

## YEENOGHU'S QUASIT

Level 5 ♦ Demon • Rage • Unique

AC 19  
FORT 17  
REF 17  
WILL 17  
SPEED F6  
HP 25  
BLOOD 10

**ATTACK POWERS**  
⚔ **Claw:** +10 vs. AC; 5 + 10 poison damage.  
☞ **Fear:** (range 5) +10 vs. Will; 10 psychic damage AND push 3 (Fear).

**GENERAL POWERS**  
**Invisibility:** *Attack action:* Invisible until after it resolves an attack.  
**Bone Gnawer:** +2 attack while within 6 of a Rage or Gnoll ally.  
☐ **Master's Claws:** *Attack action:* Choose a ⚔ attack power from an Arcane ally's card. This creature may use that attack power against an adjacent enemy.

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## BABAU - AVERNUS

Level 8 ♦ Demon • Stealth

AC 24  
FORT 23  
REF 24  
WILL 23  
SPEED 7  
HP 60  
BLOOD 30

**ATTACK POWERS**  
⚔ **Claws:** +15 vs. AC; 10 + 5 acid damage.  
☞ **Doomwhisper:** (range 10) +13 vs. Will; 10 psychic damage AND target grants combat advantage (save ends) (Fear).  
☞ **Javelin of Acid:** *Minor action:* (range 6) +15 vs. Reflex; 15 ongoing acid damage (save ends).

**GENERAL POWERS**  
**Hide**  
**Sneak Attack 5**

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## LEGION SPINED DEVIL

Level 5 ♦ Devil • Legion

AC 19  
FORT 17  
REF 17  
WILL 17  
SPEED F7  
HP 40  
BLOOD 20

**ATTACK POWERS**  
⚔ **Aerial Strike:** +11 vs. AC; 10 damage.  
☞ **Spines:** (range 4) +10 vs. AC; 5 + 5 fire damage AND Slowed.

**GENERAL POWERS**  
**Resist 10 Fire**  
**Strafe:** *Attack action:* This creature moves up to its speed, and may make a ☞ attack any time during that move.  
**Harrier:** +2 attack vs. enemies without Flight.  
**Legion Devil:** Takes half damage from ⚔ and ⚡ attacks while adjacent to a Legion ally.

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## LEMURE - AVERNUS

Level 1 ♦ Devil

AC 14  
FORT 12  
REF 12  
WILL 10  
SPEED 5  
HP 15  
BLOOD 5

**ATTACK POWERS**  
⚔ **Pathetic Fist:** +5 vs. AC; 5 damage.

**GENERAL POWERS**  
☐ **War Fodder:** *Immediate action, when an adjacent ally takes damage from an attack:* -10 damage on that attack. This creature takes 10 damage.

♦ Use with Avernus: Lemure

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## BARNABAS THE FLAMESKULL

Level 9 ♦ Undead • Arcane • Unique

AC 23  
FORT 21  
REF 21  
WILL 21  
SPEED F7  
HP 45  
BLOOD 20

**ATTACK POWERS**  
⚔ **Fire Ray:** (range 6) +14 vs. AC; 15 fire damage.  
☞ **Magic Missile:** (sight, ignore insubstantial) automatic hit vs. Reflex; 15 damage.  
☐ ⚡ **Incendiary Cloud:** (radius 4 within 10) +14 vs. Reflex; 10 fire damage.

**GENERAL POWERS**  
**Conceal 6**  
**Immune Fire**  
☐ **Recall Arcane Lore:** *Attack action:* An Arcane or Hag ally within 5 may ⚡ an attack power (even if it is not normally rechargeable).  
☐ **Sudden Empower:** *Use when this creature declares an attack:* +10 damage on that attack.

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## LEGION BARBED DEVIL

Level 11 ♦ Devil • Legion

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

**ATTACK POWERS**  
⚔ **Battleaxe:** +16 vs. AC; 20 damage.  
☞ **Hurl Flame:** (range 10) +14 vs. Reflex; 10 fire damage AND ongoing 5 fire damage (save ends).

**GENERAL POWERS**  
**Resist 20 Fire**  
**Bloodwar Veteran:** +5 damage vs. Evil enemies.  
**Legion Devil:** Halves damage from ⚡ and ⚡ attacks while adjacent to a Legion ally.  
☐ **Barbs:** *Use when hit by a ⚔ attack from an adjacent creature:* Attacker takes 10 damage.  
☐ **Sanguine Ground:** *Attack action:* Make 2 ⚔ attacks. ⚡ when first bloodied.

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## REYA MANTLEMORN

Level 7 ♦ Human • Martial • Unique

AC 22  
FORT 20  
REF 19  
WILL 19  
SPEED 6  
HP 50  
BLOOD 25

**ATTACK POWERS**  
⚔ **Longsword:** +13 vs. AC; 10 damage AND ⚡ Heroic Charge.

**GENERAL POWERS**  
**Hellrider:** +2 attack and +5 damage vs. Evil enemies.  
**Inspiring Sacrifice:** *Use when destroyed by a higher-level enemy:* Each ally has +2 attack until end of battle.  
☐ **Heroic Charge:** *Use with charging:* Make an extra ⚔ attack against target of that charge.

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## FALASTER FISK

Level 8 ♦ Human • Stealth • Unique

AC 19  
FORT 16  
REF 19  
WILL 19  
SPEED 6  
HP 50  
BLOOD 25

**ATTACK POWERS**  
⚔ **Short Blade:** +11 vs. AC; 10 damage.

**GENERAL POWERS**  
**Sneak Attack 5**  
☐ **Nimble Escape:** *Immediate action, when an enemy moves into an adjacent square:* This creature shifts up to its speed.  
**Opportune Moment:** *Immediate action, when an adjacent enemy granting it combat advantage activates:* Make a ⚔ attack vs. that enemy.  
☐ **Secrets:** *Use during setup:* Choose an enemy. Choose a keyword. Each creature in your warband with that keyword has +4 on attacks vs. that enemy.  
**Memorized Map:** Scores VP for occupying your, or your opponents, victory areas.

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## ABYSSAL CHICKEN

Level 1 ♦ Demon

AC 15  
FORT 15  
REF 15  
WILL 13  
SPEED 5  
HP 25  
BLOOD 10

**ATTACK POWER**  
⚔ **Bite:** +8 vs. AC; 5 damage.  
⚡ **Flapping Terror:** (burst 1) +4 vs. Will; 10 psychic damage. +2 on this attack for each Abyssal Chicken ally within 5 of this creature.

**GENERAL POWERS**  
**Immune Blinded**  
**Blindsight:** Ignores Invisible, ignores Conceal.  
**Sight 6:** This creature's line of sight ends after 6 squares.  
**Clumsy Flier:** *Move action, once per turn:* Moves up to its speed with flight.

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## MERRENOLOTH

Level 7 ♦ Demon

**AC** 20  
**FORT** 19  
**REF** 19  
**WILL** 19

**ATTACKS**  
Ⓣ **Oar:** +13 vs. AC; 10 damage.  
➤ **Splash of the Styx:** *Only if this creature occupies river terrain:* (range 5) +12 vs. Will; Confused AND target loses one use of a limited use power (select the unused check box closest to the top of the card).  
➤ **Fear Gaze:** (Fear, range 5) +12 vs. Will; Immobilized (save ends).

**POWERS**  
**Immune Acid, Poison**  
**Immune Confused**  
**Skiff:** Does not pay extra MP to enter river terrain.  
**Ferryman:** *Use at end of round, if this creature occupies river terrain and an ally is adjacent:* Place this creature in any square of river terrain within 10, then place that ally adjacent.

**HP** 50  
**BLOOD** 25

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## LEGION IMP

Level 4 ♦ Devil • Stealth

**AC** 17  
**FORT** 15  
**REF** 15  
**WILL** 15

**ATTACKS**  
Ⓣ **Sting:** +8 vs. Fort; 5 damage AND 10 ongoing poison damage.

**POWERS**  
**Conceal 11**  
**Legion Devil:** Takes half damage from ✨ and ⚡ attacks while adjacent to a Legion ally.  
☐ **Infernal Orb:** *Use at start of round:* Until end of round, this creature has: (aura 1) Devil allies in aura have +10 damage.  
**Blast:** *Immediate action, whenever this creature is destroyed, if Infernal Orb is not expended:* Each adjacent creature takes 20 damage.

**HP** 25  
**BLOOD** 10

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## YEENOGHU'S DRETCH

Level 4 ♦ Demon

**AC** 16  
**FORT** 14  
**REF** 13  
**WILL** 13

**ATTACKS**  
Ⓣ **Claws:** +11 vs. AC; 5 damage.  
Ⓣ **Vicious Bite:** *Minor action, once per turn:* +9 vs. AC; 5 damage.

**POWERS**  
**Resist 10 Poison**  
☐ **Fetid Cloud:** *Use at start of round:* Until end of round, this creature has: (aura 1) creatures that start their turn in aura take 10 ongoing poison damage and may not take immediate actions. (save ends both).

**HP** 45  
**BLOOD** 20

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## MERREGON

Level 8 ♦ Devil • Martial

**AC** 23  
**FORT** 20  
**REF** 20  
**WILL** 18

**ATTACKS**  
Ⓣ **Polearm:** (reach 2) +15 vs. AC; 15 damage.

**POWERS**  
**Resist 15 fire**  
**Tithe of Body:** *Immediate action, when an enemy targets an adjacent Devil ally with an attack:* Redirect that attack to this creature, instead.  
**Tithe of Mind:** *Whenever this creature does not have line of sight to a champion ally:* -4 attack and -5 damage.  
**Tithe of Support:** *Immediate action, after an adjacent champion ally resolves a champion power:* Make a Ⓣ attack.

**SPEED** 6  
**HP** 60  
**BLOOD** 30

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## NUPPERIBO

Level 3 ♦ Devil

**AC** 15  
**FORT** 15  
**REF** 13  
**WILL** 12

**ATTACKS**  
Ⓣ **Bite:** +8 vs. AC; 10 damage.

**POWERS**  
**Cloud of Vermin:** Whenever an adjacent non-Devil creature activates, it takes 5 damage and is Slowed  
**Hunger:** +2 attack and +5 damage vs. Slowed targets.  
**Blindsight:** Ignores Invisible, ignores Conceal.  
**Sight 3:** This creature's line of sight ends after 3 squares.

**SPEED** 5  
**HP** 35  
**BLOOD** 15

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## BULEZAU

Level 7 ♦ Demon

**AC** 20  
**FORT** 17  
**REF** 17  
**WILL** 17

**ATTACKS**  
Ⓣ **Barbed Tail:** +14 vs. AC; 10 damage AND ongoing 5 necrotic damage.

**POWERS**  
**Resist 5 Cold, Fire, Lightning, Necrotic, Poison**  
**Great Leap:** *Use with Charge:* +1 Speed and Flight.  
**Rotting Presence:** (aura 4) Non-Demons in aura that fail a save in aura take 5 necrotic damage.

**SPEED** 7  
**HP** 60  
**BLOOD** 30

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## MAW DEMON

Level 6 ♦ Demon

**AC** 16  
**FORT** 16  
**REF** 15  
**WILL** 15

**ATTACKS**  
Ⓣ **Bite:** +10 vs. AC; 20 damage.

**POWERS**  
**Resist 5 Cold, Fire, Lightning**  
**Abyssal Hunger:** +2 attack and +5 damage vs. damaged targets.  
**Stumpy Legs:** Pays +1MP to enter difficult terrain.

**SPEED** 5  
**HP** 45  
**BLOOD** 20

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## LEGION BEARDED DEVIL

Level 10 ♦ Devil • Legion

**AC** 24  
**FORT** 21  
**REF** 20  
**WILL** 21

**ATTACKS**  
Ⓣ **Polearm:** (reach 2) +15 vs. AC; 15 damage AND 5 ongoing damage (save ends)  
Ⓣ **Beard:** *Minor action:* +10 vs. Fortitude; 5 damage AND target cannot heal (save ends).

**POWERS**  
**Threatening Reach:** *Use when an enemy moves out of a square within reach:* Make an opportunity attack vs. that enemy.  
**Legion Devil:** Takes half damage from ✨ and ⚡ attacks while adjacent to a Legion ally.  
**Bloodwar Veteran:** +5 damage vs. Evil enemies.

**SPEED** 6  
**HP** 65  
**BLOOD** 30

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## SCARLA TRUESTRIKE

Level 7 ♦ Halfling • Ki • Stealth • Unique

**AC** 20  
**FORT** 20  
**REF** 20  
**WILL** 20

**ATTACKS**  
Ⓣ **Short Sword:** +14 vs. AC; 10 damage.  
Ⓣ **Fist:** +14 vs. AC; 5 damage AND Dazed.

**POWERS**  
**Sneak Attack 5:**  
**Deflect Missiles:** *Immediate action when hit by a ➤ attack:* -10 damage on that attack.  
☐☐☐ **Ki Pool:** *Minor action:* Choose 1 effect:  
*Flurry of Fists:* Use its Fist attack power.  
*Patient Defense:* +4 AC and +4 Reflex until it resolves an attack.

**SPEED** 7  
**HP** 50  
**BLOOD** 25

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## LEGION ERINYES

Level 16 ♦ Devil • Legion

AC 29  
FORT 27  
REF 27  
WILL 27  
SPEED F7  
HP 85  
BLOOD 40

**ATTACK POWERS**  
⚡ **Venom Spear:** +18 vs. AC; 25 damage AND 10 ongoing poison damage (save ends).  
⚡ **Entangling Rope:** *Minor action:* (reach 3) +17 vs. Reflex; Immobilized (save ends). ⚡ when no enemy is affected by this power.

**GENERAL POWERS**  
**Resist 10 Fire, Poison**  
**Bloodwar Veteran:** +5 damage vs. Evil enemies.  
**Flyby Attack:** *Attack action:* This creature moves up to its speed (minimum 2 squares) and makes a ⚡ attack at any point during that move.  
**Legion Devil:** Takes half damage from ⚡ and ⚡ attacks while adjacent to a Legion ally.

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## MAHADI

Level 13 ♦ Rakshasa • Mastermind • Unique

CR 2

AC 25  
FORT 24  
REF 24  
WILL 27  
SPEED 6  
HP 75  
BLOOD 35

**ATTACK POWERS**  
⚡ **Cutlass:** +18 vs. AC; 15 damage.  
⚡ **Charm:** (range 6) +16 vs. Will; Confused (save ends, also ends if target takes damage).

**GENERAL POWERS**  
**Agent of Asmodeus:** Has the Devil keyword while a Devil champion ally is on the map.  
⚡ **Give Them Hell:** *Use with a ⚡:* +4 attack and +15 fire damage.  
⚡ **Interrogator of Souls:** *Use when rolling initiative:* Roll two additional d20.

**CHAMPION POWERS** ⚡  
❖ *Use at end of round:* Allies that occupy a victory area heal 10 HP.  
❖ *Use at start of turn:* An adjacent non-Devil ally has +10 fire damage and is Evil until end of round.

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## GLABREZU

Level 14 ♦ Demon

CR 1

AC 27  
FORT 26  
REF 25  
WILL 25  
SPEED F7  
HP 90  
BLOOD 45

**ATTACK POWERS**  
⚡ **Pincers:** (reach 2) +17 vs. AC; 15 damage AND Immobilized.  
⚡ **Temptation:** (range 6, living targets only) +15 vs. Will; Slide target up to 5 squares at the start of each of its turns (save ends). ⚡ when no creature is affected by this power.

**GENERAL POWERS**  
**Resist 10 Cold, Fire, Lightning**  
**Rend:** *Attack action:* Make 2 ⚡ attacks vs. the same enemy. If both hit, the second has +10 damage.  
⚡ **Abyssal Bound:** *Use at end of round:* This creature may Teleport 12.  
⚡ **Power Word Stun:** *Minor action:* An enemy within 3 is Stunned (save ends).

**CHAMPION POWERS** ⚡  
❖ *Use when an enemy champion uses a champion power:* ⚡ Temptation and use it against that champion, with a range of sight.

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## YEENOGHU'S HEZROU

Level 14 ♦ Demon

CR 1

AC 26  
FORT 25  
REF 24  
WILL 24  
SPEED 8  
HP 85  
BLOOD 40

**ATTACK POWERS**  
⚡ **Claws:** (reach 2) +17 vs. AC; 15 damage AND Immobilized.  
⚡ **Vicious Bite:** *Minor action, once per turn:* +17 vs. AC; 20 damage.

**GENERAL POWERS**  
**Resist 10 Cold, Fire, Lightning**  
**Yeenoghu's Rage:** *Use when a Demon ally is first bloodied:* That ally makes a ⚡ attack as an immediate action.

**CHAMPION POWERS** ⚡  
❖ *Use at start of turn:* Until end of round, Demon creatures in your warband have +2 attack and +5 damage.

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## YEENOGHU'S BARLGURA

Level 12 ♦ Demon • Rage

AC 23  
FORT 25  
REF 23  
WILL 22  
SPEED 6  
HP 80  
BLOOD 40

**ATTACK POWERS**  
⚡ **Fist:** (reach 2) +15 vs. AC; 20 damage.  
⚡ **Leaping Bite:** Moves up to its speed with flight, then attacks: +15 vs. AC; 30 damage AND Dazed.  
⚡ **Vicious Bite:** *Minor action, once per turn:* +13 vs. AC; 10 damage.

**GENERAL POWERS**  
**Resist 5 Fire, Lightning**  
**The Brachiator:** Whenever it declares the Double Move power: Gain Flight and +4 MP.  
**Reckless:** *Minor action:* +2 attack and -2 AC until start of its next turn.

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## YAGNALOTH

Level 13 ♦ Demon • Martial

AC 24  
FORT 26  
REF 24  
WILL 26  
SPEED 7  
HP 95  
BLOOD 45

**ATTACK POWERS**  
⚡ **Left Arm:** (reach 2) +19 vs. AC; 25 damage.  
⚡ **Toss Acid:** (sight) +17 vs. Reflex; 15 acid damage.  
⚡ **Acid Burst:** (burst 2) 16 vs. Reflex; 15 acid damage AND 10 ongoing acid damage AND Stunned (save ends both).

**GENERAL POWERS**  
**Immune Acid, Poison**  
⚡ **Dimension Door:** *Move action:* Teleport 10.  
**Drain Life:** *Attack action:* An adjacent Stunned or Helpless enemy takes 20 damage. This creature heals 20 HP.

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## LEGION ICE DEVIL

Level 14 ♦ Devil • Legion • Cold

AC 28  
FORT 26  
REF 26  
WILL 26  
SPEED 7  
HP 85  
BLOOD 40

**ATTACK POWERS**  
⚡ **Cold Iron Lance:** (reach 2) +18 vs. AC; 20 + 10 cold damage AND Slowed.  
⚡ **Ice Storm:** (radius 3 within sight) +18 vs. AC; 15 cold damage AND Slowed.

**GENERAL POWERS**  
**Resist 20 Cold**  
**Aura of Cold:** Each square adjacent to this creature is considered to be cold terrain.  
**Bloodwar Veteran:** +5 damage vs. Evil enemies.  
**Legion Devil:** Takes half damage from ⚡ and ⚡ attacks while adjacent to a Legion ally.  
⚡ **Wall of Ice:** *Attack action:* Choose 2 adjacent, unoccupied squares within 12. Until end of round, those squares gain wall terrain and squares adjacent to them gain cold terrain.

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## LEGION HORNED DEVIL

Level 14 ♦ Devil • Legion

AC 28  
FORT 24  
REF 24  
WILL 24  
SPEED F7  
HP 80  
BLOOD 40

**ATTACK POWERS**  
⚡ **Tail:** (reach 2) +18 vs. AC; 5+10 ongoing damage.  
⚡ **Military Fork:** (reach 2) +17 vs. AC; 30 damage.

**GENERAL POWERS**  
**Resist 10 Fire, Poison**  
**Bloodwar Veteran:** +5 damage vs. Evil enemies.  
**Taunt:** *Move action:* This creature moves up to its speed (minimum 2 squares) and makes a ⚡ attack at any point during that move.  
**Legion Devil:** Takes half damage from ⚡ and ⚡ attacks while adjacent to a Legion ally.  
⚡ **Reinforcement:** *Move action:* Teleport 10, ending next to a Devil ally.

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## MICKEY THE FLESH GOLEM

Level 11 ♦ Construct • Unique

AC 22  
FORT 23  
REF 22  
WILL 22  
SPEED 5  
HP 85  
BLOOD 40

**ATTACK POWERS**  
⚡ **Smash:** (reach 2) +16 vs. AC; 20 damage.  
⚡ **Grab:** (reach 2) +16 vs. AC; 15 damage AND Immobilized.

**GENERAL POWERS**  
**Immune Helpless, Petrified, Lightning**  
**Resist 10 Poison**  
**Berserking:** *Whenever this creature is damaged by a critical hit:* It is Confused (save ends).  
**Regenerate:** *Use when this creature is hit by an attack that deals lightning damage:* Heal 10 HP.  
**Double Attack:** *Attack action, may be used while Confused:* Make two different ⚡ attacks.  
**Splinter:** *Use while adjacent to an ally, if it occupies a victory area:* +2 speed until end of battle.

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## ARMANITE

Level 11 ♦ Demon

**AC** 24  
**FORT** 26  
**REF** 23  
**WILL** 23  
**SPEED** 8  
**HP** 80  
**BLOOD** 40

### ATTACK POWERS

- ⚔ **Claw and Hoof:** +18 vs. AC; 15 damage.
- ⚔ **Serrated Tail:** +15 vs. AC; 20 damage.
- ⚡ **Lightning Lance:** (line 10) +17 vs. Reflex; 20 lightning damage.

### GENERAL POWERS

**Immune Poison**  
**Fight on Two Fronts:** *Attack action, while flanked:* Make 2 different ⚔ attacks vs. different targets.

## SYLVIRA SAVIKAS

Level 13 ♦ Tiefling • Arcane • Unique

CR 2

**AC** 24  
**FORT** 24  
**REF** 24  
**WILL** 27  
**SPEED** 6  
**HP** 75  
**BLOOD** 35

### ATTACK POWERS

- ⚔ **Touch:** +18 vs. AC; 15 psychic damage.
- ⚡ **Censer:** (blast 3) +16 vs. Will; Confused.
- ⚡ **Banish:** Angel, Demon or Devil target only. (range 6) +16 vs. Will; 60 damage.

### GENERAL POWERS

☐ **Force Globe:** *Use at start of turn:* May not make attacks or be attacked until start of its next turn.

☐ ☐ **Scry:** *Minor Action:* Until end of round, this creature and adjacent allies ignore Invisible.

☐ ☐ **Teleport Ally:** *Use at end of round:* An adjacent ally may Teleport 10, ending adjacent to any victory area.

### CHAMPION POWERS

- ❖ *Use at start of round:* Creatures in your warband have +2 attack vs. Angel, Planar, Devil and Demons until an Angel, Devil or Demon creature is destroyed.
- ❖ *Use when rolling initiative:* Roll one extra d20.

## FIRBOLG DRUID

Level 10 ♦ Firbolg • Primal

CR 2

**AC** 22  
**FORT** 22  
**REF** 21  
**WILL** 22  
**SPEED** 7  
**HP** 65  
**BLOOD** 30

### ATTACK POWERS

- ⚔ **Shillelagh:** (reach 2) +17 vs. AC; 15 damage. +15 vs. Reflex; 10 acid + 10 fire AND Dazed. ☹ *when this creature occupies forest terrain at end of round.*
- ☐ ☐ **Greenfire:** (radius 2 within 10, plants ignore) +15 vs. Reflex; 10 acid + 10 fire AND Dazed. ☹ *when this creature occupies forest terrain at end of round.*

### GENERAL POWERS

**Resist 10 Cold, Fire**

☐ **Nature's Rage:** *Minor action:* A beast or plant ally within 5 makes a ⚔ attack as an immediate action.

**Woodland Stride:** Ignores the extra MP cost for entering forest terrain.

☐ **Hidden Step:** *Minor action:* Invisible until start of its next turn.

### CHAMPION POWER

- ❖ *Use at start of round:* Choose a plant or beast ally in a victory area; It heals 10 HP, loses all conditions, and then is placed adjacent to this creature.

## AMNIZU

Level 14 ♦ Devil

CR 2

**AC** 26  
**FORT** 25  
**REF** 24  
**WILL** 24  
**SPEED** 8  
**HP** 85  
**BLOOD** 40

### ATTACK POWERS

- ⚔ **Claw Strike:** +17 vs. AC; 5 + 20 psychic damage AND Dazed.
- ⚔ **Amnesia:** Immobilized enemy only: +18 vs Will; 20 psychic damage AND target expends (loses) the unused checkbox closest to the top of its card.
- ☠ **Hellfire:** (radius 1 within sight) +18 vs. Reflex; 15 fire + 10 necrotic damage.

### GENERAL POWERS

**Resist 10 Cold, Fire, Lightning**

**Imprison:** *Minor action, once per turn:* A bloodied enemy within 3 is Confused and Immobilized.

**Lord of the Styx:** (aura 5) Evil allies in aura have +2 attack.

### CHAMPION POWERS

- ❖ *Use at end of round:* A Devil Ally may Teleport 10.
- ❖ *Use at end of round:* Place a new Devil ally worth 10 VP or less adjacent to this creature.

## LEGION CHAIN DEVIL

Level 11 ♦ Devil • Legion

**AC** 25  
**FORT** 23  
**REF** 23  
**WILL** 23  
**SPEED** 6  
**HP** 70  
**BLOOD** 35

### ATTACK POWERS

- ⚔ **Chain Strike:** (reach 4) +16 vs. AC; 20 damage.
- ⚔ **Binding Attack:** (reach 4) +17 vs. AC; 15 damage AND pull target 3 AND Immobilized (save ends).

### GENERAL POWERS

**Resist 10 Fire**

**Aegis of Chain:** This creature may make opportunity attacks against enemies with flight as if it had flight.

**Chain Saw:** *Minor action:* An adjacent Immobilized enemy takes 5 damage.

**Legion Devil:** Halves damage from ☠ and ⚡ attacks while adjacent to a Legion ally.

## MAD MAGGIE

Level 13 ♦ Fey • Hag

CR 3

**AC** 24  
**FORT** 26  
**REF** 24  
**WILL** 26  
**SPEED** 5  
**HP** 75  
**BLOOD** 35

### ATTACK POWERS

- ⚔ **Claw:** +18 vs. AC; 15 damage.
- ⚡ **Mad Magic:** (blast 3) +17 vs. Reflex; 15 poison + 15 lightning damage AND slide 1.
- ☐ ☐ ☠ **Dream:** (radius 2 within sight) 16 vs. Will; Dazed (save ends).

### GENERAL POWERS

☐ **Corruption:** *Minor action:* An adjacent Good enemy loses Good until end of battle.

**Soul Coin Collector:** *Immediate action, when this creature destroys an adjacent enemy:* Score +5 VP, and this creature's value increases by +5 VP.

### CHAMPION POWERS

- ❖ *Use when a Dazed enemy fails a save:* That enemy is Helpless (save ends, ends if damaged).
- ❖ *Use at start of round:* Constructs and Fey have +2 speed and +2 attack until end of round.

## OLANTHIUS

Level 15 ♦ Undead • Unique

**AC** 29  
**FORT** 28  
**REF** 28  
**WILL** 28  
**SPEED** 5  
**HP** 100  
**BLOOD** -

### ATTACK POWERS

- ⚔ **Damnation Blade:** (reach 2) +21 vs. AC; 20 + 10 fire damage.
- ☠ ☠ **Unholy Flames:** (radius 2 within 10) +21 vs. Fortitude; 30 fire OR 30 necrotic damage (choose either for each target).

### GENERAL POWERS

**Immune Poison, Vulnerable 10 Radiant**

**Keen Critical 18:** Scores criticals on rolls of 18, 19, 20.

**Aura of Fear:** (aura 5) Enemies in aura have -2 attack.

**Gauntlet:** *Minor action, once per turn:* An enemy within 5 takes 10 damage and is Immobilized.

☐ **Redemption:** *Whenever this creature has 35 HP or fewer remaining and a Good enemy is adjacent:* Roll a Champion Test: If you lose, destroy this creature.

☐ **Trespass Summons:** *Use at end of round:* Place this creature adjacent to an enemy that occupies a victory area.

## HARUMAN

Level 15 ♦ Devil

CR 3

**AC** 28  
**FORT** 27  
**REF** 26  
**WILL** 27  
**SPEED** F7  
**HP** 90  
**BLOOD** 45

### ATTACK POWERS

- ⚔ **Unholy Sword:** +22 vs. AC; 15 + 10 necrotic damage.
- ⚔ **Torture Cut:** +20 vs. AC; 5 damage AND Dazed AND 10 ongoing damage (save ends both).

### GENERAL POWERS

**Resist 10 Fire, Poison**

**Aura of Cruelty:** (aura 5) Enemies in aura take 10 psychic damage whenever this creature hits with Torture Cut.

**Terrify:** Enemies in Aura of Cruelty have -2 attack.

**Tormentor 5:** +5 damage vs. enemies with ongoing damage.

☐ **Power Word Stun:** *Minor action:* A bloodied enemy within 3 is Stunned (save ends).

### CHAMPION POWERS

- ❖ *Use at start of turn:* An adjacent ally heals 20 HP.

## RED ABISHAI

Level 15 ♦ Devil

CR 2

**AC** 30  
**FORT** 30  
**REF** 29  
**WILL** 29  
**SPEED** F9  
**HP** 110  
**BLOOD** 55

### ATTACK POWERS

- ⚔ **Morning Star:** +21 vs. AC; 30 damage.
- ☠ **Dragoncharm:** *Minor action:* (sight, Dragon only) +16 vs. Will; Confused (save ends). On miss, target gains Immune Confused until end of battle.

### GENERAL POWERS

**Immune Fire, Poison, Fear**

**Red Aura:** (aura 5) Enemies in aura have -2 attack and Vulnerable 5 All (Fear).

**Cleave:** *Immediate action, when this creature destroys an adjacent enemy:* Make a ⚔ attack.

**Tiamat's Enforcer:** +4 to attack vs. Dragon enemies.

### CHAMPION POWERS

- ❖ *Use at start of round:* Until end of round, allies in Red Aura gain Immune Fear and always gain combat advantage with attacks.

## LEGION PIT FIEND

Level 15 ♦ Devil • Legion • Unique

CR 3

**AC** 31  
**FORT** 31  
**REF** 29  
**WILL** 28  
**SPEED** F7

**ATTACK POWERS**  
⚔ **Claw and Bite** (reach 2): +21 vs. AC; 20 + 10 fire damage.  
❄ **Snowball in Hell**: (radius 1 within sight) +18 vs. Reflex; 15 cold + 10 fire damage.

**GENERAL POWERS**  
**Immune Fire, Poison**  
**Blindsight**: Ignores Conceal, Ignores Invisible.  
**Telepathy Helm**: Terrain does not block its line of sight.  
**Legatus Infernus**: Each Evil ally has +2 attack.  
**Legion Tactician**: *Use at start of turn*: A Legion ally may move up to its speed or make a ⚔ attack.

**HP** 120  
**BLOOD** 60

**CHAMPION POWERS** □ □ □  
❖ *Use at start of turn*: Each enemy adjacent to a Devil takes 15 fire damage.  
❖ *Use when it damages an adjacent enemy*: That enemy takes 20 ongoing poison damage.

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## LEGION BONE DEVIL

Level 13 ♦ Devil • Legion

**AC** 25  
**FORT** 23  
**REF** 23  
**WILL** 23  
**SPEED** 8

**ATTACK POWERS**  
⚔ **Glaive**: (reach 2) +18 vs. AC; 25 damage.  
⚔ **Sting**: (reach 2) +17 vs. AC; 10 damage AND ongoing 20 poison damage (save ends).

**GENERAL POWERS**  
**Resist 10 Fire, Poison**  
**Legion Devil**: Halves damage from ❄ and ⚔ attacks while adjacent to a Legion ally.  
**Finishing Sting**: *Immediate action, when an adjacent enemy become bloodied*: Make a Sting attack vs. that enemy.  
**Brittle Wings**: *Move action, while not bloodied*: Moves up to its speed with Flight.

**HP** 85  
**BLOOD** 40

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## ZARIEL

Level 18 ♦ Devil • Unique

CR 3

**AC** 28  
**FORT** 28  
**REF** 30  
**WILL** 30  
**SPEED** F7

**ATTACK POWERS**  
⚔ **Hammer & Flail** (reach 2): +21 vs. AC; 25 + 15 fire damage AND each enemy within 3 takes 10 cold damage.  
☹ **Immolating Gaze**: *Minor action, once per turn*: (range 10) +18 vs. Will; 15 ongoing fire damage.  
□ □ ⚔ **Horrid Touch**: +20 vs. Fortitude; ongoing 20 necrotic damage AND Blinded (save ends both).

**GENERAL POWERS**  
**Immune Fire, Lightning, Confused, Fear**  
**Vulnerable 5 Radiant**  
□ **Wrath**: *Attack action*: Teleport 5, then make 2 different ⚔ or ⚔ attacks. ⤴ as a move action.

**CHAMPION POWERS** □ □ □  
❖ *Use at start of round*: Allies have +2 speed and +2 AC until end of round.  
❖ *Use when an enemy is destroyed*: Place a new Devil ally worth up to 10 VP adjacent this creature.

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## NIGHTMARE - AVERNUS

Level 14 ♦ Devil • Planar

**AC** 23  
**FORT** 23  
**REF** 21  
**WILL** 21  
**SPEED** F7  
**HP** 55  
**BLOOD**

**ATTACK POWERS**  
⚔ **Hooves**: +14 vs. AC; 10 + 5 fire damage.

**GENERAL POWERS**  
**Immune Fire**  
**Conceal 6**  
**Charger**: *Use when this creature resolves a charge*: its rider can make a ⚔ attack against the target of that charge, at +10 damage, as a free action.  
□ **Ethereal stride**: *Minor action*: This creature and its rider gain Phasing until end of turn.  
**Hellmount**: May have a Medium non-flying Devil ally as a rider. While mounted, rider gains Conceal 6.

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## NARZUGON

Level 14 ♦ Devil

CR 2

**AC** 28  
**FORT** 26  
**REF** 25  
**WILL** 25  
**SPEED** 6  
**HP** 80  
**BLOOD** 40

**ATTACK POWERS**  
⚔ **Hellfire Lance**: +20 vs. AC; 15 + 10 fire damage.  
☹ **Terror**: (blast 4, enemies only) +18 vs. Will; Weakened (Fear).

**GENERAL POWERS**  
**Immune Fear**  
**Resist 10 Fire**  
**Doom**: (aura 4) Enemies in aura have -2 attack (Fear).  
**Dread**: Allies have +5 damage vs. Weakened targets.  
**Rider 5**: +5 damage while mounted.  
□ **Absolute Loyalty**: *Use when it takes damage*: An adjacent ally takes that damage, instead.

**CHAMPION POWERS** □ □  
❖ *Use at start of turn*: Remove a condition from an adjacent ally.  
❖ *Use at start of turn*: An adjacent ally heals 15 HP.

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## DESCENT INTO AVERNUS

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## DARK CENTURION

Level 10+ ♦ Legion • Evil

**POWERS**  
**Unique**: This creature gains the unique keyword.  
**Champion**: Treated as having a champion rating of 2 when determining initiative.  
**Martial Legion**: *Use at start of turn*: A lower level Devil ally may Shift 3, but must end adjacent to a Legion ally.

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## HELLSCAPE

Level 10+ ♦ Devil OR Divine • Evil

**POWERS**  
□ **Sulfur and Ash**: *Use at start of round*: Smoke terrain squares on the map gain poison terrain and acid terrain until end of round or until an enemy uses a champion power.  
□ □ **Eruption**: *Use at start of round*: Until end of round, each square of Pit terrain is also Fire terrain.

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## MENHIR OF BLOOD

Level 10+ ♦ Demon • Evil

**POWERS**  
□ **Icon of Rage**: *Use at start of round*: Choose a square of statue terrain. As an immediate action, each Rage ally within 4 of that statue terrain may make a ⚔ attack. Until end of round, each square within 4 of that statue terrain gains bloodrock terrain.

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## SOUL COIN

Level 12+ ♦ Devil

**POWERS**  
□ **Interrogate Soul**: *Use when rolling initiative, only if Infernal currency has not been expended*: Roll 1 extra die.  
□ **Infernal Currency**: *Immediate action, when an Angel or Devil enemy is adjacent*: Heal 15 HP, or your opponent places that enemy in its Start area.

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## CURSED ITEM: CLIPPED WINGS

Level 10+ ♦ Unique Item • Devil OR Angel

**POWERS**  
**Flight Specific**: This item may not be assigned to a creature that does not have flight.  
**Loses Flight**: This creature may not fly until end of battle.

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## PUZZLE BOX

Level 10+ ♦ Arcane • Unique item

**POWERS**  
**Solve**: *Move action*: If this creature occupies a victory area, roll 1d20: On a roll of 16, 17, 18, 19, or 20 you score 20 VP. On a roll of 1 or 13, destroy this item.

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