucklering:** *Minor action:* Automatic hit vs. AC; 5 damage.
☐ **Ring of the Ram:** (range 5) +11 vs. Fortitude; 20 damage AND push 3. On miss, 5 damage AND push 1.

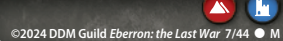
FORT 25
REF 23
WILL 24

GENERAL POWERS
☐ **Workshop:** *Use at setup:* Add 1 new Construct ally of cost 10 or less adjacent to this creature.
Shifter Bane: +5 damage vs. Shapeshifter enemies.
Battlemith Infusion: *Minor action, once per turn:* Choose 1 effect to apply to an adjacent ally, that lasts until end of round:

☐ **Defense:** +2 AC.
☐ **Frost:** +5 cold damage.
☐ **Speed:** +2 speed.

Mend: *Minor action:* An adjacent Construct ally heals 5 HP.

SPEED 5
HP 65
BLOOD 30



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TARKANAN ASSASSIN

Level ♦ Human • Stealth

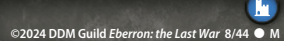
AC 19
ATTACK POWERS
⊕ **Swords:** Roll 2d20 and use the higher result: +9 vs. AC; 10 damage.

FORT 16
REF 18
WILL 16

GENERAL POWERS
Hide
☐ **Poison:** *Minor action:* +15 poison damage until end of turn. ☹ *when first bloodied.*
☐ **Aberrant Dragonmark:** *Use at start of turn:* Gains Phasing until end of turn.

HP 35
BLOOD 15

Assassins of House Tarkanan bear the aberrant dragonmark and skills to fulfill the contract.



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KARNATHI ZOMBIE

Level 4 ♦ Odakyr • Undead

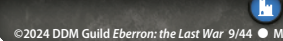
AC 19
ATTACK POWERS
⊕ **Serrated Sword:** +10 vs. AC; 10 damage.

FORT 16
REF 14
WILL 14

GENERAL POWERS
Immune Fear
Odakyr Legion: +1 attack for each adjacent Odakyr ally.
Odakyr Training: +5 damage while adjacent to an Odakyr ally.
Zombie Resilience: Resist 5 All vs. † and † attacks.

HP 35
BLOOD 15

Priests of Blood of Vol create the Karnathi undead in Fort Bones.



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DWARF MAGEWRIGHT

Level 2 ♦ Arcane • Dwarf

ATTACK POWERS
⊕ **Dart:** (range 10) +9 vs. AC; 10 lightning damage.

AC 17
FORT 17
REF 15
WILL 15

GENERAL POWERS
☐ **Mend:** *Minor action:* An adjacent Construct ally heals 5 HP.
☐ **Empower:** *Minor action:* An adjacent Construct ally has +2 speed until end of round.
☐ **Magic Weapon:** *Attack action:* An adjacent Construct ally has +1 attack until end of battle.

SPEED 5
HP 25
BLOOD 10

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SHIFTER ARTIFICER

Level 9 ♦ Arcane • Beast • Shapeshifter

CR 2

ATTACK POWERS
⊕ **Bing:** *Minor action:* (range 10) +14 vs. Reflex; 10 lightning damage.
⊕ **Bang:** (sight) +14 vs. Fortitude; 15 thunder damage AND push 3.
⊕ **Boom:** *Full turn action:* (radius 2 within 5) +16 vs. Reflex; 20 fire damage. On miss, 5 fire damage.

AC 23
FORT 22
REF 21
WILL 22

GENERAL POWERS
Resist 5 Lightning, Fire, Cold, Acid

CHAMPION POWERS ☐ ☐
❖ *Use at start of turn:* Until end of round, each adjacent ally has +2 speed and ignores Conceal.

HP 50
BLOOD 25

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UNDYING SOLDIER - THE LAST WAR

Level 5 ♦ Elf • Undead

ATTACK POWERS
⊕ **Masterwork Spear:** +12 vs. AC; 10 damage.
☐ **Smite:** +14 vs. AC; 10 + 10 radiant damage.

AC 22
FORT 17
REF 17
WILL 17

GENERAL POWERS
Scout
Resist 5 Radiant
Temple Guard: +5 radiant damage while adjacent to a victory area.
Illuminator 5: (aura 5) Enemies and allies in aura are not Invisible and do not benefit from Conceal.

SPEED 6
HP 40
BLOOD 20

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DOLGRIM - THE LAST WAR

Level 3 ♦ Aberrant • Dolgrim

ATTACK POWERS
⊕ **Sword and Mace:** +10 vs. AC; 10 damage.

AC 17
FORT 15
REF 15
WILL 15

GENERAL POWERS
Sneak Attack 5
Dual Mind: *Use when rolling a save vs. Confused, Stunned or Dazed:* Roll 2d20 and use the higher result.
☐ **Dual Activation:** *Use at start of round:* Activate twice this round. ☐ *when this creature destroys a creature.*

SPEED 5
HP 35
BLOOD 15

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WARFORGED - MACE

Level 8 ♦ Martial • Warforged

CR 1

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

AC 25
FORT 21
REF 21
WILL 21

GENERAL POWERS
Fortified 10: Resist 10 All vs. Critical Hits.
Veteran of the Last War: Resist 5 All while adjacent to a Warforged ally.
☐ **Resounding Blow:** *Use on a ⊕ hit:* Target is also Stunned.

CHAMPION POWERS ☐
❖ *Use at start of round:* Martial and Warforged allies have +5 damage until end of round.

HP 50
BLOOD 25

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KARNNATHI SKELETON - AXES

Level 8 ♦ Odakyr • Undead

CR 1

ATTACK POWERS
⊕ **Battleaxe:** +12 vs. AC; 10 damage.

AC 20
FORT 17
REF 18
WILL 17

GENERAL POWERS
Immune Fear
Offhand Battleaxe: *Minor action, once per turn:* Make a ⊕ attack.
Odakyr Legion: +1 attack for each adjacent Odakyr ally.
Odakyr Training: +5 damage while adjacent to an Odakyr ally.
Parry: +2 AC vs. ⊕ attacks.
☐ **Bone Dance:** *Use when first bloodied:* Shift 6.

CHAMPION POWERS ☐
❖ *Use when this creature is targeted by an attack:* That attack targets an adjacent Undead ally instead.

HP 45
BLOOD 20

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HOMUNCULUS - THE LAST WAR

Level 4 ♦ Construct

ATTACK POWERS
⊕ **Lockjaw:** +11 vs. AC; 10 damage AND Medium or smaller target is Immobilized.

AC 20
FORT 15
REF 15
WILL 15

GENERAL POWERS
Flyby Attack: *Attack action:* Moves up to its speed and makes 1 ⊕ attack at any time during that move.
☐ **Dedicated Guardian:** *Immediate, when an adjacent Arcane ally is targeted with a ⊕ or ⊗ attack:* That attack targets this creature, instead.

SPEED 7
HP 30
BLOOD 15

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CHANGELING

Level 7 ♦ Shapeshifter

ATTACK POWERS
⊕ **Dagger:** +12 vs. AC; 10 damage.
⊗ **Minor Illusion:** (range 5) +11 vs. Will; Dazed.

AC 20
FORT 17
REF 18
WILL 18

GENERAL POWERS
Disguise: Invisible during its turn.
☐ **Shapechange:** *Use during setup:* Choose a keyword. This creature has that keyword until end of battle.
☐ **Common Face Persona:** *Use when targeted by a ⊕ or ⊗ attack:* Redirect that attack to an adjacent Medium creature instead.
☐ **I Win Persona:** *Move action:* Switch places with a Medium enemy of level 7 or lower within 7 squares.

SPEED 7
HP 40
BLOOD 20

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SHIFTER DRUID

Level 9 ♦ Primal • Rage • Shapeshifter

ATTACK POWERS
⊕ **Staff:** +14 vs. AC; 15 damage.
⊕ **Claws:** *Minor action, once per turn:* +13 vs. AC; 10 damage.

AC 23
FORT 23
REF 23
WILL 23

GENERAL POWERS
Wildhunt: Never grants combat advantage and ignores Conceal.
Hunt Leader: Beast and Shapeshifter allies have +2 ⊕ attack and +5 ⊕ damage vs. adjacent enemies.

SPEED 9
HP 60
BLOOD 30

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DUSK HAG

Level 11 ♦ Fey • Hag

ATTACK POWERS

- AC 25
FORT 25
REF 25
WILL 25
- ⊕ **Claws:** +15 vs. AC; 15 damage.
 - ⊕ **Nightmare:** +15 vs. Will; 15 psychic damage AND 10 Ongoing Psychic Damage.
 - ☐ **Sweet Dreams:** (range 5) +15 vs. Will; Helpless (save ends).

GENERAL POWERS

- SPEED 6
- ☐ **Disguise Self:** *Use at setup:* This creature is invisible until after it has resolved an attack.
 - Bargain:** *Use when your opponent scores VP for occupying a victory area and you don't:* You both score that amount of VP, instead. Your opponent rolls an extra d20 for initiative next round.
 - Dream Eater:** *Attack action:* One creature taking Ongoing Psychic Damage is Dazed, then this creature heals 10 HP.
 - Hush:** Adjacent enemies cannot make opportunity attacks.

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TSUCORA QUORI - THE LAST WAR

Level 13 ♦ Aberrant • Psionic

ATTACK POWERS

- AC 26
FORT 26
REF 24
WILL 26
- ⊕ **Pincers:** +18 vs. AC; 20 damage AND Immobilized.
 - ⊕ **Terrifying Sting:** (reach 2) +16 vs. Reflex; 10 damage AND 15 Ongoing Psychic Damage.
 - ☐ **Possession:** (range 5) +17 vs. Will; Dominated (save ends). ☹ when first bloodied.

GENERAL POWERS

- SPEED 7
- Phasing**
 - Fearmonger:** *Use at start of an adjacent ally's turn:* That ally takes 5 psychic damage. If it does, it has +5 damage until end of turn.
 - Aura of Fear:** (aura 2) Enemies in aura have -5 damage. (Fear)
 - ☐ **Dreamstep:** *Minor action:* Teleport to a square adjacent to a Dominated creature.

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HUMAN ARTIFICER

Level 9 ♦ Arcane • Human

ATTACK POWERS

- AC 24
FORT 22
REF 22
WILL 22
- ⊕ **Infused Maul:** (Usable on Charge) +15 vs. AC; 15 + 5 radiant damage.
 - ☐ **Flash:** (burst 2) +13 vs. Fortitude; Blinded (save ends).

GENERAL POWERS

- SPEED 6
- Arcane Sense:** Ignores Invisible and Conceal on Arcane, Construct and Elemental enemies.
 - Battlesmith Infusion:** *Minor action, one per turn:* Choose one effect:
 - ☐ **Haste:** Gain 1 extra attack action this turn.
 - ☐ **Reach:** Reach 5 on ⊕ attacks until end of turn.
 - ☐ **Repair:** Heal 10 HP.
 - ☐ **Reagent Raid:** *Use when this creature starts a turn in your opponent's start area:* ☹ all uses of Battlesmith Infusion.

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CLAWFOOT RAPTOR

Level 4 ♦ Beast

ATTACK POWERS

- AC 17
FORT 15
REF 17
WILL 15
- ⊕ **Claw:** +11 vs. AC; 10 damage.

GENERAL POWERS

- SPEED 7
- Halfing Mount:** May have a Small Halfling ally as a rider.
 - Leaping Charge 5:** +5 damage and Flight while charging.
 - Mounted Charge:** *Use after this creature resolves a Charge:* This creature's rider makes a ⊕ attack as an immediate action.
 - ☐ **Instinctive Dodge:** *Immediate, when this creature or its rider takes damage from a ⊕ attack:* That attack deals half damage, instead.

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DOLGAUNT

Level 7 ♦ Aberrant

ATTACK POWERS

- AC 20
FORT 20
REF 20
WILL 18
- ⊕ **Tentacles:** (reach 2) +12 vs. AC; 10 damage AND Large or smaller target is Immobilized.
 - ⊕ **Sap Vitality:** (Immobilized target only) +14 vs. Fortitude; 20 necrotic damage AND this creature heals 10 HP.

GENERAL POWERS

- SPEED 7
- Blindsight:** Ignores Invisible and Conceal.
 - ☐ **Flailing Attack:** *Attack action:* Make 2 ⊕ attacks. Hit or miss, ☹ Flailing Attack.
 - ☐ **Sacrifice Tentacle:** *Use when this creature would be hit by a ⊕ or ☹ attack:* Expend a use of Flailing Attack. If you do, that attack misses, instead.

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HALF-OGRE

Level 6 ♦ Ogre

ATTACK POWERS

- AC 16
FORT 20
REF 16
WILL 16
- ⊕ **Brute Strike:** +11 vs. AC; 15 damage.
 - ☐ **Finishing Blow:** Bloodied target only: +14 vs. AC; 25 damage.

GENERAL POWERS

- SPEED 6
- ☐ **Big Brothers in Arms:** *Immediate, when an adjacent Ogre or Giant ally hits an enemy:* Make a ⊕ attack against that enemy.
 - Big Like Mommy:** +1 reach while not bloodied.

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CLOAKER

Level 7 ♦ Aberrant

ATTACK POWERS

- AC 23
FORT 22
REF 21
WILL 21
- ⊕ **Tail:** (reach 2) +14 vs. AC; 10 damage.
 - ⊕ **Bite and Smother:** +14 vs. AC; 15 damage AND Immobilized AND Blinded.
 - ☐ **Moan:** (burst 2) +13 vs. Will; 5 psychic damage AND Dazed.

GENERAL POWERS

- SPEED F7
- ☐ **False Appearance:** *Minor action:* Invisible until it resolves an attack. ☹ when no enemy has line of sight to it.
 - Damage Transfer:** *Immediate, when this creature takes damage from an attack:* This creature and an adjacent Immobilized enemy each take half that damage, instead.

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GRAY RENDER - THE LAST WAR

Level 11 ♦ Magical Beast

ATTACK POWERS

- AC 25
FORT 24
REF 22
WILL 20
- ⊕ **Grapple and Bite:** (reach 2) +16 vs. AC; 20 damage AND pull 1 AND Immobilized.
 - ⊕ **Crush:** *Minor action:* (Immobilized target only) Automatic hit vs. Fortitude; 5 damage.

GENERAL POWERS

- SPEED 7
- ☐ **Bonded:** *Use at setup:* Select one ally. This creature is bonded to that ally until end of battle.
 - Dedicated Defender:** *Immediate, when this creature's bonded ally is targeted by an attack:* Make a ⊕ attack at +10 damage vs. attacker.
 - ☐ **Bloody Rampage:** *Immediate, use when first bloodied:* Make a ⊕ attack vs. each creature within reach, except this creature's bonded ally.

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LIVING SPELL - LIGHTNING BOLT

Level 10 ♦ Spell

ATTACK POWERS

- AC 23
FORT 23
REF 23
WILL --
- ⊕ **Shock:** +15 vs. Reflex; 15 lightning damage.
 - ☐ **Lightning Bolt:** (line 6) +13 vs. Reflex; 15 lightning damage. Hit or miss, you may place this creature in any square in the area of effect.

GENERAL POWERS

- SPEED F6
- Immune Lightning**
 - Insubstantial**
 - Arcane-Enhanced:** +5 damage while an Arcane ally is on the battlemap.
 - Conductor:** Map Squares gain lightning (damaging) terrain while this creature is adjacent.

Born of magical energy unleashed during the Last War these spell effects took on sentience.

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LIVING SPELL - CLOUDKILL

Level 10 ♦ Spell

ATTACK POWERS
⊕ **Gas Jet:** +15 vs. Fortitude; 15 poison damage.
← **Cloudkill:** (burst 2) +13 vs. Fortitude; 15 poison damage. Hit or miss, you may place this creature in any square in the area of effect.

GENERAL POWERS

Immune Poison
Insubstantial
Arcane-Enhanced: +5 damage while an Arcane ally is on the battlemap.

Noxious Fumes: Map Squares gain poison (damaging) terrain while this creature is adjacent.

Born of magical energy unleashed during the Last War these spell effects took on sentience.

AC 23 FORT 23 REF 23 WILL -- SPEED F6 HP 45 BLOOD 20

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CORPSE FLOWER

Level 10 ♦ Plant

ATTACK POWERS
⊕ **Tentacle:** *Minor action:* (reach 3) +14 vs. AC; 10 damage AND 5 Ongoing Poison Damage.

GENERAL POWERS

Immune Blinded
Blindsight: Ignores Invisible and Conceal.
Sight 6: This creature's line of sight ends after 6 squares.
Stench: (aura 2) Living creatures in aura have -2 attack; Plants immune.
Harvest the Dead: *Immediate, when an adjacent Large or smaller Living creature is destroyed:* Heal 10 HP.

Expel Animated Corpse: *Use at end of round, if this creature is in a victory area:* Add 1 new Undead ally of any faction of cost 5 or less adjacent to this creature.

Wall Walker: *Move action, if adjacent to a wall:* Move up to its speed with flight.

AC 22 FORT 23 REF 20 WILL 20 SPEED 5 HP 85 BLOOD 40

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ANKHEG - THE LAST WAR

Level 11 ♦ Beast

ATTACK POWERS
⊕ **Bite:** +16 vs. AC; 20 damage AND 5 Ongoing Acid Damage.
⊕ **Grab:** +16 vs. AC; 20 damage AND Immobilized.
⊕ **Acid Spittle:** *Minor action, once per turn:* (range 6) +14 vs. Reflex; 10 acid damage.

GENERAL POWERS

Immune Acid
Tremorsense: Ignores Invisible and Conceal on creatures without flight.
Underground Attack: *Attack action:* Move exactly 5 squares with Burrow, then make 2 different ⊕ attacks. Ⓞ *when first bloodied.*

AC 26 FORT 26 REF 26 WILL 23 SPEED 6 HP 85 BLOOD 40

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RADIANT IDOL

Level 15 ♦ Planar

ATTACK POWERS
⊕ **Celestial Flail:** (reach 2) +19 vs. AC; 20 + 5 radiant damage AND Dazed.
⊖ **Compel Worship:** (blast 5) +15 vs. Will; Dominated.
⊖ **Radiant Strike:** (radius 2 within 10) +16 vs. Reflex; 25 radiant damage. On miss, 10 radiant damage.

GENERAL POWERS

Immune Fear; Resist 10 Radiant
False Divinity: *Whenever this creature is destroyed:* Allies within 3 squares are Dazed.
Grounded: Cannot gain Flight.
Fallen Angel: +5 damage vs. Good enemies.

CHAMPION POWERS □ □
❖ *Use at start of round:* Evil allies gain +2 attack and +5 damage until end of round.

AC 27 FORT 26 REF 25 WILL 26 SPEED 8 HP 90 BLOOD 45

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LADY VOL - THE LAST WAR

Level 17 ♦ Undead • Unique

ATTACK POWERS
⊕ **Claw:** +20 vs. AC; 10 + 10 cold damage.
□ ⊕ **Disintegrate:** (range 6) +18 vs. Fortitude; 20 damage AND 20 Ongoing Damage.
□ ⊖ **Poison Breath:** (blast 5) +20 vs. Fortitude; 25 poison damage.

GENERAL POWERS

Immune Necrotic, Poison
Blindsight
Paralyzing Claw: *Use with a ⊕ attack:* On hit, target is also Helpless (save ends).

CHAMPION POWERS □ □ □
❖ *Use when this creature rolls a saving throw:* It rolls 2d20 and uses the lowest result.
❖ *Use when an enemy takes poison damage:* That enemy also gains 10 Ongoing Poison Damage.

AC 30 FORT 28 REF 28 WILL 28 SPEED F7 HP 100 BLOOD 50

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UNDYING COUNCILOR

Level 16 ♦ Undead

ATTACK POWERS
⊕ **Radiant Touch:** *Minor action:* +18 vs. Reflex; 15 radiant damage AND one ally within 3 heals 5 HP.
□ ⊖ **Greater Flame Strike:** (radius 3 within 10) +18 vs. Reflex; 15 fire + 15 radiant damage. Ⓞ *when first bloodied.*

GENERAL POWERS

Immune Blinded, Poison, Radiant
Vulnerable 10 Necrotic
Undying Court: Good allies have +2 attack.
Illuminator 6: (aura 6) Enemies and allies in aura are not Invisible and do not benefit from Conceal.

CHAMPION POWERS □ □
❖ *Use at end of round:* Enemies in this creature's and allies' Illuminator auras take 5 radiant damage.
❖ *Use when a creature takes radiant damage:* It is also Blinded.

AC 27 FORT 27 REF 27 WILL 30 SPEED 6 HP 90 BLOOD 45

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HASHALAQ QUORI

Level 10 ♦ Aberrant • Psionic

ATTACK POWERS
⊕ **Idyllic Touch:** +14 vs. Will; 10 psychic damage AND Dazed.
□ ⊖ **Possess:** +14 vs. Will; Dominated AND this creature gains Insubstantial (save ends both).
➤ **Mind Thrust:** (range 10) +14 vs. Will; 15 psychic damage.

GENERAL POWERS

Resist 10 Psychic
Visions of Pleasure: *Use at start of an enemy's turn:* That enemy cannot attack this creature this turn.
□ □ **Feedback:** *Immediate, when this creature takes damage from an attack:* The attacker takes 10 psychic damage.

AC 23 FORT 23 REF 25 WILL 27 SPEED 7 HP 55 BLOOD 25

36

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KALARAQ QUORI

Level 15 ♦ Aberrant • Psionic • Shadow

ATTACK POWERS
⊕ **Arcane Blasts:** Make 2 attacks: (sight) +20 vs. AC; 15 damage.
□ ⊖ **Swarm of Eyes:** (radius 2 within 10) +18 vs. Will; 25 psychic damage and Blinded (save ends). On miss, 10 psychic damage.

GENERAL POWERS

Phasing; Resist 10 Psychic
Blindsight
Visions from Dal Qor: Psionic allies have +5 psychic damage.
Project Nightmare: *Immediate, at end of round:* One enemy in a victory area takes 10 psychic damage.
□ **Thrall:** *Immediate, when this creature destroys an adjacent enemy:* That enemy has 10 HP remaining instead and is Dominated until end of battle. At any time, you can destroy that enemy.

AC 28 FORT 26 REF 30 WILL 32 SPEED F7 HP 90 BLOOD 45

100

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THE LORD OF BLADES

Level 18 ♦ Construct • Warforged • Unique

ATTACK POWERS
⊕ **Adamantine Blade:** (reach 2) +21 vs. AC; 30 damage AND 5 Ongoing Damage.
← **Blade Dash:** (line 10) +19 vs. AC; 25 damage. Hit or miss, place this creature adjacent to the furthest target.

GENERAL POWERS

Immune Helpless, Immune Immobilized
Resist 5 All
Fortified 20: Resist 20 All vs. critical hits.
Warlord: Allies have +2 attack.
Bladewing Aegis: (aura 1) Enemy creatures that start or end their turn in aura take 5 damage.

CHAMPION POWERS □ □ □
❖ *Use at start of round:* All creatures in your warband may shift 2.
❖ *Use when this creature scores VP for occupying a victory area:* Construct and Warforged allies heal 15 HP.
Warband Building: All Construct and Warforged creatures are legal in your warband.

AC 31 FORT 28 REF 27 WILL 27 SPEED 6 HP 100 BLOOD 50

110

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BONE KNIGHT

Level 14 ♦ Divine • Odakyr

CR 2

ATTACK POWERS

- Ⓢ **Greatsword:** +19 vs. AC; 25 damage.
- ☞ **Command:** (range 6) +18 vs. Will; Stunned. ☹ *when this creature destroys an enemy.*

GENERAL POWERS

Resist 5 Necrotic, Poison

Pallid Banner: (aura 5) Undead allies in aura have +2 attack and +5 necrotic damage. Odakyr allies in aura have +2 attack and +10 necrotic damage instead.

Shadow of Mabar: Undead allies in Pallid Banner aura may reroll a failed save (once).
☐ **Smite:** Use when this creature hits with a Ⓢ attack; +10 necrotic damage and target is Weakened.

CHAMPION POWERS

- ☐ **Use when this creature is damaged by an attack:** The attacker takes 10 necrotic damage.
- ☐ **Use at start of the round:** Each Undead ally in Pallid Banner aura heals 10 HP.

AC 29
FORT 27
REF 26
WILL 27
SPEED 6
HP 85
BLOOD 40

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BELASHYRRA

Level 17 ♦ Aberrant • Mastermind • Unique

CR 2

ATTACK POWERS

- ☞ **Warp Reality:** *Minor action:* (burst 2) +20 vs. Will; 10 psychic damage AND Dazed.
- ☞ **Eye Rays:** (range 10) +20 vs. Will; Choose one:
 - ☐ **Blind:** 20 radiant damage AND Blinded (save ends).
 - ☐ **Dominate:** Dominated (save ends).
 - ☐ **Unravel Mind:** 40 psychic damage.
 - ☐ **Weaken:** 25 damage AND Weakened.☹ *all whenever all are used.*

GENERAL POWERS

Immune Blinded, Immune Confused

Blindsight

Eye Thief: Can draw line of sight from any creature's space.

Teleport: *Move action:* Teleport 6.

CHAMPION POWERS

- ☐ **Use before any creature rolls a d20:** The result is a 10, instead.

AC 28
FORT 28
REF 28
WILL 28
SPEED 7
HP 120
BLOOD 60

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DYRRN THE CORRUPTOR

Level 17 ♦ Aberrant • Planar • Unique

CR 3

ATTACK POWERS

- Ⓢ **Tentacle:** *Minor action:* (reach 2) +21 vs. AC; 15 damage AND adjacent target is Immobilized.
- ☞ **Corrupt Flesh:** *Minor action:* (range 10) +19 vs. Fortitude; 15 necrotic damage AND -2 attack.
- ☐ **Mind Blast:** (blast 5) +18 vs. Will; 20 psychic damage AND Stunned (save ends). ☹ *as an attack action.*

GENERAL POWERS

Immune Confused, Immune Dominated, Resist 10 Psychic

Horrorscape: *Immediate, at end of round:* Choose one type of terrain. Enemies that occupy that type of terrain take 5 psychic damage.

CHAMPION POWERS

- ☐ **Use at start of round:** Each Mind Flayer, Tentacle and Aberrant ally has +2 attack and +5 damage until end of round.
- ☐ **Use at start of turn:** Teleport 2.

AC 28
FORT 28
REF 28
WILL 34
SPEED F7
HP 145
BLOOD 70

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CADAVER COLLECTOR

Level 14 ♦ Construct

ATTACK POWERS

- Ⓢ **Slam:** (reach 2) +18 vs. AC; 20 +10 necrotic damage.
- ☐ **Paralyzing Breath:** (blast 5) +16 vs. Fortitude; Helpless (save ends).

GENERAL POWERS

Immune Fear, Poison

Delayed Appearance

☐ **Battlefield Summons:** Use at end of round: Place this creature in your start area or within 5 squares of an Arcane or Divine ally champion.

Collect Cadavers: Use when a *Living creature is destroyed within 2 squares:* Add 1 cadaver token to this creature.

Host of Spectres: (aura 2) Enemies that start their turn in aura take 5 necrotic damage, +5 necrotic damage per cadaver token on this creature (max 20 necrotic damage).

AC 27
FORT 30
REF 26
WILL 26
SPEED 5
HP 90
BLOOD 45

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VALENAR HORSE

Level 8 ♦ Magical Beast

ATTACK POWERS

- Ⓢ **Hooves:** +14 vs. AC; 10 damage.

GENERAL POWERS

Valenar Mount: May have a Medium Elf or Good Medium Human ally as a rider.

Mounted Combat: *Attack action:* This creature moves up to its speed and it and its rider may each make a Ⓢ attack at any time during this move as an immediate action.

☐ **Bestow Luck:** Use after this creature's rider rolls a d20: Reroll and use the new result instead.

AC 21
FORT 19
REF 21
WILL 19
SPEED 9
HP 45
BLOOD 20

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SHAMBLING MOUND

Level 11 ♦ Plant

ATTACK POWERS

- Ⓢ **Slam:** (reach 2) +17 vs. AC; 25 damage AND Immobilized.
- Ⓢ **Suffocate:** (Immobilized target only) +18 vs. Fortitude; 10 damage AND 15 Ongoing Damage AND Blinded AND Immobilized (save ends all).

GENERAL POWERS

Immune Poison

Tremorsense: Ignores Invisible and Conceal on non-Flying creatures.

Lightning Healing 10: *Whenever this creature would take lightning damage:* Heal 10 HP instead.

AC 25
FORT 25
REF 22
WILL 22
SPEED 5
HP 85
BLOOD 40

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SUL KHATESH

Level 19 ♦ Arcane • Shadow • Unique

CR 3

ATTACK POWERS

- Ⓢ **Shadow Staff:** +22 vs. AC; 20 necrotic damage.
- ☞ **Power Word, Kill:** (range 3, enemy with 50 HP or less) Automatic hit vs. Fortitude; destroyed.
- ☞ **Arcane Deflagration:** (radius 1 within sight) +19 vs. Reflex; 25 damage.

GENERAL POWERS

Immune Confused, Immune Dazed

Conceal 6

Blindsight: Ignores Invisible and Conceal.

☐ **Arcane Cataclysm:** *Attack action:* Use the Arcane Deflagration power 3 times (max 1 attack per creature). ☹ *when first bloodied.*

CHAMPION POWERS

- ☐ **Use at start of round:** Arcane allies have +2 attack and +10 damage until end of round.
- ☐ **Use when any creature hits with an attack:** +20 necrotic damage on that attack.

AC 29
FORT 27
REF 27
WILL 29
SPEED F7
HP 135
BLOOD 65

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THE LORD OF BLADES (EPIC)

Level 22 ♦ Warforged • Unique

CR 3

ATTACK POWERS

- Ⓢ **Adamantine Blade:** (reach 2) +25 vs. AC; 25 damage AND 5 Ongoing Damage.
- ☞ **Bladed Wings:** (range 10) +23 vs. AC; 20 damage AND 5 Ongoing Damage.
- ☞ **Blade Spin:** (burst 1) +23 vs. AC; 15 damage AND 5 Ongoing Damage.

GENERAL POWERS

Immune Helpless, Immune Immobilized

Fortified 20: Resist 20 All vs. critical hits.

Juggernaut: +2 speed, +2 attack and +10 damage while charging.

Multi-Activation 2: Activates twice each round.

CHAMPION POWERS

- ☐ **Use at start of round:** Construct and Warforged allies have +4 attack and +10 damage until end of round.
- ☐ **Use at start of a bloodied creature's turn:** That creature may use an extra attack action this turn.

Warband Building: All Construct creatures are legal in your warband.

☞ *Use with Rising from the Last War: The Lord of Blades, or Blood War: Lord of Blades*

AC 34
FORT 31
REF 30
WILL 32
SPEED 6
HP 190
BLOOD 95

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EBERRON: THE LAST WAR

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