

ETERNAL TRAINING: †

Level 5-10 ♦ Borderlands • Martial

+5

POWERS

Chosen Enemy: Use at start of round. Choose a keyword. Against targets with that keyword, this creature gains +2 Ⓢ attack and +5 Ⓢ damage until end of battle.

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SHADOW WEB CLOAK

Level 6-15 ♦ Underdark • Drow

+8

POWERS

Shadowswath: Minor action. Use when adjacent to a wall. This creature is invisible to nonadjacent enemies until it makes an attack. Ⓢ when this creature takes damage.

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HELM OF COMMAND

Level 6+ ♦ Borderlands • Martial

+9

POWERS

High Champion: This creature may use 1 of its champion powers, without expending a use of that power.

Strategist: This creature gains +1 to champion rating when performing champion tests.

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SPHERE OF ANNIHILATION

Level 16+ ♦ Arcane

+12

POWERS

Call Sphere: Replaces attack action. Place a sphere token in an unoccupied square adjacent to this creature. Creatures take 15 damage whenever entering or starting a turn in a square containing a sphere token.

Move Sphere: Replaces attack action. Slide a sphere token within 4 squares up to 2 squares.

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ETERNAL TRAINING: †

Level 5-10 ♦ Borderlands • Martial

+5

POWERS

Aimed Shot: Replaces move action. Until end of round, +5 damage on † attacks. Ⓢ as an attack action.

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POTENT POISON

Level 2-9 ♦ Stealth

+6

POWERS

Just a scratch... Use when this creature misses a living target with a natural roll of 15-20; the target takes ongoing 5 poison damage.

Poison Edge: This creature gains +5 poison damage against living targets granting it combat advantage.

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CLOAK OF EYES

Level 10+ ♦ Human • Arcane

+7

POWERS

Blindsight: This creature ignores Conceal and treats invisible creatures as visible. Smoke terrain does not block this creature's line of sight.

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OBSCENE WEALTH

Level 11+ ♦ Civilization

+10

POWERS

Patron Outfitter: Use during your set up. Choose a keyword. Allies with that keyword of level 10 or lower gain +1 attack and +1 to all defenses until end of battle.

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CIRCLE OF PROTECTION

Level 5+ ♦ Borderlands • Divine

+8

POWERS

Warding Circle: Replaces turn; place a warding token in a square adjacent to this creature. Until end of battle, allies adjacent to this token roll 2d20 for saving throws, and use the higher roll. (ignoring effects that would require an ally to take the lowest roll).

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WOODLAND STAFF

Level 6+ ♦ Wild • Human • Primal

+9

POWERS

Plant Growth: Replaces attack action. Add forest terrain to up to 3 contiguous squares within 10 squares of this creature.

Forestwalk: Ignores the movement penalty for entering forest terrain.

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FIENDSLAYER MISSILE

Level 10+ ♦ Martial

+6

POWERS

Slaying: Use when declaring a † attack: +2 to that attack. Evil targets with one of the listed target keywords also take 15 ongoing damage (save ends) on a successful attack.

Target Keywords: Demon, Devil, Elemental, Immortal, Planar.

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TT3: EPIC ARCANUM

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RING OF PHASING

Level 5-15 ♦ Underdark • Arcane

+6

POWERS

Ghost Step: Use at the start of this creature's turn. This creature gains phasing and is invisible until end of turn.

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ANCESTRAL WINGS

Level 7-9 ♦ Wild • Arcane

+7

POWERS

Featherburst: Use when this creature is targeted by an attack: That attack automatically misses.

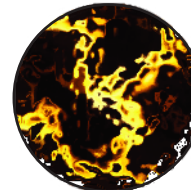
Wings: Whenever Featherburst has not been used, this creature has Flight.

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ITEM TOKENS

SET TT3

SPHERE TOKEN



For use with E1: Item 4/13
Sphere of Annihilation

WARDING TOKEN



For use with E1: Item 9/13,
Circle of Protection

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