







PINCUSHION evel 5 ◆ Construct • Unique	GULLOP THE XIX  Level 9 ★ Aquatic • Bullywug • Noble • Unique  CR 2	TUMBLESTRUM AND GROAK Level 15 ◆ Arcane • Gnome • Unique
ATTACK POWERS  (A Mind Delving Touch: +13 vs. Will; 10 Ongoing Psychic Damage.  (C Cackle: (burst 2, enemies only) +12 vs. Will; Dazed. (C) when first bloodied.  GENERAL POWERS  Immune Poison  Vulnerable 5 Fire  Pincushion: Resist 5 All vs. (1) and (2) attacks.  (I) 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.	ATTACK POWERS  AC 23  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  O 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  Wuse 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 Gullop the XIX, ruler of the Soggy Court!"	ATTACK POWERS  Thunder Chord: (blast 3) +17 vs. Fortitude; 15 thunder damage AND push 2.  FORT To Dominate: (range 6) +19 vs. Will; Dominated (save ends).  REF To High Maddening Darkness: (radius 2 within 6) High Madening Darkness: (radi
AGDON LONGSCARF evel 5 ◆ Fey • Harengon • Stealth • Unique	SKABATHA NIGHTSHADE Level 12 ◆ Fey · Hag · Unique  CR 2	BAVLORNA BLIGHTSTRAW Level 12 ↑ Aquatic · Fey · Hag · Unique  CR 2
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 \$\frac{1}{2}\$ 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.	ATTACK POWERS  AC COMES: +18 vs. AC; 10 + 10 poison damage.  AC COMES: +18 vs. AC; 10 + 10 poison damage.  AC COMES: +18 vs. AC; 10 + 10 poison damage.  AC COMES: +18 vs. AC; 10 + 10 poison damage.  AC COMES: +18 vs. AC; 10 + 10 poison damage.  AC COMES: +18 vs. AC; 10 + 10 poison damage.  AC COMES: +18 vs. AC; 10 + 10 poison damage.  AC COMES: +18 vs. AC; 10 + 10 poison damage.  AC COMES: +18 vs. AC; 10 + 10 poison damage.  AC COMES: +18 vs. AC; 10 + 10 poison damage.  AC COMES: +18 vs. AC; 10 + 10 poison damage.  AC COMES: +18 vs. AC; 10 + 10 poison damage.  AC COMES: +18 vs. AC; 10 + 10 poison damage.  AC COMES: +18 vs. AC; 10 + 10 poison damage.  AC COMES: +18 vs. AC; 10 + 10 poison damage.  AC COMES: +18 vs. AC; 10 + 10 poison damage.  AC COMES: +18 vs. AC; 10 + 10 poison damage.  AC COMES: +18 vs. AC; 10 + 10 poison damage.  AC COMES: +18 vs. AC; 10 + 10 poison damage.  AU COME	ATTACK POWERS  Q Slack-Jawed Bite: +17 vs. AC; 15 + 5 necrotic damage AND Small or smaller enemy is Immobilize  To Withering Ray: (range 10) +15 vs. Fortitude; 20 necrotic damage AND Weakened.  REF 24 WILL 24 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
NDELYN MOONGRAVE evel 11 ◆ Fey · Hag · Unique	JINGLE JANGLE Level 1 ← Goblin • Unique	SUGARLUMP Level 4 ◆ Construct • Unique
ATTACK POWERS  ① Theatre of the Mind: (reach 2) +15 vs. Will; 10 psychic damage AND Dominated. ② The 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. ② Cursed Theatre: Use at start of round: Until end of round, no creature can collect VP for being in a victory area.  CHAMPION POWERS ③ Use at end of round: Nearest ally makes an opportunity attack.	ATTACK POWERS  AC 18  FORT 13  REF 13  WILL 13  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"	AC 20 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.  HP 45 BLOOD  A Unicorn trapped within.

