

**5 CARAVAN GUARD**

**ATTACK ACTIONS**  
 ⊕ Shortspear: +5 vs AC; 15 damage

LEVEL 2  
 AC 15  
 DEF 14  
 SPEED 6  
 HP 25

**ABILITIES**  
 Human • Martial

**SPECIAL POWERS**  
 Bluster: +2 ↓ Attack and +5 ↓ Damage until an ally is destroyed.

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**45 CLERIC OF DOL ARRAH**

**ATTACK ACTIONS**  
 ⊕ Halberd: +17 vs AC; 15 Damage  
 ☐ ☞ Dismissal: (range 5; Demon, Devil, or Planar target only) +15 vs DEF (Will); ongoing 25 Damage (save ends), ongoing 10 Damage (save ends) on miss  
 ☞ Lance of Faith: (range 5); +15 vs DEF (Ref); 10 radiant Damage

LEVEL 10  
 AC 24  
 DEF 22  
 SPEED 6  
 HP 65

**ABILITIES**  
 Good • Human • Divine  
 Aura of Protection from Evil: This creature and allies adjacent to it have +2 AC and +2 DEF against Evil enemies.  
 Reach 2

**SPECIAL POWERS**  
 ☐ ☐ Cure Wounds: Minor action; this creature or an adjacent ally heals 20 HP.  
**CHAMPION 4** ☐ ☐ ☐ ☐

- Use at start of round. Martial allies have +2 ↓ Attack and +5 ↓ Damage until end of round.
- Use when an enemy misses with an attack. That enemy takes 5 radiant Damage.

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**21 DWARF RAIDER**

**ATTACK ACTIONS**  
 ⊕ Handaxe: +11 vs AC; 10 Damage  
 ☞ Hand Crossbow: (nearest) +11 vs AC; 10 Damage

LEVEL 6  
 AC 20  
 DEF 18  
 SPEED 5  
 HP 50

**ABILITIES**  
 Dwarf • Martial

**SPECIAL POWERS**  
 ☐ Liberate Booty: Replaces attack action: At end of this creature's turn, if it is in one of your victory areas and no other creature is in that victory area, score +5 VP OR this creature has +5 Damage until end of battle.

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**21 DWARF WIZARD**

**ATTACK ACTIONS**  
 ⊕ Staff: +9 vs AC; 10 Damage  
 ☐ ☞ Bigby's Slapping Hand: (nearest) +11 vs DEF (Ref); target provokes opportunity attacks  
 ☞ Cold Orb: (range 5) +11 vs DEF (Ref); 10 cold Damage AND Slowed

LEVEL 6  
 AC 20  
 DEF 20  
 SPEED 5  
 HP 40

**ABILITIES**  
 Dwarf • Arcane

**SPECIAL POWERS**  
 ☐ Moradin's Reflection: Immediate, when targeted by an enemy's attack; make an attack against that enemy; +11 vs DEF (Ref). On a hit, the enemy's original attack is redirected to that enemy and is an automatic hit.

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**32 JUSTICE ARCHON**

**ATTACK ACTIONS**  
 ⊕ Sword Strike: +16 vs AC; 15 Damage  
 ↓ Sword of Justice: +14 vs DEF (Will); the target takes the damage and effects of its own ⊕ attack, not including any Followup attack.

LEVEL 9  
 AC 25  
 DEF 21  
 SPEED F6  
 HP 65

**ABILITIES**  
 Good • Angel • Planar  
 Flight  
 Immune Lightning

**SPECIAL POWERS**  
 ☐ Angelic Retribution: Immediate, when damaged by an enemy; Angel allies have +5 Damage against that enemy until end of battle.

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**96 MOUNTED PALADIN**

**ATTACK ACTIONS**  
 ⊕ Bastard Sword: +21 vs AC; 25 Damage  
 ↓ Mounted Attack: This creature moves up to its Speed and makes a ⊕ attack at any time during its move.

LEVEL 16  
 AC 30  
 DEF 28  
 SPEED 8  
 HP 95

**ABILITIES**  
 Good • Human  
 • Mounted • Divine  
 Immune Fear

**SPECIAL POWERS**  
 Divine Challenge: Use at end of this creature's turn. Choose an adjacent enemy; on its next turn, that enemy takes 10 radiant Damage at end of its turn if it does not attack this creature.  
 ☐ Lay on Hands 20: Minor action; adjacent ally heals 20 HP.  
 Powerful Charge 10: +10 ↓ Damage on charge.

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**34 SPIKER CHAMPION**

**ATTACK ACTIONS**  
 ⊕ Longsword: +17 vs AC; 15 Damage

LEVEL 10  
 AC 26  
 DEF 22  
 SPEED 5  
 HP 65

**ABILITIES**  
 Planar • Martial

**SPECIAL POWERS**  
 Spiked Armor: Whenever an enemy charges this creature, or an adjacent enemy shifts or provokes an opportunity attack, that enemy takes 10 Damage.

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**81 STONE GIANT**

**ATTACK ACTIONS**  
 ⊕ Club: +18 vs AC; 30 Damage AND push 1 square  
 ☐ ☞ Hurl Rock: (nearest) +16 vs DEF (Ref); 20 Damage AND Stunned

LEVEL 15  
 AC 27  
 DEF 25  
 SPEED 7  
 HP 110

**ABILITIES**  
 Giant • Earth  
 +4 DEF (Fort)  
 Reach 2

**SPECIAL POWERS**  
 ☐ Stoneskin: Minor action; this creature has Resist 10 All until end of its next turn.

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**82 SWORD ARCHON**

**ATTACK ACTIONS**

⊕ Trueblade: +21 vs AC or DEF (Fort); 20 + 5 radiant Damage

☐ ⊕ **Discorporating Dive**: (usable only on charge) +21 vs DEF (Ref); 20 + 5 radiant Damage AND Immobilized AND Evil target is Helpless

**ABILITIES**

Good • Angel • Planar Flight


Immune Fear, Lightning, Stunned, Thunder

Reach 2

**SPECIAL POWERS**

**Angelfire**: Each enemy that activates while adjacent to this creature is Dazed until end of that enemy's turn.

LEVEL 14  
AC 30  
DEF 26  
SPEED F7  
HP 85



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**128 TRUMPET ARCHON**

**ATTACK ACTIONS**

⊕ Greatsword: +23 vs AC; 25 + 10 radiant Damage

☐ ⊕ **Trumpet's Peal**: (blast 5, enemies only) +21 vs DEF (Will); 30 thunder Damage AND Stunned, 15 thunder only on miss. RECHARGE when first Bloodied.

**ABILITIES**

Good • Angel • Planar Flight


**SPECIAL POWERS**

**Herald of Justice**: While this creature is not Bloodied, all enemies that have line of sight to it have -2 AC and -2 DEF.

☐☐ **Herald of Truth**: Use 1 Champion power of an allied champion, as if this creature had that Champion power.

☐ **Reveille**: Minor action; each ally makes a save against an effect or condition with a duration of (save ends).

LEVEL 18  
AC 30  
DEF 28  
SPEED F8  
HP 125



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**77 ULMO LIGHTBRINGER**

**ATTACK ACTIONS**

⊕ Kama: +20 vs AC; 15 Damage

➤ **Shuriken Flurry**: (range 10) 3 attacks, each against a different target, +16 vs AC each; 10 Damage each

☐☐ ⊕ **Stunning Fist**: +18 vs DEF (Fort); 15 Damage AND Stunned (save ends)

**ABILITIES**

Good • Halfling • Ki

Unique

**Defensive Mobility**: +5 AC against opportunity attacks while moving.

**SPECIAL POWERS**

☐☐ **Impossible Dodge**: Immediate, when this creature would be hit by an attack; reroll that attack.

☐ **Ki Deflection**: Use when a ➤ attack misses this creature; the attack instead hits 1 enemy within 5 squares of this creature.

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

LEVEL 15  
AC 29  
DEF 29  
SPEED 7  
HP 85



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**21 VILLAGE PRIEST**

**ATTACK ACTIONS**

⊕ Cudgel: +13 vs AC; 10 Damage

➤ **Hold Ray**: (nearest) +11 vs DEF (Ref); 10 Damage AND Immobilized

**ABILITIES**

Human • Divine

+4 DEF (Will)


**SPECIAL POWERS**

☐☐ **Cure Wounds**: Minor action: This creature or an adjacent ally heals 10 HP.

**Martial Blessing**: Adjacent lower-level Martial allies have +4 ⊕ Attack.

☐ **Recover**: Minor action; end 1 ongoing effect or condition on an adjacent ally.

LEVEL 7  
AC 21  
DEF 19  
SPEED 5  
HP 50



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**30 WEREBEAR**

**ATTACK ACTIONS**

⊕ Greataxe: +11 vs AC; 25 Damage

**ABILITIES**

Shapeshifter • Primal • Rage

+4 DEF (Fort)

Reach 2

**SPECIAL POWERS**

**Bloodthirsty 10**: +10 ⊕ Damage against Bloodied targets.

☐ **Death Strike**: Immediate, when this creature is destroyed; make a ⊕ attack before being destroyed.

LEVEL 8  
AC 20  
DEF 19  
SPEED 6  
HP 65



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**98 ARCHMAGE**

**ATTACK ACTIONS**

⊕ Staff: +19 vs AC; 10 Damage

☐☐ ➤ **Acid Arrow**: (sight) +19 vs DEF (Ref); ongoing 10 acid Damage AND 5 acid Damage to creatures adjacent to target

☐ ➤ **Banishment**: (range 5; Demon, Devil, or Planar targets only) +19 vs DEF (Will); 35 Damage AND Stunned, 15 Damage only on miss

➤ **Magic Missile**: (sight) +19 vs DEF (Ref); 15 Damage, ignore Insustantial

**ABILITIES**


Human • Arcane Flight; Conceal 6

**SPECIAL POWERS**

☐ **Dimension Door**: Replaces move action: Teleport 10 squares. RECHARGE when first Bloodied.

**Mordenkainen's Sword**: Use at start of this creature's turn. The nearest enemy in line of sight takes 15 Damage.

LEVEL 16  
AC 28  
DEF 29  
SPEED F8  
HP 75



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**32 CELESTIAL PEGASUS**

**ATTACK ACTIONS**

⊕ Hoof Strike: +16 vs AC; 15 Damage

☐ ⊕ **Smite Evil**: (Evil target only) +16 vs AC; 25 Damage. RECHARGE when damaged by an Evil enemy.

**ABILITIES**

Good • Beast Flight

Resist 5 All

**Sylvan Mount**: Can have a Medium or smaller Eladrin or Elf creature as a rider.

**SPECIAL POWERS**

**Aura of Virtue**: Adjacent Good allies have Resist 5 All.

LEVEL 9  
AC 25  
DEF 21  
SPEED F8  
HP 60



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**79 DIVINE CRUSADER OF CORELLON**

**ATTACK ACTIONS**

⊕ Longsword: +20 vs AC; 15 + 5 radiant Damage

⊕ **Corellon's Blade Flurry**: Make 2 ⊕ attacks, each against a different target.

➤ **Spiritual Weapon**: (sight) +20 vs DEF (Ref); 10 Damage AND ongoing 10 radiant Damage (save ends)

**ABILITIES**

Good • Elf • Divine Flight

Immune Confused, Sleep

**SPECIAL POWERS**

**Blade Dancer**: This creature can shift 2 squares after it makes a ⊕ attack.

**Blessing of Corellon**: Eladrin and Elf allies within 5 squares of this creature have +2 Attack.

LEVEL 16  
AC 29  
DEF 27  
SPEED F6  
HP 95



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**45 DJINNI**

**ATTACK ACTIONS**

⊕ **Falchion:** +16 vs AC; 20 Damage

☐☐ ⚡ **Lightning Stride:** (line 10) +15 vs DEF (Ref); 20 lightning Damage. Hit or miss, this creature teleports adjacent to the target farthest from it.

⚡ **Whirlwind Attack:** (burst 2, enemies only) +16 vs AC; 15 Damage



**ABILITIES**

Elemental • Air  
Flight  
Reach 2

**SPECIAL POWERS**

☐ **Thin Air:** Minor action; until end of its next turn, this creature has Insubstantial and is invisible.


LEVEL 11  
AC 25  
DEF 23  
SPEED F7  
HP 70

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**21 ELF SWASHBUCKLER**

**ATTACK ACTIONS**

⊕ **Rapier:** +12 vs AC; 15 Damage



**ABILITIES**

Elf • Martial  
Elven Step: Ignores difficult terrain when shifting.  
Improved Agility: +5 AC against opportunity attacks.

**SPECIAL POWERS**

☐☐ **Acrobatics:** Use when this creature is targeted by an opportunity attack; that attack automatically misses.

**Pin to Wall:** Use when this creature hits an enemy adjacent to a wall; that enemy is Immobilized.

**Seize the Initiative:** Use when you win initiative; shift 3 squares.

LEVEL 7  
AC 21  
DEF 19  
SPEED 6  
HP 50

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**124 GHAELE ELADRIN**

**ATTACK ACTIONS**

⊕ **Holy Sword:** +25 vs AC; 25 Damage

⚡ **Disorienting Gaze:** (range 5) +23 vs DEF (Will); 10 psychic Damage AND Confused

⚡ **Searing Light:** (sight) 2 attacks, each against a different target, +23 vs AC each; 15 radiant Damage each



**ABILITIES**

Good • Eladrin • Arcane  
Flight; Blindsight  
Improved Agility: +5 AC against opportunity attacks.

**SPECIAL POWERS**

☐ **Cure Wounds:** Minor action; this creature or an adjacent ally heals 30 HP.

**CHAMPION 3** ☐☐☐

- Use when an ally rolls a natural 19+ on an attack roll. That ally can activate 1 additional time this round.
- Use when an enemy makes an ⚡ attack. That attack deals half damage, and all other effects of that attack are negated.

LEVEL 18  
AC 30  
DEF 30  
SPEED F8  
HP 95

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**29 LARGE AIR ELEMENTAL**

**ATTACK ACTIONS**

⊕ **Blast of Wind:** +11 vs DEF (Fort); 10 Damage

☐☐ ⚡ **Stormbolts:** (blast 3); +11 vs DEF (Ref); 15 lightning Damage AND slide 2 squares AND Dazed

⚡ **Whirlwind:** (burst 2, enemies only) +11 vs DEF (Fort); 10 Damage. RECHARGE when damaged by an enemy.



**ABILITIES**

Elemental • Air  
Flight  
Insubstantial  
Reach 2

**SPECIAL POWERS**

**Incited:** +5 Damage when this creature is the first creature to activate in a round.

LEVEL 8  
AC 22  
DEF 20  
SPEED F8  
HP 40

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**65 LARGE COPPER DRAGON**

**ATTACK ACTIONS**

⊕ **Bite:** +19 vs AC; 15 + 10 acid Damage

☐ ⚡ **Acid Breath:** (line 10) +15 vs DEF (Ref); 20 acid Damage AND ongoing 10 acid Damage (save ends)



**ABILITIES**

Dragon  
Flight  
Resist 15 Acid

**SPECIAL POWERS**

**Stolen Secrets:** Whenever an enemy is eliminated while adjacent to this creature, score +5 VP.

**CHAMPION 2** ☐☐

- Use when this creature is first Bloodied. RECHARGE Acid Breath, and this creature can immediately make an Acid Breath attack.
- Use at start of round. Choose 1 enemy champion; that enemy's Champion rating does not count for determining initiative this round.

LEVEL 12  
AC 25  
DEF 23  
SPEED F7  
HP 75

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**34 LONGSTRIDER RANGER**

**ATTACK ACTIONS**

⊕ **Longsword:** +14 vs AC; 15 Damage

⚡ **Spring Attack:** This creature moves up to its Speed and makes a ⊕ attack at any time during its move.



**ABILITIES**

Shapeshifter • Martial  
Improved Agility: +5 AC against opportunity attacks.

**SPECIAL POWERS**

**Fleet of Foot:** Minor action; shift 1 square.

**Skirmish 5:** +5 ⊕ Damage this turn if this creature moved at least 2 squares from where it started its turn before attacking.

**Pack Hunter 5:** +5 Damage while within 5 squares of a Shapeshifter ally.

LEVEL 9  
AC 23  
DEF 21  
SPEED 9  
HP 65

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**60 PHOELARCH**

**ATTACK ACTIONS**

⊕ **Scimitar:** +19 vs AC; 15 Damage AND ongoing 5 fire Damage (save ends)

⚡ **Scorching Ray:** (nearest) +16 vs DEF (Ref); 15 fire Damage



**ABILITIES**

Planar • Fire  
Resist 20 Fire  
Vulnerable 10 Cold

**SPECIAL POWERS**

**Deathspawn:** Immediate, when destroyed; all creatures within 2 squares of this creature take 20 fire Damage. Place a new Phoera creature in this creature's space. That creature is part of your warband and is considered to have activated this round.

**Fire Shield 5:** Any creature that hits this creature with a ⊕ attack takes 5 fire Damage.

LEVEL 12  
AC 28  
DEF 24  
SPEED 6  
HP 75


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**17 TALENTA HALFLING**

**ATTACK ACTIONS**

⊕ **Scimitar:** +11 vs AC; 10 Damage

⚡ **Boomerang:** (range 10) +10 vs AC; 10 Damage; reroll once on miss



**ABILITIES**

Halfling • Martial  
Hide

**SPECIAL POWERS**

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

LEVEL 6  
AC 20  
DEF 18  
SPEED 5  
HP 45

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**24 THORN**

**ATTACK ACTIONS**

- ⊕ **Dagger:** +12 vs AC; 5 + 5 poison Damage
- ↘ **Thornbow:** (sight) +13 vs AC; 5 + 10 poison Damage AND Immobilized (Poison)

**LEVEL 7**

**AC 19**

**DEF 17**

**SPEED 5**

**HP 35**

**ABILITIES**


Fey • Stealth

**Forest Walk:** Forest terrain does not affect this creature's movement.

**Blend with the Trees:** This creature has Hide while in forest terrain.

**SPECIAL POWERS**

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



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**55 THRI-KREEN BARBARIAN**

**ATTACK ACTIONS**

- ⊕ **Chitin Sword:** +15 vs AC; 25 Damage
- ☐ ⊕ **Grab and Stab:** +13 vs DEF (Fort); 10 Damage AND Immobilized AND this creature makes a ⊕ attack against the same target. RECHARGE when this creature is damaged by an enemy.

**LEVEL 12**

**AC 24**

**DEF 22**

**SPEED 9**

**HP 90**

**ABILITIES**


Thri-Kreen • Primal • Rage

**Immune Sleep**

**SPECIAL POWERS**

**Multiple Threats:** All enemies adjacent to this creature grant combat advantage to attackers.

☐ **Venomous Bite:** Minor action; 1 adjacent Immobilized enemy has ongoing 10 poison Damage (save ends).



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**33 WAND EXPERT**

**ATTACK ACTIONS**

- ⊕ **Wand Tap:** +13 vs AC; 15 acid OR fire Damage
- ↘ **Dual Wands:** (sight) +15 vs DEF (Ref); 15 fire Damage. Hit or miss, make a second attack against any target in sight: +15 vs DEF (Ref); 15 acid Damage.

**LEVEL 9**

**AC 21**

**DEF 19**

**SPEED 6**


**HP 45**

**ABILITIES**

Eladrin • Arcane

**SPECIAL POWERS**

☐ **Feywild Defense:** Use when this creature or an adjacent ally is targeted by an attack; that target teleports 3 squares. RECHARGE when first Bloodied.



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**27 WERETIGER**

**ATTACK ACTIONS**

- ⊕ **Claw:** +13 vs AC; 15 Damage
- ☐ ⊕ **Tiger's Pounce:** (usable on charge) Move at least 2 squares, then make 2 ⊕ attacks against 1 target. RECHARGE at end of this creature's turn if no enemy can see it.

**LEVEL 8**

**AC 24**

**DEF 22**

**SPEED 7**

**HP 65**

**ABILITIES**


Shapeshifter

**Forest Walk:** Forest terrain does not affect this creature's movement.

+4 DEF (Ref)

**Blend with the Trees:** This creature has Hide while in forest terrain.

**Reach 2**



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**6 WILD ELF RAIDER**

**ATTACK ACTIONS**

- ⊕ **Scimitar:** +5 vs AC; 15 Damage

**LEVEL 2**

**AC 14**

**DEF 14**


**SPEED 8**

**HP 30**

**ABILITIES**

Elf • Primal

**Resolute:** +8 DEF (Will) while within 5 squares of an allied Elf champion.



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**3 XEPH WARRIOR**

**ATTACK ACTIONS**

- ⊕ **Glaive:** +6 vs AC; 10 Damage

**LEVEL 1**

**AC 15**

**DEF 13**


**SPEED 7**

**HP 20**

**ABILITIES**

Xeph • Martial

**Reach 2**



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**9 DWARF MERCENARY**

**ATTACK ACTIONS**

- ⊕ **Longsword:** +11 vs AC; 15 Damage

**LEVEL 4**

**AC 20**

**DEF 16**

**SPEED 5**

**HP 35**


**ABILITIES**

Dwarf • Martial

**SPECIAL POWERS**

☐ **Healing Potion:** Minor action; spend 5 VP, then this creature heals 30 HP.

**Hindering Blade Style:** Whenever an enemy adjacent to this creature attacks an ally, it has -2 Attack on that attack roll.



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**16 BLACKSCALE LIZARDFOLK**

**ATTACK ACTIONS**

- ⊕ **Spiked Club:** +8 vs AC; 20 Damage

**LEVEL 6**

**AC 18**

**DEF 16**

**SPEED 6**


**HP 55**

**ABILITIES**

Lizardfolk • Primal

**Dragonkin:** +8 DEF against ⚡ or ⚡ attacks from Dragons.

**Reach 2**



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**44 RED SLAAD**

**ATTACK ACTIONS**

- ⊕ Claw: +17 vs AC; 15 Damage
- ☐ ⚡ Horrid Croak: (blast 3) +15 vs DEF (Fort); ongoing 10 psychic Damage AND Immobilized (Fear; save ends both)

**LEVEL 11**

**AC 27**

**DEF 23**

**SPEED 6**

**HP 65**

**ABILITIES**

Slaad • Chaos  
Immune Confused  
Reach 2

**SPECIAL POWERS**

- ☐ Chaos Seed: Use when this creature scores a critical with a ⊕ attack; target is also Confused (save ends). While it is Confused, whenever an ally of the target activates in a square adjacent to the target, that ally is Confused until end of turn.
- ☐ Leaping Pounce: Replaces attack action: Move 6 squares as if with Flight, then make 2 ⊕ attacks. RECHARGE when first Bloodied.

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**33 SCORPION CLAN DROW FIGHTER**

**ATTACK ACTIONS**

- ⊕ Cutlass: +14 vs AC; 15 Damage
- ↘ Boomerang: (range 10) +14 vs AC; 10 Damage; reroll once on miss

**LEVEL 9**

**AC 23**

**DEF 21**

**SPEED 6**

**HP 60**

**ABILITIES**

Drow • Martial  
+4 DEF (Ref)

**SPECIAL POWERS**

Skirmish 10: +10 ⊕ Damage this turn if this creature moved at least 2 squares from where it started its turn before attacking.

**CHAMPION 1** ☐

- Use when a Drow ally hits an enemy with a ↘ attack: +10 Damage on that attack.
- Use at any time. Drow creatures in your warband have +2 Attack until end of round.

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**89 BARBED DEVIL**

**ATTACK ACTIONS**

- ⊕ Claws: +22 vs AC; 25 Damage
- ⊕ Nightmare Sting: (Reach 2) +21 vs DEF (Fort); 10 + 10 poison Damage AND Weakened (save ends)

**LEVEL 16**

**AC 30**

**DEF 28**

**SPEED 6**

**HP 100**

**ABILITIES**

Evil • Devil

**SPECIAL POWERS**

Barbed Carapace 10: Whenever an enemy damages this creature with a ⊕ attack, that enemy takes 10 Damage.

☐☐ Feverish Hallucination: Minor action; push 1 adjacent Weakened enemy 6 squares; this movement provokes opportunity attacks. (Fear)

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**45 CHAIN DEVIL**

**ATTACK ACTIONS**

- ⊕ Spiked Chain: +16 vs AC; 15 Damage AND ongoing 5 Damage (save ends)
- ⊕ Entangling Chains: +15 vs DEF (Ref); 15 Damage AND Immobilized

**LEVEL 11**

**AC 25**

**DEF 24**

**SPEED 6**

**HP 75**

**ABILITIES**

Evil • Devil  
Quick Step 2: Can shift 2 squares instead of 1.  
Reach 4

**SPECIAL POWERS**

☐ Dance of Chains: Immediate, when targeted by a ⊕ attack; shift 2 squares and make a ⊕ attack.

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**35 CHRAAL**

**ATTACK ACTIONS**

- ⊕ Icy Claw: +13 vs AC; 10 + 5 cold Damage
- ☐ ⚡ Frostblast: (blast 4) +13 vs DEF (Fort); 20 cold Damage AND Slowed, 10 cold Damage only on miss

**LEVEL 10**

**AC 24**

**DEF 22**

**SPEED 8**

**HP 70**

**ABILITIES**

Evil • Elemental • Cold  
Resist 10 Cold  
Reach 2

**SPECIAL POWERS**

Champion Bolstered: +2 Attack while an allied champion is within 5 squares.

☐ Death Burst: (burst 1) Immediate, when destroyed; +13 vs DEF (Fort); 20 cold Damage AND Slowed, 10 cold Damage only on miss.

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**24 DIREGUARD**

**ATTACK ACTIONS**

- ⊕ Longsword: +12 vs AC; 10 Damage AND ongoing 5 necrotic Damage (save ends)
- ☐☐ ↘ Shadowbolt: (sight) +10 vs DEF (Ref); 10 necrotic Damage

**LEVEL 7**

**AC 21**

**DEF 19**

**SPEED 6**

**HP 50**

**ABILITIES**

Undead  
Resist 10 Cold, Necrotic

**SPECIAL POWERS**

☐ Phase Out: Minor action; until start of its next turn, this creature has Insubstantial and Phasing.

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**42 EFREETI**

**ATTACK ACTIONS**

- ⊕ Falchion: +16 vs AC; 10 + 10 fire Damage
- ↘ Produce Flame: (range 10) 2 attacks, each against a different target, +12 vs DEF (Ref) each; 10 fire Damage AND ongoing 5 fire Damage (save ends)

**LEVEL 11**

**AC 25**

**DEF 23**

**SPEED 7**

**HP 70**

**ABILITIES**

Evil • Elemental • Fire  
Flight  
Resist 15 Fire  
Reach 2

**SPECIAL POWERS**

☐ Stoke the Flames: Immediate, when this creature activates; all creatures within 10 squares taking ongoing fire Damage take 10 fire Damage.

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**11 FLAMEBROTHER SALAMANDER**

**ATTACK ACTIONS**

- ⊕ Glaive: +11 vs AC; 5 + 5 fire Damage

**LEVEL 4**

**AC 20**

**DEF 16**

**SPEED 5**

**HP 35**

**ABILITIES**

Elemental • Fire  
Resist 20 Fire  
Hide  
Lunge: Reach 2 while no enemies are adjacent to this creature.

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**35 GHOSTLY CONSORT**

**ATTACK ACTIONS**

⊕ Spectral Touch: +14 vs DEF (Ref); 10 necrotic Damage AND Weakened


↘ Chilling Gaze: (range 5) +13 vs DEF (Ref); 15 necrotic OR cold Damage AND Slowed

☐☐ ⊕ Possession: +14 vs DEF (Will); 10 psychic Damage AND living target is Dominated

**LEVEL 9**  
AC 24  
DEF 21  
SPEED F6  
HP 35

**ABILITIES**  
Undead  
Flight; Phasing;  
Insubstantial  
Resist 10 Necrotic  
Vulnerable 10 Radiant

**SPECIAL POWERS**  
☐ Dissipate: Use when a critical is scored against this creature; that attack is a normal hit instead, and this creature is invisible until start of its next turn.



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**9 HOBGOBLIN IMPALER**

**ATTACK ACTIONS**

⊕ Heavy Pick: +8 vs AC; 10 Damage

**LEVEL 3**  
AC 20  
DEF 15  
SPEED 5  
HP 30

**ABILITIES**  
Goblin • Hobgoblin  
• Martial

**SPECIAL POWERS**  
Keen Weapon: This creature's ⊕ attacks deal triple damage on criticals.  
Pin and Set: ⊕ attacks against enemies adjacent to this creature score criticals on attack rolls of natural 19+.



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**17 IMP**

**ATTACK ACTIONS**

⊕ Bite: +10 vs AC; 10 Damage  
⊕ Ichorous Sting: +12 vs AC; 5 Damage AND ongoing 10 poison Damage (save ends)

**LEVEL 6**  
AC 21  
DEF 20  
SPEED F6  
HP 35

**ABILITIES**  
Evil • Devil  
Flight  
Shortened Reach: Cannot make opportunity attacks.

**SPECIAL POWERS**  
Infernal Advisor: Adjacent allies have Sneak Attack 5.  
Infernal Spawn: Use when this creature is destroyed; place a new Imp creature in your start area. That creature is part of your warband and is considered to have activated this round.  
Sneak Attack 5: +5 ⊕ Damage whenever this creature has combat advantage against target.



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**6 KOBOLD SOLDIER**


**ATTACK ACTIONS**

⊕ Spear: +8 vs AC; 10 Damage

**LEVEL 2**  
AC 18  
DEF 14  
SPEED 5  
HP 25

**ABILITIES**  
Kobold • Martial

**SPECIAL POWERS**  
Awareness: Can make an opportunity attack against an adjacent enemy that shifts.  
Shifty: Minor action; shift 1 square.  
Stab, Stab: After this creature resolves an opportunity attack, it can immediately shift 1 square and make a ⊕ attack against the same target.



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**55 MINA, DARK CLERIC**

**ATTACK ACTIONS**

⊕ Mina's Kiss: +19 vs AC; 10 + 10 necrotic Damage

☐☐ ↘ Bestow Curse: (nearest) +17 vs DEF (Will); 10 Damage AND -4 Attack, -4 DEF (save ends both)

**LEVEL 12**  
AC 26  
DEF 24  
SPEED 5  
HP 75

**ABILITIES**  
Evil • Human • Divine  
Unique

**SPECIAL POWERS**  
☐ Death Kiss: Use when this creature would destroy a living target; target is instead Dominated. It is destroyed at end of its next turn, or if it takes damage.  
**CHAMPION 2 ☐☐**  
Warband Building: All Dragon creatures are legal in your warband.  
• Use at start of round. Allies have +2 ⊕ Attack and +5 ⊕ Damage against enemies affected by Bestow Curse.  
• Use when a Dragon ally destroys a creature. That ally heals 10 HP.



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**44 OGRE MAGE**

**ATTACK ACTIONS**

⊕ Okatana: +13 vs AC; 15 Damage


☐☐ ↘ Cone of Cold: (blast 5) +12 vs DEF (Ref); 25 cold Damage AND Immobilized

☐☐ ↘ Sleep: (radius 2 within sight) +12 vs DEF (Will); Helpless (save ends)

**LEVEL 9**  
AC 23  
DEF 21  
SPEED F7  
HP 60

**ABILITIES**  
Evil • Ogre • Arcane  
Flight  
Reach 2

**SPECIAL POWERS**  
☐ Mist Form: Minor action; this creature gains Insubstantial until end of its next turn.  
**CHAMPION 2 ☐☐**  
• Use when an ally activates. That ally is invisible until end of round.  
• Use at start of round. Choose 1 enemy; that enemy grants combat advantage to all creatures until end of round.



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**71 OROG WARLORD**


**ATTACK ACTIONS**

⊕ Maul: +21 vs AC; 20 Damage

**LEVEL 14**  
AC 30  
DEF 26  
SPEED 5  
HP 85

**ABILITIES**  
Orc • Orog • Martial

**SPECIAL POWERS**  
Cleave: Immediate, when this creature's ⊕ attack destroys an enemy; make a ⊕ attack. Usable once per turn.  
Inspire Grunts: Orc allies have +2 ⊕ Attack.  
**CHAMPION 2 ☐☐**  
Warband Building: All Ogre and Orc creatures are legal in your warband.  
• Use when an ally misses with a ⊕ attack. Reroll that attack.  
• Use before rolling initiative. Ogre and Orc creatures in your warband have +2 Speed until end of round.



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**94 STEEL PREDATOR**

**ATTACK ACTIONS**


⊕ Claw: +21 vs AC; 20 Damage  
⊕ Pin Down: +21 vs AC; 15 Damage AND Immobilized

☐☐ ↘ Roar: (blast 5) +17 vs DEF (Fort); 40 thunder Damage, 20 thunder on miss

**LEVEL 16**  
AC 29  
DEF 28  
SPEED 8  
HP 95

**ABILITIES**  
Planar  
Immune Thunder  
Blind: Immune to attack actions and special powers with Gaze in their name.  
Blindsight: Ignores Conceal; treats invisible creatures as visible.

**SPECIAL POWERS**  
Aggressive 5: +5 ⊕ Damage while not Bloodied.  
Rake: +10 ⊕ Damage against Immobilized targets.



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**12 VARGOUILLE**

**ATTACK ACTIONS**

⬇ Bite: +11 vs AC; 10 Damage  
 ⬅ Shriek: (burst 2) +9 vs DEF (Fort); 10 thunder Damage AND Immobilized

**LEVEL 4**  
**AC 16**  
**DEF 14**  
**SPEED F5**  
**HP 25**



**ABILITIES**  
 Evil • Undead  
 Flight  
 Immune Stunned  
 Resist 10 Thunder

**SPECIAL POWERS**  
 ☐ Vargouille's Kiss: Replaces attack action: 1 adjacent Immobilized enemy has ongoing 10 necrotic Damage (save ends).


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**5 SKELETAL ARCHER**

**ATTACK ACTIONS**

⬇ Longsword: +6 vs AC; 10 Damage  
 ↘ Shortbow: (sight) +7 vs AC; 10 Damage

**LEVEL 1**  
**AC 15**  
**DEF 13**  
**SPEED 6**  
**HP 15**



**ABILITIES**  
 Undead  
 Delayed Appearance: This creature must start the battle off the battle map.

**SPECIAL POWERS**  
 ☐ Bones: Use at start of round; place this creature in your start area or in a space adjacent to a non-Good Arcane or Divine ally.

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**7 ABYSSAL SKULKER**

**ATTACK ACTIONS**

⬇ Bite: +9 vs AC; 10 Damage

**LEVEL 3**  
**AC 17**  
**DEF 15**  
**SPEED 7**  
**HP 25**



**ABILITIES**  
 Evil • Demon  
 Wandering Monster: Sets up in a random victory area.  
 Hide

**SPECIAL POWERS**  
 Ambush 10: Minor action; choose 1 enemy that does not have line of sight to this creature; +10 ⬇ Damage against that enemy until end of this creature's turn.

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**34 BUGBEAR CHAMPION OF ERYTHNUL**

**ATTACK ACTIONS**

⬇ Erythnul's Fist: +15 vs AC; 10 Damage AND living target has ongoing 5 Damage (save ends)  
 ☐ ⬇ Wounding Smite: +13 vs AC; 10 + 5 radiant Damage AND living target has ongoing 10 Damage (save ends)

**LEVEL 9**  
**AC 24**  
**DEF 22**  
**SPEED 6**  
**HP 60**



**ABILITIES**  
 Evil • Goblin • Bugbear • Divine  
 +4 DEF (Will)

**SPECIAL POWERS**  
 ☐☐ Bloodletting 5: Use when an ally's ⬇ attack hits a living target within 5 squares of this creature; that target also has ongoing 5 Damage (save ends).  
**CHAMPION 2** ☐☐  
 • Use at start of this creature's turn. Until end of round, allies have +1 Attack for each enemy that has been eliminated.  
 • Use when an ally is eliminated. Choose 1 other ally; that ally has +10 ⬇ Damage until end of round.

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**32 FERAL MINOTAUR**

**ATTACK ACTIONS**

⬇ Fang and Claw: +11 vs AC; 20 Damage  
 ⬇ Goring Charge: (usable only on charge) +11 vs AC; 30 Damage AND push 2 squares

**LEVEL 8**  
**AC 20**  
**DEF 18**  
**SPEED 8**  
**HP 60**



**ABILITIES**  
 Minotaur • Primal  
 +4 DEF (Fort)  
 Reach 2

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

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**29 FIENDISH DIRE WOLVERINE**

**ATTACK ACTIONS**

⬇ Bite: +11 vs AC; 20 Damage

**LEVEL 8**  
**AC 19**  
**DEF 18**  
**SPEED 6**  
**HP 60**



**ABILITIES**  
 Evil • Beast • Primal • Rage  
 Immune Fear

**SPECIAL POWERS**  
 Scent of Blood: +2 ⬇ Attack and +5 ⬇ Damage against Bloodied targets.  
 ☐ Tenacious Grip: Use after an enemy shifts out of a square adjacent to this creature; place this creature adjacent to that enemy.

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**80 HEZROU**

**ATTACK ACTIONS**

⬇ Pummel: +17 vs AC; 30 Damage  
 ⬇ Backhand Cuff: +17 vs DEF (Fort); 20 Damage AND push 3 squares AND Dazed

**LEVEL 15**  
**AC 27**  
**DEF 26**  
**SPEED 6**  
**HP 100**



**ABILITIES**  
 Evil • Demon  
 Reach 2

**SPECIAL POWERS**  
 Demonic Stench: Adjacent living creatures have -2 Attack; Demons immune.  
 ☐ Irritable: Minor action; make a Backhand Cuff attack.  
**CHAMPION 2** ☐☐  
 Warband Building: All Demon creatures are legal in your warband.  
 • Use when the first enemy activates in a round. That enemy is Weakened until end of its turn.  
 • Use when a Demon ally activates. That ally has +5 Attack and +5 Damage until end of turn.


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**11 MAGMIN**

**ATTACK ACTIONS**

⬇ Slap: +9 vs AC; 5 + 5 fire Damage  
 ☐ ⬇ Fire Frenzy: +9 vs DEF (Ref); 15 fire Damage. RECHARGE when this creature starts its turn with no other creatures adjacent to it.

**LEVEL 4**  
**AC 20**  
**DEF 18**  
**SPEED 5**  
**HP 30**



**ABILITIES**  
 Elemental • Fire  
 Immune Fire  
 Vulnerable 10 Cold

**SPECIAL POWERS**  
 ☐ Heat Aura: Minor action; each adjacent creature takes 5 fire Damage.


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**5 OPHIDIAN**

**ATTACK ACTIONS**

- ⊕ **Falchion:** +7 vs AC; 10 Damage
- ☐ **↓ Venomblade:** +7 vs AC; 10 + 10 poison Damage

**LEVEL 2**  
**AC 16**  
**DEF 14**  
**SPEED 5**  
**HP 25**



**ABILITIES**  
Reptile

**SPECIAL POWERS**

- Cold-Blooded:** Whenever this creature takes cold damage, it is Slowed.
- Servitor of the Snake:** +2 Attack while within 5 squares of an allied Reptile champion.


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**47 ORC WOLF SHAMAN**

**ATTACK ACTIONS**

- ⊕ **Scimitar:** +15 vs AC; 15 Damage
- ☐ **↗ Call Lightning:** (sight) targets 2 creatures within 4 squares of each other; +17 vs DEF (Ref) each; 20 lightning Damage AND ongoing 10 lightning Damage (save ends). RECHARGE when no enemies are affected by this power.
- ↗ **Produce Flame:** (range 10) +17 vs DEF (Ref); 15 fire Damage

**LEVEL 12**  
**AC 23**  
**DEF 23**  
**SPEED 7**  
**HP 55**



**ABILITIES**  
Orc • Primal

**CHAMPION 2 ☐☐**  
**Warband Building:** All Orc creatures of level 6 or lower are legal in your warband.

- Use when a Beast or Orc ally hits with a **↓** attack: +15 Damage on that attack.
- Use after rolling initiative. Beast and Orc allies have +2 Speed until end of round.


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**28 TROLL SLASHER**

**ATTACK ACTIONS**

- ⊕ **Claw:** +13 vs AC; 15 Damage
- ⊕ **Brutal Slash:** +11 vs AC; 20 Damage AND ongoing 5 Damage (save ends)

**LEVEL 8**  
**AC 20**  
**DEF 18**  
**SPEED 6**  
**HP 65**



**ABILITIES**  
Troll  
Vulnerable 10 Fire  
Reach 2

**SPECIAL POWERS**

- ☐ **Blood Frenzy:** Immediate, when an enemy within Reach becomes Bloodied; make a Brutal Slash attack against that enemy.
- Regeneration 10:** Use at start of this creature's turn; heal 10 HP.


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**19 WRACKSPAWN**

**ATTACK ACTIONS**

- ⊕ **Boneshard Spear:** +9 vs AC; 15 Damage AND ongoing 5 Damage (save ends)

**LEVEL 6**  
**AC 18**  
**DEF 17**  
**SPEED 5**  
**HP 50**



**ABILITIES**  
Evil • Demon  
**Blindsight 5:** Within 5 squares of this creature, ignores Conceal and treats invisible creatures as visible.

**SPECIAL POWERS**

- ☐ **Warp the Flesh:** Use when this creature damages a living enemy; that enemy takes 10 necrotic Damage and has -2 Speed and -2 Attack until end of battle.

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