

## GOBLIN SHARPSHOOTER - BALDUR'S

Level 3 ♦ Goblin

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

**ATTACK POWERS**  
☞ **Goblin Bow:** (sight) +8 vs. AC; 10 damage.

**GENERAL POWERS**  
☐ **Ensnaring Shot:** Use on a ☞ attack hit: Target is Immobilized.  
**Fleet of Foot:** Minor action: Shift 1.  
**Sharpshooter:** Creatures do not provide cover against this creature's attacks.

**SPEED** 6

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

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## GOBLIN NOVICE

Level 4 ♦ Divine • Goblin

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

**ATTACK POWERS**  
Ⓢ **Stone Club:** +8 vs. AC; 15 damage.

**GENERAL POWERS**  
☐ **Cure Wounds:** Attack action: One ally within 3 squares heals 15 HP.  
☐ **Bless:** Attack action: Up to 3 allies within 3 squares gain +2 attack.

**SPEED** 6

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

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## BUGBEAR ASSASSIN

Level 5 ♦ Bugbear • Goblin

**AC** 19  
**FORT** 18  
**REF** 18  
**WILL** 16

**ATTACK POWERS**  
Ⓢ **Knife:** +12 vs. AC; 10 damage.  
☞ **Heavy Crossbow:** (nearest) +12 vs. AC; 15 damage.

**GENERAL POWERS**  
**Hide**  
**Sneak Attack 10**

**SPEED** 6

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

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## DUERGAR

Level 7 ♦ Duergar

**AC** 25  
**FORT** 23  
**REF** 21  
**WILL** 21

**ATTACK POWERS**  
Ⓢ **Warhammer:** +13 vs. AC; 15 damage.  
☐ **Backbreaker:** +13 vs. Fortitude; 15 damage AND Dazed.

**GENERAL POWERS**  
☐ **Enlarge:** Minor action: +2 attack, +5 damage and reach 2 until end of its next turn.

**SPEED** 5

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

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## IMP

Level 2 ♦ Devil

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

**ATTACK POWERS**  
Ⓢ **Stinger:** +7 vs. AC; 5 + 5 poison damage.  
☞ **Fiery Bolt:** (range 8) +7 vs. Reflex; 10 fire damage.

**GENERAL POWERS**  
**Resist 10 Fire**

**SPEED** F6

**HP** 20  
**BLOOD** 10

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## INTELLECT DEVOURER

Level 5 ♦ Aberrant • Psionic

**AC** 17  
**FORT** 15  
**REF** 15  
**WILL** 20

**ATTACK POWERS**  
Ⓢ **Claws:** +12 vs. AC; 10 damage.  
☞ **Synaptic Discharge:** (range 10) +10 vs. Will; 15 psychic damage.

**GENERAL POWERS**  
**Resist 5 Psychic**  
☐ **Devour Intellect:** Use on a Ⓢ attack hit: Target is Dazed and has -4 Will (save ends both).

**SPEED** 6

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

"We are us."

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## DOPPELGANGER

Level 6 ♦ Shapeshifter

**AC** 18  
**FORT** 17  
**REF** 17  
**WILL** 17

**ATTACK POWERS**  
Ⓢ **Slam:** +12 vs. AC; 10 damage.

**GENERAL POWERS**  
**Delayed Appearance**  
☐ **Stalker:** Use at end of round: Place this creature in your opponent's start area.  
☐ **Disguise Self:** Use when this creature is placed on the battlemap: Invisible until it resolves an attack.  
**Skulking Strike 15:** +15 damage while this creature is invisible to target.

**SPEED** 6

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

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## GITHYANKI

Level 4 ♦ Githyanki

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

**ATTACK POWERS**  
Ⓢ **Fists:** +10 vs. AC; 10 damage.  
☞ **Heavy Crossbow:** (nearest) +10 vs. AC; 15 damage.

**GENERAL POWERS**  
☐ **Psionic Jump:** Minor action: Moves up to its speed with Flight.  
☐ **Gaping Wound:** Use on a ☞ attack hit: Target gains 5 Ongoing Damage.

**SPEED** 6

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

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## FLAMING FIST SOLDIER

Level 5 ♦ Human • Martial

**AC** 22  
**FORT** 20  
**REF** 19  
**WILL** 19

**ATTACK POWERS**  
Ⓢ **Partisan:** (reach 2) +12 vs. AC; 15 damage.

**GENERAL POWERS**  
**Brace:** Use when a charging enemy moves into reach: Make an opportunity attack against it.  
**Sentinel:** Use on a hit with an opportunity attack: Target is Immobilized.

**SPEED** 5

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

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## REAPER OF BHAAL

Level 6 ♦ Bhaal • Human • Stealth

**AC** 20  
**FORT** 18  
**REF** 20  
**WILL** 18

### ATTACK POWERS

⚔ **Dagger:** +12 vs. AC; 10 damage.

### GENERAL POWERS

#### Sneak Attack 10

☐ **Shroud Self:** *Minor action:* Invisible until end of its next turn or until it resolves an attack.

**Aura of Murder:** (aura 2) Evil allies have +5 ↓ and ↗ damage vs. enemies in aura.

**SPEED** 6

**HP** 45

**BLOOD** 20



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## NECROMITE OF MYRKUL

Level 3 ♦ Myrkul • Undead

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

### ATTACK POWERS

⚔ **Rake:** +10 vs. AC; 10 damage.

↗ **Reach from Beyond:** (range 10) +8 vs. Fortitude; 10 necrotic damage.

### GENERAL POWERS

#### Delayed Appearance

**Necrotic Gestation:** While off the battlemat:

☐ **Incubate Death:** *Use at start of round:* Place an Invulcre token in any unoccupied square.

☐ **Eclison:** *Use at end of round:* Choose an Invulcre token. Creatures adjacent to it take 10 necrotic damage, then replace it with this creature.

**SPEED** 6

**HP** 30

**BLOOD** 15



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## FIST OF BANE

Level 9 ♦ Bane • Human • Martial

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

### ATTACK POWERS

⚔ **Mace:** +15 vs. AC; 15 damage.

☐ **Bane's Wrath:** +15 vs. AC; 10 + 10 psychic damage AND Dazed. ⚡ on miss.

### GENERAL POWERS

**Punish Disobedience:** +10 damage vs. enemies that have already activated this round.

**Edict of Submission:** Adjacent enemies cannot make opportunity attacks.

**SPEED** 6

**HP** 60

**BLOOD** 30



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## OMELUUM

Level 8 ♦ Mind Flayer • Unique

**AC** 22  
**FORT** 21  
**REF** 21  
**WILL** 25

### ATTACK POWERS

⚔ **Tentacles:** +13 vs. AC; 10 damage.

↗ **Psychic Lance:** (range 6) +12 vs. Will; 10 psychic damage AND slide 1.

☐ **Mind Blast:** (blast 5) +12 vs. Will; 15 psychic damage AND Stunned.

### GENERAL POWERS

#### Resist 10 Psychic

**Society of Brilliance:** +5 damage vs. Underdark targets.

☐ **Trader:** *Attack action:* Opponent scores 5 VP, then equip an adjacent ally with a new item worth 5 VP or less.

☐ **Research Concluded:** *Use after Psychic Lance is resolved:* Hit or miss, your creatures have +2 attack vs. target until end of battle.

**SPEED** 6

**HP** 55

**BLOOD** 25



*Knowledge is the greatest freedom Omeluum has ever known.*

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## SOVEREIGN GLUT

Level 9 ♦ Myconid • Plant • Unique

**AC** 21  
**FORT** 22  
**REF** 20  
**WILL** 20

### ATTACK POWERS

⚔ **Fist:** +13 vs. AC; 15 + 5 poison damage.

### GENERAL POWERS

☐ **Animating Spores:** *Use when an enemy is destroyed within 3 squares:* Place a new Plant ally worth 10 VP or less in that enemy's space.

**Usurper:** +2 attack and +5 damage vs. champion enemies.

### CHAMPION POWERS

❖ *Use at end of round:* Make a ⚔ attack.

❖ *Use when a champion enemy is destroyed:* Myconid allies have +5 damage until end of battle.

**SPEED** 5

**HP** 65

**BLOOD** 30



*"A sovereign's fate is to reign."*

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## PRIESTESS GUT

Level 8 ♦ Divine • Goblin • Unique

**AC** 24  
**FORT** 19  
**REF** 19  
**WILL** 21

### ATTACK POWERS

☐ **Potion of Sleep:** +11 vs. Will; Helpless (save ends, damage ends). ⚡ on miss.

**Fiery Burst:** Choose ↗ (range 10) or ⚡ (burst 1); +11 vs. Reflex; 10 fire damage.

### GENERAL POWERS

☐ **Gut's Shield of Faith:** *Minor action:* An adjacent ally has +2 AC until end of battle.

**True Soul:** (aura 3) Lower-level allies in aura have +2 attack and +5 damage.

**SPEED** 6

**HP** 45

**BLOOD** 20



*"The Absolute sees you, and it wants you cleansed."*

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## DROR RAGZLIN

Level 11 ♦ Goblin • Hobgoblin • Unique

**AC** 24  
**FORT** 26  
**REF** 23  
**WILL** 23

### ATTACK POWERS

⚔ **Faithbreaker:** +16 vs. AC; 25 damage.

### GENERAL POWERS

☐ **Absolute Power:** *Use when declaring a ⚔ attack:* That attack is a critical hit. On hit, push target 2 squares.

☐ **Barbarian Rage:** *Minor action:* Resist 5 All until end of its next turn.

**True Soul:** (aura 3) Lower-level allies in aura have +2 attack and +5 damage.

**SPEED** 7

**HP** 80

**BLOOD** 40



*"Boys, crush the heretic!"*

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## MERREGON

Level 8 ♦ Devil • Martial

**AC** 23  
**FORT** 20  
**REF** 20  
**WILL** 18

### ATTACK POWERS

⚔ **Polearm:** (reach 2) +15 vs. AC; 15 damage.

### GENERAL POWERS

#### Resist 15 Fire

**Tithe of Body:** *Immediate, when an enemy targets an adjacent Devil ally with an attack:* Redirect that attack to this creature, instead.

**Tithe of Mind:** *Whenever this creature does not have line of sight to a champion ally:* -4 attack and -5 damage.

**Tithe of Support:** *Immediate, after an adjacent champion ally resolves a champion power:* Make a ⚔ attack.

**SPEED** 6

**HP** 60

**BLOOD** 30



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## GNOLL - BALDUR'S

Level 6 ♦ Gnoll • Rage

**AC** 21  
**FORT** 19  
**REF** 18  
**WILL** 17

### ATTACK POWERS

⚔ **Battle Axe:** +12 vs. AC; 15 damage.

### GENERAL POWERS

**Rampage:** *Immediate, after this creature damages a bloodied enemy:* Move up to 3 squares, then make a ⚔ attack.

☐ **Death Strike:** *Immediate, when destroyed:* Make a ⚔ attack.

**SPEED** 7

**HP** 55

**BLOOD** 25



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## DARK JUSTICIAR

Level 6 ♦ Shadow • Undead

**ATTACK POWERS**  
⚡ **Justiciar's Sword:** +12 vs. AC; 15 damage.  
⚡ **Overwhelming Grief:** (range 6) +11 vs. Will; 10 psychic damage AND 5 Ongoing Psychic Damage.

**GENERAL POWERS**  
**Immune Blinded, Ongoing Damage**  
☐ **Dark Lady's Curse:** Use on a ⚡ attack hit: Target is Blinded (save ends).  
**Sentinel of the Gauntlet of Shar:** +2 attack and +5 damage while within 3 squares of your victory area.

AC 24  
FORT 21  
REF 21  
WILL 21  
SPEED 6  
HP 50  
BLOOD 25

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## JUSTICIAR AVENGER

Level 10 ♦ Shadow • Undead

**ATTACK POWERS**  
⚡ **Justiciar's Sword:** +16 vs. AC; 20 damage.

**GENERAL POWERS**  
**Immune Blinded, Ongoing Damage**  
☐ **Shadow Step:** Move action: Teleport 6 to a square adjacent to a wall.  
**Living Shadow:** Resist 5 All while adjacent to a wall.  
**Umbral Form:** +10 necrotic damage while bloodied.  
**Radiant Retort:** Immediate, when taking radiant damage from an attack: The attacker also takes the same amount of radiant damage.

AC 26  
FORT 23  
REF 23  
WILL 23  
SPEED 6  
HP 70  
BLOOD 35

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## HOLLYPHANT

Level 6 ♦ Planar

**ATTACK POWERS**  
⚡ **Trumpet of Blasting:** (blast 3) +10 vs. Fortitude; 15 thunder damage AND push 2.  
⚡ **Trumpet of Sparkles:** (blast 3, enemies only) +10 vs. Fortitude; 10 radiant damage. Good allies in the blast heal 10 HP.

**GENERAL POWERS**  
**Resist 10 All**  
**Evil Bane 5:** +5 damage vs. Evil enemies.  
**Detect Invisibility:** (aura 10) All your creatures ignore Invisible on enemies in aura.  
☐ **Joyous Trumpet:** Use at start of round: Make a trumpet sound!

AC 18  
FORT 16  
REF 18  
WILL 21  
SPEED F5  
HP 30  
BLOOD 15

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## BULETTE - BALDUR'S

Level 12 ♦ Beast

**ATTACK POWERS**  
⚡ **Bite:** +16 vs. AC; 20 damage.  
☐ ⚡ **Shredding Scales:** (burst 2) Immediate, when hit by an attack while not bloodied: +15 vs. Reflex; 10 Ongoing Damage. ⚡ at start of turn.

**GENERAL POWERS**  
**Diamond Scales:** Resist 5 All while not bloodied.  
**Burrowing Attack:** Attack action, if no enemy is adjacent: Move 3 squares, then make a ⚡ attack with combat advantage.

AC 28  
FORT 27  
REF 22  
WILL 22  
SPEED B6  
HP 85  
BLOOD 40

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## MINOTAUR - BALDUR'S

Level 7 ♦ Minotaur • Primal

**ATTACK POWERS**  
⚡ **Fist:** +11 vs. AC; 15 damage.  
⚡ **Gore:** (only on Charge) +11 vs. Fortitude; 25 damage AND push 2.

**GENERAL POWERS**  
**Reckless Attack:** Use when this creature declares an attack on its turn: +5 attack and -5 AC until start of its next turn.

AC 21  
FORT 23  
REF 19  
WILL 19  
SPEED 8  
HP 65  
BLOOD 30

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## LUMP THE ENLIGHTENED

Level 10 ♦ Ogre • Unique

**ATTACK POWERS**  
⚡ **Smash:** +15 vs. AC; 25 damage.  
☐ ⚡ **Scroll of Acid Arrow:** (range 10) +14 vs. Reflex; 10 Ongoing Acid Damage AND creatures adjacent to target take 5 acid damage.

**GENERAL POWERS**  
☐ **Gluttony:** Immediate, when an adjacent living enemy is destroyed: Heal 10 HP.  
☐ **Greed:** Immediate, when an adjacent enemy of level 7+ is destroyed: Score +10 VP.  
**Enlightened:** Ogre allies have +2 attack.

**CHAMPION POWERS** ☐ ☐  
❖ Use when an Ogre ally within sight hits with a ⚡ attack: Target takes +10 damage and is Dazed.

"I follow two masters only: gluttony and greed."

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## WORG - BALDUR'S

Level 5 ♦ Beast • Wolf

**ATTACK POWERS**  
⚡ **Bite:** +11 vs. AC; 15 damage.

**GENERAL POWERS**  
**Goblin Trained:** +5 damage while an active Goblin champion is in play.  
☐ **Bloodlust:** Immediate, when this creature destroys an enemy: Heal 5 HP, then make a ⚡ attack.

AC 17  
FORT 18  
REF 16  
WILL 16  
SPEED 7  
HP 45  
BLOOD 20

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## SHAMBLING MOUND - BALDUR'S

Level 13 ♦ Plant • Shadow

**ATTACK POWERS**  
⚡ **Maul:** +19 vs. AC; 30 damage.  
⚡ **Grasping Vine:** (range 10) +16 vs. Fortitude; 20 damage AND Large or smaller target is [pulled adjacent AND Immobilized].

**GENERAL POWERS**  
**Resist 10 Necrotic**  
**Lightning Healing 10:** Whenever this creature would take lightning damage: Heal 10 HP instead.  
**Digestive Juices 10:** +10 ⚡ acid damage vs. Immobilized and Helpless targets.  
**Shadow-Cursed Lands:** Your Plant and Shadow creatures have Hide while adjacent to forest terrain.

AC 26  
FORT 27  
REF 24  
WILL 24  
SPEED 7  
HP 95  
BLOOD 45

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## STRANGE OX

Level 7 ♦ Shapeshifter • Unique

**ATTACK POWERS**  
⚡ **Slam:** +12 vs. AC; 10 + 5 acid damage.

**GENERAL POWERS**  
**Immune Acid**  
☐ **Disguise Self:** Use at setup: Invisible until it resolves an attack.  
**Ox Form:** Immediate, at start of turn: Until start of its next turn, +10 ⚡ damage while charging and +2 speed.  
**Phasm Form:** Immediate, at start of turn: Until start of its next turn, Resist 5 All vs. ⚡ and ⚡ attacks.

"Many have seen what I am. None have lived to tell of it."

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## BROWN BEAR

Level 8 ♦ Beast

**AC** 19  
**FORT** 20  
**REF** 16  
**WILL** 15  
**SPEED** 7  
**HP** 75  
**BLOOD** 35

### ATTACK POWERS

⊕ **Claws:** +15 vs. AC; 15 damage AND Slowed.  
↓ **Maul:** Slowed or Immobilized target only: +15 vs. Fortitude; 25 damage AND Immobilized.

### GENERAL POWERS

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## SPECTATOR

Level 9 ♦ Aberrant • Mastermind

**AC** 20  
**FORT** 20  
**REF** 20  
**WILL** 24  
**SPEED** F4  
**HP** 55  
**BLOOD** 25

### ATTACK POWERS

⊕ **Wounding Ray:** (range 10) +13 vs. Reflex; 10 damage.  
⌘ **Fear:** (range 10) +13 vs. Will; 10 Ongoing Psychic Damage (Fear).  
⌘ **Confusion:** (range 6) +13 vs. Will; Confused (save ends). ⌚ as a move action.  
⌘ **Paralysis:** (range 6) +13 vs. Fortitude; Helpless. ⌚ as a move action.

### GENERAL POWERS

**Loner:** +10 damage while no ally is within 3 squares.  
**Shielded:** +4 to all defenses vs. ⌘ attacks.

### CHAMPION POWERS

⌘ **Use when this creature's save succeeds:** An enemy within 5 squares gains the condition(s) that save ended.  
⌘ **Use when an enemy misses this creature with a ⌘ attack:** The enemy repeats the attack vs. itself.

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## HALSIN

Level 10 ♦ Elf • Primal • Unique

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

### ATTACK POWERS

⊕ **Slam:** +15 vs. AC; 15 damage.  
⌘ **Thunderwave:** (blast 3) +14 vs. Fortitude; 20 thunder damage AND push 2.

### GENERAL POWERS

⌘ **Bear Form:** *Minor action:* Until end of its next turn: +1 speed, Resist 5 All and +10 ↓ damage, but cannot use Thunderwave.  
**Emerald Grove:** Beast and Primal allies have +2 attack and +5 damage while in or within 5 squares of your victory area.

### CHAMPION POWERS

⌘ **Use when this creature declares Bear Form:** An adjacent ally heals 20 HP.  
⌘ **Use at end of turn:** End the Confused, Dazed and Stunned conditions on allies within 5 squares.

"The Oak Father preserves."

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## ZEVLOR

Level 14 ♦ Martial • Tiefling • Unique

**AC** 28  
**FORT** 26  
**REF** 26  
**WILL** 26  
**SPEED** 6  
**HP** 75  
**BLOOD** 35

### ATTACK POWERS

⊕ **Sword:** +17 vs. AC; 20 damage.

### GENERAL POWERS

**Resist 5 Fire**  
**Hellrider Platoon:** Increase your creature number limit by 2 if your warband includes at least 2 Tiefling allies.  
**Clan Leader:** Tiefling allies have +2 attack and +5 damage.  
⌘ **Hellish Rebuke:** *Immediate, when this creature is damaged by an attack:* Attacker takes 15 fire damage. ⌚ when first bloodied.

### CHAMPION POWERS

⌘ **Use at end of turn:** Allies within 3 squares may each roll a save vs. one condition.  
⌘ **Use at end of round:** Tiefling allies in your victory area heal 10 HP.  
**Warband Building:** All Tiefling creatures are legal in your warband.

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## RAPHAEL

Level 17 ♦ Devil • Mastermind • Unique

**AC** 29  
**FORT** 29  
**REF** 29  
**WILL** 29  
**SPEED** 6  
**HP** 110  
**BLOOD** 55

### ATTACK POWERS

⊕ **Devil's Claws:** +23 vs. AC; 20 + 10 necrotic damage.  
⌘ **Soul Extraction:** (range 10, Living target only) +20 vs. Fortitude; 40 necrotic damage AND Dazed.  
⌘ **Ravaging Inferno:** (radius 2 within 10) +20 vs. Reflex; 30 fire damage.

### GENERAL POWERS

**Immune Fire**  
**Ascended Fiend:** +10 damage while bloodied.  
**House of Hope:** *Use at end of round, if in your victory area:* Heal 10 HP.

### CHAMPION POWERS

⌘ **Use at start of round:** Devil allies have +2 attack and +5 damage until end of round.  
⌘ **Use at end of round:** Each enemy adjacent to one of your Devil creatures takes 10 fire damage.

"Hope... such a tease."

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## MINTHARA

Level 12 ♦ Divine • Drow • Unique

**AC** 27  
**FORT** 24  
**REF** 24  
**WILL** 26  
**SPEED** 6  
**HP** 80  
**BLOOD** 40

### ATTACK POWERS

⊕ **Nightwarden's Maces:** Roll 2d20, use highest: +15 vs. AC; 20 damage.

### GENERAL POWERS

⌘ **Faerie Fire:** *Minor action:* Choose an enemy within 6 squares. Creatures ignore Invisible and Conceal on that enemy until end of this creature's next turn.  
**Merciless:** +10 damage vs. Immobilized targets.  
**True Soul:** (aura 3) Lower-level allies in aura have +2 attack and +5 damage.

### CHAMPION POWERS

⌘ **Use when an ally within 3 squares misses with an attack:** It takes 5 damage to reroll that attack.  
⌘ **Use on a ⊕ attack hit:** Target takes +10 poison damage AND is Immobilized (save ends).

"Power does not corrupt. It reveals."

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## JAHEIRA

Level 11 ♦ Half-Elf • Primal • Unique

**AC** 25  
**FORT** 22  
**REF** 25  
**WILL** 25  
**SPEED** 6  
**HP** 70  
**BLOOD** 35

### ATTACK POWERS

⊕ **Twin Scimitars:** Make 2 attacks: +16 vs. AC; 10 damage.  
⌘ **Flame Strike:** (area 2 within 10) +14 vs. Reflex; 15 fire + 10 radiant damage. On miss, 5 fire + 5 radiant damage.  
⌘ **Entangling Vines:** *Minor action:* (area 1 within 10) +14 vs. Fortitude; Immobilized.

### GENERAL POWERS

**Harper Network:** *Use when you win initiative:* Your creatures have +2 attack until end of round.

### CHAMPION POWERS

⌘ **Use at start of an adjacent ally's turn:** Remove one condition on that ally.  
⌘ **Use on a ⊕ attack hit:** Target gains 5 Ongoing Fire Damage.

"I've survived worse than you."

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## DAME AYLIN

Level 13 ♦ Aasimar • Immortal • Unique

**AC** 28  
**FORT** 26  
**REF** 24  
**WILL** 26  
**SPEED** F7  
**HP** 80  
**BLOOD** 40

### ATTACK POWERS

⊕ **Greatsword:** +20 vs. AC; 20 damage.  
⌘ **Abjure Foes:** (burst 3, enemies only) +18 vs. Will; 15 psychic damage AND Dazed.

### GENERAL POWERS

**Resist 10 Radiant**  
⌘ **Radiant Smite:** *Use on a ⊕ attack hit:* +15 radiant damage on that attack. ⌚ when first bloodied.  
**Child of the Moonmaiden:** Resist 5 All vs. attacks by Evil enemies.  
**Nightsong:** (aura 3) Good allies in aura have +2 attack and +5 radiant damage.

"Your end is written in light."

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## ULDER RAVENGARD

Level 8 ♦ Human • Martial • Noble • Unique

**AC** 25  
**FORT** 22  
**REF** 22  
**WILL** 22  
**SPEED** 5  
**HP** 60  
**BLOOD** 30

### ATTACK POWERS

⊕ **Longsword:** +15 vs. AC; 15 damage.

### GENERAL POWERS

**Flaming Fist Marshal:** Increase your creature number limit by 2 if your warband includes at least 2 lower level Martial allies.  
**Battle Formation:** (aura 3) Martial allies in aura have +2 AC.  
⌘ **City Watch Command:** *Attack action:* Nearest Martial ally makes an opportunity attack.

### CHAMPION POWERS

⌘ **Use at start of round:** Martial allies move up to their speed.  
⌘ **Use on a ⊕ attack hit:** Target gains Immobilized (save ends) or 10 Ongoing Damage (choose one).

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## VOLO

Level 4 ♦ Arcane • Human • Unique

**AC** 15  
**FORT** 13  
**REF** 13  
**WILL** 17  
**SPEED** 6  
**HP** 30  
**BLOOD** 15

### ATTACK POWERS

- Ⓢ **Vicious Mockery:** (range 6) +9 vs. Will; 10 psychic damage AND -2 attack.
- Ⓢ **Color Spray:** (blast 3) +9 vs. Fortitude; Blinded (save ends).

### GENERAL POWERS

- ☐ **Grease:** *Attack action:* Choose one square within 10. Until start of turn, that square and those within 2 of it become difficult terrain.
  - ☐ **Eye Implant:** *Attack action:* An adjacent ally takes 10 damage to ignore Invisible until end of battle.
- Volo's Guide to Survival:** Whenever you are adjacent to a higher-level enemy, be careful.

"Hold still—this may sting a little."

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## SAREVOK ANCHEV

Level 14 ♦ Bhaal • Human • Unique

**AC** 30  
**FORT** 27  
**REF** 27  
**WILL** 28  
**SPEED** 5  
**HP** 85  
**BLOOD** 40

### ATTACK POWERS

- Ⓢ **Greatsword:** +18 vs. AC; 20 damage.
- ☐ Ⓢ **Power Word, Kill:** (range 3, enemy with 35 HP or less) Automatic hit vs. Fortitude; destroyed.

### GENERAL POWERS

- ☐ **Executioner's Blade:** +4 Ⓡ attack and +10 Ⓡ damage vs. bloodied targets.
- ☐ **Murder Tribunal:** (aura 5) Enemies in aura that miss with an attack take 10 psychic damage.
- ☐ **Bhaal's Judgement:** (aura 5) Allies in aura have +2 attack and +5 damage vs. bloodied targets.
- ☐ **Purity of Murder:** (aura 5) Allies in aura that destroy an enemy heal 10 HP as an immediate action.

"Mercy is the weapon of the weak."

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## YURGIR

Level 14 ♦ Devil • Unique

**AC** 26  
**FORT** 27  
**REF** 24  
**WILL** 24  
**SPEED** 7  
**HP** 85  
**BLOOD** 40

### ATTACK POWERS

- Ⓢ **Spiked Crossbow:** +16 vs. AC; 20 damage.
- ☐ Ⓢ **Concussive Burst:** (burst 1) +17 vs. Fortitude; 20 thunder damage AND Dazed (save ends).
- Ⓢ **Orthon Explosive Bolt:** (radius 1, nearest) +17 vs. Reflex; 10 + 10 fire damage AND slide 1.

### GENERAL POWERS

- Resist 10 Fire, Cold, Poison**
- Ambusher 5:** +5 damage vs. enemies that have not yet activated this round.
- ☐ **Invisibility:** *Minor action:* Invisible until it resolves an attack. Ⓡ as a move action.

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## PHASE SPIDER

Level 8 ♦ Beast • Spider

**AC** 22  
**FORT** 20  
**REF** 23  
**WILL** 20  
**SPEED** 6  
**HP** 60  
**BLOOD** 30

### ATTACK POWERS

- Ⓢ **Bite:** +15 vs. AC; 10 + 10 poison damage.
- Ⓢ **Spit Poison:** (range 5) +13 vs. Fortitude; 10 poison damage.
- Ⓢ **Web:** (range 10) +13 vs. Reflex; Immobilized.

### GENERAL POWERS

- ☐ **Ethereal Jaunt:** *Move action:* Teleport 10. Ⓡ when first bloodied.

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## SLAYER OF BHAAL

Level 17 ♦ Aberrant • Bhaal

**AC** 26  
**FORT** 30  
**REF** 26  
**WILL** 24  
**SPEED** 8  
**HP** 90  
**BLOOD** 45

### ATTACK POWERS

- Ⓢ **Claws:** Make 4 attacks: (reach 2) +18 vs. AC; 10 damage.
- Ⓢ **Murderous Lunge:** Move up to 6 squares with flight, then attack: +20 vs. AC; 25 damage AND Dazed.
- ☐ Ⓢ **Sanguine Lash:** *Immediate, when targeted by an attack:* (blast 3) +18 vs. AC; 10 damage AND 10 Ongoing Damage AND push 2. Ⓡ when first bloodied.

### GENERAL POWERS

- ☐☐☐ **Unstoppable:** *Whenever this creature is hit by an attack:* It takes no damage from that attack.
- ☐ **Bhaal's Boon:** *Whenever this creature destroys an enemy:* Cumulative +2 AC until end of battle (max +4).

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## KETHERIC THORM

Level 15 ♦ Myrkul • Undead • Unique

**AC** 30  
**FORT** 26  
**REF** 26  
**WILL** 28  
**SPEED** 5  
**HP** 75  
**BLOOD** 35

### ATTACK POWERS

- Ⓢ **Slam:** +21 vs. AC; 15 damage AND make a Ⓢ attack.
- Ⓢ **Smite of the Fallen:** (range 5) +17 vs. Will; 10 radiant + 10 necrotic damage.

### GENERAL POWERS

- Resist 10 Necrotic, Poison**
- ☐ **Condemnation:** *Use when an enemy hits with an attack:* Make a Ⓢ attack vs. that enemy. Ⓡ at start of turn.
- General of Moonrise:** *Use at end of round, if in your victory area:* Evil allies may shift 3.
- ☐ **Chosen of Myrkul:** *Use when this creature would be destroyed:* It is not destroyed, has 35 HP remaining and has +10 Ⓡ damage until end of battle, instead.

### CHAMPION POWERS

- Ⓢ **Use at start of round:** Evil allies gain +2 attack and +5 damage until end of round.

"Death is not a defeat. It is a promotion."

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## ENVER GORTASH

Level 16 ♦ Arcane • Bane • Human • Unique

**AC** 29  
**FORT** 27  
**REF** 27  
**WILL** 29  
**SPEED** 6  
**HP** 90  
**BLOOD** 45

### ATTACK POWERS

- Ⓢ **Fist of Bane:** (range 5) +21 vs. AC; 20 damage.

### GENERAL POWERS

- ☐ **Chosen of Bane:** *Immediate, on a Ⓢ attack hit (only while bloodied):* Target is also Stunned.
- ☐ **Concussive Grenade:** *Minor action:* Place a Grenade token in a non-wall square within 10.
- ☐ **Explosion:** *Minor action:* Choose a grenade token. Each creature adjacent to that Grenade token: +18 vs. Fortitude; 15 thunder damage AND Slowed. Then, remove that Grenade token.
- ☐ **Wall Incinerator:** *Minor action:* Each creature in a 2x2 area adjacent to a wall square within 10: (blast 2) +18 vs. Reflex; 10 fire damage.

### CHAMPION POWERS

- Ⓢ **Use at start of round:** Construct allies have +2 attack and +5 damage until end of round.
- Ⓢ **Use at end of round:** Use Concussive Grenade or Explosion or Wall Incinerator.

"The people don't need freedom. They need order."

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## ORIN THE RED

Level 16 ♦ Bhaal • Shapeshifter • Unique

**AC** 28  
**FORT** 26  
**REF** 30  
**WILL** 28  
**SPEED** 6  
**HP** 85  
**BLOOD** 40

### ATTACK POWERS

- Ⓢ **Bloodthirst:** (crits on 19-20) +20 vs. AC; 15 damage AND 5 Ongoing Damage.

### GENERAL POWERS

- Sneak Attack 15**
- ☐ **Shroud Self:** *Minor action:* Invisible until end of its next turn or until it resolves an attack.
- ☐ **Chosen of Bhaal:** +15 damage vs. bloodied enemies.
- ☐ **Impersonation:** *Use when targeted by a Ⓡ or Ⓢ attack:* Switch places with an adjacent enemy, then that enemy is targeted instead.
- ☐ **Bloodthirst Riposte:** *Immediate, when missed by a Ⓡ attack:* Make a Ⓡ attack vs. the attacker.

### CHAMPION POWERS

- Ⓢ **Use when this creature destroys an enemy:** Ⓡ one of its powers.

"I don't just kill. I create."

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## SHADOWHEART - BALDUR'S

Level 15 ♦ Divine • Half-Elf • Unique

**AC** 27  
**FORT** 25  
**REF** 25  
**WILL** 27  
**SPEED** 6  
**HP** 80  
**BLOOD** 40

### ATTACK POWERS

- Ⓢ **Spear of Selûne:** (ignores Conceal) +19 vs. AC; 20 radiant damage.
- Ⓢ **Moonbeam:** (sight) +17 vs. Fortitude; 20 radiant damage.

### GENERAL POWERS

- Spirit Guardians:** (aura 2) Squares in aura are considered radiant and difficult terrain for enemies.
- ☐ **Heal:** *Attack action:* One ally within 6 squares heals 50 HP and loses all conditions.
- ☐ **Selûne's Grace:** *Use when targeted by an attack:* +4 to all defenses vs. that attack. Ⓡ at start of turn.

"You cannot cast a shadow without light."

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# THE EMPEROR

Level 15 ♦ Mind Flayer • Psionic • Unique

CR 2

**ATTACK POWERS**

Ⓢ **Invasive Tentacles:** +20 vs. AC; 20 + 10 psychic damage AND ☹ Cognitive Disruption or Mind Blast.

☞ **Cognitive Disruption:** Make 2 attacks: (range 10) +19 vs. Will; 15 psychic damage AND slide 2.

☞ **Mind Blast:** (blast 5) +18 vs. Will; 25 psychic damage AND Stunned.

**GENERAL POWERS**

**Resist 10 Psychic**

**Astral Shield:** (aura 3) This creature and allies in aura cannot gain Confused or Dominated.

☞ **Cerebral Seizure:** Use when an enemy within 5 squares declares an attack power: That power fizzles.

**CHAMPION POWERS** ☐ ☐

❖ Use at start of an ally's turn: That ally has flight until end of turn.

❖ Use at start of round: Until end of round, allies have +2 attack and +5 damage vs. enemies that have not yet activated this round.

"I am not a monster. I am a solution."

AC 28 FORT 26 REF 26 WILL 30 SPEED F7 HP 85 BLOOD 40

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# MIZORA

Level 13 ♦ Devil • Unique

**ATTACK POWERS**

Ⓢ **Cambion Claws:** +18 vs. AC; 15 damage.

☞ **Hellfire Bolt:** (sight) +18 vs. Reflex; 10 necrotic + 10 fire damage.

**GENERAL POWERS**

**Resist 10 Fire**

☐ **Patron's Pact:** Use at setup: An adjacent Living ally gains +5 ⚔ and ☞ fire damage until end of battle, but is worth +5 VP when destroyed.

☐ **Non-Interference Clause:** Use at start of round: Choose one enemy. It cannot attack this creature this round.

**Tempress:** Immediate, when an enemy within 5 declares an attack: It may choose to gain +2 to that attack, but if it does it takes 15 damage on miss.

**Infernal Fine Print:** Immediate, when opponent wins initiative: Deal 10 damage to an enemy of opponent's choice.

"It's always the terms and conditions that get you."

AC 26 FORT 24 REF 24 WILL 26 SPEED F6 HP 75 BLOOD 35

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# ADVENTURES FROM BALDUR'S GATE

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# AMULET OF RESTORATION

Level 9+ ♦ Divine

**POWERS**

☐ **Healing Word:** Minor action: This creature or one ally within 3 squares heals 10 HP.

☐ **Mass Healing Word:** Minor action: This creature and all allies within 3 squares heal 10 HP.

+6

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# BRANDING IRON

Level Any ♦ Champion • Drow or Goblin or Hobgoblin

**POWERS**

**Brand of the Absolute:** Attack action: An adjacent ally takes fire 5 damage to roll a save (max. once per creature per game).

+2

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# CLOAK OF THE WEAVE

Level 1-15 ♦ Arcane

**POWERS**

**Elemental Absorption:** Immediate, when this creature takes lighting, cold or fire damage: It takes -5 damage of that type, and gains +5 damage of that type against the target of its next attack.

+2

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# DRUIDIC RUNE

Level Any ♦ Beast

**POWERS**

☐ **Thorn Ward:** Use when hit by a ⚔ attack: Attacker takes 5 damage. ☹ when first bloodied.

+2

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# ELIXIR OF BLOODLUST

Level 6-14 ♦ Gnoll or Rage

**POWERS**

☐ **Quaff Elixir:** Minor action: This creature is Imbued until end of its next turn.

☐ **Bloodlust:** (Only while Imbued) Use when this creature destroys an enemy: Heal 5 HP, then make a Ⓢ attack as an immediate action.

+2

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# GLOVES OF MISSILE SNARING

Level 5-15 ♦ Half-Elf or Halfling or Half-Orc

**POWERS**

**Deflect Missile:** -5 damage from ☞ attacks that target AC.

+2

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# HELLDUSK BOOTS

Level 7-15 ♦ Dragonborn or Half-Elf or Half-Orc

**POWERS**

☐ **Hellcrawler:** Minor action, only if adjacent to an enemy: Teleport 6, then adjacent creatures take 10 fire damage. ☹ when first bloodied.

+4

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# IDOL OF THE GROVE

Level 10+ ♦ Primal (Unique item)

**POWERS**

☐ **Sacred Idol:** Use at start of round: Place an Idol token in any victory area.

**Sanctuary of Sylvanus:** Beast and Primal creatures in or within 5 squares of an Idol token square have Resist 5 All vs. attacks by enemies.

**Steal Idol:** An enemy adjacent to an Idol token may remove it as an attack action.

+2

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# LUMP'S WAR HORN

Level Any ♦ Champion or Hag (Unique item)

**POWERS**

☐ **Blow Horn:** Up to 3 Ogre allies may set up within 6 squares of your start area.

+2

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# MIND FLAYER TADPOLE

Level 9-15 ♦ Gnoll or Human or Tiefling

**POWERS**

**Locked Item**

**Infiltrate Brain:** Gains the Mind Flayer keyword.

☞ **Bend the Mind:** (range 5) +11 vs. Will; Confused.

+4

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# POISONER'S ROBE

Level Any ♦ Arcane or Primal

**POWERS**

☐ **Enhance Poison:** Use when declaring a ⚔ or ☞ attack that deals poison damage: +5 poison damage on that attack.

+1

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# PSYCHIC SPARK AMULET

Level 9+ ♦ Mind Flayer (Unique item)

**POWERS**

**Locked Item**

☞ **Magic Missile:** (sight) Automatic hit vs. Reflex; 15 damage.

+4

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## RING OF SHADOWS

Level 8+ ♦ Primal

### POWERS

☐ **Pass Without Trace:** *Attack action:* Until end of its next turn, this creature has: (aura 2) This creature and allies in aura have Hide.

+3

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## SYNAPTIC NETWORK

Level 9+ ♦ Mind Flayer

### POWERS

**Vulnerable 5 Psychic**

**Psionic Nature:** Gains the Psionic keyword.

**Hive Mind:** Your Mind Flayer and Psionic creatures have +1 attack and +1 to all defenses while they are within 3 squares of a Mind Flayer or Psionic ally.

+3

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## THE GRACEFUL CLOTH

Level 1-9 ♦ Stealth

### POWERS

**Cat's Grace:** +1 AC and +1 Reflex.

+2

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