

BRIGGANOCK MINER

Level 3 ♦ Fey

ATTACK POWERS
⚡ Pickaxe: +9 vs. AC; 5 damage.

AC 16
FORT 14
REF 15
WILL 14
SPEED 5

GENERAL POWERS

Soul Light: (aura 2) Creatures in aura do not benefit from Conceal and Invisible.

- ☐ **Time Lapse Tunnelling:** *Move action:* Moves up to its speed with Phasing.
- ☐☐ **Time Lapse Stonework:** *Attack action:* An unoccupied adjacent square gains wall terrain until end of round.

HP 20
BLOOD 10

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FEYWILD GOBLIN

Level 2 ♦ Goblin

ATTACK POWERS
⚡ Spear: +8 vs. AC; 10 damage.

AC 17
FORT 15
REF 15
WILL 15
SPEED 6

GENERAL POWERS

Hag Bolstered: +2 attack and +5 damage while within 5 squares of a Hag ally.

HP 25
BLOOD 10

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HARENGON BRIGAND

Level 1 ♦ Fey • Harengon

ATTACK POWERS
⚡ Dagger: +6 vs. AC; 5 damage.

AC 16
FORT 14
REF 16
WILL 14
SPEED 6

GENERAL POWERS

Sneak Attack 5

Harengon Leap: *Minor action:* Moves up to 2 squares with flight.

Pack Tactics: Has combat advantage vs. enemies adjacent to an ally.

HP 10
BLOOD 5

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BULLYWUG KNIGHT

Level 8 ♦ Aquatic • Bullywug

ATTACK POWERS
⚡ Glaive: +12 vs. AC; 20 damage.

AC 22
FORT 20
REF 20
WILL 20
SPEED 6

GENERAL POWERS

Hop: *Move action:* Moves up to its speed with flight.

Swamp Chivalry: *Immediate, when an adjacent Aquatic ally takes damage from an attack:* This creature and that ally both take half that damage instead.

☐ **Smiting Croak:** *Immediate, when this creature hits with a ⚡ attack:* +10 thunder damage AND Dazed.

HP 55
BLOOD 25

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DARKLING - 2 BLADES

Level 6 ♦ Fey • Martial • Shadow

ATTACK POWERS
⚡ Twin Daggers of the Elder: Make 2 attacks vs. the same target: +13 vs. AC; 5 damage.

AC 19
FORT 17
REF 19
WILL 17
SPEED 6

GENERAL POWERS

Vulnerable 5 Radiant

Blindsight

Sneak Attack 10

Death Flash: *Use when this creature is destroyed:* Each adjacent creature is Dazed.

CHAMPION POWERS

❖ *Use at start of round:* This creature, and each Fey ally with the Shadow keyword, are Invisible until end of round.

HP 45
BLOOD 20

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BOGGLE

Level 2 ♦ Fey • Shadow

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)

AC 15
FORT 12
REF 15
WILL 12
SPEED 6

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.

HP 15
BLOOD 5

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SPRITE

Level 3 ♦ Fey • Sprite

ATTACK POWERS
⚡ Pixie Bow: (range 6) +9 vs. AC; 5 poison damage.
⚡ Sprinkle Faerie Dust: Moves up to its speed. After each enemy's space entered during that move, provoke an opportunity attack from that enemy, then attack it: +6 vs. Reflex; Confused (save ends).

AC 20
FORT 16
REF 20
WILL 16
SPEED F7

GENERAL POWERS

Conceal 11

Tiny & Quick: +8 AC and Reflex vs. ⚡ attacks.

Minuscule: May transit an enemy's space.

HP 15
BLOOD 5

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KORRED

Level 11 ♦ Earth • Fey

ATTACK POWERS
⚡ Earthen Fists: +16 vs. AC; 25 damage.
☐ Ironhair: *Minor action:* (reach 3) +14 vs. Reflex; Immobilized. ⚡ when no creature is affected by this power.

AC 25
FORT 25
REF 23
WILL 23
SPEED B5

GENERAL POWERS

Tremorsense: Has Blindsight vs. enemies without flight.

HP 85
BLOOD 40

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REDCAP

Level 10 ♦ Fey

ATTACK POWERS
⚡ Scythe: +15 vs. AC; 15 damage.
⚡ Steel Kick: *Minor action, once per turn:* +13 vs. AC; 5 damage AND Slowed.

AC 23
FORT 23
REF 23
WILL 23
SPEED 5

GENERAL POWERS

Redcap: *Use when this creature bloodies or destroys an enemy:* Heal 10 HP.

Bloody Murderous: *Whenever this creature starts a turn bloodied and adjacent to an enemy:* +2 attack and +5 damage vs. that enemy until end of turn.

HP 65
BLOOD 60

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MYCONID ADULT - WITCHLIGHT

Level 4 ♦ Myconid • Plant

AC 18
FORT 16
REF 16
WILL 16
SPEED 5
HP 35
BLOOD 15

ATTACK POWERS

Ⓢ **Crude Spear:** (reach 2) +9 vs. AC; 10 + 5 poison damage.
⚡ **Pacification Spores:** (burst 1, Living creatures only) +9 vs. Will; Cannot make attacks.

GENERAL POWERS

Scout

☐ **Native Aspect:** Use at setup: This creature is invisible until it moves or attacks.

☐ **Rapport Spores:** +1 attack for each Myconid ally within 6 squares.

☐ **Poisonous Spores:** Use when this creature is damaged by an attack: Adjacent creatures take 5 poison damage (Myconids immune).



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QUICKLING

Level 3 ♦ Fey

AC 19
FORT 15
REF 22
WILL 15
SPEED 10
HP 25
BLOOD 10

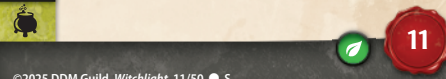
ATTACK POWERS

Ⓢ **Quick Blade:** +9 vs. AC; 5 damage AND repeat this attack (max 3 per turn).

GENERAL POWERS

Conceal 6

☐ **Defensive Mobility:** +5 AC vs. opportunity attacks.



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CAMPESTRI

Level 1 ♦ Plant

AC 15
FORT 13
REF 13
WILL 13
SPEED 2
HP 5
BLOOD -

ATTACK POWERS

⚡ **Hallucinatory Spores:** (burst 1) +4 vs. Will; Dazed.

GENERAL POWERS

☐ **Two of a Kind:** Use when this creature would be destroyed by a Ⓢ or ⚡ attack: It is not destroyed and has 5 HP remaining, instead.

☐ **Happy Song:** (aura 2) Allies in aura have +2 Will.

☐ **Tag Along:** Use when an ally moves out of an adjacent square with a movement effect: Once that movement effect is resolved, place this creature adjacent to that ally. Ⓞ at start of turn.



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BOBI

Level 1 ♦ Dwarf • Unique

AC 14
FORT 12
REF 12
WILL 14
SPEED 5
HP 10
BLOOD 5

ATTACK POWERS

Ⓢ **One-Two Punch:** +5 vs. AC; 5 damage AND repeat this attack (max 2 per turn).

GENERAL POWERS

The fastest pair of hands in the Getaway Gang.

♦ Use with *The Wild Beyond the Witchlight*: Bobby (mislabel)



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GLISTER

Level 7 ♦ Elf • Selenielon • Unique

AC 21
FORT 19
REF 22
WILL 19
SPEED 6
HP 50
BLOOD 25

ATTACK POWERS

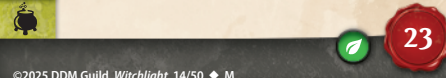
Ⓢ **Acrobatic Kick:** +13 vs. AC; 15 damage.
☐ ⚡ **Sun Ray:** (sight) +12 vs. Reflex; 15 radiant damage AND Blinded.

GENERAL POWERS

☐ **Partner Acrobatics:** Immediate, at end of round, if a Selenielon ally is within 3 squares: Shift up to 3 squares with flight, then make a Ⓢ attack.

☐ **Selenielon Twins:** All Selenielon creatures in your warband must activate one after the other and collectively count as a single activation.

☐ **Lifelink:** Whenever a Selenielon ally takes damage: This creature and that ally take half that damage, instead.



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GLEAM

Level 7 ♦ Elf • Selenielon • Unique

AC 21
FORT 19
REF 22
WILL 19
SPEED 6
HP 50
BLOOD 25

ATTACK POWERS

Ⓢ **Acrobatic Kick:** +13 vs. AC; 15 damage.
☐ ⚡ **Moon Ray:** (sight) +12 vs. Reflex; 15 radiant damage AND Weakened.

GENERAL POWERS

☐ **Partner Acrobatics:** Immediate, at end of round, if a Selenielon ally is within 3 squares: Shift up to 3 squares with flight, then make a Ⓢ attack.

☐ **Selenielon Twins:** All Selenielon creatures in your warband must activate one after the other and collectively count as a single activation.

☐ **Lifelink:** Whenever a Selenielon ally takes damage: This creature and that ally take half that damage, instead.



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BLINK DOG

Level 3 ♦ Magical Beast

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

ATTACK POWERS

Ⓢ **Bite:** +11 vs. AC; 10 damage.
☐ Ⓢ **Knockdown:** +10 vs. Fortitude; Stunned.

GENERAL POWERS

☐ **Reactive Blink:** Immediate, when an enemy targets this creature with an attack: Teleport 3.
☐ **Blink:** Minor action: Teleport 3.

☐ **Beast Pack Attack:** Immediate, when a Beast or Magical Beast ally attacks an adjacent enemy granting combat advantage: Make a Ⓢ attack vs. that enemy.



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SIR TALAVAR

Level 5 ♦ Dragon • Fey • Unique

AC 21
FORT 17
REF 19
WILL 19
SPEED F6
HP 30
BLOOD 15

ATTACK POWERS

Ⓢ **Tiny Sword:** +11 vs. AC; 10 damage.
☐ ⚡ **Euphoria Breath:** (blast 1) +9 vs. Will; Confused (save ends).

GENERAL POWERS

☐ ☐ **Mirror Image:** Use when hit by a Ⓢ or ⚡ attack: That attack is a miss, instead.

☐ **Knight-Errant:** +2 Ⓢ attack and +5 Ⓢ damage while no ally is within 5 squares.

☐ **Divine Challenge:** Minor action: Choose 1 enemy within 5 squares. Until it attacks this creature, it has -2 attack and takes 10 radiant damage whenever it attacks.

*"I shall slay the Summer Queen's enemies.
And I will do it with panache!"*



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CHUCKLEHEAD

Level 3 ♦ Goblin • Unique

AC 18
FORT 16
REF 16
WILL 16
SPEED 6
HP 35
BLOOD 15

ATTACK POWERS

Ⓢ **Slam Dance:** +10 vs. AC; 10 damage AND shift 1.

GENERAL POWERS

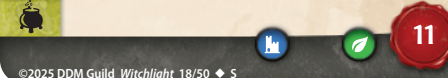
☐ **Well-Intended:** Not affected by Evil allies' champion powers.

☐ **Market Supervisor:** While this creature is in a victory area, enemies cannot score victory points for occupying that victory area.

CHAMPION POWERS

☐ **Use at start of round:** Allies in the same victory area as this creature heal 10 HP.

*The hag transformed this goblin's
head into a toffee apple.*



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CR 1

SQUIRT

Level 1 ♦ Construct • Unique

ATTACK POWERS

AC 16

FORT 13

REF 14

WILL 12

SPEED F5

HP 15

BLOOD 5

GENERAL POWERS

☐☐ **Lubricate:** *Attack action:* An adjacent Construct ally has +1 speed until end of round.

Boggle Oil: *Attack action:* Choose 1 adjacent square. It gains slippery terrain.

☐ **Oil Spill:** *Whenever this creature is destroyed:* The square this creature last occupied gains slippery terrain.

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WILL

Level 9 ♦ Giant • Shapeshifter • Unique

ATTACK POWERS

AC 21

FORT 20

REF 19

WILL 20

SPEED F6

HP 50

BLOOD 25

GENERAL POWERS

☐☐ **Oni in Disguise:** *Use at setup:* Invisible until it resolves an attack.

☐☐ **Leader of the Getaway Gang:** *Minor action, once per turn:* Choose one enemy within 6 squares. Each ally within 6 squares may shift 1 towards that enemy, then those allies have +2 attack vs. that enemy until end of round.

A shapechanged Oni cursed with a warm heart.

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STAR

Level 1 ♦ Magical Beast • Unique

ATTACK POWERS

AC 14

FORT 12

REF 14

WILL 12

SPEED 7

HP 10

BLOOD 5

GENERAL POWERS

Conceal 11

Tiny Hunter: +4 attack and +5 damage vs. Tiny targets.

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CLAPPERCLAW

Level 3 ♦ Construct • Unique

ATTACK POWERS

AC 18

FORT 17

REF 16

WILL 16

SPEED 6

HP 35

BLOOD 15

Ⓢ **Claws:** +11 vs. AC; 15 damage.

☐☐ **Unsettling Presence:** (range 6) +10 vs. Will; Immobilized (save ends). (Fear) ☹ *on miss.*

GENERAL POWERS

Immune Fear

Vulnerable 5 Fire

☐ **New Head:** *Use at start of round, if in your victory area:* Heal 20 HP.

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PERYTON

Level 7 ♦ Beast

ATTACK POWERS

AC 21

FORT 19

REF 19

WILL 19

SPEED F7

HP 55

BLOOD 25

Ⓢ **Gore:** +12 vs. AC; 10 damage.

GENERAL POWERS

Diving Charge: +2 attack and +15 damage while charging.

Reckless Charger: *Whenever this creature rolls a natural 1-2 while charging:* It takes 5 damage and is Immobilized (save ends).

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PIXIE

Level 4 ♦ Fey

ATTACK POWERS

AC 18

FORT 16

REF 18

WILL 18

SPEED F6

HP 20

BLOOD 10

☐☐ **Pixie Dust:** (range 3) +9 vs. Will; Dazed.

☐☐ **Entangle:** (blast 3) +7 vs. Fortitude, +12 vs. Fortitude instead if target occupies forest terrain; 10 damage AND Immobilized.

GENERAL POWERS

☐ **Dispel Magic:** *Attack action:* End all non-condition effects on a creature within 3 squares.

☐ **Greater Invisibility:** *Minor action:* Invisible until it takes damage.

☐ **Trickery:** *Use when this creature hits with a ☐ attack:* Shift 3 squares away from target, then pull target 3 squares.

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DARKLING ELDER

Level 7 ♦ Fey • Shadow

CR 2

ATTACK POWERS

AC 22

FORT 20

REF 21

WILL 20

SPEED 6

HP 55

BLOOD 25

Ⓢ **Underdark Blade:** +15 vs. AC; 10 + 5 necrotic damage.

GENERAL POWERS

Vulnerable 5 Radiant

Sneak Attack 10

Blindsight

☐ **Darkness:** *Attack action:* Choose a square within 10. Until start of this creature's next turn, line of sight cannot be traced out of or into that square or any square within 2 of that square.

Death Burn: *Whenever this creature is destroyed:* Adjacent creatures take 5 fire damage and are Blinded.

CHAMPION POWERS ☐☐

❖ *Use at start of round:* Shadow allies have +2 attack and +5 damage until end of round.

❖ *Use when this creature takes damage from an attack:* Make a Ⓢ attack vs. the attacker.

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GRELL

Level 9 ♦ Aberrant • Grell

ATTACK POWERS

AC 21

FORT 19

REF 19

WILL 22

SPEED F6

HP 65

BLOOD 30

Ⓢ **Paralyzing Tentacles:** (reach 2) Roll 4d20 and use the highest result: +9 vs. AC; 5 + 5 poison AND Immobilized (save ends).

Ⓢ **Beak:** Immobilized or Helpless target only: +15 vs. AC; 20 damage.

GENERAL POWERS

Immune Blinded, Lightning

Blindsight 6

Intelligent Colony: +1 attack for each ally with Grell in its name within 5 squares.

☐ **Collective Strategy:** *Use at start of round:* Move 1 square for each ally with Grell in its name.

☐ **Paralysis:** *Use when an adjacent enemy fails a save vs. Immobilized:* That enemy is also Helpless until end of its next turn.

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AMIDOR

Level 3 ♦ Plant • Unique

ATTACK POWERS

AC 15

FORT 15

REF 17

WILL 15

SPEED 6

HP 25

BLOOD 10

Ⓢ **Rapier:** +7 vs. AC; 10 damage.

☐☐ **Seed Sling:** (range 6) +7 vs. AC; 5 damage.

GENERAL POWERS

☐ **Selfless Parry:** *Immediate, when an adjacent Medium or smaller ally is targeted by a Ⓢ or ☐ attack:* -2 on that attack. On hit, this creature takes 15 damage, then that ally takes -15 damage from that attack.

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BULLYWUG ROYAL

Level 7 ♦ Aquatic • Bullywug • Noble

CR 1

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

AC 18
FORT 16
REF 18
WILL 18
SPEED 6

GENERAL POWERS

☐☐ **Royal Decree:** *Attack action:* Nearest ally of level 15 or lower makes a ⊕ attack as an immediate action.

Marsh Nobility: (aura 5) Bullywug allies in aura have +2 attack and +5 damage.

Hop: *Move action:* Moves up to its speed with flight.

CHAMPION POWERS ☐

❖ *Use at start of round:* Each Aquatic ally in Marsh Nobility aura heals 5 HP.

HP 45
BLOOD 20

22

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LAMORNA

Level 11 ♦ Fey • Magical Beast • Unique

CR 2

ATTACK POWERS
⊕ **Hooves:** +17 vs. AC; 20 damage.

AC 24
FORT 23
REF 22
WILL 23
SPEED 8

GENERAL POWERS

Powerful Charge 10: +10 damage while charging.

☐ **Teleportation:** *Move action:* Teleport to any square (within sight).

Beacon of Sanctity: (aura 10) Magical Beast allies in aura have +2 attack and +5 damage.

☐ **Sacred Horn:** *Minor action:* This creature and adjacent allies heal 10 HP and lose all conditions.

CHAMPION POWERS ☐☐

❖ *Use at start of round:* Evil enemies have -5 damage until end of round.

❖ *Use at end of turn:* Teleport one adjacent Magical Beast ally up to 10 squares.

HP 80
BLOOD 40

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CRADLEFALL

Level 6 ♦ Dragon • Unique

ATTACK POWERS
⊕ **Bite:** +12 vs. AC; 5 + 5 poison damage.
☐ ← **Poison Breath:** (blast 3) +10 vs. Fortitude; 15 poison damage. ☺ *when first bloodied.*

AC 19
FORT 17
REF 19
WILL 17
SPEED F7

GENERAL POWERS

Hide

Sneak Attack 5

HP 40
BLOOD 20

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GIANT DRAGONFLY

Level 4 ♦ Beast

ATTACK POWERS
⊕ **Bite:** +13 vs. AC; 10 damage.

AC 22
FORT 17
REF 22
WILL 17
SPEED F8

GENERAL POWERS

Fey Mount: May have a non-flying Medium or smaller Fey ally as a rider.

☐ **Darting Dodge:** *Immediate, use when this creature or its rider is targeted with an attack:* Shift 2. ☺ *when first bloodied.*

HP 40
BLOOD 20

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GIANT TOAD

Level 6 ♦ Aquatic • Beast

ATTACK POWERS
⊕ **Bite:** +11 vs. AC; 10 damage AND on a natural attack roll of 18-20 Medium or smaller target is Swallowed Whole (ends when this creature is bloodied or destroyed; a single creature may be affected by this condition at a time).

AC 16
FORT 17
REF 15
WILL 15
SPEED 6

GENERAL POWERS

Bog Mount: May have a Medium Bullywug or Lizardfolk ally as a rider.

Slick Dismount: *Use when this creature resolves Charge:* Place its rider adjacent to the target of the Charge, then that rider may make a ⊕ attack as an immediate action.

Leaping Charge: +5 damage and flight while charging.

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

HP 50
BLOOD 25

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GIANT SNAIL

Level 4 ♦ Aquatic • Beast

ATTACK POWERS
⊕ **Slam:** +9 vs AC; 5 + 5 poison damage.
☐ ← **Potent Neurotoxin:** *Use after being damaged by an attack:* (burst 2) +12 vs. Fortitude; Immobilized AND 10 Ongoing Poison Damage.

AC 20
FORT 16
REF 15
WILL 15
SPEED 4

GENERAL POWERS

Ponderous: Cannot shift.

Habitat: May set up in difficult terrain within 6 squares of your start area.

Glider: Does not pay extra MP for entering difficult terrain.

☐ **Withdraw into Shell:** *Immediate, when targeted by an attack:* +4 AC and Resist 5 All until it moves or declares an attack.

HP 35
BLOOD 15

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FOMORIAN

Level 17 ♦ Fey • Fomorian • Giant

ATTACK POWERS
⊕ **Club:** (reach 3) +24 vs. AC; 25 damage.
☞ **Evil Eye:** *Minor action, once per turn:* (range 5) +20 vs. Will; 10 psychic damage AND Immobilized (save ends, also ends when this creature uses Evil Eye).

AC 31
FORT 32
REF 30
WILL 30
SPEED 8

GENERAL POWERS

Skullcracker: +10 ⊕ damage vs. Immobilized targets.

Resentful Outcast: +5 ⊕ damage vs. non-Evil Fey targets.

Cleave: *Immediate, when this creature destroys an enemy with a ⊕ attack:* Make a ⊕ attack.

Curse of Deformity: *Use when an enemy fails a save vs. the condition imposed by Evil Eye:* That enemy takes 10 damage, and has -2 speed until end of battle.

HP 125
BLOOD 60

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TROLL

Level 10 ♦ Troll

ATTACK POWERS
⊕ **Slam:** (reach 2) +14 vs. AC; 20 damage.
⊕ **Claw:** *Minor action:* (reach 2) +13 vs. AC; 5 damage.

AC 22
FORT 22
REF 20
WILL 20
SPEED 7

GENERAL POWERS

Vulnerable 5 Fire

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

Hag Bolstered: +2 attack and +5 damage while within 5 squares of a Hag ally.

HP 60
BLOOD 30

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ZYBILNA

Level 18 ♦ Arcane • Fey • Immortal • Unique

CR 3

ATTACK POWERS
⊕ **Iggwilv's Touch:** +20 vs. Will; 25 psychic damage AND Confused.
☞ **Shocking Bolt:** (sight) +20 vs. Will; 20 lightning damage AND Dazed.
← **Witchlight:** (line 8) +17 vs. Reflex; 5 fire + 5 radiant + 5 necrotic + 5 poison + 5 psychic damage.

AC 29
FORT 28
REF 28
WILL 32
SPEED 6

GENERAL POWERS

Immune Dazed, Fear

Fairy Godmother: Fey allies have +2 attack and +2 AC.

Planar Knowledge: +5 damage vs. Demon and Fey creatures.

☐ **Demonologist:** *Attack action:* Place 1 new Demon ally of any faction worth 34 VP or less within 5 squares.

HP 130
BLOOD 65

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PINCUSHION

Level 5 ♦ Construct • Unique

AC 16
FORT 15
REF 15
WILL 15
SPEED 5
HP 35
BLOOD -

ATTACK POWERS
⚡ **Mind Delving Touch:** +13 vs. Will; 10 Ongoing Psychic Damage.
☞ **Cackle:** (burst 2, enemies only) +12 vs. Will; Dazed. ☹ when first bloodied.

GENERAL POWERS

Immune Poison

Vulnerable 5 Fire

Pincushion: Resist 5 All vs. ⚡ and ☞ attacks.

☐ **Persistent Doll:** Use when this creature would be destroyed: It is not destroyed and has 5 HP remaining instead.

Another of Baba Yaga's strange confections.

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GULLOP THE XIX

Level 9 ♦ Aquatic • Bullywug • Noble • Unique

CR 2

AC 23
FORT 21
REF 20
WILL 21
SPEED 6
HP 65
BLOOD 30

ATTACK POWERS
⚡ **Staff of the Monarch:** +14 vs. AC; 20 damage.

GENERAL POWERS

☐ **Schemer:** Immediate, when an enemy uses a champion power: Roll a d20. On a roll of 12+ that champion power has no effect. On a roll of 2-11 ☹ this power.

Strength in Numbers 2: Increase your warband's creature limit by 2.

King of the Marsh: (aura 5) Bullywug allies in aura have +2 to all defenses.

CHAMPION POWERS ☐ ☐

❖ Use when this creature or a Noble ally within 5 squares is targeted by an attack: An ally adjacent to that creature is targeted by the attack, instead.

❖ Use at end of round: Bullywug allies move up to their speed.

"Behold Gullo the XIX, ruler of the Soggy Court!"

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TUMBLESTRUM AND GROAK

Level 15 ♦ Arcane • Gnome • Unique

AC 27
FORT 27
REF 29
WILL 29
SPEED 6
HP 80
BLOOD 40

ATTACK POWERS
⚡ **Thunder Chord:** (blast 3) +17 vs. Fortitude; 15 thunder damage AND push 2.
☞ **Dominate:** (range 6) +19 vs. Will; Dominated (save ends).
☞ **Maddening Darkness:** (radius 2 within 6) +19 vs. Will; 30 psychic damage AND Blinded. On miss, 15 psychic damage. ☹ when first bloodied.

GENERAL POWERS

Legendary Luck: Immediate, after this creature's d20 roll, if it was an odd number: Reroll and use the new result instead.

☐ **Mass Cure Wounds:** Attack action: This creature and allies within 6 squares heal 20 HP.

☐ **Defensive Croak:** Immediate, when targeted by an attacker within 3 squares: That attack misses.

Greatest Song: (aura 6, while not bloodied) Allies in aura have Immune Fear and +5 attack.

She is known in some corners of the multiverse as the Planeswalker.

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AGDON LONGSCARF

Level 5 ♦ Fey • Harengon • Stealth • Unique

AC 20
FORT 18
REF 22
WILL 18
SPEED 6
HP 35
BLOOD 15

ATTACK POWERS
⚡ **Branding Iron:** +12 vs. AC; 5 + 10 fire damage AND this creature is Invisible to the target until end of battle.

GENERAL POWERS

Dodger: Takes half damage from ⚡ and ☞ attacks by enemies it can see.

Harengon Leap: Minor action: Moves up to 2 squares with flight.

Magic Scarf: +3 speed while not bloodied.

Theft: Attack action: Destroy a non-cursed item of opponent's choice from an adjacent enemy that does not see this creature.

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SKABATHA NIGHTSHADE

Level 12 ♦ Fey • Hag • Unique

CR 2

AC 26
FORT 25
REF 23
WILL 25
SPEED 6
HP 85
BLOOD 40

ATTACK POWERS
⚡ **Claws:** +18 vs. AC; 10 + 10 poison damage.
☞ ☞ **Curse of Regret:** Minor action: (range 3) Automatic hit vs. Will; whenever target hits with an attack, it takes 15 psychic damage (save ends).
☞ **Animated Toy Soldiers:** (radius 1 within sight) +16 vs. AC; 15 damage.

GENERAL POWERS

Hourglass Coven: Use at end of round, if 2 or more Hag allies are on the battle map: Cumulative +1 attack until end of battle.

☐ **Shrink:** Immediate action: Invisible and Slowed until it declares an attack.

☐ **Wind Up:** Use at start of turn, if damaged: This creature has an additional attack action this turn. ☹ when first bloodied.

CHAMPION POWERS ☐ ☐

❖ Use when an enemy within 6 squares succeeds on a save: That save fails, instead.

❖ Use when you lose initiative: A champion enemy within 6 squares is Dazed.

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BAVLORNA BLIGHTSTRAW

Level 12 ♦ Aquatic • Fey • Hag • Unique

CR 2

AC 25
FORT 24
REF 24
WILL 24
SPEED 6
HP 80
BLOOD 40

ATTACK POWERS
⚡ **Slack-Jawed Bite:** +17 vs. AC; 15 + 5 necrotic damage AND Small or smaller enemy is Immobilized.
☞ **Withering Ray:** (range 10) +15 vs. Fortitude; 20 necrotic damage AND Weakened.

GENERAL POWERS

Immune Flanking: Never considered to be flanked.

Hourglass Coven: Use at end of round, if 2 or more Hag allies are on the battle map: Cumulative +1 attack until end of battle.

Lornlings: (aura 5) Enemies in aura grant combat advantage.

CHAMPION POWERS ☐ ☐

❖ Use when an enemy within sight declares an attack: -4 on that attack.

❖ Use when a Hag or Troll ally deals damage with an attack: +15 necrotic damage on that attack.

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ENDELYN MOONGRAVE

Level 11 ♦ Fey • Hag • Unique

CR 1

AC 25
FORT 22
REF 23
WILL 23
SPEED 6
HP 75
BLOOD 35

ATTACK POWERS
⚡ **Theatre of the Mind:** (reach 2) +15 vs. Will; 10 psychic damage AND Dominated.
☞ ☞ **Bitter End:** Minor action: (range 3) Automatic hit vs. Will; Stunned.

GENERAL POWERS

Immune Sneak Attack

Puppeteer Strings: Minor action, once per turn: Slide one creature within 4 squares up to 2 squares.

Hourglass Coven: Use at end of round, if 2 or more Hag allies are on the battle map: Cumulative +1 attack until end of battle.

☐ **Cursed Theatre:** Use at start of round: Until end of round, no creature can collect VP for being in a victory area.

CHAMPION POWERS ☐

❖ Use at end of round: Nearest ally makes an opportunity attack.

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JINGLE JANGLE

Level 1 ♦ Goblin • Unique

AC 18
FORT 13
REF 13
WILL 13
SPEED 6
HP 15
BLOOD 5

ATTACK POWERS
⚡ **Flail of Locks:** +7 vs. AC; 10 damage.

GENERAL POWERS

Immune Immobilized

Cursed Collector of Keys: Slowed while not adjacent to a wall.

Key to Anywhere: Move action, if adjacent to a wall: Moves up to its speed with Phasing.

☐ **Key of Freedom:** Attack action: An adjacent ally loses the Immobilized condition.

"Missus Hag, I'd like to be able to open any door..."

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SUGARLUMP

Level 4 ♦ Construct • Unique

AC 20
FORT 18
REF 18
WILL -
SPEED F6
HP 45
BLOOD -

ATTACK POWERS
⚡ **Headbutt:** +12 vs. AC; 10 damage.

GENERAL POWERS
Immune Poison
Imbued Mount: May have a Medium or smaller Arcane or Hag ally as a rider.
Giddy-up! +2 speed while mounted.
☐ **Unicorn Soul:** Minor action: Heal this creature's rider 10 HP or end one condition on that rider.

A Unicorn trapped within.

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FLOATING LILY PAD

Level 10 ♦ Aquatic • Plant

ATTACK POWERS

- AC 23
FORT 22
REF 20
WILL 18
- Ⓢ Grasp Roots: (reach 2) +14 vs. AC; 15 damage AND Immobilized.
Ⓜ Entangle: (burst 1) +14 vs. AC; 15 damage AND Slowed.

GENERAL POWERS

Green Mount: May have up to 2 Medium or smaller Fey, Hag or Primal allies as riders.
Hindering Roots: Adjacent enemies have -2 attack.
Covering Shape: This creature's riders have Resist 10 All vs. Ⓜ and Ⓢ attacks.

SPEED F7

HP 75
BLOOD 35

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ORNITHOPTER

Level 4 ♦ Construct

ATTACK POWERS

- AC 24
FORT 20
REF 23
WILL -
- Ⓢ Beak: +14 vs. AC; 15 damage.

GENERAL POWERS

Wondrous Mount: May have a Medium or smaller Construct or Hag ally as a rider.
Built to Fly: Slowed while it does not have flight.
Diving Strike: Attack action: Moves up to its speed. This creature and its rider may make a Ⓢ attack vs. the same target at any time during that move.
Ⓜ Under Repair: Use at start of turn: Heal 10 HP.

SPEED F8

HP 60
BLOOD -

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JABBERWOCK

Level 15 ♦ Dragon • Unique

ATTACK POWERS

- AC 27
FORT 27
REF 27
WILL 27
- Ⓢ Jaws: (reach 2) +21 vs. AC; 25 damage.
Ⓢ Claws: +19 vs. Reflex; 20 damage AND Immobilized.
Ⓜ Eyes of Flame: (line 10) +19 vs. Reflex; 25 fire damage. Ⓜ when first bloodied.

GENERAL POWERS

Ⓜ 'Twas Brillig: Minor action: Make a Ⓢ attack.
Jibber-jabber: (aura 1) Enemies that start a turn in aura are Dazed.
O Frabjous Day! Dazed enemies have +2 attack vs. this creature.

SPEED F8

HP 105
BLOOD 50

"Beware the Jabberwock, my son!
The jaws that bite, the claws that catch!"
— Lewis Carroll

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IGGWIL'S CAULDRON

Level 6 ♦ Object

ATTACK POWERS

AC 21

GENERAL POWERS

FORT 19
REF 13
WILL -

Immune Necrotic, Poison
Resist 10 All
Delayed Appearance
Conjure: Use at start of round: Place this creature in your victory area.
Elixir: Full turn action: An adjacent ally heals 10 HP.
Scrying: Adjacent Hag and Immortal allies have +1 CR for determining initiative.
Golden Elixir: (aura 3) Allies in aura have +2 attack and +2 Fortitude, Reflex and Will.
Ⓜ Turn into Iron: Use at start of round: Until end of battle, this creature loses its Golden Elixir aura and instead has: (aura 3) Enemies in aura have -2 AC and -5 damage.

SPEED 0

HP 40
BLOOD -

"Where is my cauldron, sweetie? Here?
No, there!"

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IGGWILV

Level 28 ♦ Fey • Immortal • Unique

ATTACK POWERS

- AC 33
FORT 33
REF 33
WILL 36
- Ⓢ Punishing Bolt: (range 10) +26 vs. Fortitude; 30 damage AND Slowed.
Ⓢ Dark Speech: Minor action: (range 5) +26 vs. Will; 15 psychic damage AND push 3. (Fear)
Ⓜ Blanket of Night: (radius 2 within 10) +24 vs. Reflex; 40 damage AND Blinded.

GENERAL POWERS

Immune Dominated, Dazed, Fear
Ⓜ Witch Queen's Curse: Minor action: One adjacent enemy is Confused (save ends).
Fairy Godmother: Fey allies have +2 attack and +2 AC.
Multi-Activation 2: Activates twice per round.
Ⓜ Demonologist: Attack action: Place 1 new Demon ally of any faction worth 66 VP or less within 5 squares.

SPEED F7

HP 280
BLOOD 140

CHAMPION POWERS

- Ⓜ Use at end of round: Enemies within 5 squares take 10 psychic or 10 poison damage (choose one).
Ⓜ Use at end of turn, only while bloodied: Ⓜ Blanket of Night or Witch Queen's Curse.
Ⓜ Use with The Wild Beyond the Witchlight: Zylbina or Vecna: Eve of Ruin: Tasha

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WITCHLIGHT

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DEMONOMICON OF IGGWILV

Level 8-15 ♦ Arcane or Divine or Hag • non-Good

POWERS

Planar Knowledge: +5 damage vs. Demon and Fey creatures.
Ⓜ Demon Summoning: Attack action, if in your victory area: Place 1 new Demon ally worth 10 VP or less within 5 squares.

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HAG'S FIREPROOF OIL

Level 1-15 ♦ Plant

POWERS

Ⓜ Apply: Minor action: Resist 15 Fire until end of battle.
Worn Off: Use when this creature would take fire damage: Resolve that damage, then cumulatively reduce its resistance to fire by 5 until end of battle.

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PIPE OF SMOKE MONSTERS

Level 1-8 ♦ Halfling or Tabaxi

POWERS

Illusory Monsters: Adjacent creatures of Will 20 or less cannot take immediate actions.

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SNICKER-SNACK

Level 7-15 ♦ Medium or Small • non-Evil • Divine

POWERS

Keen Critical 19: Scores crits on Ⓜ natural rolls of 19-20.
Sentient Purpose: +5 damage vs. Evil and Dragon creatures.
Vorpal Sword: Triple damage on Ⓜ critical hits.
Fickle: Whenever this creature rolls a natural 1 on a Ⓜ attack roll, destroy this item.

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UNICORN HORN

Level 1-13 ♦ Wild • Good

POWERS

Breach the Barrier: Use at end of turn, if within 2 squares of a victory area: Teleport into that victory area.

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