

**74 ANGEL OF VENGEANCE**

**ATTACK ACTIONS**

- ⬇ Vengeance Blade: +20 vs AC; 20 radiant Damage
- ☐ ⬅ Word of Truth: (burst 2, enemies only) +17 vs DEF (Will); 15 thunder Damage AND Stunned.

**LEVEL 14**

**AC 29**

**DEF 26**

**SPEED F6**

**HP 90**

**ABILITIES**

Good • Angel Flight

**Blindsight:** Ignores Conceal; treats invisible creatures as visible.

Reach 2

**SPECIAL POWERS**

☐ Sign of Vengeance: (range 10) Until end of battle, this creature can use Vengeful Step against target.

**Vengeful Step:** Replaces move action: place this creature adjacent to target affected by this creature's Sign of Vengeance.

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**10 ANIMATED STATUE**

**ATTACK ACTIONS**

- ⬇ Smash: +9 vs AC; 10 Damage

**LEVEL 4**

**AC 20**

**DEF 18**

**SPEED 4**

**HP 35**

**ABILITIES**

Construct

+4 DEF (Fort)

**Statue:** Instead of using Wandering Monster, this creature can start off the battle map. At the start of a round, you can place this creature in any square that contains a statue. Until it moves, that square is a legal position for this creature.

**Wandering Monster:** Sets up in a random victory area.

**SPECIAL POWERS**

☐ Deflecting Skin: Immediate, when this creature is hit; -5 Damage to attack.

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**23 DWARF BRAWLER**

**ATTACK ACTIONS**

- ⬇ Punch: +10 vs AC; 20 Damage
- ☐ ⬇ One-Two Punch: Make 2 ⬇ attacks.
- ⬇ Pound: +10 vs AC; 20 Damage AND push target 1 square

**LEVEL 7**

**AC 19**

**DEF 17**

**SPEED 6**

**HP 60**

**ABILITIES**

Dwarf • Martial

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**40 DWARF MAULFIGHTER**

**ATTACK ACTIONS**

- ⬇ Maul: +17 vs AC; 20 Damage

**LEVEL 10**

**AC 26**

**DEF 24**

**SPEED 5**

**HP 65**

**ABILITIES**

Dwarf • Martial

**SPECIAL POWERS**

☐ Stunning Cleave: Immediate, when this creature destroys an enemy; attack each enemy adjacent to destroyed enemy; +14 vs DEF (Fort); Stunned

**Resounding Blow:** Whenever this creature scores a critical, the target is Stunned.

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**31 HUMAN CLERIC OF BAHAMUT**

**ATTACK ACTIONS**

- ⬇ War Pick: +16 vs AC; 15 Damage

**LEVEL 9**

**AC 25**

**DEF 23**

**SPEED 5**

**HP 60**

**ABILITIES**

Human • Divine

**Heavy Pick:** Triple damage on critical hits.

**SPECIAL POWERS**

☐ Bless: Until the end of this creature's next turn, this creature and its allies have +1 Attack.

☐ ☐ Cure Wounds: Adjacent ally heals 10 HP.

☐ Divine Fortune: Immediate, when this creature is attacked; +4 DEF against 1 attack.

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**40 MACETAILED BEHEMOTH**

**ATTACK ACTIONS**

- ⬇ Smash: +14 vs AC; 25 Damage
- ☐ Tail Sweep: (burst 1) +12 vs DEF (Ref); 20 Damage AND Stunned; RECHARGE if this creature destroys a Stunned enemy

**LEVEL 11**

**AC 23**

**DEF 21**

**SPEED 6**

**HP 85**

**ABILITIES**

Beast

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**14 MILITIA ARCHER**

**ATTACK ACTIONS**

- ⬇ Dagger: +7 vs AC; 10 Damage
- ↘ Bow: (range 10) +8 vs AC; 15 Damage

**LEVEL 4**

**AC 17**

**DEF 15**

**SPEED 6**

**HP 40**

**ABILITIES**

Human • Martial

**SPECIAL POWERS**

**Coordinating Shot:** If this creature hits an enemy with a ↘ attack, allies have +1 Attack against that enemy until end of round.

**CHAMPION 2**

- Use at start of a round. Allies have +2 Attack against higher-level enemies.
- Use before an ally makes a ↘ attack. Double that attack's range.

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**35 SPHINX**

**ATTACK ACTIONS**

- ⬇ Claw: +14 vs AC; 15 Damage
- ☐ ⬇ Pounce: Move up to this creature's speed and at least 2 squares and then attack 1 creature with 2 ⬇ attacks; +10 Damage to second attack if both hit
- ☐ ↘ Riddle of the Sphinx: (range 10) +12 vs DEF (Will); Stunned (save ends)

**LEVEL 9**

**AC 25**

**DEF 21**

**SPEED F7**

**HP 60**

**ABILITIES**

Magical Beast Flight

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**24 THUNDERTUSK BOAR**

**ATTACK ACTIONS**  
 ⬇ Gore: +11 vs AC; 25 Damage

LEVEL 8  
 AC 20  
 DEF 18  
 SPEED 8  
 HP 65

**ABILITIES**  
 Beast  
**Dwarf Mount:** Can have a Medium or smaller Dwarf creature as a rider.

**SPECIAL POWERS**  
**Death Strike:** Immediate, when this creature is destroyed; make a ⬇ attack.  
**Rabid Charger:** When charging with a rider, the rider and this creature can each make a ⬇ attack.  
**Thunder Charge:** Additional +4 Attack when charging.

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**53 BRUENOR BATTLEHAMMER**

**ATTACK ACTIONS**  
 ⬇ Axe: +17 vs AC; 20 Damage  
 ☐ ⬇ Bruenor's Axeblade: +17 vs AC; 30 Damage

LEVEL 12  
 AC 26  
 DEF 23  
 SPEED 6  
 HP 85

**ABILITIES**  
 Dwarf • Martial  
 Unique  
**Dodge Giants:** +4 AC against Giants.

**SPECIAL POWERS**  
 ☐ **Hard to Kill:** Immediate, when this creature would be reduced to 0 HP or fewer; this creature has 5 HP remaining instead.  
**Keen Axe:** Scores criticals on rolls of natural 19 or 20.

**CHAMPION 3**  
 • Use at start of a round. Dwarf allies have +2 Speed until end of round.  
 • Use at any time. Allies have +10 Damage to ⬇ attacks against Giants until end of round.

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**3 FARMER**

**ATTACK ACTIONS**  
 ⬇ Bill Hook: +6 vs AC; 10 Damage

LEVEL 1  
 AC 15  
 DEF 13  
 SPEED 6  
 HP 10

**ABILITIES**  
 Human

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**8 MERCHANT GUARD**

**ATTACK ACTIONS**  
 ⬇ Sword: +10 vs AC; 10 Damage

LEVEL 3  
 AC 19  
 DEF 15  
 SPEED 5  
 HP 30

**ABILITIES**  
 Human • Martial  
**Bold:** +4 DEF (Will) while within 6 squares of an allied champion.

**SPECIAL POWERS**  
**Bodyguard:** Immediate, when an enemy attacks an adjacent ally; the attack targets this creature instead.

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**16 WARHORSE**

**ATTACK ACTIONS**  
 ⬇ Hooves: +13 vs AC; 15 Damage

LEVEL 6  
 AC 22  
 DEF 18  
 SPEED 8  
 HP 45

**ABILITIES**  
 Beast  
**Trained Mount:** Can have a Medium or smaller Human or Elf creature as a rider.

**SPECIAL POWERS**  
**Charger:** When this creature is charging, its rider has +10 Damage until end of turn and can make 1 ⬇ attack against target of charge.

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**16 BLACK WOODS DRYAD**

**ATTACK ACTIONS**  
 ⬇ Pummel: +12 vs AC; 10 Damage  
 ☐ ☐ ⬇ Entangle: +10 vs DEF (Ref); 10 Damage AND Immobilized (save ends)

LEVEL 5  
 AC 19  
 DEF 16  
 SPEED 7  
 HP 40

**ABILITIES**  
 Fey • Plant  
**Forestwalk:** Forest does not count as difficult terrain for this creature. +4 DEF (Fort)

**SPECIAL POWERS**  
**Roots of the Earth:** Nonflying enemies of size Large or smaller cannot move or shift out of squares adjacent to this creature.

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**36 CLIFFWALK ARCHER**

**ATTACK ACTIONS**  
 ⬇ Sword: +14 vs AC; 10 Damage  
 ⤴ Longbow: (sight) +15 vs AC; 15 Damage

LEVEL 10  
 AC 24  
 DEF 22  
 SPEED 7  
 HP 65

**ABILITIES**  
 Shapeshifter • Martial

**SPECIAL POWERS**  
 ☐ **Timely Shot:** Immediate, when an enemy becomes Bloodied; make a ⤴ attack against that enemy.  
 ☐ **Blood Arrow:** Immediate, when an enemy's ⬇ attack causes this creature to become Bloodied; shift and make a ⤴ attack against that enemy.

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**32 ELF CONJURER**

**ATTACK ACTIONS**  
 ⬇ Staff: +15 vs AC; 10 damage  
 ⤴ Flaming Dagger: (range 12) +13 vs DEF (Fort); 5 + 10 fire Damage, 5 fire on miss  
 ☐ ⤴ Kelgore's Fire Bolt: (sight) +14 vs DEF (Ref); 30 fire Damage  
 ☐ ☐ ⤴ Melf's Unicorn Arrow: (sight) +13 vs DEF (Fort); 15 acid Damage AND push target 3 squares

LEVEL 8  
 AC 20  
 DEF 18  
 SPEED F6  
 HP 55

**ABILITIES**  
 Elf • Arcane  
 Flight

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**54** **ETERNAL BLADE**

**ATTACK ACTIONS**  
 ⚔ Sword: +17 vs AC; 20 Damage

LEVEL 11

AC 26

DEF 23

SPEED 6

HP 80

**ABILITIES**  
 Elf • Martial  
 Improved Initiative: Champion rating is treated as 4 for determining initiative.

**SPECIAL POWERS**  
 **Bounding Assault:** Replaces move action: This creature can move up to twice its speed.  
 **Moment of Perfect Mind:** Immediate, +10 DEF against 1 attack.  
**Defender:** Immediate, when an adjacent enemy makes a ⚔ attack against an ally, make a ⚔ attack against attacker.

**CHAMPION 3**  
 • Use at any time. Allies have +4 DEF until end of round.  
 • Use at start of round. Choose a keyword; choose an ally; that ally has +2 Attack and +10 Damage against creatures with that keyword until end of battle.

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**23** **HALFLING ENCHANTER**

**ATTACK ACTIONS**  
 ⚔ Dagger: +14 vs AC; 10 Damage  
 ⚡ Mental Shock: (range 10, living targets only) +11 vs DEF (Fort); 10 Damage

LEVEL 7

AC 21

DEF 19

SPEED 6

HP 50

**ABILITIES**  
 Halfling • Arcane

**SPECIAL POWERS**  
 **Hesitate:** Immediate, when this creature hits with Mental Shock; target is also Staggered.  
 **Mirror Image:** Immediate; this creature gains Conceal 11 until end of acting creature's turn.  
 **Vertigo:** Immediate, when this creature hits with Mental Shock; target is also Immobilized.

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**13** **HALFLING ROGUE**

**ATTACK ACTIONS**  
 ⚔ Short Sword: +9 vs AC; 10 Damage  
 ⚡ Dagger: (range 6) +10 vs AC; 10 Damage

LEVEL 5

AC 21

DEF 19

SPEED 6

HP 40

**ABILITIES**  
 Halfling • Martial  
**Hide:** If this creature has ranged cover against a nonadjacent enemy, it is invisible to that enemy.

**SPECIAL POWERS**  
**Sneak Attack 10:** +10 Damage whenever this creature has combat advantage against target.  
 **Tumble:** This creature's movement does not provoke opportunity attacks on its turn.

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**28** **GELATINOUS CUBE**

**ATTACK ACTIONS**  
 ⚔ Slam: +11 vs. AC; 10 Damage  
 ⚡ Engulf: (Helpless enemy only) 30 Damage  
 ⚡ Spasm: (burst 1) +11 vs. Def (Fort); Helpless (save ends)

LEVEL 8

AC 14

DEF 22

SPEED 3

HP 80

**ABILITIES**  
 Ooze  
**Blindsight:** Ignores conceal; treats invisible creatures as visible  
**Defensive Advantage:** Never grants combat advantage.  
**Impassable:** Only flying, burrowing, and insubstantial creatures can move through this creature's space.  
**Transparent:** This creature is invisible until it first attacks.  
 Wandering Monster

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**42** **MERCENARY GENERAL**

**ATTACK ACTIONS**  
 ⚔ Sword: +17 vs AC; 15 Damage

LEVEL 10

AC 26

DEF 22

SPEED 6

HP 65

**ABILITIES**  
 Human • Martial  
 Unique

**SPECIAL POWERS**  
**Cohort:** Add 1 Human, Elf, or Dwarf from the Civilization faction with cost 16 or less to your warband; cohort does not add to warband's cost and does not count against creature limit in your warband; opponent scores VP normally for eliminating cohort.  
**CHAMPION 4**  
 • Use at any time. Allies with cost 20 or less have +2 Speed until end of round.  
 • Use at any time. One ally has +4 DEF until end of round.  
 • Use at any time. Allies with the same name as this creature's cohort (including the cohort) have +4 ⚔ and ⚡ Attack until end of round.

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**24** **VISEJAW CROCODILE**

**ATTACK ACTIONS**  
 ⚔ Bite: +11 vs AC; 25 Damage

LEVEL 8

AC 20

DEF 18

SPEED 5

HP 65

**ABILITIES**  
 Beast

**SPECIAL POWERS**  
**Protective Nature:** +2 Attack and +5 Damage while within 6 squares of allied champion.  
**Visejaw:** A large or smaller enemy hit by this creature's ⚔ attack is Immobilized.

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**58** **CAPRICIOUS COPPER DRAGON**

**ATTACK ACTIONS**  
 ⚔ Acidic Bite: +18 vs AC; 15 + 10 acid Damage  
 ⚡ Acidic Breath: (line 12) +15 vs DEF (Fort); 20 acid Damage; RECHARGE when first Bloodied  
 ⚔ Draconic Fury: 2 attacks, +16 vs AC each; 15 Damage each  
 ⚡ Slowing Breath: (large cone) +15 vs DEF (Fort); Slowed (save ends)

LEVEL 13

AC 26

DEF 24

SPEED F9

HP 80

**ABILITIES**  
 Dragon  
 Flight  
 Immune Acid

**SPECIAL POWERS**  
**Hoardkeeper 10:** While this creature occupies one of your victory areas, you score +10 VP for each enemy destroyed.  
**Multiple Threats:** Enemies adjacent to this creature grant combat advantage to this creature's allies.

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**24** **TIEFLING CLERIC**

**ATTACK ACTIONS**  
 ⚔ Sword: +12 vs AC; 15 Damage  
 ⚡ Command: (nearest) +10 vs DEF (Will); Stunned  
 ⚡ Searing Light: (sight) +10 vs DEF (Ref); 10 radiant Damage  
 ⚡ Sound Burst: (nearest, radius 2) +10 vs DEF (Fort); 5 thunder Damage AND Stunned

LEVEL 7

AC 23

DEF 19

SPEED 6

HP 50

**ABILITIES**  
 Tiefling • Divine  
 Resist 10 Fire

**SPECIAL POWERS**  
**Undead Slayer:** +10 Damage against Undead.

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**11 TIEFLING ROGUE**

**ATTACK ACTIONS**  
 ⬇️ Saber: +10 vs AC; 10 Damage

LEVEL 4  
 AC 20  
 DEF 18  
 SPEED 6  
 HP 30

**ABILITIES**  
 Tiefling • Martial  
 Resist 10 Fire  
 Hide: If this creature has ranged cover against a nonadjacent enemy, it is invisible to that enemy.  
 Defensive Mobility: +5 AC against opportunity attacks.

**SPECIAL POWERS**  
 Sidestep: This creature can shift once on its turn without expending an action.  
 Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

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**45 ASTRAL STALKER**

**ATTACK ACTIONS**  
 ⬇️ Claw: +16 vs AC; 20 Damage  
 ➤ Throat Dart: (nearest) +18 vs AC; 10 Damage AND ongoing 5 poison Damage (save ends) AND Slowed

LEVEL 11  
 AC 27  
 DEF 25  
 SPEED 7  
 HP 70

**ABILITIES**  
 Planar  
 Hide: If this creature has ranged cover against a nonadjacent enemy, it is invisible to that enemy.

**SPECIAL POWERS**  
 ☐☐ Quick Claws: Immediate, when making a ⬇️ attack against an enemy that is Slowed or taking ongoing poison Damage; make an extra ⬇️ attack.  
 Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

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**30 BLOOD OF VOL FANATIC**

**ATTACK ACTIONS**  
 ⬇️ Sacrificial Sword: +12 vs AC; 15 Damage

LEVEL 9  
 AC 20  
 DEF 18  
 SPEED 6  
 HP 75

**ABILITIES**  
 Evil • Human • Martial  
 +4 DEF (Will)

**SPECIAL POWERS**  
 Bloodrage: +5 Damage while Bloodied.  
 Devotee of Undead: +5 Damage while this creature's warband includes an Undead champion.  
 Sacrificial Strike: +10 Damage on criticals.

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**32 GUARDIAN MUMMY**

**ATTACK ACTIONS**  
 ⬇️ Claw: +16 vs AC; 15 Damage  
 ☐☐☐ Rotting Claw: +14 vs DEF (Fort); 10 Damage AND ongoing 10 necrotic Damage (save ends)

LEVEL 9  
 AC 25  
 DEF 21  
 SPEED 6  
 HP 65

**ABILITIES**  
 Undead  
 Immune Poison  
 Resist 10 Cold, Necrotic  
 Vulnerable Fire 5

**SPECIAL POWERS**  
 Fear's Dark Shadow: Enemies within 2 squares taking ongoing necrotic Damage are also Immobilized.

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**29 MANTICORE SNIPER**

**ATTACK ACTIONS**  
 ⬇️ Claw: +13 vs AC; 15 Damage  
 ➤ Tail Spikes: (sight) +11 vs AC; 10 Damage  
 ☐☐☐ Spike Volley: (sight, radius 2) +9 vs DEF (Ref); 15 Damage

LEVEL 8  
 AC 20  
 DEF 18  
 SPEED F7  
 HP 50

**ABILITIES**  
 Magical Beast  
 Flight  
 Goblin Mount: Can have a Medium or smaller Goblin creature as a rider.

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**44 NIGHTMARE**

**ATTACK ACTIONS**  
 ⬇️ Hooves: +18 vs AC; 15 + 5 fire Damage

LEVEL 11  
 AC 27  
 DEF 23  
 SPEED F7  
 HP 75

**ABILITIES**  
 Magical Beast  
 Flight  
 Smoke: This creature has Conceal 6. Against nonadjacent enemies, it has Conceal 11. This creature's rider has the benefit of Smoke.  
 Undead Mount: Can have a Medium or smaller Undead creature as a rider.

**SPECIAL POWERS**  
 ☐☐ Blink Out: This creature gains Conceal 11, cannot be attacked by opportunity attacks, and has phasing until the end of this creature's turn.

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**56 OSYLUTH**

**ATTACK ACTIONS**  
 ⬇️ Claw: +19 vs AC; 15 Damage  
 ⬇️ Poison Sting: +16 vs DEF (Fort); ongoing 10 poison Damage (save ends)  
 ☐☐ Reaping Claws: Make 2 ⬇️ attacks and a Poison Sting attack, all against the same target; RECHARGE when an adjacent enemy becomes Bloodied.

LEVEL 13  
 AC 28  
 DEF 25  
 SPEED 7  
 HP 80

**ABILITIES**  
 Evil • Devil  
 Immune Fire, Poison  
 Fearful Presence: Enemies within 5 squares have -2 DEF.  
 Reach 2

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**19 ROT SCARAB SWARM**

**ATTACK ACTIONS**  
 ⬇️ Bite: +11 vs AC; 5 Damage AND Stunned

LEVEL 5  
 AC 19  
 DEF 17  
 SPEED 5  
 HP 35

**ABILITIES**  
 Vermin • Swarm  
 Stable Footing: Difficult terrain does not slow this creature's movement.  
 Formless: Half damage from ⬇️ and ➤ attacks.  
 Reach 0: This creature's ⬇️ attacks can only attack creatures in its space.

**SPECIAL POWERS**  
 Infest: Can enter an enemy creature's space and can end its move in a space occupied by a non-Swarm creature.  
 ☐☐ Swarm Attack: Immediate, when a creature activates while this creature shares its space; activating creature is Stunned.

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**13 SAHUAGIN**

**ATTACK ACTIONS**  
 ⊕ Claws: +11 vs AC; 10 Damage

LEVEL 5  
 AC 21  
 DEF 17  
 SPEED 6  
 HP 40

**ABILITIES**  
 Sahuagin • Aquatic

**SPECIAL POWERS**  
 Bloodrage: +5 Damage while Bloodied.  
 ☐ ☐ ⊕ Claw Rake: Immediate, when this creature hits with a ⊕ attack; +11 vs AC against the same creature; 10 Damage



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**42 SAHUAGIN BARON**

**ATTACK ACTIONS**  
 ⊕ Trident: +14 vs AC; 15 Damage


LEVEL 9  
 AC 25  
 DEF 21  
 SPEED 6  
 HP 60

**ABILITIES**  
 Sahuagin • Aquatic  
 Reach 2

**SPECIAL POWERS**  
 Bloodrage: +5 Damage while Bloodied.  
 ☐ ☐ ⊕ Claw Rake: Immediate, when this creature hits with a ⊕ attack; +18 vs AC against the same creature; 10 Damage

**CHAMPION 3**

- Use at beginning of round. One Bloodied ally has +5 Damage on ⊕ attacks this round.
- Use when an ally is destroyed by a ⊕ attack. That ally can take an immediate ⊕ attack against the creature that destroyed it.



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**24 SHADAR-KAI ASSASSIN**

**ATTACK ACTIONS**  
 ⊕ Chain: +13 vs AC; 15 Damage

LEVEL 7  
 AC 22  
 DEF 20  
 SPEED 6  
 HP 40

**ABILITIES**  
 Shadow • Shadar-Kai  
 Child of Shadow: If this creature moves at least 4 squares during its turn, it has Conceal 6 until end of this creature's next turn.  
 Hide: If this creature has cover against a nonadjacent enemy, it is invisible to that enemy.  
 Reach 2

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



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**17 SHADOW MASTIFF**

**ATTACK ACTIONS**  
 ⊕ Claws: +10 vs AC; 10 Damage  
 ☐ ⊕ Stunning Attack: +8 vs DEF (Fort); Stunned

LEVEL 5  
 AC 20  
 DEF 17  
 SPEED 8  
 HP 30

**ABILITIES**  
 Shadow • Magical Beast  
 Conceal 11

**SPECIAL POWERS**  
 Frightful Baying: Enemies within 6 squares have -2 DEF (Will).



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**21 SPINED DEVIL**

**ATTACK ACTIONS**  
 ⊕ Claw: +11 vs AC; 15 Damage  
 ⤵ Spine Rain: (range 10) +8 vs DEF (Ref); 15 fire Damage AND Slowed

LEVEL 6  
 AC 20  
 DEF 18  
 SPEED 7  
 HP 45

**ABILITIES**  
 Evil • Devil  
 Flight  
 Resist 20 Fire

**SPECIAL POWERS**  
 ☐ ☐ Spine Shield: Until start of this creature's next turn, attackers making ⊕ attacks against it take 10 Damage per attack.



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**31 BLADE SPIDER**

**ATTACK ACTIONS**  
 ⊕ Leg Blades: +12 vs AC; 15 Damage AND ongoing 5 poison Damage (save ends)  
 ⤵ Web: (range 6) +7 vs DEF (Ref); Immobilized (save ends)

LEVEL 9  
 AC 21  
 DEF 18  
 SPEED 6  
 HP 75

**ABILITIES**  
 Magical Beast • Spider  
 Blindsight: Ignores Conceal; treats invisible creatures as visible.

**SPECIAL POWERS**  
 Blade Onslaught: Make an additional ⊕ attack whenever this creature has combat advantage against a target.



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**7 BONESHARD SKELETON**

**ATTACK ACTIONS**  
 ⊕ Sword: +10 vs AC; 10 Damage

LEVEL 3  
 AC 19  
 DEF 15  
 SPEED 6  
 HP 30

**ABILITIES**  
 Undead

**SPECIAL POWERS**  
 ⤵ Death Burst: (burst 1) Immediate when destroyed; +6 vs DEF (Ref); 15 necrotic Damage; 5 necrotic on miss.



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**42 CYCLOPS**

**ATTACK ACTIONS**  
 ⊕ Glaive: +16 vs AC; 20 Damage

LEVEL 11  
 AC 25  
 DEF 23  
 SPEED 7  
 HP 75

**ABILITIES**  
 Fey  
 Blindsight: Ignores Conceal; treats invisible creatures as visible.  
 Reach 3

**SPECIAL POWERS**  
 ☐ Evil Eye: Immediate, when an enemy misses this creature with a ⊕ attack; make a ⊕ attack against that enemy.  
 Unstoppable Charge: +2 AC and +10 Damage when charging.



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**10 DEMONWEB SWARM**

**ATTACK ACTIONS**

⬇ Bite: +9 vs DEF (Fort); 5 poison Damage AND ongoing 5 poison Damage (save ends)

**LEVEL 4**

**AC 18**

**DEF 15**

**SPEED 6**

**HP 20**

**ABILITIES**

Spider • Swarm

**Stable Footing:** Difficult terrain does not affect this creature's movement.

**Formless:** Half damage from ⬇ and ⚡ attacks.

**Reach 0:** This creature's ⬇ attacks can only attack creatures in its space.

**SPECIAL POWERS**

**Infest:** Can enter an enemy creature's space and can end its move in a space occupied by a non-Swarm creature.

☐☐ **Swarm Attack:** Immediate, when a creature activates while this creature shares its space; ongoing 5 poison Damage (save ends).

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**8 FLAME SNAKE**

**ATTACK ACTIONS**

⬇ Bite: +8 vs AC; 10 fire Damage AND ongoing 5 fire Damage (save ends)

⚡ Spitfire: (range 6) +6 vs DEF (Ref); 10 fire Damage

**LEVEL 3**

**AC 17**

**DEF 15**

**SPEED 6**

**HP 30**

**ABILITIES**

Magical Beast • Serpent

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**31 NAGA**

**ATTACK ACTIONS**

⬇ Dream Poison Bite: +15 vs AC; 10 + 5 poison Damage AND Followup

Followup: +11 vs DEF (Fort); Dazed

**LEVEL 9**

**AC 23**

**DEF 21**

**SPEED 6**

**HP 60**

**ABILITIES**

Magical Beast

**SPECIAL POWERS**

**Oracle's Insight:** Add +1 to your highest Champion rating when rolling for initiative.

**Oracle of Victory:** Score +5 VP at the end of each round in which this creature occupies one of your victory areas.

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**36 BAR-LGURA**

**ATTACK ACTIONS**

⬇ Fist: +13 vs AC; 25 Damage

**LEVEL 8**

**AC 22**

**DEF 21**

**SPEED 7**

**HP 65**

**ABILITIES**

Evil • Demon

Immune Lightning, Poison

Reach 2

**SPECIAL POWERS**

☐ **Abduct:** Replaces attack action: Place this creature and 1 adjacent enemy in spaces adjacent to any victory area.

**Bar-Lgura Rage:** While Bloodied, this creature can push target 1 square on a successful ⬇ attack.

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**26 DRIDER**

**ATTACK ACTIONS**

⬇ Sword: +15 vs AC; 5 + 5 necrotic Damage

☐ ⚡ Lightning Bolt: (line 10) +11 vs DEF (Ref); 20 lightning Damage, 10 lightning on miss

⚡ Slashing Darkness: (sight) +11 vs DEF (Ref); 10 necrotic Damage

⚡ Web: (range 6) +11 vs DEF (Ref); Immobilized (save ends)

**LEVEL 8**

**AC 24**

**DEF 20**

**SPEED 7**

**HP 65**

**ABILITIES**

Fey • Drow • Spider

**Wall Walker:** This creature is considered to have Flight while moving if it begins its move in a square adjacent to by a wall.

Conceal 6

**SPECIAL POWERS**

**Faerie Fire:** Enemies within 2 squares do not benefit from Conceal or invisibility.

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**22 DROW BLADEMASTER**

**ATTACK ACTIONS**

⬇ Sword: +12 vs AC; 10 Damage

☐ ⬇ Sleep Poison: +9 vs DEF (Fort); 5 Damage AND Helpless until affected creature takes damage (save ends)

**LEVEL 5**

**AC 20**

**DEF 17**

**SPEED 6**

**HP 40**

**ABILITIES**

Fey • Drow

Conceal 6

**SPECIAL POWERS**

**Loth's Wrath:** Drow and Spider allies within 2 squares have +5 Damage.

**CHAMPION 2**

- Use at start of a round. Drow and Spider allies have +5 poison Damage against Bloodied enemies until end of round.
- Use after an opponent succeeds on a Conceal roll. Opponent must reroll.

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**43 DROW SPIDER PRIESTESS**

**ATTACK ACTIONS**

⬇ Wounding Touch: +14 vs DEF (Fort); 15 necrotic Damage

⬇ Spider Fang Touch: +14 vs DEF (Fort); ongoing 10 poison Damage (save ends)

☐ ⚡ Thunder Burst: (range 6, radius 2) +13 vs DEF (Fort); 10 thunder Damage AND Stunned

**LEVEL 11**

**AC 24**

**DEF 22**

**SPEED 6**

**HP 65**

**ABILITIES**

Fey • Drow

Conceal 6

**SPECIAL POWERS**

**Aura of Doom:** Adjacent enemies have -2 ⬇ Attack.

**Curse of the Spider Queen:** (sight) Replaces attack action: Target creature has Vulnerable 5 Poison until end of battle.

**CHAMPION 2**

- Use at start of a round. Drow and Spider allies have +2 Attack until end of round.
- Use when an enemy attempts a save against ongoing damage. That enemy must roll twice and take the lower result.

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**12 ETTERCAP WEBSPINNER**

**ATTACK ACTIONS**

⬇ Spear: +9 vs AC; 10 Damage

⬇ Poisonous Bite: +7 vs DEF (Fort); 5 Damage AND ongoing 5 poison Damage (save ends) AND Followup

Followup: Use when no other creatures are adjacent to the previous target; make a ⬇ attack against that target.

⚡ Web: (range 6) +8 vs DEF (Ref); Immobilized (save ends)

**LEVEL 4**

**AC 17**

**DEF 16**

**SPEED 6**

**HP 35**

**ABILITIES**

Spider

**Webwalker:** +4 Attack against Immobilized enemies.

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**28 FERAL TROLL**

**ATTACK ACTIONS**

- ⬇️ **Claw:** +13 vs AC; 15 Damage
- ⬇️ **Rending Claws:** 2 attacks against same target; +11 vs AC each; 10 Damage each +10 Damage to the second attack if both hit

**LEVEL 8**

**AC 20**

**DEF 18**

**SPEED 6**

**HP 65**

**ABILITIES**

Troll  
Vulnerable 10 Fire  
Reach 2

**SPECIAL POWERS**

- ☐ **Feral Regeneration 20:** Immediate, when this creature takes damage; heal 20 HP.
- ☐ **Feral Surge:** Use at start of this creature's turn. Move this creature up to its Speed.

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**37 FIRE ARCHON**

**ATTACK ACTIONS**

- ⬇️ **Burning Blade:** +16 vs AC; 10 + 10 fire Damage

**LEVEL 8**

**AC 25**

**DEF 22**

**SPEED 7**

**HP 65**

**ABILITIES**

Elemental • Fire  
Immune Fire  
**Defensive Advantage:** Never grants combat advantage.

**SPECIAL POWERS**

- ☐ **Fireburst:** Use at start of this creature's turn. Adjacent creatures take 10 fire Damage; RECHARGE when first Bloodied.
- **Death Burst:** (burst 1) Immediate when destroyed; +11 vs DEF (Ref); 20 fire Damage; 10 fire on miss.

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**31 LARGE FIRE ELEMENTAL**

**ATTACK ACTIONS**

- ⬇️ **Flame:** +13 vs DEF (Ref); 15 fire Damage

**LEVEL 9**

**AC 24**

**DEF 21**

**SPEED 8**

**HP 55**

**ABILITIES**

Elemental • Fire  
Immune Fire;  
Vulnerable 10 Cold  
**Defensive Advantage:** Never grants combat advantage.  
Reach 2

**SPECIAL POWERS**

- ☐ **Fire Shield 5:** Any creature that hits this creature with a ⬇️ attack takes 5 fire Damage.
- ☐ **Rolling Flame:** Replaces turn: Move up to Speed and attack each enemy adjacent to squares the creature enters once; +11 vs DEF (Ref); 15 fire Damage.

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**28 OGRE BRUTE**

**ATTACK ACTIONS**

- ⬇️ **Club:** +11 vs AC; 20 Damage AND push target 1 square

**LEVEL 8**

**AC 20**

**DEF 18**

**SPEED 6**

**HP 65**

**ABILITIES**

Ogre  
Reach 2

**SPECIAL POWERS**

**Overwhelming Size:** +2 Attack and +5 Damage against smaller targets.

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**65 RAGE DRAKE**

**ATTACK ACTIONS**

- ⬇️ **Bite:** +14 vs AC; 20 Damage
- ☐ ⬇️ **Stunning Attack:** +14 vs DEF (Fort); Stunned

**LEVEL 9**

**AC 24**

**DEF 23**

**SPEED 8**

**HP 90**

**ABILITIES**

Dragon  
**Orc Mount:** Can have a Medium or smaller Orc creature as a rider.

**SPECIAL POWERS**

- ☐ ☐ **Frenzied Action:** Use on this creature's turn. Once per-round, take 1 additional attack action.
- Bloodrage:** +5 Damage while Bloodied.
- Bloodthirsty 10:** +10 Damage against Bloodied targets.
- Raging Mount:** While this creature is Bloodied, its rider has +10 ⬇️ Damage.

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**8 RAVENOUS GHOUL**

**ATTACK ACTIONS**

- ⬇️ **Claw:** +8 vs AC; 10 Damage
- ⬇️ **Ghoulish Bite:** +8 vs DEF (Fort); 5 Damage AND Staggered
- ⬇️ **Ravenous Feast:** (Staggered, Stunned, or Helpless enemy) +10 vs AC; 25 Damage

**LEVEL 3**

**AC 16**

**DEF 15**

**SPEED 7**

**HP 35**

**ABILITIES**

Undead

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**21 SHRIEKING HARPY**

**ATTACK ACTIONS**

- ⬇️ **Claw:** +12 vs AC; 15 Damage
- ☐ ☐ ⬅️ **Harpy Shriek:** (large cone) +9 vs DEF (Fort); 10 thunder Damage AND Staggered

**LEVEL 7**

**AC 19**

**DEF 18**

**SPEED F6**

**HP 50**

**ABILITIES**

Fey  
Flight

**SPECIAL POWERS**

- ☐ **Lure:** (range 6) Use at start of an enemy creature's turn. Target must move to a square you designate. The destination must be closer to this creature than the target's current position, and the creature must be able to enter the square with 1 move action; RECHARGE when first Bloodied.

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**17 SNAKETONGUE CULTIST**

**ATTACK ACTIONS**

- ⬇️ **Staff:** +12 vs AC; 10 Damage
- ⬇️ **Poison Touch:** +10 vs DEF (Fort); ongoing 10 poison Damage (save ends)

**LEVEL 6**

**AC 21**

**DEF 17**

**SPEED 6**

**HP 40**

**ABILITIES**

Human • Arcane

**SPECIAL POWERS**

- ☐ ☐ **Snake's Swiftnes:** Replaces attack action: Nearest ally makes an immediate ⬇️ attack.

**CHAMPION 1**

- Use when any creature hits with a ⬇️ attack: +10 poison Damage.
- Use at start of a round. Adjacent enemy cannot attack this creature this round.

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**36 UMBER HULK DELVER**

**ATTACK ACTIONS**

- ⬇️ Claw: +17 vs AC; 20 Damage
- ☐ ⚡ Confusing Gaze: (range 6) +13 vs DEF (Will); Confused (save ends); RECHARGE when this creature takes damage

**LEVEL 10**  
AC 25  
DEF 22  
SPEED 4  
HP 70

**ABILITIES**

- Magical Beast
- Burrow
- Blindsight: Ignores Conceal; treats invisible creatures as visible.
- Reach 2

**SPECIAL POWERS**

- Prey on the Weak-Minded: Use when a Confused enemy activates within Reach. Make a ⬇️ attack against that creature.
- ☐ ☐ Sapper: Use when this creature enters a Large or smaller enemy's space; +13 vs DEF (Fort); Stunned.

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**39 WEREWOLF CHAMPION**

**ATTACK ACTIONS**

- ⬇️ Sword: +14 vs AC; 25 Damage

**LEVEL 10**  
AC 21  
DEF 18  
SPEED 7  
HP 80

**ABILITIES**

- Human • Shapeshifter
- +4 DEF (Fort)

**SPECIAL POWERS**

- Bloodfury: +4 Attack and +10 Damage while Bloodied.
- Cleave: Once per turn when this creature's ⬇️ attack destroys an enemy; make an immediate ⬇️ attack.

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**36 YUAN-TI CHAMPION OF ZEHIR**

**ATTACK ACTIONS**

- ⬇️ Serpent Blade: +16 vs AC; 15 Damage
- ☐ ⬇️ Fang and Steel: Make a ⬇️ attack and Poison Bite; RECHARGE when first Bloodied
- ⬇️ Poison Bite: +14 vs DEF (Fort); ongoing 10 poison Damage (save ends)

**LEVEL 10**  
AC 26  
DEF 22  
SPEED 6  
HP 65

**ABILITIES**

- Yuan-Ti
- Reach 2

**SPECIAL POWERS**

- ☐ Entwine: Use on this creature's turn if it does not move and hits a smaller target with its ⬇️ attack; target is Immobilized; RECHARGE when this creature moves.

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**26 YUAN-TI MALISON**

**ATTACK ACTIONS**

- ⬇️ Bite: +13 vs AC; 10 Damage AND ongoing 5 poison Damage (save ends)
- ☐ ☐ ⬅️ Cause Fear: (burst 3) +13 vs DEF (Will); affected creature cannot move closer to this creature until end of affected creature's next turn
- ⚡ Serpent Arrow: (sight) +14 vs AC; 15 Damage AND ongoing 5 poison Damage

**LEVEL 8**  
AC 24  
DEF 20  
SPEED 6  
HP 35

(save ends)

**ABILITIES**

- Yuan-Ti

**SPECIAL POWERS**

- Snake Charmer: Serpent and Yuan-Ti allies have +2 Attack and +2 DEF.

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