

DELVER SERGEANT

Level 4 ♦ Human • Martial

CR 1

AC 18

FORT 17

REF 17

WILL 17

HP 45

BLOOD 20

⚔️

ATTACKS

⚔️ Longsword: +11 vs. AC; 10 damage.

🔥 Torch: +7 vs. Reflex; 5 damage AND ongoing 5 fire damage (save ends).

⚡️

POWERS

💡 Illuminator: (Aura 6) Enemies in aura are not invisible and do not benefit from Conceal.

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CHAMPION POWERS

❖ Use 1 Champion power of a Champion ally as if this creature had that Champion power.

❖ Use at start of this creature's turn: You may take a turn with 1 additional creature this turn.

🏠

HP 15

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ETERNAL BLADE

Level 11 ♦ Elf • Martial

CR 3

AC 26

FORT 24

REF 24

WILL 24

HP 80

BLOOD 40

⚔️

ATTACKS

⚔️ Sword: +17 vs. AC; 20 damage.

⚡️

POWERS

📦 Bounding Assault: Replaces move action: Move up to twice its current speed.

🛡️ Defender: Use when an adjacent enemy makes a ⚔️ attack against an ally: Make a ⚔️ attack against attacker as an immediate action.

🏋️ Eternal Trainer: Use during your set-up: Assign up to 3 Eternal Training items to this creature for no additional cost.

🏆

CHAMPION POWERS

❖ Use at start of round: Reassign 1 Eternal Training item from this creature to 1 ally.

❖ Use at start of this creature's turn: Choose a keyword. This creature and each ally with that keyword has +2 to all defenses until end of round.

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HP 54

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WITCHKNIFE

Level 10 ♦ Witchknife • Psionic

CR 3

AC 24

FORT 22

REF 22

WILL 24

HP 65

BLOOD 30

⚔️

ATTACKS

⚔️ Spear: +15 vs. AC; 15 damage.

🗡️ Mindwallop: (range 10) +16 vs. Will; 10 psychic damage AND Dazed.

📦 Witchknife Mindstorm: (burst 4, enemies only) +14 vs. Will; ongoing 10 psychic damage (save ends) AND Stunned.

⚡️

POWERS

🔥 Resist 5 Fire

🗡️ Sneak Attack 5: +5 Damage against targets granting it combat advantage.

👹 Universally Hated: Worth +5 VP if destroyed by a level 9 or lower enemy.

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HP 33

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