

ELF FEMALE RANGER

Level 9 ♦ Elf • Martial

AC 22
FORT 20
REF 26
WILL 22
SPEED 7
HP 55
BLOOD 20

ATTACKS

- ⊕ **Shortsword**: +14 vs. AC; 10 damage.
- ⊕ **Rapid Release**: *Minor action*: (sight) +12 vs. AC; 10 damage.

POWERS

- Forest Ghost**: Invisible to nonadjacent enemies while it is adjacent to forest terrain.
- Perception**: Ignores cover, Invisible and Conceal on nearest target within 10 squares.
- Expert Archer's Mobility**: +4 ⤴ attack while it is 4 or more squares away from the space in which it started its current turn.

♦ Use with Premium Figure: Female Elf Ranger

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DRAGONBORN FEMALE PALADIN

Level 7 ♦ Dragonborn • Divine

AC 23
FORT 23
REF 20
WILL 21
SPEED 6
HP 50
BLOOD 25

ATTACKS

- ⊕ **Lefthand Sword**: +12 vs. AC; 15 damage.
- ☐ ⤵ **Dragon Breath**: *Minor action*: (blast 4) +14 vs. Will; Slide 3.

POWERS

- ☐ **Zealous Follower**: Use when a Good champion ally declares the use of a Champion power: It does not expend a checkbox for this use of that power.
- ☐ **Lay on Claws**: *Minor action*: Heal an adjacent ally 10 HP.

♦ Use with Premium Figure: Dragonborn Fighter

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HUMAN FEMALE DRUID

Level 10 ♦ Human • Primal • Totem

AC 21
FORT 21
REF 21
WILL 23
SPEED 6
HP 65
BLOOD 30

ATTACKS

- ⊕ **Vine Staff**: (reach 2) +15 vs. AC; 10 damage.
- ⤴ **Fire Seeds**: (range 6) +15 vs. Fortitude; 10 fire damage. On miss, 5 fire damage.
- ☐ ✨ **Entangle**: (radius 1 within sight) +16 vs. Fortitude; Immobilized AND 10 ongoing damage (save ends both).

POWERS

- Plant Growth**: *Move action*: A clear square adjacent to a totem token gains forest terrain until end of battle.
- Plant Allies**: Enemies occupying forest terrain take +5 damage whenever they take damage.
- Summon Totem**: *Minor action*: Place a totem token in a clear square within sight. Remove that totem token from the battle map at start of this creature's next turn, or when this creature is destroyed.

♦ Use with Use with Premium Figure: Elf Druid

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ELF MALE CLERIC

Level 11 ♦ Elf • Divine

AC 24
FORT 21
REF 21
WILL 23
SPEED 6
HP 70
BLOOD 35

ATTACKS

- ⊕ **Studded Mace**: +16 vs. AC; 15 damage.
- ⤴ **Hold Monster**: (sight) +16 vs. Will; Immobilized AND Dazed (save ends both).
- ☐ ☐ ⤵ **Sunshield**: (blast 5, ignore insubstantial) +16 vs. Fortitude; 20 radiant damage AND Undead targets are Immobilized.

POWERS

- Shieldbearer**: Adjacent allies have +2 AC.
- Cure Light wounds**: *Minor action*: An adjacent ally Heals 5 HP.

♦ Use with Premium Figure: Male Elf Cleric

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AMULET OF BENEFICENCE

Level 9+ ♦ Good • Divine

POWERS

- Dispel Aura**: Adjacent enemies are not Invisible.
- ☐ **Protection from Evil**: Use at start of round: Until end of round, Good creatures have +2 AC and +2 Will AND Resist 10 Necrotic.

+2

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FROG TOTEM

Level 9+ ♦ Totem

POWERS

- Frogfoot**: Each ally that starts their turn adjacent to a totem token gains Flight for the first 5 squares that it moves, on its turn.
- Riverine**: Gains the Aquatic keyword.
- Flycatcher**: Can make opportunity attacks vs. creatures with Flight as if it had Flight.

+2

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AASIMAR MALE PALADIN

Level 12 ♦ Aasimar • Divine

AC 25
FORT 23
REF 23
WILL 23
SPEED 6
HP 75
BLOOD 35

ATTACKS

- ⊕ **Radiant Longsword**: (Ignores Insubstantial) +17 vs. AC; 10 +10 radiant damage.
- ☐ ⤵ **Channel Positive Energy**: (line 6) +16 vs. Reflex; 40 radiant damage AND Dazed. On miss, 20 radiant damage. Hit or miss, this creature is Dazed.

POWERS

- Resist 10 Necrotic, Radiant
- Arrow Catching Shield**: (aura 2) This creature and allies in aura have +4 AC vs. ⤴ attacks.
- ☐ **Lay on Hands**: *Minor action*: An adjacent ally Heals 15 HP.

♦ Use with Premium Figure: Male Aasimar Paladin

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DWARF MALE FIGHTER

Level 11 ♦ Dwarf • Martial

AC 26
FORT 25
REF 21
WILL 21
SPEED 5
HP 75
BLOOD 35

ATTACKS

- ⊕ **Hammer**: +16 vs. AC; 25 damage AND Stunned.
- ⊕ **Blade**: +18 vs. AC; 10 damage.

POWERS

- Fortified 15**: Resist 15 all vs. critical hits.
- Resilient**: Whenever making a saving throw, roll 2d20 and take the higher result.
- Rock, Paper, Scissor**: *Attack action*: Shift 1; make 2 different ⊕ attacks at any time during the shift.

♦ Use with Premium Figure: Male Dwarf Fighter

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QUICK RECOVERY

Level 6+ ♦ Martial

POWERS

- ☐ **Nimble Blade**: Use when this creature misses with a ⊕ attack: If that attack has a base damage of 10 or less, reroll that attack instead. ☹ when this creature destroys an enemy.

+2

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STAG TOTEM

Level 9+ ♦ Totem

POWERS

- Gore**: Allies adjacent to a totem token when declaring a charge have +2 attack and +5 damage on that charge.
- Fling**: Use with charge: Hit or miss, slide target 2 squares.
- Forestwalk**: Ignores the additional movement cost for entering forest terrain.

+2

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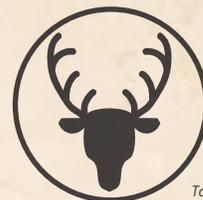
PREMIUM SET 2

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Totem tokens