

CLASSIC ORC SPEARMAN

Level 1 ♦ Orc

AC 16
FORT 16
REF 14
WILL 14
SPEED 6
HP 15
BLOOD 5

ATTACKS
 Ⓡ **Spear:** (reach 2) +6 vs. AC; 10 damage.

POWERS
First Edition Spear: *Immediate action, use after an enemy enters a square exactly 2 squares away: Make a Spear attack vs. that enemy.*

✦ Use with Classic Creatures Box Set: Orc (spear)

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CLASSIC ORC ARCHER

Level 1 ♦ Orc

AC 15
FORT 16
REF 14
WILL 14
SPEED 6
HP 15
BLOOD 5

ATTACKS
 Ⓡ **Shortsword:** +6 vs. AC; 5 damage.
 ⚡ **Shortbow:** (nearest) +6 vs. AC; 5 damage.

POWERS
First Edition Bow: *Full turn action: Make two Shortbow attacks.*

✦ Use with Classic Creatures Box Set: Orc (bow)

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CLASSIC OGRE MAGE

Level 7 ♦ Ogre • Arcane

AC 21
FORT 20
REF 20
WILL 24
SPEED F5
HP 60
BLOOD 30

ATTACKS
 Ⓡ **Naginata:** (reach 2) +13 vs. AC; 15 damage.
 ❄️ **Cone of Cold:** (blast 4) +13 vs. Reflex; 25 cold damage. On miss, 10 cold damage.

POWERS
 ❑ **Charm:** *Use when you win initiative: A level 5 or lower enemy in sight is Confused (save ends).*

CHAMPION POWERS ❑ ❑
 ✦ *Use at start of round:* This creature or an adjacent ally is Invisible until after it resolves an attack.
 ✦ *Use at start of this creature's turn:* This creature is Insubstantial until the start of its next turn.

✦ Use with Classic Creatures Box Set: Ogre Mage

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CLASSIC SAHUAGIN

Level 5 ♦ Sahuagin • Aquatic

AC 17
FORT 18
REF 16
WILL 16
SPEED 6
HP 45
BLOOD 20

ATTACKS
 Ⓡ **Trident:** +12 vs. AC; 15 damage.
 ❑ ❑ **Barbed Javelin:** (range 6) +12 vs. AC; 10 damage AND Slowed.

POWERS
Vulnerable 5 Radiant

✦ Use with Classic Creatures Box Set: Sahuagin (trident)

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SAHUAGIN MYSTIC

Level 9 ♦ Sahuagin • Divine • Aquatic

AC 17
FORT 18
REF 16
WILL 16
SPEED 6
HP 55
BLOOD 25

ATTACKS
 Ⓡ **Priest's Fork:** +14 vs. AC; 15 damage.
 ❑ Ⓡ **Poison:** Automatic hit; 10 ongoing poison damage (save ends).
 ❑ ✦ **Hold Monster:** (radius 1 within 6) +13 vs. Will; Immobilized (save ends).

POWERS
Vulnerable 5 Radiant
Bless: (Aura 6) Sahuagin allies in aura have +2 attack.

CHAMPION POWERS ❑ ❑
 ✦ *Use when an Aquatic ally hits with a Ⓡ attack:* That ally heals 15 HP, or 30 HP if a critical hit was scored.
 ✦ *Use when a Sahuagin ally destroys an enemy with a Ⓡ attack:* That enemy is not destroyed. Instead, it takes no damage, and is Slowed. Score 10 VP.

✦ Use with Classic Creatures Box Set: Sahuagin (fork)

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CLASSIC TROLL

Level 8 ♦ Giant • Troll

AC 19
FORT 24
REF 17
WILL 17
SPEED 6
HP 50
BLOOD 25

ATTACKS
 Ⓡ **Claw, Claw, Bite:** *Minor Action:* +13 vs. AC; 10 damage.

POWERS
That was the Bite: *Use when this creature hits with a Ⓡ attack, once per turn:* +5 damage on that attack.
Regenerate: *Use at start of round:* Heal 10 HP.
Rise, Except from Ashes: *Use when this creature is destroyed by an attack that did not deal acid or fire damage:* Roll 1d20. On a 10+, this creature is not destroyed and has 5 HP instead.

✦ Use with Classic Creatures Box Set: Troll

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CLASSIC OWLBEAR

Level 6 ♦ Magical Beast

AC 18
FORT 20
REF 18
WILL 18
SPEED 6
HP 60
BLOOD 30

ATTACKS
 Ⓡ **Claw, Claw, Beak:** *Minor Action:* +12 vs. AC; 5 damage.

POWERS
That was the Beak: *Use when this creature hits with a Ⓡ attack, once per turn:* +10 damage on that attack.
Grab: *Use when this creature hits a Medium or smaller enemy with a natural 18+: That enemy is Immobilized (save ends).*
Hug: *Immediate action, only on this creature's turn:* Provoke opportunity attacks. Then, an adjacent Immobilized creature is Helpless until end of turn.

✦ Use with Classic Creatures Box Set: Owlbear

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CLASSIC PURPLE WORM

Level 15 ♦ Beast

AC 30
FORT 30
REF 26
WILL 24
SPEED B6
HP 150
BLOOD 75

ATTACKS
 Ⓡ **Gaping Maw:** (reach 4, scores critical on natural 18+) +24 vs. AC; 25 damage AND on critical, a Medium or smaller target is Swallowed Whole until this creature starts a turn while bloodied or is destroyed.
 Ⓡ **Deadly Sting:** *Minor action, once per turn:* (reach 6) +20 vs. AC; 10 + 25 ongoing poison damage (save ends).

POWERS
Gargantuan: May occupy statue, pit, and wall terrain. Immune Dazed, Stunned, Slowed, and Immobilized.

Swallowed Whole: (Condition) Affected creature is removed from the battle map and takes no turns. At the end of each round, it takes 10 + 10 acid damage. When this condition ends, place affected creature adjacent to the creature that caused it.

✦ Use with Classic Creatures Box Set: Purple Worm

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CLASSIC DEMOGORGON

Level 20 ♦ Demon • Aquatic • Unique

AC 33
FORT 33
REF 33
WILL 33
SPEED 9
HP 200
BLOOD 100

ATTACKS
 Ⓡ **Tentacle:** *Minor action:* (reach 3) +24 vs. Reflex; 15 damage AND 15 ongoing damage AND Slowed (save ends both).
 Ⓡ **Tail:** +22 vs. AC; 30 damage AND target cannot Heal HP until end of battle.

POWERS
Immune Confused, Dazed, Stunned, Helpless
Spell Resistance: Resist 15 All vs. ⚡, Ⓡ, and ✦ attacks by Arcane and Divine enemies.
Double Genius: Never grants combat advantage.
 ❑ ❑ **Gaze:** *Immediate action, when an enemy starts a turn within 3 squares:* That enemy is Confused.
Any Size: Ignores all penalties for squeezing.

CHAMPION POWERS ❑ ❑
 ✦ *Use when an enemy is destroyed:* Heal 25 HP.
 ✦ *Use at start of this creature's turn:* Ⓡ Gaze twice.

✦ Use with Classic Creatures Box Set: Demogorgon

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