







HEROSLAYER HYDRA

Level 26 ♦ Hydra **ATTACKS**

() Bite: (reach 3) +27 vs. AC; 25 damage. □ ← Rampage: Use only while bloodied: (burst 3,

enemies only) +26 vs. AC; 35 damage. Hit or miss, after all attacks are resolved, shift up to 2 squares for each enemy hit by an attack.

POWERS

34

нр 185

90

Hvdra Furv: Replaces attack action: Make 1 Bite attack plus 1 additional Bite attack for each New Head counter on this creature.

New Heads: Use when this creature takes 25 or more damage from an attack: Put 1 New Head counter on this creature.

That... seems bad.

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HUMAN MARAUDER

Level 6 ◆ Human • Martial **ATTACKS**

нр 60

BLOOD

30

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AC 19 Twin Swords: +12 vs AC; 10 damage. **POWERS** FORT 18 Beastmaster: Beast allies have +5 Damage against targets adjacent to this creature. 17 Double-Up: Whenever this creature scores a critical hit with a + attack, it may repeat that attack WILL 18 as an free action.

creature moved this turn. SPEED

> On the edges of civilization, heroes come a little more rough and tumble than in the parlors of Waterdeep.

HUMAN TOWN GUARD

Level 6 + Human • Minion



Level 19 ◆ Construct











нР 5

BLOOD

The catacombs of Waterdeep hold a

never-ending legion of walking dead.

bloodied.

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50

BLOOD

25

нр 55

BLOOD

25

Psychic energy given life.

of that attack takes 15 cold damage.

❖ Use after this creature hits with an attack: Target

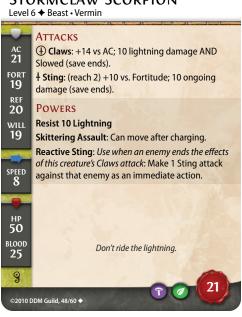
109

нр 130

65

until end of round.







TRIHORN BEHEMOTH

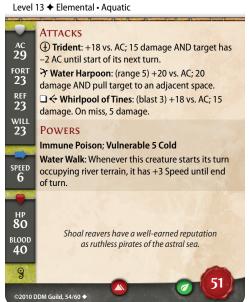


WATER ARCHON SHOAL REAVER









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ZHENT CAVALRY Level 7 ◆ Human · Mounted · Zhent ATTACKS AC 22 FORT 19 REF 19 WILL 19 The Black Network uses highly skilled cavalry to terrorize villages in the remote edges of the Dalelands. The Black Network uses highly skilled cavalry to terrorize villages in the remote edges of the Dalelands.



ATTACKS AC 21 Port Crossbow: (nearest) +9 vs. AC; 10 damage. Cas a move action. POWERS Zhent Mark: Use after this creature hits an enemy with a + attack: Until start of this creature's next turn, each Zhent ally and each Bane ally has +5 Damage against that enemy. SPEED Not bright, no, but still dangerous when properly led...

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