

24 BRONZE WYRMLING

ATTACK ACTIONS

- ⊕ Claw: +10 vs AC; 20 Damage
- ☐ ⚡ Lightning Breath: (blast 3) +6 vs DEF (Ref); 20 lightning Damage AND push 1 square

LEVEL 7

AC 19

DEF 17

SPEED F7

HP 60

ABILITIES

Dragon
Flight
Resist 5 Lightning

SPECIAL POWERS

- ☐ Swoop: Use only on charge; make 1 extra ⊕ attack against target of that charge.

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30 DWARF SERGEANT

ATTACK ACTIONS

- ⊕ Battleaxe: +15 vs AC; 15 Damage
- ⊕ Shield Slam: +12 vs DEF (Fort); 10 Damage AND Dazed AND push 1 square

LEVEL 8

AC 24

DEF 20

SPEED 5

HP 55

ABILITIES

Dwarf • Martial

SPECIAL POWERS

Martial Resolve: Martial and War allies have +2 ⊕ Attack while this creature is not Bloodied.

CHAMPION 2 ☐☐

- Use when a Champion ally misses with an attack. Reroll that attack.
- Use at start of round. Until end of round, Dwarf allies have +2 AC (or +4 AC against larger enemies).

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10 STANDBEARER

ATTACK ACTIONS

- ⊕ Longsword: +9 vs AC; 10 Damage

LEVEL 2

AC 18

DEF 16

SPEED 6

HP 25

ABILITIES

Human • Martial

SPECIAL POWERS

Disrupt Orders: Enemies within 5 squares of this creature are not affected by their allies' Champion powers.

Inspirational: Use whenever an ally within 5 squares of this creature fails a save, only once per turn; reroll that save.

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134 STONE GOLEM

ATTACK ACTIONS

- ⊕ Punch: +26 vs AC; 25 Damage
- ⊕ Slam: +26 vs AC; 25 Damage AND Dazed AND push 1 square

LEVEL 19

AC 30

DEF 28

SPEED 5

HP 125

ABILITIES

Construct
Inexorable: Can move through spaces occupied by enemies.
Ponderous: Can't shift.
+6 DEF (Fort)
Immune Petrified, Poison
Resist 5 All; Reach 2

SPECIAL POWERS

- ☐ Death Burst: Immediate, when destroyed: Attack each adjacent enemy; +26 vs AC; 20 Damage.
- ☐ Crush Underfoot: Use when this creature enters a Medium or smaller enemy's space, only once per turn; that enemy takes 15 Damage. RECHARGE when this creature is hit by an opportunity attack.

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21 SWORD OF GLORY

ATTACK ACTIONS

- ⊕ Two-Bladed Sword: +11 vs AC; 10 Damage
- ☐ ⊕ Double Attack: Make 2 ⊕ attacks.

LEVEL 6

AC 21

DEF 17

SPEED 5

HP 45

ABILITIES

Good • Human • Martial

SPECIAL POWERS

Glory: +2 ⊕ Attack against non-Bloodied targets.

- ☐ To the Fray: Minor action; shift 2 squares, must end adjacent to a Bloodied enemy. RECHARGE when this creature destroys an enemy.

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16 WARFORGED FIGHTER

ATTACK ACTIONS

- ⊕ Bastard Sword: +12 vs AC; 10 Damage

LEVEL 6

AC 23

DEF 16

SPEED 6

HP 35

ABILITIES

Construct • Warforged • Martial
+2 DEF (Will)

SPECIAL POWERS

Dragonshard Infused: Takes 10 less Damage from ⚡ and ⚡ attacks (minimum 5 Damage).

- ☐ Warforged Resolve: Minor action; this creature heals 5 HP AND end 1 ongoing damage effect on this creature.

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22 WARMAGE

ATTACK ACTIONS

- ⊕ Spear: +13 vs AC; 10 Damage
- ☞ Acid Arrow: (sight) +11 vs DEF (Ref); ongoing 10 acid Damage (save ends) AND each creature adjacent to target takes 5 acid Damage
- ☐ ⚡ Thunderclap: (radius 1 within 10) +11 vs DEF (Fort); 20 thunder Damage

LEVEL 6

AC 18

DEF 16

SPEED 6

HP 30

ABILITIES

Human • Arcane • War

SPECIAL POWERS

- ☐ Wall of Earth: Replaces attack action: Choose up to 3 contiguous, unoccupied squares within 5 squares of this creature. Until end of round, the chosen squares are considered wall terrain.

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44 YOUNG MASTER

ATTACK ACTIONS

- ⊕ Ki Fist: +15 vs AC; 15 Damage
- ☐ ⊕ Ki Strike: +13 vs DEF (Fort); 15 Damage AND Stunned. RECHARGE when first Bloodied.

LEVEL 10

AC 24

DEF 24

SPEED 8

HP 55

ABILITIES

Human • Ki
+4 DEF (Will)
Defensive Acuity: +4 AC against ☞ and ⚡ attacks.

SPECIAL POWERS

- ☐ Burst of Speed: Minor action; +3 Speed until end of turn.
- ☐ Wholeness of Body: Minor action; this creature heals 15 HP AND end 1 condition with a duration of (save ends) affecting this creature. RECHARGE when this creature fails a save.

CHAMPION 2 ☐☐

- Use when an ally declares an attack against a Stunned enemy; +15 Damage on that attack.
- Use after an enemy becomes Stunned. Each ally adjacent to that enemy shifts 2 squares.

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13 ARAMIL, ADVENTURER

ATTACK ACTIONS

- ⊕ Staff: +8 vs AC; 10 Damage
- Magic Missile: (sight) +10 vs DEF (Ref); 15 Damage, ignore Insubstantial
- ☐ ➤ Ray of Enfeeblement: (range 5) +10 vs DEF (Fort); 10 necrotic Damage AND Weakened (save ends)

LEVEL 5
AC 17
DEF 15
SPEED 6
HP 25

ABILITIES
Half-Elf • Arcane
Unique

SPECIAL POWERS

- ☐ Circle of Forbiddance: Replaces attack action: Until end of round, whenever an enemy moves into a square within 3 squares of this creature, that enemy takes 15 Damage (maximum 15 Damage per turn to each enemy).

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16 EBERK, ADVENTURER

ATTACK ACTIONS

- ⊕ Warhammer: +13 vs AC; 15 Damage
- ☐☐ ➤ Spiritual Weapon: (range 10) +13 vs AC; 15 Damage. Hit or miss, target grants combat advantage until start of its next turn.

LEVEL 6
AC 20
DEF 20
SPEED 5
HP 45

ABILITIES
Good • Dwarf • Divine
Unique
Immune Confused

SPECIAL POWERS

- ☐ Beacon: Good allies within 3 squares of this creature have Immune Confused.
- ☐ Circle of Sanctuary: Replaces attack action: Until end of round, this creature and each ally within 3 squares of it have +3 AC and +3 DEF.

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7 PROTECTAR

ATTACK ACTIONS

- ⊕ Longsword: +9 vs AC; 10 Damage AND 1 ally within 5 squares of this creature heals 5 HP

LEVEL 2
AC 16
DEF 14
SPEED F6
HP 25

ABILITIES
Good • Planar
Flight

SPECIAL POWERS

- ☐☐ Word of Healing: Minor action; 1 ally within 5 squares of this creature heals 5 HP.

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20 REGDAR, ADVENTURER

ATTACK ACTIONS

- ⊕ Bastard Sword: +12 vs AC; 10 Damage
- Longbow: (sight) +10 vs AC; 10 Damage

LEVEL 5
AC 21
DEF 17
SPEED 5
HP 40

ABILITIES
Human • Martial
Unique

SPECIAL POWERS

- ☐ Cleave: Immediate, when this creature's ⊕ attack destroys an enemy; make a ⊕ attack.

CHAMPION 1 ☐

- ☐ Warband Building: All Unique non-Evil creatures are legal in your warband.
- Use at start of round. Until end of round, Unique allies have +4 Attack and +2 DEF.
- Use when the highest-level enemy in play is hit by an attack. Until end of round, allies have +10 Damage on charge attacks against that enemy.

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27 BASILISK

ATTACK ACTIONS

- ⊕ Bite: +15 vs AC; 15 Damage
- ☐ ⚡ Petrifying Gaze: (blast 3) +11 vs DEF (Fort); Petrified (save ends). RECHARGE when first Bloodied.

LEVEL 7
AC 23
DEF 18
SPEED 5
HP 45

ABILITIES
Beast
Immune Petrified

SPECIAL POWERS

- ☐ Petrified: (Condition) Affected creature is Slowed. If it fails 1 save against this effect, it is Immobilized (save ends) instead; if it fails 2 saves, it is Helpless and has Resist 20 All (save ends both) instead.

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22 DEEPSHADOW ELF

ATTACK ACTIONS

- ⊕ Longsword: +12 vs AC; 10 Damage
- Longbow: (sight) +8 vs AC; 5 Damage

LEVEL 7
AC 18
DEF 21
SPEED 8
HP 50

ABILITIES
Elf • Martial
Forest Walk: Forest terrain does not affect this creature's movement.
Hide

SPECIAL POWERS

- ☐ Fade Away: Use when an enemy declares a ➤ or ➤ attack against this creature; this creature has +4 AC and +4 DEF against that attack. If that attack misses, shift 4 squares.
- ☐ Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

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30 FIRE GENASI DERVISH

ATTACK ACTIONS

- ⊕ Scimitar: +13 vs AC; 10 + 5 fire Damage
- ☐ ⊕ Blazing Dervish: Move up to 4 squares, then attack an adjacent target: +11 vs DEF (Ref); 5 Damage AND ongoing 5 fire Damage (save ends) AND make this attack again (maximum 3 attacks per turn). RECHARGE when first Bloodied.

LEVEL 8
AC 21
DEF 21
SPEED 7
HP 55

ABILITIES
Elemental • Genasi • Fire

SPECIAL POWERS

- ☐ Control Flame: Use when an adjacent enemy makes a save to end ongoing fire damage; that save automatically fails. RECHARGE when no enemies are affected by ongoing fire damage.
- ☐ Defensive Mobility: +5 AC against opportunity attacks while moving.

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42 GITHYANKI RENEGADE

ATTACK ACTIONS

- ⊕ Silver Sword: +15 vs AC; 10 + 5 psychic Damage
- Longbow: (sight) +13 vs AC; 5 + 5 radiant Damage

LEVEL 11
AC 23
DEF 21
SPEED 6
HP 70

ABILITIES
Githyanki • Martial • Planar

SPECIAL POWERS

- ☐ Astral Assault: Minor action; teleport 5 squares, then make a ⊕ attack. RECHARGE when an ally is destroyed.
- ☐ Astral Stride: Replaces move action: Teleport 5 squares.
- ☐ Renegade: -4 Attack while in a warband with a Githyanki ally.

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42 HALF-GIANT PSYCHIC WARRIOR

ATTACK ACTIONS

- ⊕ **Disrupting Greatsword:** +18 vs AC; 15 Damage AND ongoing 10 psychic Damage (save ends)
- ☐ **Dissolving Weapon:** +15 vs DEF (Fort); 20 + 10 acid Damage AND target has -5 Attack on its next attack roll

LEVEL 10

AC 22

DEF 22

ABILITIES
Giant • Psionic

SPECIAL POWERS

- ☐ **Extended Reach:** Minor action; Reach 2 with this creature's next attack.
- ☐ **Ghost Touch:** This creature's ⊕ attacks ignore Insubstantial.
- ☐ **Sliding Cleave:** Immediate, when this creature's ⊕ attack destroys an enemy; make a ⊕ attack. Hit or miss, this creature teleports 4 squares. RECHARGE when this creature uses Dissolving Weapon.

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29 INSPIRING MARSHAL

ATTACK ACTIONS

- ⊕ **Bastard Sword:** +10 vs AC; 10 Damage
- ⊕ **Commander's Strike:** +10 vs DEF (Ref); 1 ally adjacent to target makes an immediate ⊕ attack against target

LEVEL 7

AC 23

DEF 19

ABILITIES
Human • Martial

SPECIAL POWERS

- ☐ **Grant Move Action:** Replaces attack action: Each nonchampion ally this creature has line of sight to moves up to its Speed as an immediate action.

CHAMPION 2 ☐☐

- Use when an ally hits with an opportunity attack: +10 Damage on that attack.
- Use when an ally misses with a ⤴ attack. Reroll that attack.

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9 LIDDA, ADVENTURER

ATTACK ACTIONS

- ⊕ **Cutlass:** +10 vs AC; 10 Damage
- ⤴ **Shortbow:** (nearest) +8 vs AC; 10 Damage

LEVEL 5

AC 21

DEF 19

ABILITIES
Halfling • Martial • Stealth
Unique
Hide

SPECIAL POWERS

- ☐ **A Fool's Hope:** Use at end of round, only if this creature has ended a turn in each victory area (minimum 2); you score +15 VP.

Lurking Lidda: +5 ⊕ Damage against targets occupying your victory areas.

HP 35

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10 MEDIUM ASTRAL CONSTRUCT

ATTACK ACTIONS

- ⊕ **Bash:** +6 vs AC; 10 Damage
- ☐ **Smashing Fists:** +6 vs DEF (Fort); 15 Damage AND Stunned

LEVEL 3

AC 16

DEF 14

ABILITIES
Construct • Psionic
Immune Poison

SPECIAL POWERS

- ☐ **Astral Construct Ability:** Use during setup. Choose 1 of the following effects, which lasts until end of battle: 40 starting HP and +2 Attack; +5 cold ⊕ Damage; Flight and +2 Speed.

HP 30

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30 WAR CHANTER

ATTACK ACTIONS

- ⊕ **Short Sword:** +13 vs AC; 15 Damage
- ⤴ **Hideous Laughter:** (sight) +11 vs DEF (Will); 15 psychic Damage AND Dazed

LEVEL 6

AC 20

DEF 18

ABILITIES
Human • Arcane • War

SPECIAL POWERS

Chant: Replaces attack action: Choose 1 of the following effects, which ends at start of this creature's next turn, or when this creature is destroyed.

- Disarray:** Enemies within 5 squares of this creature are not affected by their allies' Champion powers, and enemy champions within 5 squares of this creature cannot use Champion powers.
- Fear:** Whenever an enemy within 5 squares of this creature first becomes Bloodied, roll a d20. If the result is higher than that enemy's Level, push that enemy 6 squares. This movement provokes opportunity attacks. (Fear)
- Resistance:** Allies have +4 DEF while within 5 squares of this creature.

HP 40

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20 XEPH SOULKNIFE

ATTACK ACTIONS

- ⊕ **Mind Blade:** +13 vs AC; 15 Damage
- ⤴ **Thrown Mind Blade:** (range 5) +13 vs AC; 15 Damage

LEVEL 7

AC 21

DEF 21

ABILITIES
Xeph • Psionic

SPECIAL POWERS

Finding the Center: Replaces attack action, provokes opportunity attacks: RECHARGE Psychic Burst, then this creature has +2 AC and +2 DEF until start of its next turn.

- ☐ **Psychic Burst:** Use when making a ⊕ attack against a living target; +15 psychic Damage on that attack.

HP 45

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3 CITY GUARD

ATTACK ACTIONS

- ⊕ **Spear:** +6 vs AC; 5 Damage

LEVEL 1

AC 15

DEF 11

ABILITIES
Human • Martial
City Watch: This creature can start the battle off the battle map.

SPECIAL POWERS

- ☐ **Call the Watch:** Use when an enemy in a victory area destroys a creature; if this creature is not on the battle map, place it on the battle map at least 5 squares away from that enemy.

HP 10

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8 CRUCIAN

ATTACK ACTIONS

- ⊕ **Warhammer:** +8 vs AC; 10 Damage
- ☐ **Rolling Grapple:** +8 vs DEF (Ref); 15 Damage AND slide 5 squares, then place this creature adjacent to target. RECHARGE when this creature uses Withdrawal.

LEVEL 3

AC 19

DEF 17

ABILITIES
Reptile

SPECIAL POWERS

- ☐ **Withdrawal:** Replaces move action: This creature has Resist 5 All until it moves or attacks.

HP 30

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16 DIRE WOLF

ATTACK ACTIONS

- ⬇ Bite: +10 vs AC; 15 Damage


LEVEL 5

AC 18

DEF 15

SPEED 8

HP 40



ABILITIES
Beast • Wolf
+4 DEF (Fort)

SPECIAL POWERS

- Bring Down Prey: Use when this creature's ⬇ attack hits a target adjacent to a Wolf ally; that target is Immobilized.
- Gnaw: +10 Damage against Immobilized targets.

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69 MORDENKAINEN THE MAGE

ATTACK ACTIONS

- ⬇ Staff: +15 vs AC; 10 Damage
- ⬇ Cone of Cold: (blast 5) +17 vs DEF (Ref); 20 cold Damage AND Immobilized, 10 cold AND Slowed on miss
- ⬇ Mordenkainen's Knife: (range 10) Automatic hit; ongoing 10 Damage until this creature is destroyed
- ✳ Scorching Burst: (radius 1 within 10) +17 vs DEF (Ref); 15 fire Damage


LEVEL 12

AC 25

DEF 23

SPEED 6

HP 65



ABILITIES
Human • Arcane
Unique

SPECIAL POWERS

- Mordenkainen's Faithful Hound: 5 Damage to each enemy that starts its turn within 5 squares of this creature.
- Spell Penetration: Reroll this creature's attack roll.

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22 OTYUGH

ATTACK ACTIONS

- ⬇ Swat: (Reach 3) +16 vs AC; 15 Damage
- ⬇ Diseased Bite: (Immobilized target only) +14 vs DEF (Fort); 20 Damage AND Weakened
- ⬇ Tentacle Grab: (Reach 3) +16 vs AC; 15 Damage AND pull target adjacent AND Immobilized (save ends)


LEVEL 9

AC 23

DEF 21

SPEED 5

HP 55



ABILITIES
Aberrant • Beast
Delayed Appearance: This creature must start the battle off the battle map.

SPECIAL POWERS

- Stench: Adjacent living creatures have -2 Attack; Otyugh creatures immune.
- Submerged: Use at start of round; place this creature in your start area or in a square that contains river or sewer terrain.

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21 BLADELING FIGHTER

ATTACK ACTIONS

- ⬇ Falchion: +14 vs AC; 15 Damage
- ⬇ Razor Storm: (burst 1) +12 vs DEF (Ref); 15 Damage


LEVEL 7

AC 23

DEF 19

SPEED 6

HP 50



ABILITIES
Planar • Martial
Resist 10 Acid

SPECIAL POWERS

- Blade Challenge: Use after attacking an enemy with a ⬇ attack; until start of this creature's next turn, whenever that enemy attacks, it takes 10 Damage if it does not target this creature.

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5 BLUE

ATTACK ACTIONS

- ⬇ Quarterstaff: +6 vs AC; 5 Damage
- ⤴ Mind Thrust: (nearest) Does not provoke opportunity attacks, +7 vs DEF (Ref); 15 Damage


LEVEL 1

AC 10

DEF 12

SPEED 6

HP 15



ABILITIES
Goblin • Psionic

SPECIAL POWERS

- Psionic Ablation: Use when this creature is targeted by an enemy's attack; -10 Damage on that attack.

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4 DIRE RAT

ATTACK ACTIONS

- ⬇ Bite: +7 vs AC; 5 Damage

LEVEL 1

AC 15

DEF 12

SPEED 8

HP 10



ABILITIES
Beast • Rat

SPECIAL POWERS

- Pack Frenzy: +2 Attack and +5 Damage while within 3 squares of a Rat ally.
- Shifting Swarm: Minor action, only while adjacent to a Rat ally; shift 3 squares, must end adjacent to that ally.

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117 FIRE GIANT

ATTACK ACTIONS

- ⬇ Flametouched Greatsword: +25 vs AC; 15 + 10 fire Damage
- ⬇ Pillar of Fire: (burst 1) +23 vs DEF (Ref); 10 fire Damage AND ongoing 5 fire Damage (save ends)

LEVEL 18

AC 32

DEF 28

SPEED 6

HP 105



ABILITIES
Giant • Fire
+4 DEF (Fort)
Resist 30 Fire
Reach 2

SPECIAL POWERS

- Fiery Cleave: Immediate, when this creature's ⬇ attack destroys an enemy, each enemy adjacent to that enemy takes 10 fire Damage, then this creature makes a ⬇ attack.

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23 HOBGOBLIN SERGEANT

ATTACK ACTIONS

- ⬇ Spear: +14 vs AC; 15 Damage
- ⬇ Stick and Shove: +12 vs DEF (Fort); 10 Damage AND push 1 square AND this creature shifts 1 square closer to target


LEVEL 6

AC 21

DEF 18

SPEED 5

HP 45



ABILITIES
Goblin • Hobgoblin

SPECIAL POWERS

- Phalanx Fighting: +2 AC while adjacent to an ally.
- CHAMPION 2 ☐☐
 - Use when an ally is targeted by a ⬇ or ✳ attack. Each target of that attack has Resist 5 All until end of turn.
 - Use at start of round. Until end of round, whenever an ally makes an attack, it has +1 Attack for each other active ally adjacent to target of that attack.

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150 KING SNURRE

ATTACK ACTIONS
 ⊕ Greatsword: +25 vs AC; 15 + 10 fire Damage
 † Sweeping Sword: Make a ⊕ attack against 2 different Medium or smaller targets.

LEVEL 19
 AC 31
 DEF 28
 SPEED 6
 HP 125



ABILITIES
 Evil • Giant • Fire
 Unique; Reach 2
 Resist 30 Fire

SPECIAL POWERS
 Eyes On Me: Make an immediate ⊕ attack against any adjacent enemy that shifts or attacks a creature other than this creature.
CHAMPION 3 □□□
 Warband Building: All Giant creatures are legal in your warband.
 • Use when an enemy is hit by a † attack: +10 fire Damage on that attack AND push 1 square from attacker.
 • Use at start of round. All Fire creatures have +2 Speed until end of round.

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5 LEMURE

ATTACK ACTIONS
 ⊕ Claw: +6 vs AC; 5 Damage

LEVEL 1
 AC 18
 DEF 10
 SPEED 4
 HP 20



ABILITIES
 Evil • Devil
 Mindless: Immune to attack that target DEF (Will).
 Uncontrolled: Never considered to flank enemies


SPECIAL POWERS
 □ Demoted: Use at end of round, only if this creature occupies one of your victory areas; destroy this creature, then 1 adjacent Devil has +2 Attack until end of battle.

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16 LIZARDFOLK ROGUE

ATTACK ACTIONS
 ⊕ Claws: +10 vs AC; 10 Damage
 ☞ Blowgun: (range 10) +11 vs AC; 10 poison Damage AND Slowed (save ends). RECHARGE at end of this creature's turn if it did not attack that turn.

LEVEL 5
 AC 21
 DEF 19
 SPEED 6
 HP 40



ABILITIES
 Lizardfolk • Stealth
 +4 DEF (Ref)


SPECIAL POWERS
 Quick Strike: Combat advantage against creatures with lower Speed.
 Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

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98 LORD SOTH

ATTACK ACTIONS
 ⊕ Greatsword: +23 vs AC; 20 + 5 necrotic Damage
 ☞ Unholy Flames: (radius 2 within 10) +21 vs DEF (Fort); 30 necrotic OR 30 fire Damage

LEVEL 16
 AC 29
 DEF 28
 SPEED 5
 HP 100



ABILITIES
 Evil • Undead
 Unique; Immune Poison
 Vulnerable 10 Radiant
 Resilient: Never considered Bloodied.

SPECIAL POWERS
 Aura of Fear: Enemies within 5 squares have -2 Attack.
 Cleave: Immediate, when this creature's † attack destroys an enemy; make a ⊕ attack.
CHAMPION 3 □□□
 Warband Building: All non-Good Undead creatures are legal in your warband.
 • Use after this champion attacks. This round, your opponent cannot activate targets of that attack until after all that opponent's other creatures have activated.
 • Use when an adjacent enemy activates. That enemy takes 10 Damage and cannot move away on its turn.

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32 MANTICORE

ATTACK ACTIONS
 ⊕ Claw: +13 vs AC; 15 Damage
 ☞ Spike: (range 10) +11 vs AC; 10 Damage
 ☞ Spike Volley: (radius 1 within 10) +13 vs AC; 10 Damage

LEVEL 9
 AC 22
 DEF 20
 SPEED F6
 HP 60



ABILITIES
 Magical Beast
 Flight


SPECIAL POWERS
 □ Manticore's Fury: Replaces attack action: Make a Claw attack, make a Spike attack, and shift 1 square (in any order).

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41 RAKSHASA

ATTACK ACTIONS
 ⊕ Claw: +17 vs AC; 15 Damage
 ☞ Bigby's Slapping Hand: (nearest) +15 vs DEF (Ref); target provokes opportunity attacks
 ☞ Hold Ray: (nearest) +15 vs DEF (Ref); 10 Damage AND Immobilized

LEVEL 10
 AC 24
 DEF 20
 SPEED 7
 HP 55



ABILITIES
 Evil • Rakshasa • Arcane • Mastermind
 +4 DEF (Will)

SPECIAL POWERS
 □ Slide: Replaces attack action: Choose a creature within 5 squares of this creature; slide that creature 3 squares.
CHAMPION 2 □□
 • Use 1 Champion power of an enemy champion, as if this creature had that Champion power.
 • Use when an Arcane ally hits with an attack. Until end of its next turn, that ally is invisible to each creature hit by that attack.

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20 SCARLET BROTHERHOOD MONK

ATTACK ACTIONS
 ⊕ Poisoned Strike: +10 vs AC; 10 Damage AND ongoing 5 poison Damage (save ends)
 † Flurry of Blows: 3 attacks, +7 vs AC each; 10 Damage each

LEVEL 6
 AC 19
 DEF 19
 SPEED 6
 HP 40



ABILITIES
 Evil • Human • Ki


SPECIAL POWERS
 □ Hit and Run: Replaces turn: Make a Flurry of Blows attack, then this creature shifts up to its Speed.
 Powerful Charge 5: +5 † Damage on charge.

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4 ZOMBIE

ATTACK ACTIONS
 ⊕ Slam: +4 vs AC; 10 Damage

LEVEL 1
 AC 12
 DEF 11
 SPEED 5
 HP 25



ABILITIES
 Undead

SPECIAL POWERS
 Undead Bolstered: +2 Attack and +5 Damage while adjacent to an Undead ally.

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50 BLUE SLAAD

ATTACK ACTIONS

⊕ **Claws:** +15 vs AC; 25 Damage AND roll a d20. 1-10: Slide target 2 squares; 11-20: This creature teleports 2 squares.

☐ ⚡ **Ravager's Fury:** (burst 2, enemies only; only while Bloodied) +15 vs AC; 15 Damage. After resolving all attacks, this creature heals 5 HP for each target hit.



ABILITIES
Slaad • Chaos
+4 DEF (Fort)
Reach 2

SPECIAL POWERS
Reckless: While not Bloodied, this creature has +5 Damage and Vulnerable 5 All.

LEVEL 12
AC 24
DEF 20
SPEED 6
HP 100


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16 BUGBEAR FOOTPAD

ATTACK ACTIONS

⊕ **Morningstar:** +10 vs AC; 10 Damage

➤ **Dart:** (range 5) +10 vs DEF (Fort); ongoing 10 poison Damage (save ends)



ABILITIES
Goblin • Bugbear • Stealth
Hide

SPECIAL POWERS
Footpad: Minor action; choose 1 enemy that cannot see this creature; this creature has combat advantage against that enemy until end of this creature's turn.
Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.


LEVEL 5
AC 23
DEF 19
SPEED 6
HP 40

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11 DISPLACER SERPENT

ATTACK ACTIONS

⊕ **Fanged Strike:** +8 vs AC; ongoing 10 poison Damage (save ends)



ABILITIES
Beast • Reptile
+4 DEF (Ref)
Conceal 6

SPECIAL POWERS
Displacing Strike: Immediate, when missed by a ⊕ or ➤ attack; teleport 5 squares, then make a ⊕ attack.

LEVEL 3
AC 17
DEF 15
SPEED 7
HP 30

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30 DRIDER SORCERER


ATTACK ACTIONS

⊕ **Dagger:** +14 vs AC; 10 Damage

☐ ➤ **Baleful Transposition:** (range 5) +16 vs DEF (Will); 1 ally within 5 squares of this creature switches positions with target. Both creatures must end in legal positions.

☐ ⚡ **Lightning Bolt:** (line 10) +14 vs DEF (Ref); 20 lightning Damage, 10 lightning on miss

➤ **Slashing Darkness:** (sight) +14 vs DEF (Ref); 10 necrotic Damage



ABILITIES
Drow • Spider • Arcane
Conceal 6

SPECIAL POWERS
Darkfire: Enemies within 2 squares do not benefit from Conceal or invisibility.

LEVEL 9
AC 21
DEF 23
SPEED 7
HP 45

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10 DROW FIGHTER

ATTACK ACTIONS

⊕ **Short Sword:** +11 vs AC; 10 Damage

☐ ⊕ **Poisoned Blade:** +11 vs AC; 10 Damage AND Weakened. RECHARGE when an adjacent Drow ally is targeted by a ⊕ or ➤ attack.



ABILITIES
Drow • Martial

SPECIAL POWERS
☐ **Hamstring:** Use when this creature's ⊕ attack hits with combat advantage against target; target is also Immobilized (save ends).

LEVEL 4
AC 19
DEF 17
SPEED 6
HP 35


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19 DROW ROGUE

ATTACK ACTIONS

⊕ **Dagger:** +11 vs AC; 5 + 5 poison Damage

⊕ **Strike and Fade:** +9 vs DEF (Ref); 5 + 5 poison Damage AND this creature shifts 2 squares



ABILITIES
Drow • Martial • Stealth

SPECIAL POWERS
In the Shadows: Use at start of this creature's turn, only while adjacent to a wall; +4 DEF until start of this creature's next turn.
Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

LEVEL 6
AC 20
DEF 18
SPEED 6
HP 45


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11 ETTERCAP

ATTACK ACTIONS

⊕ **Bite:** +8 vs DEF (Fort); 5 + 5 poison Damage

⊕ **Web Tangle:** +8 vs DEF (Ref); Immobilized (save ends)



ABILITIES
Spider

SPECIAL POWERS

LEVEL 3
AC 19
DEF 15
SPEED 6
HP 30


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104 FROST GIANT

ATTACK ACTIONS

⊕ **Icy Greataxe:** +20 vs AC; 20 + 10 cold Damage

☐ ⊕ **Chilling Strike:** +20 vs AC; 20 + 10 cold Damage AND target has Vulnerable 10 Cold (save ends). RECHARGE when first Bloodied.



ABILITIES
Giant • Cold
Resist 15 Cold
Reach 2
Solid Footing: Not subject to push, pull, or slide effects of enemies.

SPECIAL POWERS
☐ **Death Strike:** Immediate, when destroyed; make a ⊕ attack.

LEVEL 17
AC 29
DEF 27
SPEED 7
HP 120

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25 **GHAST**

ATTACK ACTIONS

- ⚔ Bone Club: +15 vs AC; 15 Damage
- ☠ Ghoulish Bite: +15 vs AC; 20 Damage AND Stunned

LEVEL 8

AC 24

DEF 20

SPEED 7

HP 50

ABILITIES
Undead

SPECIAL POWERS
Feeding Frenzy: Use when an adjacent living creature is destroyed; RECHARGE Ghoulish Bite; this creature heals 25 HP AND is Dazed until end of its next turn.

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33 **GNOLL SERGEANT**

ATTACK ACTIONS

- ⚔ Heavy Flail: +17 vs AC; 15 Damage
- ↻ Whirling Flail: (burst 1) +15 vs AC; 15 Damage

LEVEL 8

AC 24

DEF 20

SPEED 7

HP 55

ABILITIES
Gnoll

SPECIAL POWERS
Bloodthirsty 10: +10 ⚔ Damage against Bloodied targets.

CHAMPION 2 ☐☐

- Use when an ally causes an enemy to become Bloodied. 1 other ally adjacent to that enemy makes a ⚔ attack.
- Use at start of round. Until end of round, whenever an ally makes a ⚔ attack, it has +5 Damage on that attack if 2 or more of its allies are adjacent to target of that attack.

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14 **GRICK**

ATTACK ACTIONS

- ⚔ Tentacle Rake: +8 vs AC; 15 Damage

LEVEL 5

AC 16

DEF 13

SPEED 6

HP 45

ABILITIES
Aberrant • Beast
+4 DEF (Will)
Resist 5 All

SPECIAL POWERS
Evil Resonance: +2 Attack while within 5 squares of an Evil ally.
Murderous: On its turn, this creature cannot move or attack a non-Bloodied target while adjacent to a Bloodied enemy.

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54 **LARETH THE BEAUTIFUL**

ATTACK ACTIONS

- ⚔ Rod of Striking: +18 vs AC; 20 Damage AND target is considered Bloodied until start of its next turn
- ☠ Confusion: (radius 2 within sight): +16 vs DEF (Will); Confused
- ☠ Searing Light: (sight) +16 vs DEF (Ref); 10 radiant Damage

LEVEL 11

AC 25

DEF 22

SPEED 5

HP 65

ABILITIES
Evil • Human • Divine • Chaotic

SPECIAL POWERS
Avatar of Chaos: Whenever a creature makes an attack while within 5 squares of this creature, roll a d20. 1-5: Attacker takes 10 Damage. 6-15: No effect. 16-20: +5 Damage on that attack.
Painful Visage: Use at start of round; each enemy that starts its turn with line of sight to this creature has -2 Attack until end of round.

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64 **LICH NECROMANCER**

ATTACK ACTIONS

- ⚔ Shadow Touch: +19 vs DEF (Fort); 15 necrotic Damage
- ☠ Dark Grasp: (range 10) +19 vs DEF (Will); 25 necrotic Damage AND Immobilized (save ends; Undead target Dominated [save ends] instead), 10 necrotic only on miss
- ↻ Necrotic Pulse: (burst 3) +17 vs DEF (Fort); 20 necrotic Damage AND Slowed

LEVEL 14

AC 28

DEF 26

SPEED 6

HP 85

ABILITIES
Evil • Undead • Arcane
Resist 10 Necrotic
Vulnerable 10 Radiant

SPECIAL POWERS
Absorb Animus: Minor action; 1 adjacent Undead creature takes 5 Damage; this creature heals 5 HP.
Corpse Channel: Minor action; this creature takes 20 Damage; RECHARGE Dark Grasp.
Raise Dead: Use when a living enemy within 5 squares of this creature is destroyed; place 1 new Undead creature with cost 6 or less in that enemy's space. That creature is part of your warband and is considered to have activated this round.

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17 **MINOTAUR**

ATTACK ACTIONS

- ⚔ Greataxe: +9 vs AC; 20 Damage

LEVEL 5

AC 18

DEF 16

SPEED 6

HP 50

ABILITIES
Minotaur
Reach 2

SPECIAL POWERS
Smell of Blood: +2 Attack and +5 Damage while within 5 squares of a Bloodied creature.

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16 **MINOTAUR SKELETON**

ATTACK ACTIONS

- ⚔ Greataxe: +9 vs AC; 15 Damage
- ☠ Goring Charge: (only on charge) +9 vs AC; 20 Damage AND Dazed

LEVEL 6

AC 16

DEF 16

SPEED 6

HP 55

ABILITIES
Undead
Reach 2

SPECIAL POWERS
Powerful Charge 5: +5 ⚔ Damage on charge.

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8 **ORC BRUTE**

ATTACK ACTIONS

- ⚔ Greatclub: +5 vs AC; 15 Damage
- ☠ Warrior's Surge: (only while Bloodied) +5 vs AC; 25 Damage AND this creature heals 10 HP

LEVEL 2

AC 15

DEF 11

SPEED 6

HP 25

ABILITIES
Orc • Primal

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19 QUASIT

ATTACK ACTIONS

⊕ **Claw:** +11 vs AC; 10 Damage AND ongoing 5 poison Damage (save ends)

☐ **Irrational Fear:** (blast 5, enemies only) +11 vs DEF (Will); 10 psychic Damage AND push 5 squares; this movement provokes opportunity attacks. RECHARGE when this creature uses Vanish. (Fear)

LEVEL 6
AC 22
DEF 20
SPEED F6
HP 45



ABILITIES
Evil • Demon
Flight
Resist 5 Poison, Fire

SPECIAL POWERS

☐ **Vanish:** Replaces attack action: This creature is invisible until after it attacks.

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32 RED WYRMLING

ATTACK ACTIONS

⊕ **Fiery Bite:** +16 vs AC; 10 + 5 fire Damage

☐ **Fiery Breath:** (blast 5) +14 vs DEF (Ref); 20 fire Damage, 10 fire Damage on miss. RECHARGE when first Bloodied.

LEVEL 9
AC 24
DEF 22
SPEED F8
HP 60



ABILITIES
Evil • Dragon
Flight
Resist 5 Fire

SPECIAL POWERS

☐ **Battle-Crazed:** Use when first Bloodied; until end of round, make an immediate ⊕ attack whenever an adjacent ally is targeted by an attack.

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

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11 TANARUKK

ATTACK ACTIONS

⊕ **War Axe:** +7 vs AC; 20 Damage

☐ **Headbutt:** (only on charge) +5 vs DEF (Fort); 20 Damage AND Dazed

LEVEL 4
AC 16
DEF 14
SPEED 6
HP 45



ABILITIES
Evil • Orc • Demon
Resist 5 Fire

SPECIAL POWERS

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14 WEREWOLF

ATTACK ACTIONS

⊕ **Claw:** +8 vs AC; 15 Damage

☐ **Savage Rend:** Make 2 Claw attacks against the same target; if both hit, target is also Dazed (save ends).

LEVEL 4
AC 16
DEF 14
SPEED 6
HP 45



ABILITIES
Shapeshifter • Wolf

SPECIAL POWERS

Bloodthirsty 5: +5 Damage against Bloodied targets.

Wolfen Charge: +2 Speed while charging.

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291 HUGE GOLD DRAGON

ATTACK ACTIONS

⊕ **Claw:** +25 vs AC; 25 Damage

☐ **Fiery Breath:** (blast 5) +21 vs DEF (Ref); 40 fire Damage and Weakened (save ends), 20 fire only on miss. RECHARGE when first Bloodied.

☐ **Frightful Presence:** (burst 3, enemies only) +23 vs DEF (Will); Stunned AND until this creature is hit by an attack, -4 Attack against it (Fear)

LEVEL 19
AC 35
DEF 31
SPEED F9
HP 165



ABILITIES
Good • Dragon
Flight
Resist 40 Fire
Reach 2

CHAMPION 3 ☐☐☐

- Use when an ally destroys an Evil enemy. Score +15 VP.
- Use when this creature ends its turn in a victory area occupied by 1 or more enemies. RECHARGE Frightful Presence, then make a Frightful Presence attack.

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287 CLOUD GIANT

ATTACK ACTIONS

⊕ **Morningstar:** +31 vs AC; 30 Damage

☐ **Gale Force:** (blast 3) +29 vs DEF (Fort); 20 Damage AND push 5 squares

LEVEL 24
AC 35
DEF 33
SPEED 8
HP 135



ABILITIES
Elemental • Giant
Thunder
Reach 3

SPECIAL POWERS

☐ **Levitate:** Minor action; this creature has Speed F8 until end of its next turn.

☐ **Shroud of Mist:** Use when this creature would be hit by a ⊕ attack; that attack instead misses.

CHAMPION 2 ☐☐

- Use at start of round. Until end of round, allies have +4 Attack against smaller creatures.
- Use at start of round. Until end of round, all ⚔ and ⚡ attacks with range sight have range 5 instead.

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278 STORM GIANT


ATTACK ACTIONS

⊕ **Greatsword:** +30 vs AC; 25 Damage

⚡ **Stormbow:** (sight) +28 vs DEF (Ref); 10 lightning + 10 thunder Damage

☐ **Tempest:** (blast 3) +26 vs DEF (Fort); 30 thunder Damage AND push 4 squares AND Dazed; on miss, 10 thunder Damage AND push 1 square

LEVEL 23
AC 35
DEF 33
SPEED F8
HP 135



ABILITIES
Elemental • Giant • Thunder
Flight
Resist 20 Lightning, Thunder
Reach 3

SPECIAL POWERS

☐ **Epic Battle:** Use after this creature has destroyed enemies with combined Level of 24 or higher; score +25 VP.

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44 TREANT

ATTACK ACTIONS

⊕ **Slam:** +18 vs AC; 20 Damage

☐ **Grasping Roots:** (blast 3); +14 vs DEF (Ref); 20 Damage AND Slowed (save ends)

LEVEL 11
AC 25
DEF 23
SPEED 8
HP 70



ABILITIES
Fey • Plant
Forest Walk: Forest terrain does not affect this creature's movement.
Stomp: Can move through spaces occupied by Large or smaller enemies.
Vulnerable 10 Fire; Reach 3

SPECIAL POWERS

Trample: Use while moving through a space occupied by an enemy, only once per turn; make a ⊕ attack against that enemy.

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151 WARFORGED TITAN

ATTACK ACTIONS

- ⊕ **Axe:** +23 vs AC; 25 Damage AND 1 enemy adjacent to target takes 10 Damage
- ↓ **Maul:** +25 vs AC; 20 Damage AND slide 2 squares
- ↓ **Twin Strike:** (only while Bloodied) Make a Maul attack, then make an Axe attack against a different target.

LEVEL 20
AC 30
DEF 28
SPEED 9
HP 140

ABILITIES
 Construct • War
Inexorable: Can move through spaces occupied by enemies.
 +8 DEF (Will); Resist 5 All
 Reach 3

SPECIAL POWERS
Powerful Charge 10: +10 ↓ Damage on charge.
Trample: Use while moving through a space occupied by an enemy, only once per turn; make a ⊕ attack against that enemy.

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75 BEHIR

ATTACK ACTIONS

- ⊕ **Claw:** +22 vs AC; 20 Damage
- ↓ **Bite:** +20 vs DEF (Ref); 10 + 10 lightning Damage AND Large or smaller target is Immobilized
- ☐ **Lightning Breath:** (blast 5) +18 vs DEF (Ref); 20 lightning Damage AND Dazed, 10 lightning only on miss. RECHARGE when first Bloodied.

LEVEL 15
AC 31
DEF 27
SPEED 8
HP 90

ABILITIES
 Magical Beast
 Resist 15 Lightning
 Reach 2

SPECIAL POWERS
Devour: Use whenever this creature makes a Bite attack against an Immobilized target; +10 Damage on that attack.

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59 BULETTE

ATTACK ACTIONS

- ⊕ **Bite:** +14 vs AC; 20 Damage
- ↵ **Earthcrest:** (burst 2) Use at end of move, only if this creature moves at least 3 squares from its starting position using Burrow; +15 vs AC; 20 Damage

LEVEL 9
AC 27
DEF 22
SPEED 6
HP 90

ABILITIES
 Beast
 Burrow
 +4 DEF (Fort)

SPECIAL POWERS
Broken Ground: All squares adjacent to this creature count as difficult terrain for enemies.

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122 FIENDISH TYRANNOSAURUS REX

ATTACK ACTIONS

- ⊕ **Chomp:** +20 vs AC; 35 Damage
- ☐ **Fiendish Roar:** (blast 3) +17 vs DEF (Fort); 20 thunder Damage
- ☐ **Stomp:** (Large or smaller target only) +20 vs AC; 45 Damage

LEVEL 17
AC 28
DEF 24
SPEED 7
HP 130

ABILITIES
 Evil • Magical Beast
 Resist 10 Fire
 Reach 2
Thick-Skinned: Automatically succeeds on saves to end ongoing damage.

SPECIAL POWERS
 ☐ **Death Knell:** Immediate, when destroyed; RECHARGE Fiendish Roar, then make a Fiendish Roar attack.
Trophy: Opponent scores +25 VP if this creature is destroyed by an enemy of level 10 or lower.

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119 FOMORIAN

ATTACK ACTIONS

- ⊕ **Club:** +25 vs AC; 20 Damage
- ↵ **Evil Eye:** (range 5); +20 vs DEF (Will); Immobilized (save ends, also ends when this creature makes an Evil Eye attack)

LEVEL 17
AC 34
DEF 30
SPEED 7
HP 105

ABILITIES
 Evil • Fey • Giant
 Reach 3

SPECIAL POWERS
Cleave: Immediate, when this creature's ↓ attack destroys an enemy; make a ⊕ attack.
Skullcracker: +10 ↓ Damage against Immobilized targets.
Twisted Glare: Minor action, once per turn; make an Evil Eye attack.

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269 GLABREZU

ATTACK ACTIONS

- ⊕ **Pincer:** +25 vs AC; 20 Damage
- ↵ **Abyssal Bolt:** (range 5) +23 vs DEF (Ref); 10 Damage
- ☐ **Chaos Word:** (burst 3) +21 vs DEF (Fort); 20 Damage, which cannot be reduced
- ↓ **Double Attack:** Make 2 ⊕ attacks; if both hit the same target, that target is also Immobilized.

LEVEL 22
AC 32
DEF 30
SPEED 7
HP 195

ABILITIES
 Evil • Demon
 Blindsight
 Reach 3

SPECIAL POWERS
 ☐ **Glabrezu Fury:** Immediate, when first Bloodied; teleport 10 squares, then RECHARGE Chaos Word, then make a ↵ or ↵ attack.
Magical Brute: Minor action, once per turn; make a ↵ or ↵ attack.

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216 HUGE RED DRAGON

ATTACK ACTIONS

- ⊕ **Fiery Bite:** +30 vs AC; 20 + 10 fire Damage
- ☐ **Fiery Breath:** (blast 5) +27 vs DEF (Ref); 35 fire Damage, 15 fire on miss. RECHARGE when first Bloodied.
- ↓ **Tail Strike:** +32 vs AC; 15 Damage AND push 2 squares

LEVEL 21
AC 33
DEF 31
SPEED F8
HP 160

ABILITIES
 Evil • Dragon
 Flight
 Resist 30 Fire
 Reach 2

SPECIAL POWERS
 ☐ **Amass the Hoard:** Use at end of round, only while occupying one of your victory areas; you score +10 VP. RECHARGE when this creature destroys an enemy.
 ☐ **Reflexive Strike:** Immediate, when an enemy moves into a space adjacent to this creature; make a Tail Strike attack against that enemy.
 ☐ **Scorch:** Use when this creature hits with an attack that deals fire damage; target of that attack loses Resist Fire until end of round.
 ☐ **Soul of Fire:** Use when this creature misses with an attack that deals fire damage; reroll that attack.

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393 NIGHTWALKER

ATTACK ACTIONS

- ⊕ **Sapping Blow:** +28 vs AC; 20 + 20 necrotic Damage
- ☐ **Finger of Death:** (range 5, Bloodied target only) +25 vs DEF (Fort); destroyed. RECHARGE when this attack misses.
- ↵ **Void Gaze:** (blast 5) +25 vs DEF (Will); 30 necrotic Damage AND push 4 squares

LEVEL 24
AC 35
DEF 31
SPEED 6
HP 235

ABILITIES
 Evil • Shadow • Undead
 Immune Poison; Resist 20 Cold
 Necrotic
 Vulnerable 10 Radiant
 Reach 3

SPECIAL POWERS
Death Gaze: Immediate, after this creature's ↓ attack destroys an enemy, only while Bloodied; make a Void Gaze attack.
Deathport: Use when this creature destroys a creature; teleport 5 squares.
Domineering: Your warband cannot include any champions.
Void Chill: Whenever a living enemy starts its turn within 3 squares of this creature, that enemy takes 10 cold Damage OR 10 necrotic Damage (your choice).

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