

PALA TULIPALA, FIRELASS

Level 15 ♦ Elf • Arcane • Unique

CR
3

AC 26
FORT 26
REF 28
WILL 28

ATTACKS
⊕ **Flametouch:** +15 vs. Reflex; 10 fire damage.
☐ ← **Ignition:** (blast 4) Automatic hit; 5 ongoing fire damage (save ends).
☐ ✨ **Fireball:** (radius 2 within 12) +17 vs. Reflex; 15 fire damage. ☪ as a move action.

POWERS
Immune Fire; Vulnerable 5 Cold

CHAMPION POWERS ☐ ☐ ☐
❖ *Use at start of round:* Forest terrain is also fire terrain until end of round.
❖ *Use on this creature's turn:* Each human, halfling, elf or half-elf creature in your warband adjacent to fire terrain heals 10 HP.

❖ For use with Icons of the Realms, Sun Elf Mage.

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JARISTAN, MOUNTAIN LORD

Level 14 ♦ Human • Martial • Unique

AC 26
FORT 26
REF 26
WILL 26

ATTACKS
⊕ **Sunderax:** +18 vs. AC; 20 damage.
☐ ← **Earthquake:** (burst 2) +18 vs. Fortitude; Dazed (save ends).

POWERS
Stoneshearer: +20 damage against enemies with Resist All 20, Resist All 25, or Resist All 30.
☐ **Berserker:** Immediate action, use after an enemy enters a square adjacent to this creature: Make a ⊕ attack against that enemy. ☪ as a move action.

❖ For use with Icons of the Realms, Northlands Fighter

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JOUSIMIE, WOODLAND SCOUT

Level 14 ♦ Half Elf • Martial • Unique

AC 27
FORT 24
REF 28
WILL 24

ATTACKS
⊕ **Marksman:** (sight) +19 vs. AC; 15 damage.
⊕ **Stalker:** (sight, Unique targets only) +19 vs. AC; 25 damage.

POWERS
Spriteflash Glamyr: Use when an enemy scores a critical hit against this creature or an adjacent ally. That enemy is Blinded (save ends).
Woodland Stride: Ignores the additional cost for moving in forest terrain.

❖ For use with Icons of the Realms, Human Ranger

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VASARA DWARF PALADIN

Level 10 ♦ Dwarf • Divine • Unique

CR
1

AC 27
FORT 24
REF 20
WILL 24

ATTACKS
⊕ **Hammeraxe:** +16 vs. AC; 15 damage.
☐ ⊕ **Retribution:** +15 vs. Will; 10 radiant damage.

POWERS
Holy Mantle: Takes half damage from ☪ attacks.
Payback: Immediate action, use when this creature is damaged by an enemy attack: ☪ Retribution or make a Retribution attack.
Bodyguard: Immediate action, use when an enemy targets an adjacent ally with an attack: Redirect that attack to this creature.

CHAMPION POWERS ☐
❖ *Use before rolling initiative:* Allies take half damage from ☪ attacks until end of round.

❖ For use with Icons of the Realms, Dwarf Cleric

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DISGRUNTLED BLADEMASTER

Level 12 ♦ Drow • Martial • Unique

AC 26
FORT 24
REF 26
WILL 26

ATTACKS
⊕ **Twin Swords:** +17 vs. AC; 10 +10 cold damage.

POWERS
Skirmisher 5: +5 damage if this creature has moved at least 2 squares from where it started this turn before attacking.
All tricks revealed: Drow enemies may not use powers that turn hits into misses.
Multi-Activation 2: This creature may take 2 turns each round.
☐ **Blaze of Instinct:** Immediate action, use when this creature is hit by an attack: That attack misses instead.

❖ For use with Icons of the Realms, Drizzt, Drow Ranger.

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PIENI TERA, HALFLING RAKE

Level 10 ♦ Halfling • Martial • Unique

AC 25
FORT 24
REF 27
WILL 23

ATTACKS
⊕ **Smallblade:** +15 vs. AC; 15 damage.
☐ ⊕ **Pickpocket:** +17 vs. Reflex; target loses a use of a limited use (check box) power or champion power. If two or more powers are available, target may choose which to lose.

POWERS
Delayed Appearance: Starts off the battle map.
☐ **Infiltration:** Use at the start of any round: Place this creature in an unoccupied square adjacent to an enemy.
Sneak Attack 10: Whenever this creature hits a target granting it combat advantage: +10 damage on that attack.

❖ For use with Icons of the Realms, Halfling Rogue

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Icons of the Realms.
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