

**14 CLERIC OF MORADIN**

**ATTACK ACTIONS**

⊕ Warhammer: +12 vs AC; 10 Damage

☐ ⚡ Beacon of Hope: (burst 3, enemies only) +10 vs DEF (Will); Weakened. RECHARGE when first Bloodied.

**LEVEL 5**

**AC 19**

**DEF 17**

**SPEED 5**

**HP 40**

**ABILITIES**  
Good • Dwarf • Divine

**SPECIAL POWERS**

**Resolute Faith:** Whenever this creature rolls a save, roll 1 extra d20 and use the higher result.

**Shield of Moradin:** Whenever an adjacent ally fails a save, it has +2 AC and +2 DEF until end of its next turn.

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**55 DWARVEN DEFENDER**

**ATTACK ACTIONS**

⊕ Battleaxe: +18 vs AC; 20 Damage

⊕ Tide of Iron: +18 vs AC; 15 Damage AND push 1 square AND this creature shifts 1 square closer to target

**LEVEL 11**

**AC 27**

**DEF 23**

**SPEED 5**

**HP 70**

**ABILITIES**  
Dwarf • Martial  
+4 DEF (Fort)  
**Solid Footing:** Not subject to push, pull, or slide effects of enemies.

**SPECIAL POWERS**

**Defensive Stance:** Minor action; until end of its next turn, this creature has +2 AC and +2 DEF and is Slowed.

**Shielding Presence:** Use when an enemy adjacent to this creature damages a Dwarf ally adjacent to this creature; that ally takes half damage.

**CHAMPION 2 ☐☐**

**Warband Building:** All Dwarf creatures are legal in your warband.

- Use at start of round. Until end of round, allies have Solid Footing.
- Use when an enemy is pushed by an ally's attack. That enemy is also Stunned.

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**6 GNOME FIGHTER**

**ATTACK ACTIONS**

⊕ Short Sword: +9 vs AC; 5 Damage

⊕ Footwork Lure: +7 vs DEF (Will); 5 Damage AND this creature shifts 1 square AND slide target 1 square (must end adjacent to this creature)

**LEVEL 2**

**AC 20**

**DEF 13**

**SPEED 5**

**HP 20**

**ABILITIES**  
Gnome • Martial  
+4 DEF (Ref)

**SPECIAL POWERS**

☐ Fade Away: Immediate, when this creature is targeted by an attack; that attack misses.

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**51 GOLD CHAMPION**

**ATTACK ACTIONS**

⊕ Longsword: +19 vs AC; 20 Damage

☐ ⚡ Fiery Breath: (blast 3) +17 vs DEF (Ref); 25 fire Damage, 10 fire on miss. RECHARGE when first Bloodied.

**LEVEL 12**

**AC 28**

**DEF 24**

**SPEED 6**

**HP 75**

**ABILITIES**  
Human • Dragon  
• Martial  
Resist 10 Fire

**SPECIAL POWERS**

☐ Wrath 5: Once an ally has been destroyed, this creature has +5 ⊕ Damage until end of battle.

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**7 HUMAN CROSSBOWMAN**

**ATTACK ACTIONS**

⊕ Short Sword: +8 vs AC; 10 Damage

☐ ⚡ Alchemical Bolt: (nearest) +10 vs AC; 15 Damage AND ongoing 10 fire Damage (save ends)

⚡ Crossbow: (nearest) +10 vs AC; 15 Damage

**LEVEL 3**

**AC 15**

**DEF 13**

**SPEED 5**

**HP 20**

**ABILITIES**  
Human • Martial

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**36 LION FALCON MONK**

**ATTACK ACTIONS**

⊕ Ki Fist: +14 vs AC; 10 Damage

⊕ Stunning Fist: +13 vs DEF (Fort); 15 Damage AND Stunned

**LEVEL 10**

**AC 24**

**DEF 22**

**SPEED 8**

**HP 65**

**ABILITIES**  
Human • Ki  
+4 DEF (Ref)  
**Exile:** -4 Attack while in a warband with Ki allies.

**SPECIAL POWERS**

**Falcon's Flight:** Minor action; this creature has Flight until end of turn.

**Lion's Strike:** Minor action, once per round, usable after a charge; make a Ki Fist attack.

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**45 PURPLE DRAGON KNIGHT**

**ATTACK ACTIONS**

⊕ Greatsword: +17 vs AC; 15 Damage

☐ ⚡ Intimidation: (blast 3, enemies only) +15 vs DEF (Will); 15 psychic Damage AND push 3 squares; this movement provokes opportunity attacks (Fear)

**LEVEL 10**

**AC 26**

**DEF 22**

**SPEED 5**

**HP 70**

**ABILITIES**  
Good • Human • Martial

**CHAMPION 3 ☐☐☐**

- Use when an ally becomes Bloodied. That ally shifts 1 square and has +2 AC until end of round.
- Use when an ally becomes Dazed, Stunned, or Helpless. End that condition on that ally.

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**9 STALWART PALADIN**

**ATTACK ACTIONS**

⊕ Longsword: +10 vs AC; 10 Damage

☐ ⊕ Invigorating Smite: +11 vs AC; 10 radiant Damage AND each ally within 3 squares of this creature heals 5 HP

**LEVEL 3**

**AC 19**

**DEF 15**

**SPEED 5**

**HP 35**

**ABILITIES**  
Good • Human • Divine

**SPECIAL POWERS**

**Stalwart Ally:** Immediate, when an enemy targets a Bloodied ally adjacent to this creature with an attack; redirect that attack to this creature.

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**12** **STONECHILD**

**ATTACK ACTIONS**

⊕ Greatsword: +11 vs AC; 10 Damage

☐ ← Earth Stomp: (burst 1, enemies only) +9 vs DEF (Fort); 10 Damage AND Immobilized

↘ Stone Launch: (range 5) +9 vs DEF (Ref); 5 Damage AND push 1 square

**LEVEL** 4


**AC** 20

**DEF** 16

**SPEED** 5

**HP** 40

**ABILITIES**  
Elemental • Earth



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**23** **DWARVEN WEREBEAR**

**ATTACK ACTIONS**

⊕ Greataxe: +10 vs AC; 20 Damage

☐ ← Defiant Roar: (burst 1) +8 vs DEF (Fort); 10 thunder Damage AND Dazed AND push 1 square

**LEVEL** 7

**AC** 18


**DEF** 16

**SPEED** 6

**HP** 60

**ABILITIES**  
Dwarf • Shapeshifter • Primal  
+4 DEF (Fort)

**SPECIAL POWERS**  
Feral Charge: Whenever this creature hits with a charge attack, the target of that attack is also pushed 2 squares.



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**32** **DIRE LION**

**ATTACK ACTIONS**

⊕ Claws: +11 vs AC; 20 Damage

☐ ⊕ Pounce: (only on charge) Make 2 ⊕ attacks.

**LEVEL** 8

**AC** 20


**DEF** 18

**SPEED** 8

**HP** 70

**ABILITIES**  
Beast

**SPECIAL POWERS**  
Encouraging Roar: Minor action; each ally within 5 squares of this creature shifts 1 square.



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**6** **REGDAR, HUMAN FIGHTER**

**ATTACK ACTIONS**

⊕ Greatsword: +9 vs AC; 10 Damage

**LEVEL** 2

**AC** 18


**DEF** 16

**SPEED** 5

**HP** 25

**ABILITIES**  
Human • Martial  
Unique

**SPECIAL POWERS**  
Cleave: Immediate, when this creature's ⊕ attack destroys an enemy; make a ⊕ attack.  
Headstrong: +2 Attack against higher-level enemies.



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**34** **BLADESINGER**

**ATTACK ACTIONS**

⊕ Longsword: +14 vs AC; 15 Damage

☐ ↘ Dazzle: (range 5) +12 vs DEF (Will); 15 psychic Damage AND Dazed (save ends)

↘ Magic Missile: (sight) +11 vs DEF (Ref); 10 Damage, ignore Insubstantial

**LEVEL** 8

**AC** 24

**DEF** 22

**SPEED** 7


**HP** 55

**ABILITIES**  
Elf • Arcane

**SPECIAL POWERS**  
Spellsong: Does not provoke opportunity attacks with ↘ attacks.  
Quick Cast: Minor action; make a ↘ attack.

**CHAMPION 2** ☐☐

- Use when a lower-level ally declares a ↘ attack. That attack uses a minor action instead of an attack action.
- Use when you win initiative. Until end of round, whenever an ally moves 3 or more squares during its turn, that ally has +4 Attack until end of turn.



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**48** **BRASS DRAGON**

**ATTACK ACTIONS**

⊕ Bite: +16 vs AC; 20 Damage

☐ ← Fiery Breath: (blast 5) +14 vs DEF (Ref); 20 fire Damage AND push 3 squares, 10 fire only on miss. RECHARGE when first Bloodied.

**LEVEL** 11

**AC** 25

**DEF** 23

**SPEED** F6

**HP** 70

**ABILITIES**  
Dragon • Mount  
Flight  
Resist 5 Fire  
Kobold Mount: Can have a Small Kobold creature as a rider.

**SPECIAL POWERS**  
Rider's Guidance: This creature has +2 Speed while it has a rider.

**CHAMPION 1** ☐

- Use when an enemy fails a save. That enemy is Helpless until end of its next turn or until it takes damage.
- Use when a Kobold ally destroys an enemy. Score +5 VP.



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**32** **COPPER SAMURAI**

**ATTACK ACTIONS**

⊕ Katana: +13 vs AC; 15 Damage

☐ ← Acid Breath: (blast 3) +11 vs DEF (Ref); 15 acid Damage AND ongoing 5 acid Damage (save ends). RECHARGE when first Bloodied.

↘ Longbow: (sight) +13 vs AC; 10 Damage

**LEVEL** 8

**AC** 22


**DEF** 20

**SPEED** 6

**HP** 55

**ABILITIES**  
Human • Martial

**SPECIAL POWERS**  
Skirmisher's Guile: If this creature moves at least 3 squares before attacking, it may shift after attacking (usable after a charge).  
Tactical Flank: Immediate, when an ally flanking with this creature scores a critical hit; that ally makes a ⊕ attack, then shifts 1 square.



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**14** **DARING ROGUE**

**ATTACK ACTIONS**

⊕ Short Sword: +9 vs AC; 5 Damage

☐ ↘ Crossbow: (nearest) +7 vs AC; 5 Damage. RECHARGE at end of this creature's turn if it did not move that turn.

⊕ Sidestep: Shift 1 square, then make 2 ⊕ attacks.

**LEVEL** 4

**AC** 20


**DEF** 18

**SPEED** 6

**HP** 35

**ABILITIES**  
Human • Martial  
Stealth  
Hide

**SPECIAL POWERS**  
Daring: +5 ⊕ Damage whenever target has combat advantage against this creature.  
Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.



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**20 DRUNKEN MASTER**

**ATTACK ACTIONS**

⊕ **Brawler's Fist:** +11 vs AC; 15 Damage

**LEVEL 6**  
AC 20  
DEF 20  
SPEED 6  
HP 45

**ABILITIES**  
Human • Ki  
Improved Agility:  
+5 AC against  
opportunity attacks.

**SPECIAL POWERS**  
**Stagger:** Can charge to any square adjacent to target and does not need line of sight to destination square or target.  
☐ **Stumbling Dodge:** Use when this creature is targeted by a ⊕ attack; that attack misses, and this creature is Dazed until end of its next turn.  
☐ **Unexpected Sidestep:** Minor action; shift 1 square AND this creature has combat advantage with any attacks made this turn.

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**10 DWARF BARBARIAN**

**ATTACK ACTIONS**

⊕ **Falchion:** +6 vs AC; 15 Damage  
☐ ⊕ **Swift Panther Rage:** +6 vs AC; 25 Damage AND until end of battle, whenever this creature shifts, it can shift 2 squares

**LEVEL 3**  
AC 15  
DEF 13  
SPEED 6  
HP 35

**ABILITIES**  
Dwarf • Primal  
Dwarven Resilience: +5 DEF against attacks that deal poison damage.

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**6 ELF SPEARGUARD**

**ATTACK ACTIONS**

⊕ **Longspear:** +10 vs AC; 10 Damage

**LEVEL 3**  
AC 19  
DEF 16  
SPEED 6  
HP 30

**ABILITIES**  
Elf • Martial  
Reach 2

**SPECIAL POWERS**  
☐ **Footwork:** Immediate, when an enemy within 2 squares of this creature shifts; this creature shifts 1 square. RECHARGE at start of this creature's turn.

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**14 HALF-ELF SORCERER**

**ATTACK ACTIONS**

⊕ **Spear:** +10 vs AC; 5 Damage AND this creature can teleport 1 square  
⤴ **Chaos Bolt:** (range 10) +10 vs DEF (Will); 10 psychic Damage AND slide 1 square

**LEVEL 5**  
AC 17  
DEF 17  
SPEED 6  
HP 35

**ABILITIES**  
Half-Elf • Arcane

**SPECIAL POWERS**  
☐ **Chaotic Arc:** Use when this creature declares a ⤴ attack. That attack also targets an enemy within 5 squares of the first target. RECHARGE when this creature's natural attack roll is an even number.

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**29 HALFLING OUTRIDER**

**ATTACK ACTIONS**

⊕ **Spear:** +12 vs AC; 15 Damage  
⤴ **Shortbow:** (sight) +12 vs AC; 10 Damage  
⊕ **Thundering Lance:** (only on charge) +12 vs AC; 15 + 5 thunder Damage AND push 2 squares

**LEVEL 7**  
AC 21  
DEF 19  
SPEED 7  
HP 50

**ABILITIES**  
Halfling • Mounted • Martial

**SPECIAL POWERS**  
☐ **Lightfoot Valor:** Immediate, use when an enemy within 5 squares of this creature becomes Dazed; charge that enemy.  
☐ **Warhound:** Use when this creature makes an opportunity attack; make an additional attack against target of that attack: +8 vs AC; 10 Damage.

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**7 KERWYN, HUMAN ROGUE**

**ATTACK ACTIONS**

⊕ **Piercing Strike:** +6 vs DEF (Ref); 10 Damage  
⊕ **Deft Strike:** Move up to 2 squares, then attack 1 adjacent enemy: +6 vs AC; 10 Damage

**LEVEL 2**  
AC 16  
DEF 12  
SPEED 6  
HP 20

**ABILITIES**  
Human • Martial • Stealth  
Unique Hide  
Defensive Mobility: +5 AC against opportunity attacks while moving.

**SPECIAL POWERS**  
**Sneak Attack 5:** +5 ⊕ Damage whenever this creature has combat advantage against target.

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**18 MEDIUM AIR ELEMENTAL**

**ATTACK ACTIONS**

⊕ **Wind Blast:** +11 vs AC; 10 Damage AND slide 2 squares  
☐ ⊕ **Cyclone:** (burst 1) +9 vs DEF (Fort); 10 Damage AND push 1 square AND Immobilized. RECHARGE when first Bloodied.

**LEVEL 4**  
AC 18  
DEF 16  
SPEED F10  
HP 30

**ABILITIES**  
Elemental • Air Flight  
+4 DEF (Ref)

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**49 SILVER SORCERER**

**ATTACK ACTIONS**

⊕ **Staff:** +15 vs AC; 15 Damage  
☐ ⊕ **Cold Breath:** (blast 3) +15 vs DEF (Fort); 15 cold Damage AND Immobilized, 10 cold only on miss. RECHARGE when first Bloodied.  
⚡ **Lightning Strike:** (radius 1 within 10) +15 vs DEF (Fort); 20 lightning Damage

**LEVEL 12**  
AC 24  
DEF 22  
SPEED 6  
HP 50

**ABILITIES**  
Elf • Dragon • Arcane  
Resist 10 Cold

**SPECIAL POWERS**  
☐ **Blur:** Minor action; 1 adjacent ally has Conceal 6 until end of next round.  
☐ **Dragonflame Mantle:** Immediate, when hit by a ⊕ attack; attacker takes 10 fire Damage; until end of round, whenever an enemy hits this creature with a ⊕ attack, that enemy takes 10 fire Damage.

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**9 BARBARIAN MERCENARY**

**ATTACK ACTIONS**

⊕ Greatsword: +3 vs AC; 15 Damage

⊥ Pressing Strike: Shift 1 square, then attack 1 adjacent target: +3 vs AC; 15 Damage AND push 1 square

**LEVEL 2**

**AC 14**


**DEF 12**

**SPEED 7**

**HP 30**

**ABILITIES**  
Human • Primal  
+4 DEF (Fort)

**SPECIAL POWERS**  
Bloodrage 5: +5 ⊥ Damage while Bloodied.  
Requires Discipline: Add your warband's highest Champion rating to this creature's ⊥ attack rolls.



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**25 DIRE APE**

**ATTACK ACTIONS**

⊕ Pound: +14 vs AC; 15 Damage

⊥ Crushing Grab: Make 2 basic ⊥ attacks against the same target. If both hit, target is also Immobilized. RECHARGE at start of this creature's turn if no enemy can see it.

**LEVEL 8**


**AC 24**

**DEF 22**

**SPEED 6**

**HP 55**

**ABILITIES**  
Beast • Primal  
Forest Dweller: Forest terrain does not affect this creature's movement, and this creature has Hide while occupying forest terrain.  
Reach 2



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**29 DRUID OF OBAD-HAI**

**ATTACK ACTIONS**

⊕ Stickle: (only while not in Beast Form) +12 vs AC; 15 Damage

⊕ Bite: (only in Beast Form): +10 vs AC; 25 Damage AND pull 1 square AND this creature shifts 1 square

**LEVEL 8**

**AC 22**


**DEF 20**

**SPEED 6**

**HP 55**

**ABILITIES**  
Human • Primal

**SPECIAL POWERS**  
Beast Form: (only while not in Beast Form) Minor action; this creature enters Beast Form and shifts 1 square. This creature can end Beast Form as a minor action.  
Summon Nature's Ally: (only while not in Beast Form, Summoning) Replaces attack action: Place a new Beast, Elemental, or Magical Beast creature with cost up to 15 points on the battle map within line of sight of this creature. That creature makes an immediate ⊕ attack and is considered to have activated this round. That creature is considered part of your warband but is worth 0 VP when eliminated. Remove that creature from the battle map at end of its next turn.



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**6 BAAZ DRACONIAN**

**ATTACK ACTIONS**

⊕ Longsword: +9 vs AC; 10 Damage

**LEVEL 2**

**AC 17**

**DEF 15**

**SPEED 6**

**HP 20**

**ABILITIES**  
Evil • Dragon

**SPECIAL POWERS**  
Death Throes: When this creature is destroyed, the square it occupied becomes statue terrain. If this creature was destroyed by a ⊥ attack, the attacker is Immobilized OR Weakened (opponent's choice).  
Dragon Defender: Immediate, when an enemy adjacent to this creature targets a Dragon ally with a ⊥ attack; make a ⊕ attack against that enemy.



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**25 BLUE WYRMLING**

**ATTACK ACTIONS**

⊕ Gore: +14 vs AC; 10 + 5 lightning Damage

⊥ Lightning Breath: (line 6) +12 vs DEF (Ref); 15 lightning Damage, 5 lightning on miss. RECHARGE when first Bloodied.

**LEVEL 7**

**AC 21**


**DEF 19**

**SPEED F7**

**HP 50**

**ABILITIES**  
Dragon  
Flight  
Resist 5 Lightning

**SPECIAL POWERS**  
My Food: Use when this creature damages an enemy with Lightning Breath; charge that enemy.



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**28 CLERIC OF NERULL**

**ATTACK ACTIONS**

⊕ Grim Scythe: +14 vs AC; 10 + 5 necrotic Damage

⊥ Covering Fear: (range 10) +12 vs DEF (Will); 5 psychic Damage AND slide 3 squares AND Immobilized

**LEVEL 7**

**AC 23**

**DEF 19**


**SPEED 5**

**HP 40**

**ABILITIES**  
Evil • Human • Divine

**SPECIAL POWERS**  
Deathstrike Aura: Immediate, when an ally within 5 squares is destroyed; that ally makes a ⊕ attack.  
CHAMPION 2 ☐☐

- Use when an Undead ally damages a living enemy with an attack granted by Deathstrike Aura. That ally is not destroyed; instead it has 5 HP and is destroyed at end of its next turn.
- Use when this creature destroys a living enemy. Until end of battle, allies have +5 Damage.



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**3 GOBLIN SKIRMISHER**

**ATTACK ACTIONS**

⊕ Spear: +4 vs AC; 5 Damage

⊥ Thrown Spear: (range 5) +7 vs AC; 10 Damage

**LEVEL 1**

**AC 12**


**DEF 12**

**SPEED 6**

**HP 10**

**ABILITIES**  
Goblin  
Tends to Wander: During setup, you may place this creature within 5 squares of your start area.

**SPECIAL POWERS**  
Goblin Tactics: Immediate, when a ⊥ attack misses this creature; shift 1 square.



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**3 GOBLIN WARRIOR**

**ATTACK ACTIONS**

⊕ Morningstar: +6 vs AC; 10 Damage

**LEVEL 1**

**AC 15**


**DEF 13**

**SPEED 6**

**HP 15**

**ABILITIES**  
Goblin

**SPECIAL POWERS**  
Goblin Tactics: Immediate, when a ⊥ attack misses this creature; shift 1 square.



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**3 HOBGOBLIN WARRIOR**

**ATTACK ACTIONS**  
 ⊕ Longsword: +7 vs AC; 10 Damage

LEVEL 1  
 AC 16  
 DEF 13  
 SPEED 5  
 HP 15



**ABILITIES**  
 Goblin • Hobgoblin


**SPECIAL POWERS**  
 Awareness: Can make an opportunity attack against an adjacent enemy that shifts.  
 Phalanx Fighting: +2 AC while adjacent to an ally.

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**11 KAPAK DRACONIAN**

**ATTACK ACTIONS**  
 ⊕ Bite: +8 vs AC; 5 + 5 poison Damage  
 ☞ Poisoned Arrow: (range 10) +8 vs DEF (Fort); 10 Damage AND ongoing 10 poison Damage (save ends) AND Slowed. RECHARGE at end of this creature's turn if it occupies one of your victory areas.

LEVEL 3  
 AC 18  
 DEF 18  
 SPEED 6  
 HP 30



**ABILITIES**  
 Evil • Dragon  
 Glide: While moving, this creature ignores difficult terrain and pit terrain.


**SPECIAL POWERS**  
 Death Throes: When this creature is destroyed, each adjacent creature takes 5 acid Damage. Place a counter in the square this creature occupied. Until end of battle, whenever a creature enters that square, it takes 5 acid Damage.

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**5 KOBOLD SKIRMISHER**

**ATTACK ACTIONS**  
 ⊕ Spear: +6 vs AC; 10 Damage  
 ☞ Crossbow: (nearest) +6 vs AC; 10 Damage

LEVEL 1  
 AC 15  
 DEF 13  
 SPEED 7  
 HP 20



**ABILITIES**  
 Kobold  
 +4 DEF (Ref)


**SPECIAL POWERS**  
 Shifty: Minor action; shift 1 square.

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**13 MEDIUM WATER ELEMENTAL**

**ATTACK ACTIONS**  
 ⊕ Slam: +12 vs AC; 10 Damage  
 ☞ Crashing Wave: (blast 3) +10 vs DEF (Fort); 10 Damage AND push 2 squares AND Dazed. RECHARGE when an enemy ends its turn adjacent to this creature.

LEVEL 5  
 AC 21  
 DEF 17  
 SPEED 4  
 HP 40



**ABILITIES**  
 Elemental

**SPECIAL POWERS**  
 Cleave: Immediate, when this creature's ⊕ attack destroys an enemy; make a ⊕ attack.


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**32 SALAMANDER**

**ATTACK ACTIONS**  
 ⊕ Flaming Spear: +16 vs AC; 10 + 5 fire Damage  
 ⊕ Tail Lash: +15 vs AC; 5 Damage AND ongoing 5 fire Damage (save ends) AND slide 1 square

LEVEL 8  
 AC 24  
 DEF 20  
 SPEED 6  
 HP 60



**ABILITIES**  
 Elemental • Fire  
 Immune Fire  
 Reach 2


**SPECIAL POWERS**  
 Punishing Lash: Immediate, when an enemy within 2 squares of this creature damages an ally; make a Tail Lash attack against that enemy.

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**30 THAYAN KNIGHT**

**ATTACK ACTIONS**  
 ⊕ Longsword: +16 vs AC; 15 Damage

LEVEL 9  
 AC 25  
 DEF 21  
 SPEED 5  
 HP 65



**ABILITIES**  
 Human • Martial


**SPECIAL POWERS**  
 Arrow-Catching Shield: Immediate, when an enemy targets an ally adjacent to this creature with a ☞ attack; redirect that attack to this creature.  
 Scion of the Zulkir: This creature and adjacent Arcane allies have +4 DEF against ☞ and ✨ attacks.  
 Zulkir's Defender: +2 Attack and +5 Damage against targets adjacent to an Arcane ally.

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**34 URTHOK THE VICIOUS**

**ATTACK ACTIONS**  
 ⊕ Battleaxe: +15 vs AC; 15 Damage  
 ☞ Javelin: (range 5) +15 vs AC; 10 Damage

LEVEL 8  
 AC 24  
 DEF 20  
 SPEED 5  
 HP 60



**ABILITIES**  
 Goblin • Hobgoblin • Martial  
 Unique


**SPECIAL POWERS**  
 ☞ Hurling Charge: Immediate, when this creature declares a charge attack; make a Javelin attack against target of the charge.  
 Goblin Attendants: Immediate, when an enemy targets this creature with an attack; redirect that attack to 1 active Small Goblin ally adjacent to this creature.  
 CHAMPION 3 ☐☐☐  
 Warband Building: All Goblins and Hobgoblins are legal in your warband.  
 • Use when a Goblin or Hobgoblin ally declares a ⊕ or ☞ attack. A different Goblin or Hobgoblin ally also makes an immediate ⊕ or ☞ attack against the same target.  
 • Use at start of round. Each ally in a victory area at start of round has +2 Attack and +5 ⊕ Damage until end of round.

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**11 WERERAT**

**ATTACK ACTIONS**  
 ⊕ Rapier: +8 vs AC; 10 Damage  
 ☞ Diseased Bite: +8 vs DEF (Fort); 10 Damage AND ongoing 5 Damage AND Weakened (save ends both). RECHARGE at start of this creature's turn if no enemy can see it.

LEVEL 3  
 AC 19  
 DEF 17  
 SPEED 6  
 HP 30



**ABILITIES**  
 Shapeshifter  
 • Stealth  
 Hide

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**19 CARRION CRAWLER**

**ATTACK ACTIONS**

- ⊕ Bite: +12 vs AC; 15 Damage
- ⊕ Paralyzing Tentacles: (Reach 2, can target allies) +9 vs DEF (Fort); 10 Damage AND Slowed (save ends); if already Slowed, target is instead Immobilized (save ends); if already Immobilized, target is instead Stunned (save ends)

**STATS:** LEVEL 6, AC 20, DEF 18, SPEED 6, HP 45

**ABILITIES**  
 Aberrant • Beast  
 Wandering Monster: Sets up in a random victory area.

**SPECIAL POWERS**

- ☐ Berserk Lashing: Immediate, when first Bloodied; make a Paralyzing Tentacles attack against each creature within Reach.

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**7 GRIMLOCK**

**ATTACK ACTIONS**

- ⊕ Flint Axe: +5 vs AC; 15 Damage
- ☐ ⊕ Brutal Fury: +5 vs AC; 20 Damage

**STATS:** LEVEL 2, AC 14, DEF 12, SPEED 6, HP 45

**ABILITIES**  
 Grimlock  
 Blind  
 Blindsight  
 Slave Stock: +4 DEF against Aberrant creatures.

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**5 ABYSSAL MAW**

**ATTACK ACTIONS**

- ⊕ Bite: +4 vs AC; 15 Damage

**STATS:** LEVEL 1, AC 13, DEF 11, SPEED 6, HP 25

**ABILITIES**  
 Evil • Demon

**SPECIAL POWERS**

- ☐ Hunger of the Abyss: Use when an enemy ends its turn adjacent to this creature; make a ⊕ attack against that enemy. RECHARGE when this creature misses with a ⊕ attack.

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**45 BLACK DRAGON**

**ATTACK ACTIONS**

- ⊕ Acid Bite: +16 vs AC; 10 + 10 acid Damage
- ☐ ⊕ Corrosive Breath: (line 12) +14 vs DEF (Ref); 30 acid Damage, 15 acid on miss. RECHARGE when first Bloodied.

**STATS:** LEVEL 7, AC 25, DEF 23, SPEED F7, HP 60

**ABILITIES**  
 Evil • Dragon  
 Flight; Resist 10 Acid  
 Lurking Foe: This creature must start the battle off the battle map. Place it in your start area or in any unoccupied victory area at start of a round after the first.

**CHAMPION 1 ☐**

- Use when an ally hits a Bloodied enemy: +10 Damage on that attack.
- Use before taking your first turn of a round. The player with the most creatures in his or her victory areas at end of round scores +10 VP.

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**15 BRIGHT NAGA**

**ATTACK ACTIONS**

- ⊕ Bite: +11 vs AC; 10 Damage
- ⊕ Blast of Flame: (blast 5) +9 vs DEF (Ref); 10 fire Damage

**STATS:** LEVEL 4, AC 17, DEF 15, SPEED 7, HP 45

**ABILITIES**  
 Evil • Immortal  
 • Magical Beast

**SPECIAL POWERS**

- ☐ Mock Spellcasting: Immediate, when an Arcane enemy misses this creature with a ⚡, ⚡, or ✨ attack. This creature makes the same attack, using an Attack value of +9 instead of its normal value.

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**5 BUGBEAR**

**ATTACK ACTIONS**

- ⊕ Morningstar: +4 vs AC; 15 Damage
- ☐ ⊕ Skullthumper: (only with combat advantage against target); +4 vs DEF (Fort); 15 Damage AND Stunned

**STATS:** LEVEL 1, AC 14, DEF 10, SPEED 6, HP 25

**ABILITIES**  
 Goblin • Bugbear

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**7 CHITINE**

**ATTACK ACTIONS**

- ⊕ Short Sword: +7 vs AC; 5 Damage
- ☐ ⊕ Flailing Limbs: Make 3 ⊕ attacks. RECHARGE as a replaces attack action.

**STATS:** LEVEL 2, AC 16, DEF 14, SPEED 6, HP 25

**ABILITIES**  
 Spider • Stealth

**SPECIAL POWERS**

- Web Trap: Immediate, when a non-Spider enemy ends its move adjacent to this creature; that enemy is Immobilized.

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**14 DRETCH**

**ATTACK ACTIONS**

- ⊕ Claw: +10 vs AC; 10 Damage
- ☐ ✨ Scare: (radius 2 within sight, level 4 or lower enemies only) +10 vs DEF (Will); target is not considered to be occupying a victory area for purposes of scoring VP (save ends) (Fear)

**STATS:** LEVEL 5, AC 20, DEF 16, SPEED 4, HP 25

**ABILITIES**  
 Evil • Demon  
 Resist 5 All

**SPECIAL POWERS**

- Revenge for the Pathetic: Immediate, when destroyed; 1 Demon ally within 10 squares teleports to the square this creature occupied when it was destroyed.

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**6 DROW WARRIOR**


**ATTACK ACTIONS**

- ⊕ Rapiers: +7 vs AC; 5 Damage
- ↘ Hand Crossbow: (nearest) +5 vs DEF (Fort); 5 Damage AND ongoing 5 poison Damage (save ends)

**ABILITIES**  
Drow • Martial

**SPECIAL POWERS**  
Sniper: +2 Attack and +5 Damage with ↘ attacks against targets that cannot see this creature.

LEVEL 2  
AC 18  
DEF 16  
SPEED 6  
HP 25



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**29 DROW WIZARD**


**ATTACK ACTIONS**

- ⊕ Staff: +12 vs AC; 10 + 5 necrotic Damage
- ☐ ↘ Snowball Swarm: (radius 2 within 10) +14 vs DEF (Ref); 10 cold Damage AND Slowed AND Blinded
- ☐ ↘ Withering Ray: (sight) +14 vs DEF (Fort); 5 necrotic Damage AND Weakened

**ABILITIES**  
Drow • Arcane

**SPECIAL POWERS**  
Consumption: Replaces move action: This creature takes 5 necrotic Damage; RECHARGE Snowball Swarm or Withering Ray.

LEVEL 9  
AC 23  
DEF 21  
SPEED 6  
HP 60



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**44 EYE OF GRUUMSH**


**ATTACK ACTIONS**

- ⊕ Vicious Axe: +14 vs AC; 20 Damage AND this creature takes 5 Damage
- ⊕ Double Attack: Make 2 ⊕ attacks.

**ABILITIES**  
Evil • Orc • Martial  
+4 DEF (Fort)  
Immune Flanking: Does not grant combat advantage when flanked.

**SPECIAL POWERS**  
Inspiration of Gruumsh: Lower-level Orc allies within 10 squares have +5 ⊕ Damage.

LEVEL 11  
AC 17  
DEF 18  
SPEED 7  
HP 120



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**29 GARGOYLE**

**ATTACK ACTIONS**

- ⊕ Claw: +13 vs AC; 15 Damage
- ⊕ Stonesoul Frenzy: Use only if this creature began its turn in Stone Form; move up to its Speed and attack each enemy once whose space it enters this turn, +11 vs DEF (Ref); 15 Damage AND Slowed

**ABILITIES**  
Evil • Gargoyle  
• Earth  
Flight

**SPECIAL POWERS**  
Stone Form: Replaces attack action: This creature is inactive, has Resist 20 All, and cannot score VP. If this creature starts a round in Stone Form, it can leave Stone Form on its turn by taking a move action.

LEVEL 9  
AC 23  
DEF 22  
SPEED F7  
HP 50



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**15 HARPY**

**ATTACK ACTIONS**

- ⊕ Claw: +12 vs AC; 10 Damage
- ↘ Alluring Song: (only while not Bloodied; burst 10, enemies only) +10 vs DEF (Will); Immobilized AND pull exactly 3 squares
- ☐ ↘ Deadly Scream: (burst 4) +10 vs DEF (Fort); 10 thunder Damage AND Dazed

**ABILITIES**  
Evil • Fey  
Flight

LEVEL 5  
AC 19  
DEF 17  
SPEED F7  
HP 40



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**11 LARGE MONSTROUS SPIDER**

**ATTACK ACTIONS**

- ⊕ Rot Poison Bite: +11 vs AC; 5 Damage AND ongoing 5 poison Damage (save ends); targets already taking ongoing poison damage also take ongoing 5 necrotic Damage (save ends)
- ☐ ↘ Web Spray: (blast 3) +9 vs DEF (Ref); Immobilized (save ends)

**ABILITIES**  
Beast • Spider

LEVEL 4  
AC 18  
DEF 16  
SPEED 6  
HP 35



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**83 LARGE RED DRAGON**

**ATTACK ACTIONS**


- ⊕ Fiery Bite: +18 vs AC; 10 + 10 fire Damage
- ⊕ Draconic Fury: 2 attacks, +18 vs AC each; 20 Damage each
- ☐ ↘ Fiery Breath: (blast 5) +18 vs DEF (Ref); 30 fire Damage, 15 fire on miss. RECHARGE when first Bloodied.

**ABILITIES**  
Evil • Dragon  
Flight; Reach 2  
Resist 15 Fire

**CHAMPION 2 ☐☐**

- Use when any attack roll misses. Reroll that attack.
- Use before taking your first turn of a round. The player whose warband eliminates more enemies than any other this round scores +15 VP.

LEVEL 15  
AC 29  
DEF 27  
SPEED F8  
HP 90



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**38 OGRE RAVAGER**


**ATTACK ACTIONS**

- ⊕ Blood Axe: +12 vs AC; 20 Damage AND ongoing 5 Damage (save ends)
- ☐ ⊕ Cruellest Cut: +10 vs AC; 30 Damage AND ongoing 10 Damage (save ends); on miss, 15 Damage AND ongoing 5 Damage (save ends)

**ABILITIES**  
Ogre  
Reach 2

**SPECIAL POWERS**  
Aura of Fear: Enemies adjacent to this creature have -2 Attack.  
☐ Menacing Counterattack: Immediate, when an enemy's ⊕ attack misses this creature; make a ⊕ attack against that enemy. RECHARGE when this creature destroys an enemy.

LEVEL 9  
AC 21  
DEF 19  
SPEED 6  
HP 75



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**27 ORC DRUID**

**ATTACK ACTIONS**

- ⊕ Staff: +14 vs AC; 10 Damage
- ✱ Call of the Beast: (radius 1 within 10) +12 vs DEF (Will); 10 psychic Damage AND target cannot gain combat advantage until end of its next turn
- ⊕ Poison Touch: Automatic hit; 5 poison Damage
- ☞ Wind Prison: (range 10) +12 vs DEF (Ref); target grants combat advantage to all enemies until end of battle

**LEVEL 7**  
**AC 21**  
**DEF 19**  
**SPEED 6**  
**HP 50**

**ABILITIES**  
 Orc • Primal



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**40 RED SAMURAI**

**ATTACK ACTIONS**


- ⊕ Burning Katana: +13 vs AC; 20 + 5 fire Damage
- ☞ Fire Breath: (blast 3) +11 vs DEF (Ref); 20 fire Damage
- ☞ Sweeping Flames: (2 targets) +11 vs DEF (Ref); 20 + 15 fire Damage

**LEVEL 10**  
**AC 20**  
**DEF 20**  
**SPEED 7**  
**HP 85**

**ABILITIES**  
 Human • Martial  
 Resist 5 Fire

**SPECIAL POWERS**

- Draonic Agent: +5 ⊕ Damage while in a warband with an Evil Dragon champion.
- Firesoul: Immediate, when this creature takes fire damage; shift 3 squares.



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**24 SMALL WHITE DRAGON**

**ATTACK ACTIONS**


- ⊕ Bite: +13 vs AC; 10 + 5 cold Damage
- ☞ Frost Breath: (blast 3) +11 vs DEF (Ref); 10 cold Damage. RECHARGE when first Bloodied.

**LEVEL 6**  
**AC 22**  
**DEF 18**  
**SPEED F6**  
**HP 45**

**ABILITIES**  
 Dragon  
 Flight  
 Resist 5 Cold

**SPECIAL POWERS**

- ☞ Chill to the Bone: Immediate, when this creature's attack roll is a natural 20; the target of that attack has Vulnerable 5 Cold until end of battle.
- Freeze: While an enemy within 3 squares of this creature is Slowed, it is also Immobilized.



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**7 TROGLODYTE**

**ATTACK ACTIONS**


- ⊕ Club: +9 vs AC; 10 Damage
- ⊕ Sickening Bite: +7 vs DEF (Fort); 5 Damage AND target cannot heal (save ends)

**LEVEL 2**  
**AC 18**  
**DEF 16**  
**SPEED 6**  
**HP 25**

**ABILITIES**  
 Troglodyte

**SPECIAL POWERS**

- Stench: Adjacent living creatures have -2 Attack; Troglodytes immune.



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