

46 ALUSAIR OBARSKYR

ATTACK ACTIONS

⬇ Holy Sword: +18 vs AC; 10 + 10 radiant Damage

⬇ Blessed Charge: (only on charge) +16 vs AC; 20 radiant Damage AND 1 ally within 5 squares of this creature heals 10 HP

LEVEL 11

AC 26

DEF 24

SPEED 5

HP 75

ABILITIES

Good • Human • Divine
Unique

SPECIAL POWERS

Divine Challenge: Minor action. Choose 1 enemy within 5 squares of this creature; until start of this creature's next turn, whenever that enemy attacks and does not target this creature, it takes 10 radiant Damage and has -2 Attack on that attack roll.

Keen Critical 19

CHAMPION 3 ■■■

- Use at start of round. Allies have +10 radiant Damage on charge attacks until end of round.
- Use when this creature or an ally becomes Bloodied. That creature heals 10 HP and can shift 1 square.

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25 ANVIL OF THUNDER

ATTACK ACTIONS

⬇ Axe: +15 vs AC; 15 Damage

⬇ Hammer: +15 vs AC; 10 Damage AND push 1 square

■ ⬇ Anvil of Thunder: +14 vs AC; 20 Damage AND Stunned

LEVEL 8

AC 24

DEF 20

SPEED 6

HP 55

ABILITIES

Dwarf • Martial

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9 CELESTIAL BLACK BEAR

ATTACK ACTIONS

⬇ Claw: +5 vs AC; 15 Damage

■ ⬇ Smite Evil: (Evil target only) +5 vs AC; 25 Damage

LEVEL 3

AC 15

DEF 13

SPEED 7

HP 35

ABILITIES

Good • Magical Beast
+4 DEF (Will)

SPECIAL POWERS

Powerful Charge 5: +5 ⬇ Damage on charge.

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29 CLERIC OF ST. CUTHBERT

ATTACK ACTIONS

⬇ Mace: +14 vs AC; 15 Damage

⬇ Deific Vengeance: (range 10) +12 vs DEF (Ref); 10 radiant Damage

LEVEL 7

AC 21

DEF 20

SPEED 6

HP 50

ABILITIES

Human • Divine

SPECIAL POWERS

Defender: Immediate, when an adjacent enemy makes a ⬇ attack against an ally; make a ⬇ attack against that enemy.

CHAMPION 2 ■■

- Use when an enemy damages an ally. That enemy takes ongoing 10 radiant Damage (save ends).
- Use at start of round. Until end of round, Divine and Martial allies have Defender.

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60 DRAGON SAMURAI

ATTACK ACTIONS

⬇ Unerring Sword: +18 vs AC; 20 Damage; rolls of natural 1 are not automatic misses with this attack

■ ⬇ Flame Breath: (blast 3) +16 vs DEF (Ref); 20 fire Damage, 10 fire on miss

LEVEL 13

AC 27

DEF 25

SPEED 6

HP 80

ABILITIES

Human • Martial
Single Combatant: +4 AC and +4 DEF while only 1 enemy is adjacent to this creature.

SPECIAL POWERS

Strength of the Ancients: While this creature is not Bloodied, Dragon allies have +4 Attack.

■ **Warrior Spirit:** Use at start of round; this creature has Multi-Activation 2 (Activates twice per round) until end of round. RECHARGE when first Bloodied.

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38 EXORCIST OF THE SILVER FLAME

ATTACK ACTIONS

⬇ Bastard Sword: +15 vs AC; 15 Damage

■ ⬇ Inquisitor's Flame: (range 5; Undead, Shapeshifter, or Evil target only) automatic hit; target has Vulnerable 5 All until end of battle

⬇ Silver Longbow: (sight) +9 vs AC; 5 + 5 radiant Damage

■ ⬇ Silver Strike: +15 vs AC; 15 Damage AND Dazed; Undead, Shapeshifter, or Evil target is Stunned instead

LEVEL 8

AC 24

DEF 20

SPEED 5

HP 65

ABILITIES

Good • Human • Divine
+4 DEF (Will)

CHAMPION 3 ■■■

- Use at start of round. Until end of round, creatures in your warband have +2 Attack (+4 Attack against Undead, Shapeshifter, or Evil targets).
- Use when an ally hits with a ⬇ attack. That ally heals 10 HP.

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4 HILL DWARF WARRIOR

ATTACK ACTIONS

⬇ Dwarven Waraxe: +8 vs AC; 10 Damage

LEVEL 2

AC 16

DEF 16

SPEED 5

HP 20

ABILITIES

Dwarf • Martial

SPECIAL POWERS

■ **Poison Resilient 10:** Resist 10 Poison until end of turn.

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3 MAN-AT-ARMS

ATTACK ACTIONS

⬇ Longsword: +7 vs AC; 10 Damage

⬇ Positioning Strike: +7 vs AC; 10 Damage AND slide 1 square

LEVEL 1

AC 15

DEF 11

SPEED 5

HP 10

ABILITIES

Human • Martial

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22 RHEK

ATTACK ACTIONS

- ⚔ Halberd: (Reach 2) +12 vs AC; 15 Damage
- ⚔ Horn Charge: (only on charge) +11 vs AC; 5 Damage AND Stunned. RECHARGE at start of this creature's turn if no enemies are adjacent to it.

ABILITIES

Good • Planar

SPECIAL POWERS

Powerful Charge 5: +5 ⚔ Damage on charge.

Resounding Blow: Whenever this creature scores a critical with a ⚔ attack, the target of that attack is also Stunned.

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36 WARFORGED HERO

ATTACK ACTIONS

- ⚔ Longsword: +17 vs AC; 15 Damage

ABILITIES

Construct • Warforged • Martial

Stable Footing: Difficult terrain does not affect this creature's movement.

SPECIAL POWERS

Awareness: Can make an opportunity attack against an adjacent enemy that shifts.

☐ Bloodcut Armor: Minor action, only while Bloodied; this creature has Resist 10 All until end of its next turn.

Combat Superiority: When this creature hits with an opportunity attack, the target of that attack is also Immobilized.

Powerful Charge 5: +5 ⚔ Damage on charge.

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20 AASIMAR FAVORED SOUL

ATTACK ACTIONS

- ⚔ Mace: +12 vs AC; 10 Damage
- ☐ ⚡ Sound Burst: (radius 1 within 5) +12 vs DEF (Fort); 5 thunder Damage AND Stunned

ABILITIES

Good • Planar

Illuminator: Creatures within 5 squares of this creature do not benefit from Conceal or Hide and are not invisible.

SPECIAL POWERS

☐ Revitalize: Minor action; 1 ally within 5 squares of this creature heals 15 HP. End 1 condition or ongoing damage effect on that ally.

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36 ADVENTURING WIZARD

ATTACK ACTIONS

- ⚔ Staff: +13 vs AC; 10 Damage
- ☐ ⚡ Blast of Flame: (blast 5) +14 vs DEF (Ref); 20 fire Damage, 10 fire on miss
- ☐ ⚡ Lightning Serpent: (range 10) +15 vs DEF (Ref); 20 lightning Damage AND ongoing 5 poison Damage (save ends). Hit or miss, the target is Slowed (save ends).
- ⚡ Magic Missile: (sight) +15 vs DEF (Ref); 15 Damage, ignore Insubstantial

ABILITIES

Human • Arcane

SPECIAL POWERS

☐ Staff of Defense: Use when this creature is targeted by an attack vs DEF; +4 DEF against that attack. RECHARGE if that attack hits.

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16 BARIAUR RANGER

ATTACK ACTIONS

- ⚔ Scimitar: +11 vs AC; 15 Damage
- ☐ ⚔ Headbutt: (only on charge) +9 vs DEF (Fort); 10 Damage AND Dazed
- ⚡ Longbow: (sight) +11 vs AC; 10 Damage

ABILITIES

Fey • Martial

SPECIAL POWERS

Sword and Hoof: If this creature moves at least 2 squares from its starting position and hits with a Scimitar attack, the target of that attack takes +5 Damage AND is pushed 1 square.

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31 CLERIC OF GARL GLITTERGOLD

ATTACK ACTIONS

- ⚔ Handaxe: +14 vs AC; 15 Damage
- ⚡ Nimbus of Light: (range 10) +12 vs DEF (Ref); 10 radiant Damage

ABILITIES

Gnome • Divine

SPECIAL POWERS

☐☐☐ Ring of Blades: Use when an enemy adjacent to this creature activates; that enemy takes 10 Damage.

☐☐ Sanctuary: Replaces attack action: Until end of round, this creature or 1 adjacent ally cannot be the target of ⚔ or ⚡ attacks.

CHAMPION 2 ☐☐

- Use when an enemy misses with a ⚔ or ⚡ attack. Until end of its next turn, that enemy cannot attack.
- Use when an enemy misses any target with a ⚔ or ⚡ attack. That attack instead misses all targets.

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26 CROW SHAMAN

ATTACK ACTIONS

- ⚔ Handaxe: +13 vs AC; 10 Damage
- ⚡ Primal Blast: (radius 1 within 10) +12 vs DEF (Will); 5 Damage AND each ally damaged by this attack makes an immediate ⚔ attack
- ☐ ⚡ Wing Storm: (burst 1) +12 vs DEF (Ref); 15 Damage AND Dazed AND push 1 square. RECHARGE when first Bloodied.

ABILITIES

Human • Primal Flight

SPECIAL POWERS

☐ Chastise Spirits: Minor action; each Elemental, Fey, or Undead creature within 5 squares of this creature takes 10 Damage.

☐☐ Snake's Swiftess: Replaces attack action: Nearest ally makes an immediate ⚔ attack.

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4 ELF WARRIOR

ATTACK ACTIONS

- ⚔ Longsword: +6 vs AC; 5 Damage
- ⚡ Longbow: (sight) +6 vs AC; 10 Damage

ABILITIES

Elf • Martial

SPECIAL POWERS

Elven Teamwork: +2 Attack and +4 DEF (Will) while adjacent to an Elf Martial ally.

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52 FRENZIED BERSERKER

ATTACK ACTIONS

- ⚔ Greatsword: +15 vs AC; 20 Damage
- ☐ ⚔ Rolling Strike: +15 vs AC; 30 Damage AND this creature shifts 1 square

LEVEL 12

AC 18

DEF 19

SPEED 8

HP 120

ABILITIES

Human • Primal

+4 DEF (Fort)

SPECIAL POWERS

Bloodrage 5: +5 ⚔ Damage while Bloodied.

Bloodthirsty 10: +10 ⚔ Damage against Bloodied targets.

Burnout: This creature takes 10 Damage at end of its turn if it did not attack on that turn.

☐ Death Strike: Immediate, when destroyed; make a ⚔ attack.

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43 HALF-ELF BOW INITIATE

ATTACK ACTIONS

- ⚔ Dagger: +16 vs AC; 10 Damage
- ☞ Longbow: (sight) +16 vs AC; 15 Damage
- ☐ ☞ Twin Shot: Make 2 Longbow attacks, each against a different target. RECHARGE when first Bloodied.

LEVEL 11

AC 24

DEF 22

SPEED 6

HP 65

ABILITIES

Half-Elf • Martial

SPECIAL POWERS

Close-Quarters Archery: +5 ☞ Damage against targets within 5 squares of this creature.

☐ Cover Fire: Immediate, when a Martial ally becomes the target of an opportunity attack by an enemy this creature has line of sight to; make a Longbow attack against that enemy. If the Longbow attack hits, the enemy's attack automatically misses. RECHARGE at end of round if an enemy occupies any victory area.

Precise Aim: Keen Critical 19 on ☞ attacks.

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27 LONGTOOTH BARBARIAN

ATTACK ACTIONS

- ⚔ Greatsword: +12 vs AC; 20 Damage

LEVEL 7

AC 19

DEF 17

SPEED 7

HP 60

ABILITIES

Shapeshifter • Primal

• Rage

SPECIAL POWERS

Bloodrage 10: +10 ⚔ Damage while Bloodied.

☐ Swift Charge: Minor action. Use on this creature's turn if it has destroyed an enemy this turn; make a charge attack.

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9 SHARN CUTTHROAT

ATTACK ACTIONS

- ⚔ Dagger: +8 vs AC; 5 Damage
- ☞ Thrown Dagger: (range 5) +8 vs AC; 5 Damage

LEVEL 3

AC 18

DEF 16

SPEED 6

HP 25

ABILITIES

Shapeshifter • Martial

• Stealth

SPECIAL POWERS

☐ Killer: Use when this creature makes a ⚔ attack with combat advantage against an enemy of equal or lower Level; +10 Damage on that attack.

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

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38 VALENAR COMMANDER

ATTACK ACTIONS

- ⚔ Double Scimitar: +14 vs AC; 15 Damage
- ☐ ☞ Sirocco Swipe: (blast 3, usable on charge) +12 vs DEF (Ref); 20 Damage
- ☐ ☐ ☐ Twofold Torment: 2 attacks, each against a different target, +14 vs AC; 15 Damage AND push 4 squares

LEVEL 9

AC 23

DEF 21

SPEED 7

HP 60

ABILITIES

Elf • Martial

SPECIAL POWERS

Horselord: +2 Attack and +5 Damage while Mounted.

CHAMPION 3 ☐☐☐

- Use when an ally activates. That ally's ☞ attacks have range sight until end of turn.
- Use when an ally is missed by a ⚔ attack. That ally shifts 1 square.

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16 FORMIAN WARRIOR

ATTACK ACTIONS

- ⚔ Sting: +12 vs AC; 10 + 5 poison Damage

LEVEL 6

AC 21

DEF 17

SPEED 7

HP 45

ABILITIES

Planar

SPECIAL POWERS

☐ Building Anger: Replaces attack action: -4 Attack and +10 Damage until end of battle.

☐ Calming Influence: Minor action; +2 Attack and -5 Damage until end of battle.

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10 ETHEREAL FILCHER

ATTACK ACTIONS

- ⚔ Bite: +10 vs AC; 10 Damage
- ⚔ Disruptive Touch: +6 vs DEF (Fort); Weakened

LEVEL 4

AC 19

DEF 17

SPEED 7

HP 30

ABILITIES

Aberrant

SPECIAL POWERS

☐ Ethereal Step: Use on this creature's turn; this creature has Phasing until end of turn.

☐ Filch: Replaces attack action: 1 adjacent creature has -2 Attack and -5 Damage until end of battle AND eliminate this creature.

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55 RYLD ARGITH

ATTACK ACTIONS

- ⚔ Splitter: +15 vs AC; 20 Damage

LEVEL 11

AC 27

DEF 23

SPEED 6

HP 75

ABILITIES

Drow • Martial

Unique

Commanding Presence: This creature is treated as having a Champion rating of 4 for determining initiative.

SPECIAL POWERS

Awareness: Can make an opportunity attack against an adjacent enemy that shifts.

Inspire Allies: Evil allies have Keen Critical 19; Good allies have +2 ⚔ Attack.

Keen Critical 19: Scores criticals on attack rolls of natural 19 or 20.

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

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57 WYVERN

ATTACK ACTIONS

⬇ Bite: +18 vs AC; 20 Damage

⬇ Sting: +19 vs AC; 15 Damage AND Followup
Followup: +19 vs DEF (Fort); ongoing 15 poison Damage (save ends)

LEVEL 13

AC 28

DEF 25

SPEED F8

HP 80

ABILITIES

Beast
Flight

SPECIAL POWERS

Mobile Melee Attack: Can shift immediately after making a ⬇ attack.

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29 ACHAIERAI

ATTACK ACTIONS

⬇ Claws: +15 vs AC; 15 Damage

☐ ⬇ Black Cloud: (burst 2, Achaierai creatures immune) +13 vs DEF (Fort); 10 Damage AND Dazed (save ends); on a critical, target is also Dominated (save ends both). RECHARGE when first Bloodied.

LEVEL 8

AC 22

DEF 20

SPEED 8

HP 55

ABILITIES

Evil • Magical Beast
• Achaierai
Reach 2

SPECIAL POWERS

Keen Critical 18: Scores criticals on attack rolls of natural 18+.

Prey on the Weak-Minded: Whenever a Dazed or Dominated enemy activates within Reach, make a ⬇ attack against that enemy.

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21 BLADEBEARER HOBGOBLIN

ATTACK ACTIONS

⬇ Short Sword: +13 vs AC; 10 Damage

⬇ Dual Strike: Make 2 ⬇ attacks against a single target.

LEVEL 6

AC 20

DEF 18

SPEED 6

HP 50

ABILITIES

Goblin • Hobgoblin • War

SPECIAL POWERS

Bounty: Whenever this creature destroys an enemy champion, score +10 VP.

Keen Critical 18: Scores criticals on attack rolls of natural 18+.

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5 DEKANTER GOBLIN

ATTACK ACTIONS

⬇ Claws: +4 vs AC; 15 Damage

☐ ⬇ Gore: (only on charge) +5 vs AC; 25 Damage AND push 1 square

LEVEL 1

AC 14

DEF 13

SPEED 5

HP 25

ABILITIES

Goblin • Primal

SPECIAL POWERS

☐ Regeneration 10: Use at start of this creature's turn; this creature heals 10 HP.

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26 DESTRACHAN

ATTACK ACTIONS

⬇ Claw: +14 vs AC; 15 Damage

☐ ⬇ Bellowing Blast: (blast 5) +12 vs DEF (Fort); 15 thunder Damage AND Dazed

⤴ Sound Pulse: (range 10) +12 vs DEF (Ref); 10 thunder Damage

LEVEL 7

AC 22

DEF 20

SPEED 7

HP 55

ABILITIES

Magical Beast
Resist 10 Thunder
Blind; Blindsight 10

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6 EMERALD CLAW SOLDIER

ATTACK ACTIONS

⬇ Flail: +10 vs AC; 10 Damage

LEVEL 2

AC 21

DEF 17

SPEED 6

HP 5

ABILITIES

Evil • Human
• Martial • Minion

Evasion: Never takes damage from a missed attack.

SPECIAL POWERS

☐ Disarm: Use when this creature hits with a ⬇ attack; the target of that attack has -10 ⬇ Damage until end of target's next turn.

Minion Attack 5: +5 ⬇ Damage while a Minion ally is adjacent to target.

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8 FIENDISH DIRE WEASEL

ATTACK ACTIONS

⬇ Bite: +10 vs AC; 10 Damage

⬇ Blood Drain: +8 vs DEF (Fort); ongoing 5 Damage (save ends)

LEVEL 3

AC 19

DEF 15

SPEED 7

HP 30

ABILITIES

Evil • Beast

SPECIAL POWERS

Fiendish Flurry: Use at start of this creature's turn; 2 enemies adjacent to this creature each take 5 Damage.

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28 GREEN DRAGON

ATTACK ACTIONS

⬇ Bite: +12 vs AC; 15 Damage

☐ ⬇ Poison Breath: (blast 5) +10 vs DEF (Fort); 10 poison Damage AND ongoing 10 poison Damage (save ends). RECHARGE when first Bloodied.

LEVEL 8

AC 23

DEF 19

SPEED F10

HP 60

ABILITIES

Dragon
Flight

CHAMPION 1 ☐

- Use when an ally pushes or pulls an enemy. Increase the distance pushed or pulled by 1 square.
- Use when an enemy ends its turn adjacent to an ally. That ally shifts 1 square.

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33 HALF-ELF HEXBLADE

ATTACK ACTIONS

⚔ Scimitar: +16 vs AC; 15 Damage

☞ Bestow Curse: (sight) +14 vs DEF (Will); 10 Damage AND until this creature is destroyed, target has -4 Attack, -5 Damage, and -4 DEF

ABILITIES

Evil • Half-Elf • Martial
+4 DEF (Will)

SPECIAL POWERS

Cruel Hexer: +10 ⚔ Damage against targets affected by Bestow Curse.

Phantom Threat: Minor action, only once per turn; choose 1 adjacent enemy; that enemy grants combat advantage until start of this creature's next turn.

LEVEL 9
AC 25
DEF 21
SPEED 6
HP 60

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13 HALF-ILLITHID LIZARDFOLK

ATTACK ACTIONS

⚔ Short Sword: +12 vs AC; 10 Damage

☞ Mind Blast: (blast 3) +10 vs DEF (Will); 10 Damage AND Stunned. RECHARGE when first Bloodied.

ABILITIES

Aberrant • Lizardfolk • Mind Flyer
+4 DEF (Will)

SPECIAL POWERS

☞ Thrall of the Illithid: Use when this creature declares a Mind Blast attack; if it is within 5 squares of an allied Mind Flyer champion, +5 Damage on that attack.

LEVEL 5
AC 19
DEF 17
SPEED 6
HP 40

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65 HOOK HORROR

ATTACK ACTIONS

⚔ Hook: +15 vs AC; 20 Damage

⚔ Latch On: (Nonadjacent smaller target only) +13 vs DEF (Fort); 30 Damage AND pull 1 square

⚔ Thresh: (Only when no enemies are adjacent) Make 2 ⚔ attacks.

ABILITIES

Aberrant
+4 DEF (Fort)
Reach 2

SPECIAL POWERS

Evil Soul: +5 Damage while in a warband with an Evil champion.

Lethal: +4 Attack against Bloodied targets.

LEVEL 13
AC 25
DEF 20
SPEED 6
HP 95

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14 IRON COBRA

ATTACK ACTIONS

⚔ Bite: +13 vs AC; 5 Damage AND ongoing 5 poison Damage (save ends)

☞ Poison the Mind: (range 10, only against targets taking ongoing poison damage) +8 vs DEF (Will); Dazed AND Slowed (Poison, save ends both)

ABILITIES

Construct
Guard Area: Resist 5 All while in a victory area.

SPECIAL POWERS

Slithering Shift: Replaces move action: Shift 3 squares. Use only when within 5 squares of an allied champion.

LEVEL 5
AC 20
DEF 16
SPEED 6
HP 40

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11 KOBOLD CHAMPION

ATTACK ACTIONS

⚔ Short Sword: +11 vs AC; 10 Damage

☞ Distracting Strike: +11 vs AC; 5 Damage AND 1 ally adjacent to target can make an immediate ⚔ attack against that target

ABILITIES

Kobold • Martial

SPECIAL POWERS

Shifty: Minor action; shift 1 square.

Skittish Defender: While this creature is not Bloodied, whenever an enemy adjacent to it targets an ally with a ⚔ attack, this creature can make an immediate ⚔ attack against that enemy.

Sneaky Desperation: While Bloodied, whenever this creature is targeted by a ⚔ attack, it can redirect that attack to an adjacent ally.

LEVEL 4
AC 20
DEF 16
SPEED 5
HP 40

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20 KOBOLD SORCERER

ATTACK ACTIONS

⚔ Icy Touch: +11 vs DEF (Fort); 5 cold OR necrotic Damage

☞ Magic Missile: (sight) +11 vs DEF (Ref); 10 Damage, ignore Insubstantial

☞ Sleet Storm: (radius 1 within sight) +11 vs DEF (Ref); 15 cold Damage AND Slowed

ABILITIES

Kobold • Arcane

SPECIAL POWERS

Dragon Ancestry: +5 Damage while within 5 squares of an allied Dragon champion.

Shifty: Minor action; shift 1 square.

CHAMPION 1

☞ Warband Building: All Kobold creatures are legal in your warband.

- Use at start of round. Kobold and Dragon allies in your victory areas at start of round have Conceal 6 until end of round.
- Use when this creature ends its turn in your victory area. Each ally can immediately shift.

LEVEL 6
AC 16
DEF 16
SPEED 6
HP 40

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38 MIND FLYER TELEPATH

ATTACK ACTIONS

⚔ Tentacles: +16 vs AC; 10 Damage AND Immobilized

☞ Mind Blast: (blast 5) +15 vs DEF (Will); 15 psychic Damage AND Stunned. RECHARGE when this creature destroys a Stunned creature.

☞ Psychic Scream: (burst 3, enemies only) +15 vs DEF (Fort); 15 Damage AND Slowed (save ends)

ABILITIES

Evil • Mind Flyer • Psionic
+4 DEF (Will)

SPECIAL POWERS

☞ Devour Brain: When this creature's ⚔ attack destroys an enemy, this creature heals 20 HP.

LEVEL 10
AC 23
DEF 23
SPEED 6
HP 65

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3 MONGRELFOLK

ATTACK ACTIONS

⚔ Club: +3 vs AC; 15 Damage

ABILITIES

Goblin • Kobold • Orc
Wandering Monster: Sets up in a random victory area.

LEVEL 1
AC 12
DEF 10
SPEED 6
HP 10

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9 MYCONID GUARD

ATTACK ACTIONS

⬇ Slam: +11 vs AC; 10 Damage

⬅ Pacification Spores: (burst 1, living creatures only) +9 vs DEF (Will); until end of its next turn, target cannot attack

ABILITIES

Plant • Myconid

SPECIAL POWERS

Roots of the Colony: Use when a Myconid ally within 5 squares of this creature is hit by an attack; that attack deals half damage to that ally and to this creature.

LEVEL 4
AC 18
DEF 16
SPEED 5
HP 30

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15 SAHUAGIN RANGER

ATTACK ACTIONS

⬇ Trident: +12 vs AC; 10 Damage

ABILITIES

Sahuagin • Aquatic

SPECIAL POWERS

Bloodrage 5: +5 Damage while Bloodied.

Borderlands Slayer: +5 Damage against Borderlands creatures.

Opportunistic Strike: Use when an adjacent flanked enemy shifts; make a ⬇ attack against that enemy.

LEVEL 5
AC 21
DEF 17
SPEED 6
HP 45

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12 SILENT WOLF GOBLIN

ATTACK ACTIONS

⬇ Short Sword: +10 vs AC; 10 Damage

⬇ Throatlitter: (only with combat advantage) +8 vs DEF (Fort); 10 Damage AND ongoing 5 Damage (save ends). RECHARGE when this creature moves at least 3 squares on its turn.

ABILITIES

Goblin • Stealth

SPECIAL POWERS

Pack Hunter +2: +2 ⬇ Attack while within 3 squares of a Goblin ally.

LEVEL 4
AC 18
DEF 16
SPEED 6
HP 35

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28 SKULLSPLITTER

ATTACK ACTIONS

⬇ Greataxe: +10 vs AC; 20 Damage

⬅ Skullsplitter: (burst 1) +10 vs AC; 25 Damage AND ongoing 5 Damage (save ends)

ABILITIES

Human • Primal

SPECIAL POWERS

Cleave: Immediate, when this creature's ⬇ attack destroys an enemy; make a ⬇ attack.

Unnerving Demeanor: Creatures cannot use Champion powers while adjacent to this creature.

CHAMPION 1

- Use at start of round. Allies have +2 Speed until end of round.
- Use at start of round. Until end of round, whenever an ally becomes Bloodied, it takes 5 Damage and has +5 Damage until end of battle.

LEVEL 7
AC 19
DEF 17
SPEED 7
HP 60

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51 FLESH GOLEM

ATTACK ACTIONS

⬇ Slam: +15 vs AC; 30 Damage

⬇ Golem Rampage: (only on charge) +13 vs DEF (Ref); 25 Damage AND push 2 squares AND this creature makes a Wild Flail attack. RECHARGE when an attack deals 20 Damage to this creature.

⬅ Wild Flail: (burst 2) +13 vs DEF (Ref); 20 Damage

ABILITIES

Construct
Resist 5 All
Reach 2

SPECIAL POWERS

Arcane Guidance: This creature loses Murderous while within 5 squares of an Arcane ally.

Murderous: On its turn, this creature cannot move or attack a non-Bloodied enemy while a Bloodied enemy is adjacent.

LEVEL 12
AC 22
DEF 22
SPEED 6
HP 75

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12 CARRION TRIBE BARBARIAN

ATTACK ACTIONS

⬇ Greatclub: +7 vs AC; 20 Damage

⬇ Killing Blow: +4 vs AC, or +9 if target is Bloodied; 30 Damage

ABILITIES

Human • Primal

SPECIAL POWERS

Godless: -4 Attack while in a warband with a Divine ally.

Hatred of the Divine: On its turn, this creature cannot move or attack a non-Divine enemy while a Divine enemy is adjacent.

Revel in Bloodshed: Use when this creature destroys an enemy; RECHARGE Killing Blow OR this creature gains +15 HP.

LEVEL 4
AC 14
DEF 12
SPEED 7
HP 50

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14 CHOKER

ATTACK ACTIONS

⬇ Tentacle Claw: +8 vs AC; 5 Damage AND Immobilized

⬇ Choke: (Immobilized target only) automatic 10 Damage

ABILITIES

Choker
Wall Walker: This creature is considered to have Flight while moving if it begins its move adjacent to a wall.
Hide; Reach 2

SPECIAL POWERS

Body Shield: Redirect a ⬇ or ⬇ attack against this creature to an adjacent Immobilized enemy other than the attacker. RECHARGE when this creature hits with a ⬇ attack.

LEVEL 4
AC 20
DEF 18
SPEED 6
HP 35

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51 CHUUL

ATTACK ACTIONS

⬇ Claw: +18 vs AC; 10 Damage (20 Damage against Immobilized targets)

⬇ Double Attack: Make 2 ⬇ attacks against a single target; if both hit, target is Immobilized (save ends)

ABILITIES

Aberrant

SPECIAL POWERS

Tentacle Net: Whenever this creature hits with an opportunity attack, the target of that attack is Immobilized.

LEVEL 12
AC 29
DEF 25
SPEED 6
HP 75

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33 FIENDISH GIANT PRAYING MANTIS

ATTACK ACTIONS

- ⬆ **Scything Claw:** +11 vs AC; 15 Damage
- ❑ ⬆ **Twin Scythe:** Use only when this is the last creature you activate in a round; attack 2 different targets, +8 vs AC; 25 Damage each. RECHARGE when this creature moves at least 4 squares with a single action.

ABILITIES
Evil • Magical Beast

SPECIAL POWERS
Predatory Leap: While charging, this creature has +2 Speed and Flight.
Stalker: +4 Attack and +10 Damage while no other creature is adjacent to target.

LEVEL 9
AC 25
DEF 18
SPEED 5
HP 65



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26 GIBBERING MOUTHER


ATTACK ACTIONS

- ⬆ **Bite:** +14 vs AC; 10 Damage AND ongoing 5 acid Damage (save ends)
- ⬅ **Gibbering:** (burst 3) +13 vs DEF (Will); 10 psychic Damage AND Dazed
- ❑ ⬅ **Gibbering Feast:** (burst 3, Dazed creatures only) +12 vs AC; 15 Damage AND ongoing 5 acid Damage (save ends). RECHARGE when a Dazed creature is destroyed.

ABILITIES
Aberrant • Magical Beast
+4 DEF (Fort)
Resist 10 Acid
Immune Confused, Dazed, Flanking
Wandering Monster

SPECIAL POWERS
Warped Ground: All squares adjacent to this creature count as difficult terrain for enemies.

LEVEL 8
AC 20
DEF 20
SPEED 4
HP 55



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3 GNOLL


ATTACK ACTIONS

- ⬆ **Battleaxe:** +5 vs AC; 10 Damage

ABILITIES
Gnoll

SPECIAL POWERS
Bloodrage 5: +5 ⬆ Damage while Bloodied.

LEVEL 1
AC 13
DEF 13
SPEED 6
HP 15



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5 GNOLL SKELETON


ATTACK ACTIONS

- ⬆ **Battleaxe:** +9 vs AC; 10 Damage

ABILITIES
Undead
Immune Poison
Vulnerable 5 Radiant

SPECIAL POWERS
Speed of the Dead: +2 Attack and +5 Damage on opportunity attacks.

LEVEL 2
AC 16
DEF 14
SPEED 6
HP 25



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31 ICE TROLL


ATTACK ACTIONS

- ⬆ **Maul:** +12 vs AC; 25 Damage
- ❑ ⬅ **Freezing Sweep:** (blast 3) +10 vs DEF (Fort); 20 + 10 cold Damage AND Slowed AND target has Vulnerable 5 All until end of its next turn. RECHARGE when this creature would take cold Damage.

ABILITIES
Troll • Cold
Reach 2; Resist 10 Cold
Vulnerable 15 Acid, Fire
Iceblood: Whenever this creature takes fire damage, it has -2 Attack and -5 Damage until end of its next turn.

SPECIAL POWERS
Regeneration 10: Use at start of this creature's turn; this creature heals 10 HP.

LEVEL 9
AC 21
DEF 19
SPEED 6
HP 75



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9 MAD SLASHER

ATTACK ACTIONS

- ⬆ **Slash:** +8 vs AC; 10 Damage
- ❑ ⬆ **Frenzied Slash:** +10 vs AC; 5 Damage AND this creature shifts and makes this attack again (maximum 3 attacks per turn)

ABILITIES
Aberrant • Beast
Scuttling Shift: Can shift 3 squares instead of 1.

SPECIAL POWERS
Incited: Whenever this is the first creature you activate in a round, it has +2 Speed until end of its turn. RECHARGE Frenzied Slash.

LEVEL 3
AC 15
DEF 15
SPEED 6
HP 30



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12 MOUNTAIN ORC


ATTACK ACTIONS

- ⬆ **Greataxe:** +7 vs AC; 20 Damage
- ❑ ⬅ **Wild Swing:** (burst 1) +5 vs AC; 25 Damage. RECHARGE when this creature is damaged by an attack.

ABILITIES
Orc • Primal

SPECIAL POWERS
Cruel Discipline: +2 Attack while Bloodied.

LEVEL 4
AC 14
DEF 14
SPEED 7
HP 45



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29 OGRE ZOMBIE


ATTACK ACTIONS

- ⬆ **Greatclub:** +12 vs AC; 25 Damage
- ⬆ **Ponderous Swing:** (only if this creature does not move this turn) +12 vs AC; 30 Damage AND push 2 squares

ABILITIES
Undead
Reach 2

SPECIAL POWERS
Long Wind-Up: Whenever this creature is the last creature you activate in a round, it has +5 Damage until end of its turn.

LEVEL 9
AC 18
DEF 18
SPEED 5
HP 80



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24 ORC SERGEANT

ATTACK ACTIONS

- ⬇ Falchion: +15 vs AC; 10 Damage
- ☐ ⬇ Hamstring Slash: +13 vs AC; 15 Damage AND Immobilized

LEVEL 7

AC 24

DEF 20

SPEED 6

HP 55

ABILITIES

Orc • Martial

CHAMPION 1 ☐

Warband Building: All Goblin and Orc creatures are legal in your warband.

- Use when a creature of Level 7 or lower becomes Bloodied. That creature has +5 Damage until end of battle.
- Use at start of round. Goblin and Orc allies have +2 Attack and +5 Damage until end of round.

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8 TAER

ATTACK ACTIONS

- ⬇ Slam: +6 vs AC; 15 Damage

LEVEL 3

AC 15

DEF 13

SPEED 6

HP 35

ABILITIES

Beast • Taer

Resist 5 Cold

Vulnerable 5 Fire

SPECIAL POWERS

Powerful Charge 5: +5 ⬇ Damage on charge.

Stench: Adjacent living creatures have -2 Attack; Taer creatures immune.

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48 YUAN-TI ABOMINATION

ATTACK ACTIONS

- ⬇ Falchion: (Reach 2) +19 vs AC; 20 Damage
- ⬇ Abomination Bite: (Immobilized target only) +17 vs DEF (Fort); 10 Damage AND ongoing 10 poison Damage (save ends)
- ⬇ Grasping Coils: +17 vs DEF (Ref); Immobilized

LEVEL 12

AC 28

DEF 24

SPEED 7

HP 75

ABILITIES

Evil • Reptile • Yuan-Ti

SPECIAL POWERS

Trapping Tail: Minor action, once per turn; make a Grasping Coils attack.

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28 YUAN-TI HALFBLOOD

ATTACK ACTIONS

- ⬇ Bite: +15 vs AC; 10 Damage AND ongoing 5 poison Damage (save ends)
- ☐ ⬇ Halfblood Curse: (burst 5, enemies only) +13 vs DEF (Will); 10 psychic Damage AND targets taking ongoing poison damage cannot move closer to this creature (save ends)
- ⤵ Longbow: (sight) +13 vs AC; 10 Damage
- ⤵ Suggestion: (range 10) +13 vs DEF (Will); Immobilized

LEVEL 8

AC 22

DEF 20

SPEED 6

HP 55

ABILITIES

Evil • Reptile • Yuan-Ti

+4 DEF (Will)

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