

immediate action.

This sacred scarab answers the call of the valiant.

нр 50

BLOOD

25

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нр 65

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Stormburst while within 5 squares of another

of 2 or more Bluespawn Stormlizards instead. Powerful Charge: +10 Damage while charging.

Bluespawn Stormlizard. +4 Attack and +10 Damage with Stormburst while within 5 squares undamaged targets.

Wild at heart, a bralani takes feral pleasure

in the slaughter of the wicked.

нр 65

BLOOD

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(F)

War hulks never lead centaur tribes, but they make

excellent quardians for those who do.

нр 75

BLOOD

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(F)







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makes an attack.

fitting than the blood of a fallen enemy.

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(F)

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of round, the player whose warband destroys the

highest-level enemy this round scores 15 VP.

has Conceal 11 until start of its next turn.

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(F)



BLOOD

45

Horned devils give the phrase

"aive them hell" new meaning.

For the wild men of the north, the highest virtue

in battle is ferocity and a reckless disregard

for one's own safety.

BLOOD

25

(F)

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Hellcats are invisible in any amount of light. You see

their glowing outline only when it's pitch black.

35

Only the maddening winds of Pandemonium can

drown out the baneful wail of a howler.





ATTACKS

AC
22
Slam: (reach 2) +13 vs. AC; 25 damage.

FORT
24
FORT
24

ATTACKS

Slam: (reach 2) +13 vs. AC; 25 damage.

FORT
25
Fortitude; 25 damage AND Helpless (save ends).

POWERS

REF

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Defensive Advantage: Never grants combat advantage.

Fluid Movement: Ignores the extra cost for entering difficult terrain.

Cleave: Use when this creature destroys an enemy with a ‡ attack: Make 1 ⊕ attack as an immediate action.

☐ Tidal Surge: Use at start of this creature's turn:

Move up to its speed as a free action. ♂ at end of
this creature's turn if it occupies river terrain.

36

LILLEND Level 11 ◆ Planar

ATTACKS AC **25** ◆ Scimitar: (reach 2) +15 vs. AC; 20 damage. ☐☐ → Beguile: (range 5) +14 vs. Will; Dominated FORT **23** (save ends). □ □ ← Entrancing Music: (burst 3, enemy targets REF 23 only) +13 vs. Will; Immobilized. **POWERS** WILL 23 **Immune Poison** Revitalize: Minor action: 1 ally within 5 squares of this creature heals 15 HP. End 1 effect or SPEED F7 condition on that ally. нр 75 BLOOD The lillend are the quardians of the Infinite Staircase. 35

LIVING FLAMING SPHERE

Level 6 ◆ Ooze • Fire

ATTACKS AC 22 ⊕ Scorch: +9 vs. Reflex; 10 fire damage AND ongoing 5 fire damage. ← Flashfire: (burst 2) +11 vs. Reflex; 20 fire damage AND ongoing 10 fire damage. Hit or miss, REF this creature is destroyed after resolving all 20 attacks. WILL **POWERS** Immune Fire; Vulnerable 10 Cold Blindsight: Ignores Conceal and treats invisible creatures as visible. Defensive Advantage: Never grants combat advantage. Fire Shield 10: Attacker takes 10 fire damage нр 50 whenever this creature is hit by a \display attack. BLOOD 25

LORD OF BLADES

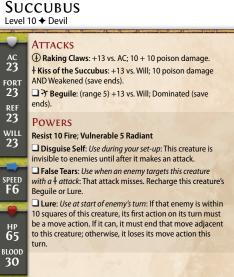
Level 13 ◆ Warforged • Construct • Martial (Unique)



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VALENAR NOMAD CHARGER



BLOOD WAR

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