

### COUATL ORACLE

Level 7 ♦ Planar • Serpent

CR 2

**AC** 20  
**ATTACK POWERS**  
Ⓡ **Bite:** +14 vs. AC; 5 + 5 poison damage.

**FORT** 22  
**GENERAL POWERS**  
**Resist 5 Fire, Poison, Radiant**

**Zone of Truth:** (aura 6) All creatures in aura gain Immune Sneak Attack.  
☐ **Snake's Swiftess:** *Attack action:* Nearest ally makes a Ⓡ attack as an immediate action.  
**Passive Leader:** Treated as CR 0 when determining initiative.

**SPEED** F7  
**CHAMPION POWERS** ☐ ☐

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

**HP** 50  
**BLOOD** 25  
\* Use with Summoned Creatures 2: Couatl

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### FEMALE SHIFTER ROGUE

Level 8 ♦ Shapeshifter • Stealth

**AC** 22  
**ATTACK POWERS**  
Ⓡ **Kukri:** +15 vs. AC; 15 damage.  
☐ **Hand Crossbow:** *Minor action:* (nearest) +14 vs. AC; 10 damage. Ⓡ as a move action.

**FORT** 21  
**GENERAL POWERS**  
**Sneak Attack 5**

**Home Soil, Borderlands:** *Minor action, if adjacent to blood rock or difficult terrain:* Invisible until end of round or until it resolves an attack.

**SPEED** 7

**HP** 50  
**BLOOD** 25  
\* Use with Premium Figures 7: Female Shifter Rogue

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### FROST GIANT - FROSTMAIDEN

Level 13 ♦ Cold • Giant

**AC** 29  
**ATTACK POWERS**  
Ⓡ **Huge Battle Axe:** (reach 3) +21 vs. AC; 25 + 5 cold damage.  
☐ **Ice Boulder:** (sight) +19 vs. AC; 15 + 10 cold damage.

**FORT** 29  
**GENERAL POWERS**  
**Immune Cold**

☐ **Ride the Winter Wind:** *Minor action:* Shift 6 with flight and Ⓡ Use Tempest Rune.  
☐ **Use Tempest Rune:** *Use when this creature hits with an attack:* Creatures within 3 of target take 10 cold damage, then slide creatures damaged by this power up to 2 squares.

**SPEED** 8

**HP** 105  
**BLOOD** 50

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### GHOSTBLADE EIDOLON

Level 7 ♦ Undead

**AC** 22  
**ATTACK POWERS**  
Ⓡ **Ghostblades:** (ignore Insubstantial) +14 vs. AC; 15 damage.

**FORT** 20  
**GENERAL POWERS**  
**Conceal 6**

**Phasing**  
**Promise of Greatness:** *Use when this creature destroys an enemy:* Cumulative +10 damage until end of battle (max. +20 damage).

**SPEED** 6

**HP** 50  
**BLOOD** 25  
"What was that?!"  
Something passed THROUGH me!"

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### GLABREZU - AVERNUS

Level 14 ♦ Demon

**AC** 27  
**ATTACK POWERS**  
Ⓡ **Pincers:** (reach 2) +17 vs. AC; 15 damage AND Immobilized.  
☐ **Temptation:** (range 6, living targets only) +15 vs. Will; Slide target up to 5 squares at the start of each of its turns (save ends).  
Ⓡ *when no creature is affected by this power.*

**FORT** 26  
**GENERAL POWERS**  
**Resist 10 Cold, Fire, Lightning**

**Rend:** *Attack action:* Make 2 Ⓡ attacks vs. the same enemy. If both hit, the second has +10 damage.  
☐ **Abysal Bound:** *Use at end of round:* Teleport 12.  
☐ **Power Word, Stun:** *Minor action:* An enemy within 3 is Stunned (save ends).

**SPEED** F7  
**CHAMPION POWERS** ☐

❖ *Use when an enemy champion uses a champion power:* Ⓡ Temptation and use it against that champion, with a range of sight.

**HP** 90  
**BLOOD** 45

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### HEMLOCK, MASTER OF SECRETS

Level 14 ♦ Dragon • Mastermind • Unique

**AC** 29  
**ATTACK POWERS**  
Ⓡ **Bite:** (reach 2) +20 vs. AC; 15 + 15 poison damage.  
Ⓡ **Spit Poison:** (range 5) +22 vs. Reflex; 10 Ongoing Poison Damage AND Blinded (save ends both).  
Ⓡ **Exploit Weakness:** *Minor action:* (range 10) +18 vs. Will; -2 AC (save ends) OR grants combat advantage.  
☐ **Death Mist:** (radius 2 within 5) +22 vs. Fortitude; 15 Ongoing Poison Damage and Dazed (save ends both).

**FORT** 27  
**GENERAL POWERS**  
**Immune Poison**

**Whispered Counsel:** *Use when rolling initiative, if adjacent to a Champion ally:* Roll one additional d20.  
☐ **Mischief:** *Use at setup:* Each Champion ally has +5 poison damage with Ⓡ and Ⓡ attacks until end of battle.

**SPEED** F9

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

\* Use with Dragon Collector's Set: Young Green Dragon

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### LEHTO, ARCHDRUID

Level 19 ♦ Elf • Shapeshifter • Unique

CR 2

**AC** 30  
**ATTACK POWERS**  
Ⓡ **Staff of Entangling:** +24 vs. AC; 25 damage AND Immobilized.  
Ⓡ **Firestorm:** (radius 1 within 12, ignores redirect) +23 vs. Reflex; 35 fire damage.

**FORT** 30  
**GENERAL POWERS**  
**Anyform:** *Move action:* Moves up to its speed with Burrow OR Flight.

**Perfect Caster:** *Minor action:* One enemy within 6 squares takes 10 lightning damage.  
**Heal:** *Minor action:* An adjacent ally heals 10 HP.  
**Wind in the Willows:** Conceal 6 and Resist 5 All while adjacent to forest terrain.

**SPEED** 9

**CHAMPION POWERS** ☐ ☐  
❖ *Use at start of round:* A Beast or Plant ally makes a Ⓡ or Ⓡ attack as an immediate action.  
❖ *Use when this creature's Ⓡ attack hits:* The target is Helpless instead of Immobilized.

\* Use with Epic Level Starter Set: Wood Elf Druid

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### RAZORCLAW RANGER

Level 9 ♦ Martial • Shapeshifter

**AC** 23  
**ATTACK POWERS**  
Ⓡ **Twin Swords:** +15 vs. AC; 15 damage.  
Ⓡ **Cut and Run:** +13 vs. AC; 10 damage AND Slowed AND this creature shifts up to 5 squares.

**FORT** 21  
**GENERAL POWERS**  
☐ **Catch the Scent:** *Use during setup:* If no enemy is Razorclaw Marked, 1 enemy is Razorclaw Marked until end of battle.

**Razorclaw Marked:** (condition) Affected creature is never invisible to Shapeshifter creatures. Shapeshifter creatures deal +5 damage with Ⓡ attacks vs. affected creature.

**SPEED** 7

**HP** 80  
**BLOOD** 40  
*None hunt better than the descendants of those who fled the Silver Flame to the Eldeen Reaches.*

\* Use with Martial Heroes 4: Male Shifter Ranger

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### SHIFTER CLAW ADEPT

Level 9 ♦ Shapeshifter

**AC** 21  
**ATTACK POWERS**  
Ⓡ **Claw:** +14 vs. AC; 15 damage.  
☐ **Claw Frenzy:** +16 vs. AC; 10 damage AND make a Claw Frenzy attack against the same target.  
☐ **Spring Attack:** Move up to its current speed and make a Ⓡ attack at any time during the move.  
Ⓡ *at start of this creature's turn if no enemy is adjacent to it.*

**FORT** 21  
**GENERAL POWERS**  
**Defensive Mobility:** *Whenever this creature is targeted by an opportunity attack while moving:* +5 AC against that attack.

**Skirmish 5:** *Whenever this creature hits with a Ⓡ attack, if it is 2 or more squares from its starting position this turn:* +5 damage on that attack.

**SPEED** 7

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

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### THRALL OF BLACKRAZOR

Level 11 ♦ Human • Unique

**ATTACK POWERS**  
 ⚔ **Blackrazor:** +18 vs. AC; 20 damage.

**GENERAL POWERS**  
**Immune Confused**  
 ❑ **Haste:** *Use at start of turn:* Take one extra attack action this turn. ⌚ *when this creature destroys a Living enemy.*  
**Devour the Soul:** *Use when this creature destroys a Living enemy:* Increase this creature's max HP by 20, then Heal 20 HP.  
**A New Thrall:** *Use when a Living enemy destroys this creature with a ⚔ attack:* +14 vs. Will vs. that enemy. On a success, that enemy becomes part of your warband instead of your opponent's, gains Devour the Soul and A New Thrall, and is considered to have activated this round.

AC 23  
 FORT 23  
 REF 23  
 WILL 27  
 SPEED 8  
 HP 70  
 BLOOD 35

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### TROGLODYTE BONECRUSHER

Level 6 ♦ Troglodyte

**ATTACK POWERS**  
 ⚔ **Club:** +14 vs. AC; 15 damage.  
 ❑ ⚔ **Stench:** *Immediate, at start of turn:* +9 vs. Fortitude; Slowed until end of battle (also ends as an attack action). ⌚ *when this creature is hit by a ⚔ attack.*

**GENERAL POWERS**

"Lucky you can smell them coming."  
 — Khur Agundar, human fighter

AC 23  
 FORT 23  
 REF 19  
 WILL 19  
 SPEED 5  
 HP 45  
 BLOOD 20

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### WARDUKE

Level 14 ♦ Human • Martial • Unique

**ATTACK POWERS**  
 ⚔ **Bastard Sword:** +17 vs. AC; 20 damage.  
 ⚡ **Intimidating Glare:** *Minor action:* (nearest) +17 vs. Will; -4 to all defenses until this creature takes damage.

**GENERAL POWERS**  
**Immune Slowed**  
**Blindsight**  
 ❑ **Dread Helm:** *Use at start of round:* Invisible until it resolves an attack.  
**Cleave:** *Immediate, when this creature destroys an enemy with a ⚔ attack:* Make a ⚔ attack.  
**Methodical Killer:** +20 damage vs. the lowest level enemy on the battlemat.  
**Bloodthirsty 5:** +5 damage vs. bloodied targets.  
**Devour the Soul:** *Use when this creature destroys a Living enemy:* Increase this creature's max HP by 20, then Heal 20 HP and ⌚ **Dread Helm.**

AC 24  
 FORT 23  
 REF 20  
 WILL 20  
 SPEED 6  
 HP 100  
 BLOOD 50

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### WINGED KOBOLD

Level 4 ♦ Dragon • Kobold

**ATTACK POWERS**  
 ⚔ **Sword:** +11 vs. AC; 10 damage.

**GENERAL POWERS**  
**Draconic Blessing:** +5 damage whenever it is within 6 squares of a Dragon ally.  
**Flyby:** *Attack action:* This creature moves up to its speed and makes a ⚔ attack at any time during its move.  
**Pack Tactics:** Enemies grant combat advantage to this creature whenever they are adjacent to an ally of this creature.

AC 17  
 FORT 17  
 REF 17  
 WILL 17  
 SPEED F6  
 HP 40  
 BLOOD 20

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