

AASIMAR WIZARD

Level 14 ♦ Aasimar • Arcane

CR 3

ATTACKS

- AC 26
FORT 26
REF 26
WILL 28
SPEED F6
- ⊕ **Arc Staff:** +18 vs. AC; 15 lightning damage.
 - **Guiding Bolt:** (sight, ignore insubstantial) +18 vs. AC; 25 radiant damage. Hit or miss, target grants combat advantage (save ends).
 - ☐ **Dawn:** (radius 2 within 10) +17 vs. Fort; 20 radiant damage AND 10 ongoing radiant damage (save ends). On miss, 10 radiant damage.

POWERS

Resist 10 Necrotic, Radiant

- ☐ **Death Ward:** *Immediate action, when an attack hits this creature:* If this creature is bloodied, that attack misses this creature, instead.

CHAMPION POWERS

- ❖ *Use at end of turn:* Choose a creature within 6 squares; that creature takes 10 radiant damage.
- ❖ *Use at start of turn:* End 1 condition on an ally this creature can see.
- ❖ *Use with Premium Figure: Aasimar Wizard*

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DRAGONBORN FIGHTER

Level 13 ♦ Dragonborn • Martial

CR 3

ATTACKS

- AC 29
FORT 27
REF 27
WILL 26
SPEED 6
- ⊕ **Longsword:** +18 vs. AC; 20 damage.
 - ☐ **Dragon Breath:** *Minor action:* (line 6) +15 vs. Reflex; 20 fire damage. On miss, 10 fire damage.

POWERS

Resist 10 Fire

- Master of Havoc:* *Minor action:* Roll 1d20, then apply the resulting effect:
 - 1-7 **Bait:** Slide each adjacent enemy 1 square.
 - 8-15 **Kindle:** ☐ Dragon Breath.
 - 16-20 **Taunt:** Each adjacent enemy has -4 attack until it attacks this creature.

CHAMPION POWERS

- ❖ *Use at start of round:* 1 enemy adjacent to this creature is Immobilized until end of round.
- ❖ *Use when an enemy takes fire damage:* That enemy gains 10 ongoing fire damage (save ends).
- ❖ *Use with Premium Figure: Dragonborn Fighter*

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ELF DRUID

Level 12 ♦ Elf • Primal • Totem

ATTACKS

- AC 25
FORT 23
REF 23
WILL 24
SPEED 6
- ⊕ **Vine Staff:** (reach 3) +17 vs. AC; 15 damage AND Immobilized.
 - ↔ **Tempest Gale:** (line 12) +17 vs. Fort; 15 damage AND push target 2 squares.
 - ☐ **Eruption:** (radius 1 within sight) +16 vs. Reflex; 10 + 10 fire damage AND each square in area of effect gains difficult terrain until end of battle.

POWERS

- Totem Heal:** *Move action:* 1 Beast or Fey ally adjacent to a totem token heals 10 HP.
- Summon Totem:** *Minor action:* Place a totem token in a clear square within sight. Remove this totem token from the battle map at start of this creature's next turn, or when this creature is destroyed.
- ❖ *Use with Use with Premium Figure: Elf Druid*

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CELESTIAL SANCTUM

Any ♦ Aasimar • Good

POWERS

- Celestial Aura:** (aura 3) Allies in Aura have +1 attack.
- ☐ **Zone of Redemption:** *Use at start of round:* Until end of round, creatures in Celestial Aura may heal 20 HP as an immediate action after taking radiant damage.

+2

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DRACONIC HERITAGE 1

Level 7-13 ♦ Dragonborn • Martial

POWERS

- Scaly Charisma:** While this creature is not bloodied, each medium or small ally with the Dragonborn, Spawn or Dragon keyword has +2 attack.

+2

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EAGLE TOTEM

Level 9+ ♦ Totem

POWERS

- Eagle Sight:** Each ally has +2 ➤ attack and ignores both Invisible and Conceal while adjacent to a totem token.
- Perch:** *Minor action:* If adjacent to forest terrain, gain Flight until end of turn.

+2

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TIEFLING MALE SORCERER

Level 11 ♦ Tiefling • Arcane • Shadow

ATTACKS

- AC 24
FORT 22
REF 22
WILL 24
SPEED 6
- ⊕ **Serpent Rod:** +16 vs. AC; 10 + 5 poison damage AND ongoing 5 poison damage (save ends).
 - **Shadow Snake:** (sight) +16 vs. Fortitude; 10 + 10 necrotic damage AND Slowed.
 - ☐ **Twisting Serpent:** (line 10) +16 vs. Reflex; 10 + 10 poison damage AND choose 1 enemy outside the area of effect but within 2 squares of target: Make a ➤ attack vs. that enemy (*maximum 1 attack per enemy per turn*).

POWERS

- Vulnerable 5 Radiant**
- Shadowsight:** Ignores Invisible.
- Shadow Viper Aura:** (aura 1) Enemies that activate in aura take 5 necrotic + 5 poison damage.
- ❖ *Use with Premium Figure: Tiefling Male Sorcerer*

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TIEFLING FEMALE SORCERER

Level 10 ♦ Tiefling • Arcane • Shadow

ATTACKS

- AC 23
FORT 21
REF 21
WILL 23
SPEED 6
- ⊕ **Serpent Palm:** +15 vs. AC; 5 + 5 poison damage AND ongoing 5 poison damage (save ends).
 - **Darkfang Strike:** (sight) +15 vs. Reflex; 10 + 10 necrotic damage.
 - ☐ **Shadow Viper Swarm:** (sight, make 4 attacks) +15 vs. Fortitude; 10 ongoing necrotic damage AND 10 ongoing poison damage (save ends both). On miss, 5 ongoing poison damage (save ends).

POWERS

- Vulnerable 5 Radiant**
- Shadowsight:** Ignores Invisible.
- ☐ **Misty Step:** *Immediate action, when targeted by an attack;* Teleport 3.
- Shadow Viper Aura:** (aura 1) Enemies that activate in aura take 5 necrotic + 5 poison damage.
- ❖ *Use with Premium Figure: Tiefling Female Sorcerer*

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WOLF TOTEM

Level 9+ ♦ Totem

POWERS

- Wolfpack:** While within 3 of a totem token, creatures in your warband have +1 ↓ attack for each ally that is adjacent to the target.
- Scent:** This creature ignores both Invisible and Conceal on adjacent enemies.

+2

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PREMIUM SET 1

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Totem tokens

SHADOW CONSTRICTOR

For Use with Tiefling Sorcerer (Male or Female)

POWERS

- ☐ **Shadow Serpent:** *Use when you damage an enemy with a ➤ attack:* That enemy takes 5 ongoing damage until end of battle, or until this creature is destroyed.
- Shadowbound:** Shadow allies have +2 attack vs. targets taking ongoing damage.

+3

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SHADOW POISON

For Use with Tiefling Sorcerer (Male or Female)

POWERS

- Conceal 6**
- ☐ **A Shadow is Enough:** *Use when this creature misses with a ➤ attack:* Target takes 5 ongoing necrotic damage (save ends).

+2

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