

PRECOGNITIVE MAGE

Level 6 ♦ Human • Arcane • Azorius

AC 15
FORT 15
REF 19
WILL 19
SPEED 6
HP 30
BLOOD 15

ATTACK POWERS
⊕ **Staff:** Automatic hit vs. AC; 5 damage.
☐ ⤴ **Flood of Images:** (range 5) +12 vs. Will; 20 psychic damage AND Confused (save ends).

GENERAL POWERS
Insight: Immediate action, whenever the nearest enemy targets it with an attack: Slide 3 squares.
Mind Link: Use when an enemy champion ends movement within 10 squares of this creature: One ally uses Shift as an immediate action.
Predict 5: +5 damage vs. enemies that have already activated this round.

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CAACKLER

Level 2 ♦ Demon • Rakdos

AC 17
FORT 14
REF 17
WILL 14
SPEED 6
HP 25
BLOOD 10

ATTACK POWERS
⊕ **Spiked Chain:** +8 vs. AC; 10 damage.
⤴ **Fire Bolt:** (range 6) +7 vs. AC; 5 fire damage.

GENERAL POWERS
Resist 5 Fire
Last Laugh: Use when this creature is destroyed: Each adjacent creature takes 10 damage.

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FIREFIST

Level 12 ♦ Human • Divine • Boros

AC 26
FORT 24
REF 24
WILL 24
SPEED 6
HP 80
BLOOD 40

ATTACK POWERS
⊕ **Greatsword:** +17 vs. AC; 15 + 5 fire damage.
☐ ⤴ **Scorch:** (range 10) +14 vs. Reflex; 20 fire damage. ☹ as a move action.
☐ ⤴ **Flame Strike:** (radius 2 within 10) +14 vs. Reflex; 10 fire + 15 radiant damage.

GENERAL POWERS
☐☐ **Healing Word:** Minor action: This creature or an adjacent ally heals 10 HP.

CHAMPION POWERS ☐☐
❖ Use when a Boros creature hits with a ⊕ attack: Target is also Blinded (save ends).
❖ Use at start of round: Creatures in your warband have +5 radiant damage until end of round.

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INDENTURED SPIRIT

Level 3 ♦ Undead • Orzhov

AC 18
FORT 18
REF 18
WILL 18
SPEED F5
HP 20
BLOOD 10

ATTACK POWERS
⊕ **Withering Touch:** +9 vs. Reflex; 10 necrotic damage.

GENERAL POWERS
Insubstantial, Phasing
Debt Repaid: Use at end of round, if this creature is in one of your victory areas: You score +5 VP, then this creature takes 5 damage.

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SELESNYA DRUID

Level 6 ♦ Human • Primal • Selesnya

AC 19
FORT 17
REF 17
WILL 17
SPEED 6
HP 40
BLOOD 20

ATTACK POWERS
⊕ **Axe:** +11 vs. AC; 15 damage.
☐ ⤴ **Charm Person:** (range 6) +9 vs. Will; Dominated (save ends; also ends if target takes damage).

GENERAL POWERS
Forestwalk: Does not pay the additional movement cost for entering forest terrain.
Might of the Masses: Each ally in your warband has +1 ⊕ attack for each ally adjacent to it.

CHAMPION POWERS ☐
❖ Use at end of round: One ally adjacent to forest terrain or to this creature heals 20 HP.

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WIND DRAKE

Level 3 ♦ Dragon

AC 16
FORT 14
REF 15
WILL 13
SPEED F7
HP 30
BLOOD 15

ATTACK POWERS
⊕ **Claws:** +8 vs. AC; 10 damage.

GENERAL POWERS
Arcane Aid: Use at start of turn, if this creature is within 10 squares of an Arcane or Izzet ally: Until end of turn, it has +2 speed and +5 damage.
Windborn: +4 AC vs. enemies without Flight.

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KRENKO, GOBLIN MOB BOSS

Level 6 ♦ Goblin • Stealth • Unique

AC 20
FORT 18
REF 18
WILL 18
SPEED 6
HP 40
BLOOD 20

ATTACK POWERS
⊕ **Long Knife:** +12 vs. AC; 5 + 5 poison damage.
☐ ⤴ **Taunt:** (range 6) +10 vs. Will; Confused

GENERAL POWERS
Hide: Invisible to enemies from which it has ranged cover, other than from intervening creatures.
Sneak Attack 5: +5 damage vs. targets granting it combat advantage.
Mob Rules: Goblin allies gain an extra +2 attack vs. targets granting them combat advantage.

CHAMPION POWERS ☐☐
❖ Use at the start of round: Remove the Slowed and Immobilized conditions from each Goblin in your warband.
❖ Use at end of round, if an ally was destroyed this round: Place up to 2 new Goblin allies, with total total cost 12 or less, within 3 squares of this creature. These allies are removed from the battlmap at the end of next round.

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MIND DRINKER VAMPIRE

Level 7 ♦ Undead • Vampire • Dimir

AC 21
FORT 21
REF 21
WILL 24
SPEED 7
HP 50
BLOOD 25

ATTACK POWERS
⊕ **Bite:** +13 vs. AC; 5 + 5 necrotic damage AND this creature heals 5 HP.
☐ ⤴ **Mind Siphon:** (range 6) +12 vs. Will; 15 psychic damage AND -2 to Reflex, Fortitude and Will until end of battle.

GENERAL POWERS
Resist 10 Necrotic
Hide: Invisible to nonadjacent enemies from which it has ranged cover, other than from intervening creatures.

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RUBBLEBELT STALKER

Level 10 ♦ Lizardfolk • Gruul

AC 17
FORT 15
REF 16
WILL 15
SPEED 7
HP 35
BLOOD 15

ATTACK POWERS
⊕ **Shortsword:** +9 vs. AC; 5 damage.

GENERAL POWERS
Second Strike: *Immediate action, when you resolve a ⊕ attack:* Make an additional ⊕ attack.
Blend with Rubble: While it occupies difficult terrain, nonadjacent enemies may not trace line of sight to this creature.
Ambush 5: *Minor action:* Choose an enemy that does not have line of sight to this creature: +5 damage vs. that enemy until end of turn.

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SIMIC HYBRID

Level 6 ♦ Aquatic • Simic

AC 17
FORT 17
REF 17
WILL 17
SPEED 6
HP 45
BLOOD 20

ATTACK POWERS
⊕ **Claw:** +11 vs. AC; 10 damage.

GENERAL POWERS
☐ **Adaptation:** *Use during Setup:* Choose one effect, which lasts until end of battle:
Agility: +4 Reflex, +2 Speed.
Chitin: +4 AC, +4 Fortitude.
Muscle: +2 ⊕ attack, +5 ⊕ damage.
Slime: Resist 10 Acid
Stinger: +5 ⊕ poison damage and reach 2.

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CONCLAVE DRYAD

Level 11 ♦ Fey • Selesnya

AC 24
FORT 22
REF 24
WILL 24
SPEED B6
HP 70
BLOOD 35

ATTACK POWERS
⊕ **Root Spear:** +17 vs. AC; 15 damage AND Immobilized.
☐ ↗ **Moonbeam:** *Minor action:* (sight) +15 vs. Fortitude; 20 radiant damage. ⤴ as a move action.
☐ ⤵ **Spike Growth:** (line 5) +15 vs. AC; 15 damage. Hit or Miss, each square in area of effect gains spike stones terrain until end of battle.

GENERAL POWERS
Vernal Burst: While occupied by this creature, squares gain forest terrain.
Sunbeam: *Whenever this creature would take radiant damage:* It has Resist 20 radiant and has +2 attack until end of round.

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FUNGUS DRUDGE

Level 3 ♦ Plant • Golgari

AC 15
FORT 15
REF 15
WILL 15
SPEED 5
HP 30
BLOOD 15

ATTACK POWERS
⊕ **Drudgeslam:** +6 vs. AC; 10 + 5 necrotic damage.

GENERAL POWERS
Resist 5 Acid
Formless: Half damage from ⊕ and ↗ attacks.
Moldering Growth: *Use when an adjacent creature is destroyed:* Heal 10 HP and gain cumulative +2 attack until end of battle.

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BLISTERCOIL WEIRD

Level 7 ♦ Fire • Aquatic

AC 19
FORT 19
REF 19
WILL 17
SPEED 7
HP 55
BLOOD 25

ATTACK POWERS
⊕ **Boiling Fists:** +13 vs. AC; 10 + 5 fire damage AND target takes +5 fire damage for each heat token on this creature.

GENERAL POWERS
Resist 10 Fire, Cold
Roiling Mass: *Whenever this creature would take fire damage:* Place a heat token on this creature.
Blistering Burst: *Immediate, whenever 3 heat tokens are present on this creature:* It takes 10 damage; Each ally and each enemy within 2 squares take 20 fire damage; then remove all tokens from this creature.

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AZORIUS HOMUNCULUS

Level 2 ♦ Construct • Azorius

AC 15
FORT 13
REF 12
WILL 12
SPEED 5
HP 20
BLOOD 10

ATTACK POWERS
⊕ **Fists:** +9 vs. AC; 5 damage AND Slide target 1 square.

GENERAL POWERS
Slider: *Use at start of an Arcane ally's turn:* Slide an adjacent enemy 1 square.

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DUSKMANTLE ASSASSIN

Level 9 ♦ Human • Stealth • Dimir

AC 22
FORT 20
REF 22
WILL 20
SPEED 7
HP 50
BLOOD 25

ATTACK POWERS
⊕ **Curved Dagger:** +16 vs. AC; 10 damage AND this creature is Invisible until the start of its next turn.

GENERAL POWERS
Sneak Attack 15: +15 damage vs. targets granting it combat advantage.
Reveal Plans: *Use when this creature damages an enemy Champion:* Expend one use of that enemy's Champion powers.
Rapid Retreat: *Use when this creature destroys an enemy, only if not bloodied:* It moves up to its current speed.

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KRASIS - MEDIUM

Level 8 ♦ Magical Beast • Aquatic • Simic

AC 18
FORT 17
REF 17
WILL 17
SPEED 6
HP 70
BLOOD 35

ATTACK POWERS
⊕ **When Shamblesharks Attack:** +13 vs. AC; 15 damage.
⤵ **Shambleshark Frenzy:** (burst 1) +11 vs. AC; 10 damage AND 5 ongoing damage (save ends).

GENERAL POWERS
Unstable Adaptation: *Use when this creature starts a turn adjacent to an enemy:* Roll 1d20 and gain the effect listed until end of battle:
1-5 Heal 10 HP.
6-10 Replace this creature's AC with the enemy's.
11-15 Replace this creature's ⊕ damage with the enemy's ⊕ damage.
16-20 Replace this creature's ⊕ attack bonus with the enemy's ⊕ attack bonus.

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BLOOD DRINKER VAMPIRE

Level 11 ♦ Undead • Vampire • Orzhov

CR 1

ATTACK POWERS

⊕ **Bite:** +17 vs. AC; 10 +10 necrotic damage AND this creature heals 10 HP.

☐ ⊕ **Blood Slash:** *Minor action:* +13 vs. AC; 5 damage AND 10 ongoing damage (save ends).
☹ *when this creature takes damage.*

GENERAL POWERS

Resist 10 Necrotic

Blood Tithe: *Use when an adjacent living creature is destroyed by ongoing damage:* You score +5 VP.

CHAMPION POWERS ☐

❖ *Use when an enemy would take ongoing damage:* That ongoing damage increases by +10.

AC 24
FORT 24
REF 24
WILL 24

SPEED F7

HP 65
BLOOD 30

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ARCLIGHT PHOENIX

Level 15 ♦ Elemental • Unique

ATTACK POWERS

⊕ **Arclight:** (reach 3) +20 vs. Reflex; 20 lightning damage.

☐ ⊕ **Eye of the Storm:** Make 3 attacks vs. different targets: (reach 3) +17 vs. Reflex; 25 lightning damage. On miss, 10 lightning damage.
☹ *when this creature takes damage.*

GENERAL POWERS

Immune Lightning, Slowed, Helpless Phasing

Illuminator 6: Enemies and Allies within 6 squares of this creature are not Invisible and do not benefit from Conceal.

Crackling Death: *Use when this creature is destroyed:* Recharge and use Eye of the Storm.

AC 24
FORT 24
REF 28
WILL 24

SPEED F8

HP 100
BLOOD -

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KRAUL WINGED WARRIOR

Level 4 ♦ Kraul • Golgari

ATTACK POWERS

⊕ **Shortspear:** +10 vs. AC; 10 damage.

GENERAL POWERS

Defensive Mobility: +5 AC vs. opportunity attacks.

Swoop Attack: *Attack action:* This creature moves up to its speed, making a ⊕ attack at any point during movement.

Kraul Swarmer: +1 attack and +5 damage for each Kraul ally within 5 squares of it (maximum +10 damage).

AC 19
FORT 17
REF 19
WILL 17

SPEED F7

HP 35
BLOOD 15

R

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ORZHOV ADVOKIST

Level 8 ♦ Human • Arcane • Orzhov

CR 3

ATTACK POWERS

⊕ **Scary Stick:** +14 vs. AC; 10 damage

☞ **Accuser's Ray:** (range 10) +12 vs. Reflex; 15 psychic damage AND Slowed (save ends).

GENERAL POWERS

Syndicate Beguiler: (aura 2) Enemies may not use the Charge power against this creature or against allies in aura.

CHAMPION POWERS ☐ ☐ ☐

❖ *Use at start of an enemy's turn:* That enemy may not gain combat advantage this turn.

❖ *Use at start of an ally's turn:* That ally has combat advantage on its attacks this turn.

AC 22
FORT 21
REF 21
WILL 25

SPEED F7

HP 65
BLOOD 30

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ORZHOV BASILICA STATUE

Level 7 ♦ Construct • Orzhov

ATTACK POWERS

⊕ **Claw:** +12 vs. AC; 15 damage AND this creature heals 10 HP.

☐ ☞ **Horrific Visage:** (range 3) +12 vs. Will; 10 psychic damage AND Dazed.

GENERAL POWERS

Scout

Basilica Portal: *Move action:* Place this creature in any victory area.

Statue: May occupy statue terrain.

☐ **Imprisoned Spirit:** *Use when this creature is destroyed:* Place a new Undead ally with cost 11 or less adjacent to this creature.

AC 22
FORT 24
REF 14
WILL 18

SPEED 0

HP 45
BLOOD 20

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AZORIUS ARRESTER

Level 10 ♦ Human • Martial • Azorius

ATTACK POWERS

⊕ **Hammer of Justice:** +16 vs. AC; 20 damage

☞ **Command:** (range 6) +14 vs. Will; 5 psychic damage AND pull target 5 squares.

GENERAL POWERS

Resist 10 Necrotic

Arrest: *Immediate action, when an enemy enters an adjacent square:* That enemy is Immobilized.

Justified Use of Force: Azorius and Martial allies have +5 damage vs. Immobilized targets.

AC 25
FORT 23
REF 23
WILL 23

SPEED 5

HP 65
BLOOD 30

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JARAD, GOLGARI GUILDMASTER

Level 18 ♦ Undead • Mastermind • Unique

CR 3

ATTACK POWERS

⊕ **Staff of Svogthir:** +22 vs. AC; 10 + 10 necrotic +10 poison damage

☞ **Scavenger Dart:** (sight) AC; +22 vs. Reflex; 10 ongoing damage and Dazed (save ends both).

☐ ☞ **Plague of Beetles:** (blast 6) Automatic hit vs. Reflex; 15 necrotic + 5 poison damage AND Slowed.

GENERAL POWERS

Immune Necrotic, Poison

Vulnerable 5 Radiant

Spore Infusion: *Use at end of any turn:* Each adjacent enemy takes 10 ongoing poison damage (save ends).

Recycle: *Whenever an ally is destroyed:* Place a recycle token on this card.

CHAMPION POWERS ☐ ☐ ☐

❖ *Use at start of round:* Until end of round, this creature heals 10 HP each time an enemy takes ongoing damage.

❖ *Use when an ally is destroyed:* Allies have +1 attack for each recycle token on this card.

AC 30
FORT 28
REF 27
WILL 29

SPEED F7

HP 115
BLOOD 60

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DRUID OF THE OLD WAYS

Level 11 ♦ Centaur • Fey • Gruul

CR 2

ATTACK POWERS

⊕ **Nikya's Spear:** +17 vs. AC; 25 damage

☐ ☞ **Manifest Spirits:** (4 attacks within sight) +15 vs. AC; 10 ongoing damage AND Slowed (save ends both).

GENERAL POWERS

Chant of the Old Gods: Beast, Fey and Centaur allies have +2 attack and +5 damage.

CHAMPION POWERS ☐ ☐

❖ *Use when an enemy declares an ☞ or ☞ power:* Each ally has Resist 10 All vs. attacks until end of turn.

❖ *Use at start of round:* While charging, each ally has Resist 10 All and ignores extra MP costs for entering terrain until end of round.

Warband Building: All Beast creatures are legal in your warband.

AC 22
FORT 21
REF 20
WILL 24

SPEED 7

HP 80
BLOOD 40

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DEATHPACT ANGEL

Level 15 ♦ Planar • Angel • Orzhov

AC 27
FORT 27
REF 27
WILL 27
SPEED F8
HP 90
BLOOD 45

ATTACK POWERS
⊕ **Reaping Scythe:** +19 vs. AC; 25 damage AND this creature heals 10 HP.
☐ ⚡ **Soulshackle:** (burst 1) +18 vs. Will; 15 ongoing necrotic damage AND Stunned (save ends both).

GENERAL POWERS
Resist 10 Necrotic, Radiant
Death Clause: Use when this creature would be destroyed, if there is an Orzhov ally within 9 squares: Destroy that ally; this creature is not destroyed, but has 10 HP remaining instead.
Zealotry: Divine and Orzhov allies have +2 Will and +2 attack.

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GRUUL OGRE

Level 8 ♦ Ogre • Giant • Gruul

AC 18
FORT 22
REF 16
WILL 16
SPEED 7
HP 75
BLOOD 35

ATTACK POWERS
⊕ **Smash:** +14 vs. AC; 20 damage
⊕ **Bash:** +13 vs. AC; 15 damage AND Dazed AND push target up to 1 square.

GENERAL POWERS
Crash: Use with Charge: +4 attack; after resolving ⊕ attack, this creature is Dazed until end of round.
Ogres Break Everything! : +10 damage vs. Object, Construct, and Warforged enemies.
Stomping Stride: Never pays additional MP cost for entering terrain; Immune Slow.

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KRASIS - LARGE

Level 11 ♦ Magical Beast • Simic

AC 22
FORT 22
REF 22
WILL 22
SPEED 8
HP 85
BLOOD 40

ATTACK POWERS
⊕ **Tongue & Bite:** (reach 3) +16 vs. AC; 20 damage AND pull target adjacent AND Dazed.
⚡ **Hypnotic Display:** (burst 2) +12 vs. Will; Stunned.

GENERAL POWERS
Symbiocracy: Use during Setup: Choose up to 5 allies; each takes 5 damage, then increase this creature's maximum HP by the sum taken. It is still considered bloodied only at 40 HP.
Camouflage: Minor action: Invisible to nonadjacent creatures until it moves or resolves an attack.
Galloping Lizrog: Attack action: Moves up to its speed and makes one ⊕ attack at any time during that move.
☐ **Hypnotic Defense:** Immediate action, when targeted by an attack: Use Hypnotic Display.

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RAKDOS OGRE

Level 11 ♦ Ogre • Giant • Rakdos • Rage

AC 22
FORT 25
REF 21
WILL 21
SPEED 7
HP 90
BLOOD 45

ATTACK POWERS
⊕ **Flail:** (reach 3) +14 vs. AC; 20 damage AND pull large or smaller target adjacent.
⚡ **Knucklespike:** Minor action, once per turn: +14 vs. AC; 10 damage AND Dazed.

GENERAL POWERS
Hellhole Flailer: Use at start of turn: This creature and each adjacent creature take 5 damage, then each creature damaged has +2 attack until end of turn.
☐ **Blood Chaos:** Use when declaring a ⊕ attack: This creature takes 20 damage, then, that attack is an automatic hit and a critical hit.

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LEDEV GUARDIAN

Level 8 ♦ Human • Mounted • Selesnya

AC 22
FORT 22
REF 22
WILL 20
SPEED 8
HP 65
BLOOD 30

ATTACK POWERS
⊕ **Spear:** (reach 2) +14 vs. AC; 10 damage
⚡ **Jaws of the Wolf:** Minor action: +12 vs. AC; 10 damage; 15 damage vs. Immobilized targets, instead.

GENERAL POWERS
Cavalry 5: +5 damage vs. non-Mounted targets.
Mounted Attack: Attack action: Moves up to its speed and makes 1 ⊕ attack at any time during that move.
Pack Hunter: This creature has combat advantage against any enemy that is adjacent to an ally.
Skirmisher 5: While this creature is 2 or more squares from its starting position this turn: +5 ⊕ damage.

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SPHINX OF JUDGEMENT

Level 12 ♦ Sphinx • Azorius

AC 25
FORT 22
REF 22
WILL 27
SPEED F6
HP 75
BLOOD 35

ATTACK POWERS
⊕ **Claws:** +18 vs. AC; 15 damage
⚡ **Bestow Curse:** (range 7) +16 vs Will; 15 psychic damage AND -4 to all defenses (save ends).

GENERAL POWERS
Exemplar of Truth: (aura 1) Evil or Underdark creatures that start their turn in aura are Dazed.
☐ **Judgement of Sovo:** Use when this creature hits with a ⚡ attack: That attack is a critical hit and the target is Stunned (save ends).

CHAMPION POWERS ☐
❖ Use at start of round: Until end of round, creatures in your warband have +10 damage vs. targets which have a penalty applied to any defense.

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SKYJEK ROC

Level 8 ♦ Beast • Boros

AC 21
FORT 18
REF 21
WILL 18
SPEED F8
HP 50
BLOOD 25

ATTACK POWERS
⊕ **Raking Talons:** +13 vs. AC; 10 damage.

GENERAL POWERS
Legion Mount: This creature may have a medium or small, non-Mounted Boros or Martial ally as a rider.
Skirmish Mount: Attack action: This creature moves up to its speed; this creature and its rider each make ⊕ attacks at any point during movement.
Talon Grab: Use after resolving Skirmish mount, if this creature hit a medium or smaller enemy when using that power: Place that enemy in a square adjacent to this creature.

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ORZHOV GIANT

Level 13 ♦ Giant • Orzhov

AC 29
FORT 26
REF 23
WILL 23
SPEED 7
HP 85
BLOOD 40

ATTACK POWERS
⊕ **Axe:** (reach 2) +16 vs. AC; 30 damage. On miss, reroll the attack, instead (once per turn).
⚡ **Great Rock:** (sight) +16 vs. AC; 20 damage.

GENERAL POWERS
☐ **The Debt Collector:** Use at setup: Choose one enemy: +3 attack vs. that enemy until end of battle.

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LAZAV, DIMIR GUILDMASTER

Level 17 ♦ Shapeshifter • Dimir • Unique

CR 4

AC 27
FORT 27
REF 29
WILL 29
SPEED 7
HP 100
BLOOD 50

ATTACK POWERS
⊕ **Sword**: +20 vs. AC; 20 + 10 psychic damage AND this creature gains 1 Resistance or Immunity power of target until end of battle (choose one).

GENERAL POWERS

Faceless: Invisible to nonadjacent enemies.
Hard to Locate: Never grants combat advantage.
Blindsight: Ignores Invisible; Ignores Conceal.
□□□ **Decoy**: Use when this creature would be hit by a ⤴ or ⤵ attack: Switch places with a medium ally. That ally is hit by the attack, instead.

CHAMPION POWERS

❖ Use when an adjacent enemy would be destroyed: That enemy is not destroyed. It has 10 HP remaining and is Dominated until end of battle, instead.
❖ Use at start of round: Stealth and Shapeshifter creatures in your warband have +2 attack and +10 damage until end of round.

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UNDERCITY GORGON

Level 14 ♦ Medusa

AC 27
FORT 28
REF 26
WILL 28
SPEED 6
HP 85
BLOOD 40

ATTACK POWERS
⊕ **Claws**: +19 vs. AC; 20 damage
⊕⊕ **Greater Petrifying Gaze**: (range 6, ignores invisible) +17 vs. Fortitude; Petrified (save ends). ⤴ as a move action.

GENERAL POWERS

Ambush 10: Minor action: Choose one enemy that does not have line of sight to this creature: +10 damage vs. that enemy until end of turn.
Undercity Portal: Minor action: Teleport 6.
Reflexive Gaze: Immediate action, when an enemy attacks this creature with combat advantage: Make an (available) Ⓢ attack vs. that enemy.
Stoneripper Claws: +10 damage vs. enemies with Resist All.
Golgari Aspiration: While a Golgari ally is on the battle map, this creature has the Golgari keyword.

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FRONTLINE MEDIC

Level 11 ♦ Human • Boros

CR 1

AC 26
FORT 22
REF 22
WILL 22
SPEED 5
HP 70
BLOOD 35

ATTACK POWERS
⊕ **Radiant Touch**: +16 vs. AC; 15 radiant damage.
□□ ⤵ **Lightning Helix**: (line 10) +13 vs. Reflex; 10 radiant + 10 lightning damage AND ⤴ 1 use of this creature's Magic Elixir or Antidote power.

GENERAL POWERS

Resist 10 Necrotic, Poison
□□ **Magic Elixir**: Minor action: An adjacent living ally heals 10 HP, then it loses the Stunned, Slowed and Immobilized conditions.
□□ **Antidote**: Minor action: End an ongoing damage condition on an adjacent living ally.
Protection from Missiles: (aura 1) This creature and allies in aura have +4 AC and +4 Reflex vs. ⤴ attacks.
CHAMPION POWERS □
❖ Use at start of round: Until end of battle, Martial allies have +5 damage vs. Underdark enemies.
❖ Use at end of round: End the Helpless condition on an ally within 6 squares of this creature.

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GRUUL ANARCH

Level 13 ♦ Human • Primal • Gruul

CR 1

AC 23
FORT 25
REF 23
WILL 23
SPEED 6
HP 105
BLOOD 50

ATTACK POWERS
⊕ **Skullspears**: +17 vs. AC; 25 damage.
□⤵ **Burning Bark**: (radius 1 within 5) +15 vs. AC; 15 fire damage AND 10 ongoing fire damage.

GENERAL POWERS

Rubblebelter: +2 attack and +10 damage vs. Civilization targets.

CHAMPION POWERS

❖ Use when an ally is damaged: Until this creature is first bloodied, Gruul, Rage and Primal allies have +2 ⤴ attack and +5 ⤴ damage.

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KRAUL DEATHPRIEST

Level 7 ♦ Kraul • Golgari

CR 2

AC 23
FORT 25
REF 23
WILL 23
SPEED F6
HP 45
BLOOD 20

ATTACK POWERS
⊕ **Deathstaff**: +12 vs. AC; 5 + 5 necrotic damage.
□⤴ **Blight**: (range 10) +15 vs. Fortitude; 10 ongoing necrotic damage AND Dazed (save ends both).

GENERAL POWERS

Immune Dominated, Confused
Hivemind: Kraul allies have Immune Dominated and Immune Confused.
Contamination Cloud: Use when an adjacent enemy activates: That enemy takes 5 necrotic damage.

CHAMPION POWERS

❖ Use when an enemy takes necrotic damage: That enemy is Weakened.
❖ Use when an enemy is destroyed: Golgari allies have +5 necrotic damage while this creature is on the battle map.

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SELESNYA HEALER

Level 7 ♦ Elf • Divine • Selesnya

AC 20
FORT 17
REF 17
WILL 20
SPEED 7
HP 45
BLOOD 20

ATTACK POWERS
⊕ **Oakenstaff**: +12 vs. AC; 10 + 5 radiant damage.
□⤵ **Blanket of Calm**: (radius 1 within 10) +12 vs. Will; Target may not make attacks (save ends).

GENERAL POWERS

Resist 5 Necrotic
Aura of Life: (aura 3) While in aura, allies have Resist 5 Necrotic and heal 5 HP each time they hit an enemy with a ⤴ attack.
□□ **Gift of Doruvati**: Move action: One ally within 3 heals 20 HP. That ally also gains Immune Poison until this creature is destroyed.

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GALVANIC BLASTSEEKER

Level 12 ♦ Human • Arcane • Izzet

AC 24
FORT 25
REF 24
WILL 24
SPEED 6
HP 75
BLOOD 35

ATTACK POWERS
Ⓢ **Repulsion Beam**: (range 5) +17 vs. AC; 10 radiant damage AND push target 2 squares
⤵ **Galvanic Blast**: (radius 1 within 12) +15 vs. AC; 10 acid + 10 lightning damage AND Immobilized.
⤵ **Welder's Flash**: (burst 2) +15 vs. Reflex; Blinded.

GENERAL POWERS

Resist 10 Lightning
Phased Array: This creature's attacks ignore Insubstantial.
Tractor Beam: Minor action: Pull an ally or enemy within 10 squares up to 2 squares (requires line of effect).

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BOROS RECKONER

Level 10 ♦ Minotaur • Arcane • Boros

AC 23
FORT 25
REF 21
WILL 23
SPEED 7
HP 75
BLOOD 35

ATTACK POWERS
⊕ **Horn or Fist**: +15 vs. AC; 15 damage AND push 1. On miss, 5 lightning damage.
⊕ **Arcing Sword**: +15 vs. AC; 10 + 5 lightning damage AND each enemy within 2 squares of target takes 5 lightning damage.
□⤵ **Thunderwave**: (blast 3) +13 vs. AC; 20 thunder damage and push 3.

GENERAL POWERS

Resist 15 lightning
Reckoning: Immediate action, after an enemy Champion resolves a Champion power: Use the Charge power vs. that Champion.
Vanguard: Use when first to activate in a round: +2 attack until end of round.

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RAKDOS PERFORMER

Level 10 ♦ Human • Rage • Rakkdos

AC 22
FORT 22
REF 22
WILL 22
SPEED 7
HP 70
BLOOD 35

ATTACK POWERS
⊕ **Sulfurstaff:** (reach 2) +15 vs. AC; 5 + 5 fire damage AND non-bloodied targets take 5 acid damage.

GENERAL POWERS

Rakkdos Performer: Treats allies as enemies.
Revel in Chaos: +1 attack for each bloodied creature on the battlemap.

Dazzling: Adjacent creatures may not use Immediate actions.

Wheel of Torture: *Attack action:* This creature moves up to its speed. Each time it moves, if there is an enemy adjacent, it must make a ⊕ attack against that enemy (maximum 1 attack per enemy per turn).

Rollover: This creature may transit terrain occupied by enemies. If it does, Each non-flying enemy takes 5 + 5 fire damage when this creature first enters their space (maximum once per turn).

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NIGHTVEIL SPECTER

Level 13 ♦ Undead • Mounted • Dimir

AC 26
FORT 26
REF 23
WILL 23
SPEED F8
HP 80
BLOOD 40

ATTACK POWERS
⊕ **Mindscythe:** +19 vs. AC; 5 + 20 psychic damage.
☐ ← **Tear Psyche:** (blast 5) +17 vs. Will; 15 psychic damage AND Stunned.

GENERAL POWERS

Immune Necrotic

Vulnerable 5 Radiant

Sneak Attack 10: +10 damage vs. targets granting it combat advantage.

☐ **Spectral Champion:** *Use when this creature damages an enemy Champion:* Until end of battle, Champion allies may use that damaged enemy's Champion powers, as if they had those powers.

Incorporeal: *Use at start of turn:* Gains Phasing and Insubstantial until end of round.

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ARCHON OF THE TRIUMVERATE

Level 16 ♦ Celestial • Mounted • Azorius

AC 29
FORT 27
REF 25
WILL 27
SPEED F8
HP 90
BLOOD 45

ATTACK POWERS
⊕ **Hammer of Justice:** +22 vs. AC; 25 damage AND Dazed.
➤ **Shackle:** (range 10) +20 vs. Will; Immobilized (save ends).
☐ ← **Pacify:** (burst 3, enemies only) +18 vs. Will; Stunned.

GENERAL POWERS

Immune Dominated, Immune Fear

Blindsight: Ignores Conceal; Ignores Invisible.

Smite Lawbreakers: +10 damage vs. creatures that have already activated this round.

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TROSTANI, SELESNYA GUILDMASTER

Level 15 ♦ Fey • Selesnya • Unique

AC 25
FORT 27
REF 25
WILL 31
SPEED 6
HP 100
BLOOD 50

ATTACK POWERS
⊕ **Entangle:** (reach 3) +20 vs. AC; 15 damage AND Immobilized AND Dazed (save ends both).
➤ **Moonbeam:** *Minor action:* (sight) +18 vs. Reflex; 15 radiant damage.
☐ ← **Wrath of Mat'Selesnya:** (blast 5): +18 vs. Reflex; 40 damage.

GENERAL POWERS

Immune Dominated, Immobilized

Will of the Worldsoul: *Minor action:* Remove all conditions from a creature within sight.

Tree Stride: *Move action, if adjacent to forest terrain:* Teleport 9, ending adjacent to forest terrain.

CHAMPION POWERS

❖ *Use at start of round:* Selesnya and Good allies have +3 attack until end of round.

❖ *Use at end of round:* Each enemy adjacent to forest terrain takes 15 damage.

❖ *Use when an ally attacks:* Roll 3d20 and use the highest result.

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ORZHOV THRULL PACT

Level 7+ ♦ Orzhov

GENERAL POWERS

☐ **Pact:** *Use at setup:* Choose an adjacent ally of level 5 or less; that ally gains the Orzhov keyword.

☐ **Animate Thrull:** *Use when the chosen ally is destroyed:* Choose one effect:

Slave: Ally is not destroyed; place it in its Start area with HP equal to its bloodied value, instead.

Sacrifice: This creature Heals 10 HP.

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RAKDOS THRULL PACT

Level 7+ ♦ Rakkdos

GENERAL POWERS

☐ **Pact:** *Use at the setup:* Choose an adjacent ally of level 5 or less; that ally gains the Rakkdos keyword.

☐ **Animate Thrull:** *Use when the chosen ally is destroyed:* Ally is not destroyed; that ally has 10 HP remaining, instead, and has +10 fire damage to all attacks until end of battle.

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DEMONIC FRENZY

Level 6-12 ♦ Demon

GENERAL POWERS

☐ **Blood Price:** *Use at start of round:* Destroy a Rakkdos creature in your warband (opponent scores as normal).

Maximum Overdrive: *Use when a creature in your warband is destroyed at start of round:* This creature has Multi-activation 2 until end of round AND gains 10 ongoing damage.

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MIGHTY OAK

Level 5+ ♦ Selesnya • Primal

GENERAL POWERS

☐ **Great Tree:** *Use at the start of round:* Choose a square within line of sight that is at least 3 squares away from any wall or pit terrain. That square is wall terrain until end of battle; each square adjacent to that square is forest terrain until end of battle.

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BLOOD OF DIMIR

Level 5+ ♦ Vampire

GENERAL POWERS

House of Dimir: This creature gains the Dimir keyword
Dark Shadows: Invisible to nonadjacent enemies while adjacent to wall terrain.

☐ **Sneak Attack 10:** *Use when this creature hits with a ⊕ attack vs. a target granting it combat advantage:* +10 damage on that attack.

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DARK ELF OF RAVNICA

Level 5-10 ♦ Drow

GENERAL POWERS

Devkarin: This creature gains the Golgari keyword.

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RAVNICA

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