


43 BATTLE PLATE MARSHAL

ATTACK ACTIONS

- ⬇️ **Greataxe:** +17 vs AC; 20 Damage
- ⬇️ **Wolf Pack Tactics:** 1 ally adjacent to this creature or to target shifts 1 square, then this creature attacks; +17 vs AC; 20 Damage

LEVEL 10
AC 26
DEF 22
SPEED 5
HP 65



ABILITIES
Dwarf • Martial

SPECIAL POWERS
Orc Slayer: +5 Damage against Orc targets.
CHAMPION 3 □□□

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

- Use when a Dwarf ally activates. That ally moves up to its Speed.
- Use at start of round. Until end of round, creatures in your warband have +2 Attack and +5 Damage against creatures that have already activated this round.


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49 DWARF ANCESTOR

ATTACK ACTIONS

- ⬇️ **Maul:** +16 vs AC; 20 Damage
- ☐ **Moradin's Righteous Fury:** This creature moves up its Speed (minimum 1 square) and then makes an attack against each enemy within Reach, +16 vs DEF (Fort); 20 + 10 thunder Damage AND push 2 squares. RECHARGE when this creature uses Stone Form.

LEVEL 11
AC 27
DEF 21
SPEED 5
HP 85



ABILITIES
Dwarf • Construct
+4 DEF (Fort)
Reach 2

SPECIAL POWERS

- ☐ **Blink Out:** Minor action; until end of turn, this creature has Conceal 11 and Phasing and does not provoke opportunity attacks.
- Stone Form:** Replaces attack action: This creature cannot take actions, does not provide flanking, and has Resist 20 All. It does not count as a creature in a victory area for the purpose of scoring VP. This effect lasts until the start of this creature's next turn.


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17 EARTH SHUGENJA

ATTACK ACTIONS

- ⬇️ **Short Sword:** +13 vs AC; 15 Damage
- ⚡ **Earth Blast:** (range 5) +11 vs DEF (Fort); 10 Damage AND Slowed AND target loses Burrow until end of its next turn

LEVEL 6
AC 20
DEF 18
SPEED 6
HP 45



ABILITIES
Human • Divine • Earth
+4 DEF (Fort)

SPECIAL POWERS

- ☐☐ **Earth's Strength:** Minor action; 1 ally within 5 squares of this creature has +2 ⬇️ Attack and +5 ⬇️ Damage until end of its next turn.
- ☐ **Word of Healing:** Minor action; 1 ally within 5 squares of this creature heals 15 HP.


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34 GITHZERAI MONK

ATTACK ACTIONS

- ⬇️ **Ki Fist:** +15 vs AC; 15 Damage
- ☐☐ **Pressure Point Strike:** +13 vs DEF (Fort); 15 Damage AND Dazed (save ends)

LEVEL 10
AC 26
DEF 22
SPEED 8
HP 65



ABILITIES
Githzerai • Ki
+4 DEF (Ref)
Defensive Mobility: +5 AC against opportunity attacks while moving.

SPECIAL POWERS

- Mobile Melee Attack:** Immediate, after resolving this creature's ⬇️ attack; shift 1 square.
- ☐ **Unavoidable Strike:** This creature's next ⬇️ attack is a critical.

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17 GOLD DWARF SOLDIER

ATTACK ACTIONS

- ⬇️ **Warhammer:** +12 vs AC; 10 Damage
- ⬇️ **Cleaving Sweep:** +10 vs AC; 10 Damage AND 10 Damage to a different enemy adjacent to this creature

LEVEL 5
AC 22
DEF 18
SPEED 5
HP 45



ABILITIES
Dwarf • Martial

SPECIAL POWERS

- Stubborn Resilience:** +4 DEF while adjacent to a Dwarf ally.
- Watch Your Back:** Dwarf allies adjacent to this creature do not grant combat advantage to enemies for flanking.


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48 HALF-ORC PALADIN

ATTACK ACTIONS

- ⬇️ **Bastard Sword:** +17 vs AC; 15 Damage
- ☐ **Thunder Smite:** +15 vs AC; 20 thunder Damage AND Dazed

LEVEL 11
AC 26
DEF 22
SPEED 5
HP 70



ABILITIES
Good • Half-Orc • Divine

SPECIAL POWERS

- Divine Challenge:** Minor action; choose 1 enemy within 5 squares of this creature; until start of this creature's next turn, whenever that enemy attacks, if it does not target this creature, it takes 10 radiant Damage and has -2 Attack on that attack roll.
- CHAMPION 2** □□
- Use at start of round. Until end of round, allies have +5 ⬇️ Damage against higher-level targets.
- Use when any creature fails a save. That save succeeds instead.

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12 LANTERN BEARER

ATTACK ACTIONS

- ⬇️ **Longsword:** +12 vs AC; 10 Damage
- ☐ **Lantern Blast:** (blast 3) +8 vs DEF (Ref); 10 radiant Damage AND this creature loses Illuminator until start of its next turn

LEVEL 5
AC 21
DEF 17
SPEED 5
HP 40



ABILITIES
Good • Human • Martial

SPECIAL POWERS

- Holy Beacon:** Evil creatures within 5 squares of this creature have -2 Attack.
- Illuminator:** Creatures within 5 squares of this creature do not benefit from Conceal or Hide and are not invisible.


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34 LOYAL EARTH ELEMENTAL

ATTACK ACTIONS

- ⬇️ **Slam:** +16 vs AC; 15 Damage
- ☐ **Earth Stomp:** (burst 1) +14 vs DEF (Fort); 15 Damage AND Immobilized

LEVEL 9
AC 23
DEF 23
SPEED 5
HP 65



ABILITIES
Elemental • Earth
Burrow
+4 DEF (Fort)
Reach 2
Tremorsense: Blindsight against creatures without Flight.

SPECIAL POWERS

- Cleave:** Immediate, when this creature's ⬇️ attack destroys an enemy; make a ⬇️ attack. Usable once per turn.

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74 MARUT

ATTACK ACTIONS

⊕ **Slam:** +20 vs AC; 10 + 10 thunder Damage
 ↓ **Inevitable Push:** +20 vs AC; 15 + 10 thunder Damage AND push 2 squares AND this creature shifts 1 square
 ✨ **Mass Inflict Light Wounds:** (radius 1 within 10) +18 vs DEF (Ref); 15 necrotic Damage

LEVEL 15
AC 29
DEF 27
SPEED 6
HP 85

ABILITIES
 Immortal • Planar
 Resist 15 Thunder
Blindsight: Ignores Conceal; treats invisible creatures as visible.
 Reach 2

SPECIAL POWERS
Single-Minded: On its turn, this creature cannot move or attack a nonchampion if an enemy champion is within its Reach.

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52 MEDIUM SILVER DRAGON

ATTACK ACTIONS

⊕ **Bite:** +19 vs AC; 20 Damage
 ☐ ← **Cold Breath:** (blast 3) +17 vs DEF (Fort); 25 cold Damage AND Immobilized (save ends). RECHARGE when first Bloodied.
 ↓ **Wing Slap:** +17 vs DEF (Ref); 15 Damage AND Dazed

LEVEL 12
AC 26
DEF 24
SPEED F6
HP 75

ABILITIES
 Good • Dragon
 Flight
 Resist 10 Cold

CHAMPION 1 ☐

- Use at start of round. Until end of round, when a creature in your warband eliminates an Unaligned enemy, you score +5 VP
- Use at start of round. Until end of round, allies are not affected by this creature's Cold Breath.

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10 ROYAL GUARD

ATTACK ACTIONS

⊕ **Halberd:** +11 vs AC; 10 Damage
 ☐ ↓ **Hamstring Sweep:** +9 vs DEF (Ref); 15 Damage

LEVEL 5
AC 20
DEF 16
SPEED 5
HP 35

ABILITIES
 Human • Martial
 Reach 2

SPECIAL POWERS
Set Against Charge 10: Immediate, when a charging enemy moves into a square adjacent to this creature; that enemy takes 10 Damage.

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46 SLAYER OF DOMIEL

ATTACK ACTIONS

⊕ **Sword and Dagger:** +16 vs AC; 20 Damage

LEVEL 11
AC 25
DEF 23
SPEED 6
HP 70

ABILITIES
 Good • Human • Martial
 Hide

SPECIAL POWERS
Evil Slayer 5: +5 Damage against Evil targets.
Marked Target: You score double VP for the first enemy this creature eliminates.
Sneak Attack 5: +5 ↓ Damage whenever this creature has combat advantage against target.

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65 ASPECT OF KORD

ATTACK ACTIONS

⊕ **Sword of Kord:** +17 vs AC; 30 Damage
 ↓ **Blade of Battle:** +21 vs AC; 20 Damage AND -2 AC until end of round

LEVEL 14
AC 26
DEF 24
SPEED 8
HP 105

ABILITIES
 Immortal • Divine
 Reach 2

SPECIAL POWERS
Glory in Battle: +10 Damage until end of turn whenever this creature is the first to activate in a round.
Vengeance: Immediate, when an adjacent ally is destroyed; this creature makes a ⊕ attack.

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39 DROMITE WILDER

ATTACK ACTIONS

⊕ **Short Sword:** +17 vs AC; 15 Damage
 ↗ **Cold Ray:** (sight) +15 vs DEF (Ref); 10 cold Damage
 ☐ ← **Electricity Burst:** (burst 4) +15 vs DEF (Fort); 20 lightning Damage

LEVEL 10
AC 24
DEF 22
SPEED 7
HP 40

ABILITIES
 Dromite • Psionic
 Resist 20 Lightning
Blindsight: Ignores Conceal; treats invisible creatures as visible.

SPECIAL POWERS
Overchannel: Minor action, once per turn; this creature takes 5 Damage. Until end of turn, it has +10 Damage and -2 Attack.
Wild Surge: Scores criticals on attack rolls of natural 17+ with ↗ and ← attacks.

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15 ELF STALKER

ATTACK ACTIONS

⊕ **Longsword:** +10 vs AC; 10 Damage
 ↗ **Twin Strike Bow:** (sight) 2 attacks, +10 vs AC each; 5 Damage each

LEVEL 5
AC 20
DEF 18
SPEED 6
HP 40

ABILITIES
 Elf • Martial
 Hide

SPECIAL POWERS
 ☐ **Deadeye Shot:** Minor action; +5 ↗ Damage until end of turn. RECHARGE at end of this creature's turn if it did not hit with an attack that turn.

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100 ELMINSTER OF SHADOWDALE

ATTACK ACTIONS

⊕ **Longsword:** +20 vs AC; 15 + 10 thunder Damage
 ☐ ↗ **Mystra's Curse:** (sight) +19 vs DEF (Will); whenever target makes a die roll, roll an extra die and ignore the highest result (save ends)
 ✨ **Scorching Burst:** (radius 1 within 10) +19 vs DEF (Ref); 20 fire Damage

LEVEL 17
AC 28
DEF 29
SPEED 6
HP 95

ABILITIES
 Good • Human • Arcane
 Unique

SPECIAL POWERS
 ☐☐☐ **Anyspell:** Use 1 ↗, ←, or ✨ attack action of an adjacent Arcane ally, as though this creature had that attack action, using an Attack rating of +17 instead of its normal rating.
CHAMPION 2 ☐☐

- Use when an Arcane creature misses with an attack. Reroll that attack roll.
- Use at start of round. Arcane allies have +4 Attack and +5 Damage until end of round.

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33 GUENHWYVAR

ATTACK ACTIONS

- ⊕ **Claw:** +14 vs AC; 10 Damage

LEVEL 9

AC 23

DEF 21

SPEED 8

HP 65

ABILITIES

Magical Beast • Planar Unique; Hide

Delayed Appearance: This creature must start the battle off the battle map.

SPECIAL POWERS

Momentum: +5 ⊕ Damage if this creature moved during this turn.

☐ **Onyx Figurine:** Use before you roll for initiative on any round after the first. Place this creature in your start area or adjacent to an allied champion.

Ripping Pounce: When this creature charges, it makes 1 extra ⊕ attack against the target.

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25 HALF-OGRE BARBARIAN

ATTACK ACTIONS

- ⊕ **Greatsword:** +10 vs AC; 20 Damage
- ☐ **← Crowdsweeper:** (burst 1) automatic hit; 10 Damage. RECHARGE when 2 or more enemies are adjacent to this creature at end of its turn.

LEVEL 7

AC 19

DEF 17

SPEED 7

HP 60

ABILITIES

Ogre • Primal • Rage Reach 2

SPECIAL POWERS

Bloodfury: +4 ⊕ Attack and +10 ⊕ Damage while Bloodied.

Gang Fighter: +1 AC for each enemy adjacent to this creature.

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5 HALFLING SNEAK

ATTACK ACTIONS

- ⊕ **Dagger:** +7 vs AC; 10 Damage
- **Thrown Dagger:** (range 5) +5 vs DEF (Ref); 10 Damage

LEVEL 2

AC 16

DEF 18

SPEED 6

HP 25

ABILITIES

Halfling • Martial • Stealth

SPECIAL POWERS

Out of Nowhere: Replaces attack action: Until end of its next turn, this creature has Hide, +2 Attack, and +10 Damage.

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47 NENTYAR HUNTER

ATTACK ACTIONS

- ⊕ **Short Sword:** +19 vs AC; 10 Damage
- **Icy Arrows:** (sight) 2 attacks, each against a different target, +19 vs AC each; 10 + 5 cold Damage each

LEVEL 12

AC 24

DEF 22

SPEED 7

HP 50

ABILITIES

Plant • Primal

Forest Walk: Forest terrain does not affect this creature's movement.

SPECIAL POWERS

Orc Slayer 5: +5 Damage against Orc targets.

Primal Archery: Immediate, when this creature hits with both Icy Arrows attacks; 1 ally within 5 squares of this creature makes a ➤ attack against the target of one of those attacks.

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31 RIKKA, ANGELIC AVENGER

ATTACK ACTIONS

- ⊕ **Greatsword:** +12 vs AC; 20 Damage

LEVEL 8

AC 20

DEF 22

SPEED F8

HP 75

ABILITIES

Good • Angel • Planar Unique Flight

Delayed Appearance: This creature must start the battle off the battle map.

SPECIAL POWERS

Aggressive 5: +5 ⊕ Damage while not Bloodied.

☐ **Cure Wounds:** Minor action; this creature or an adjacent ally heals 20 HP.

☐ **Waylay:** Use before you roll for initiative on any round after the first. Place this creature in any victory area.

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15 SATYR

ATTACK ACTIONS

- ⊕ **Hoof:** +12 vs AC; 10 Damage
- **Shortbow:** (sight) +10 vs AC; 10 Damage
- ☐ **← Distracting Melody:** (burst 3, enemies only) +10 vs DEF (Will); Dazed. RECHARGE when first Bloodied.

LEVEL 5

AC 19

DEF 17

SPEED 7

HP 40

ABILITIES

Fey

SPECIAL POWERS

☐ **Leaping Stag Dance:** Minor action; each ally within 5 squares of this creature shifts 1 square.

☐ **Song of Freedom:** Minor action; 1 ally within 5 squares of this creature makes a save against an effect or condition with a duration of (save ends).

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19 SPIRIT FOLK FIGHTER

ATTACK ACTIONS

- ⊕ **Falchion:** +13 vs AC; 15 Damage
- ☐ **⊕ Dizzying Blow:** +11 vs DEF (Fort); 15 Damage AND Immobilized

LEVEL 6

AC 20

DEF 20

SPEED 7

HP 45

ABILITIES

Martial

One with Nature: Forest and river terrain do not affect this creature's movement. This creature has +2 AC and +2 DEF while occupying forest or river terrain.

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27 WIZARD TACTICIAN

ATTACK ACTIONS

- ⊕ **Staff:** +15 vs AC; 10 Damage
- ☐ ➤ **Bigby's Slapping Hand:** (sight) +13 vs DEF (Will); target provokes opportunity attacks
- ⊕ **Ice Blast:** (blast 3) +13 vs DEF (Fort); 10 cold Damage AND Slowed
- ⊕ **Flame Burst:** (radius 1 within 10) +13 vs DEF (Ref); 15 fire Damage

LEVEL 9

AC 20

DEF 18

SPEED 6

HP 35

ABILITIES

Human • Arcane

SPECIAL POWERS

Tactical Magic: Whenever this creature's ⊕ or ⊕ attack has only 1 target, that attack has +5 Damage.

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61 IRON GOLEM

ATTACK ACTIONS

- ⊕ **Fist:** +18 vs AC; 20 Damage
- ☐ ← **Poison Cloud:** (burst 2) +15 vs DEF (Fort); ongoing 10 poison Damage AND Weakened (save ends both)

LEVEL 13

AC 28

DEF 23

SPEED 5

HP 80

ABILITIES

- Construct**
- +4 DEF (Fort); Reach 2
- Immune Fire, Poison**
- Inexorable:** Can move through enemies.
- Ponderous:** Can't shift.

SPECIAL POWERS

- Direct Orders:** +5 ↓ Damage while within 5 squares of an allied champion.
- ☐☐ **Spell Deflection:** Immediate, when hit by an attack from an Arcane creature; the attack misses instead.

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48 JUSTICATOR

ATTACK ACTIONS

- ⊕ **Greatsword:** +19 vs AC; 20 Damage
- ☐ ↓ **Resounding Strike:** +18 vs AC; 20 Damage AND Immobilized AND push 2 squares. RECHARGE when an enemy within 2 squares of this creature attacks an ally.

LEVEL 12

AC 26

DEF 26

SPEED F6

HP 75

ABILITIES

- Planar**
- Flight**
- Reach 2

SPECIAL POWERS

- ☐ **Swift Justice:** Immediate, when an ally within 10 squares of this creature is destroyed by an enemy; place this creature in a square that was occupied by that ally, then make a ⊕ attack against that enemy.
- Wrath 5:** Once an ally has been destroyed, this creature has +5 ↓ Damage until end of battle.

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23 MERCENARY SERGEANT

ATTACK ACTIONS

- ⊕ **Longsword:** +14 vs AC; 15 Damage
- ↓ **Guiding Strike:** +14 vs AC; 15 Damage AND 1 ally within 5 squares of this creature has +2 Attack against the target until end of that ally's next turn

LEVEL 7

AC 24

DEF 20

SPEED 5

HP 50

ABILITIES

- Human • Martial**

SPECIAL POWERS

- For a Price:** Use at start of round, once per round; spend 5 VP, then choose 1 effect.
 - Spur On:** This creature has +2 Attack and +10 Damage until end of round.
 - Tactical Surge:** Roll 1 extra d20 for initiative this round.

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24 XORN

ATTACK ACTIONS

- ⊕ **Bite:** +13 vs AC; 15 Damage

LEVEL 8

AC 22

DEF 20

SPEED 5

HP 55

ABILITIES

- Elemental • Earth**
- Burrow**
- All-Around Vision:** This creature does not grant combat advantage to enemies for flanking.

SPECIAL POWERS

- ☐ **Phase into Ground:** Minor action; remove this creature from the battle map. At start of next round, place this creature on the battle map in a legal space nearest to its previous space, then make a ⊕ attack with +2 Attack.

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6 MONITOR LIZARD

ATTACK ACTIONS

- ⊕ **Toothy Maw:** +9 vs AC; 10 Damage

LEVEL 2

AC 18

DEF 14

SPEED 6

HP 25

ABILITIES

- Beast**

SPECIAL POWERS

- ☐ **Warning Hiss:** Immediate, use at any time; 1 ally within 6 squares of this creature does not grant combat advantage until end of round.

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22 ANKHEG

ATTACK ACTIONS

- ⊕ **Mandibles:** +11 vs AC; 10 + 5 acid Damage
- ☐ ← **Acid Spit:** (blast 3) +9 vs DEF (Ref); 15 acid Damage. RECHARGE when first Bloodied.

LEVEL 6

AC 20

DEF 18

SPEED 5

HP 50

ABILITIES

- Beast**
- Burrow**

SPECIAL POWERS

- Burrowing Ambush:** Minor action; choose any number of enemies that cannot see this creature; +10 Damage against those enemies until end of turn.
- Feast:** Whenever this creature eliminates an adjacent enemy, it heals 10 HP and is Immobilized until end of turn.

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23 XEN'DRIK CHAMPION

ATTACK ACTIONS

- ⊕ **Drow Long Knife:** +13 vs AC; 15 Damage
- ↘ **Shortbow:** (sight) +13 vs AC; 5 Damage

LEVEL 8

AC 22

DEF 20

SPEED 7

HP 50

ABILITIES

- Drow • Martial**

SPECIAL POWERS

- ☐ **Blaze of Instinct:** Immediate, when this creature is hit by an attack; that attack misses instead.
- Skirmish 10:** +10 Damage this turn if this creature moved at least 2 squares from where it started its turn before attacking.

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89 ARTEMIS ENTRERI

ATTACK ACTIONS

- ⊕ **Charon's Claw:** +19 vs AC; 15 Damage
- ☐ ↘ **Jeweled Dagger:** (range 10) +19 vs AC; 10 + 10 necrotic Damage

LEVEL 14

AC 27

DEF 25

SPEED 4

HP 95

ABILITIES

- Evil • Human • Martial**
- Unique; Hide**
- Multi-Activation 2:** Activates twice per round.
- Quick Step 2:** Can shift 2 squares instead of 1.

SPECIAL POWERS

- ☐ **Backstab:** Use with Sneak Attack; +20 Damage on that attack. RECHARGE when no enemy is within 10 squares at start of this creature's turn.
- Legendary Assassin:** Use when this creature destroys a Unique enemy; score +10 VP.
- Sneak Attack 5:** +5 Damage whenever this creature has combat advantage against target.

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41 DARK NAGA

ATTACK ACTIONS

- ⊕ Bite: +15 vs AC; 15 Damage
- ☐ ⤴ Bigby's Slapping Hand: (nearest) +14 vs DEF (Ref); target provokes opportunity attacks
- ☐ ⤵ Lightning Bolt: (line 10) +14 vs DEF (Ref); 20 lightning Damage, 10 lightning on miss
- ☐ ⤴ Tail Sting: +14 vs AC; 10 poison Damage AND Helpless


ABILITIES

Immortal • Magical Beast
Immune Poison
Conceal 6

SPECIAL POWERS

Naga's Guidance: Immortal allies within 5 squares of this creature have +2 Attack.

LEVEL 10
AC 23
DEF 23
SPEED 7
HP 70



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14 DOLGAUNT MONK

ATTACK ACTIONS


- ⊕ Talons: +9 vs AC; 10 Damage
- ⤵ Tentacle Whip: (Reach 2) +7 vs DEF (Fort); 15 Damage AND Weakened AND this creature heals 5 HP

ABILITIES

Evil • Aberrant • Ki
Blind: Immune to attack actions and special powers with Gaze in their name.
Blindsight: Ignores Conceal; treats invisible creatures as visible.

SPECIAL POWERS

LEVEL 4
AC 16
DEF 18
SPEED 8
HP 35



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33 DUERGAR CHAMPION

ATTACK ACTIONS

- ⊕ Maul: +16 vs AC; 15 Damage
- ☐ ⤴ Beard Quills: (range 6) +15 vs AC; 5 Damage AND ongoing 5 poison Damage (save ends)


ABILITIES

Evil • Duergar
+4 DEF (Fort)
Conceal 6

SPECIAL POWERS

Awareness: Can make an opportunity attack against an adjacent enemy that shifts.
Cleave: Immediate, when this creature's ⊕ attack destroys an enemy, make a ⊕ attack. Usable once per turn.

LEVEL 9
AC 24
DEF 20
SPEED 6
HP 55



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23 HALF-ORC EXECUTIONER

ATTACK ACTIONS

- ⊕ Henskerbeil: +10 vs AC; 20 Damage


ABILITIES

Half-Orc • Martial

SPECIAL POWERS

Executioner's Blade: +4 ⊕ Attack and +10 ⊕ Damage against Bloodied targets.
Sneak Attack 10: +10 ⊕ Damage whenever this creature has combat advantage against target.

LEVEL 8
AC 19
DEF 18
SPEED 6
HP 65



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45 HELMED HORROR

ATTACK ACTIONS

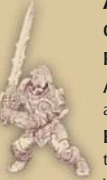
- ⊕ Imbued Sword: +18 vs AC; 10 + 10 fire Damage
- ⤴ Crossbow: (nearest) +14 vs AC; 15 Damage

ABILITIES

Construct
Flight
Arcane Defense: +2 DEF against Arcane creatures.
Blindsight: Ignores Conceal; treats invisible creatures as visible.
Slow Reload: Can't make a ⤴ attack and move on the same turn.

SPECIAL POWERS

LEVEL 11
AC 27
DEF 25
SPEED F6
HP 70



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3 KOBOLD MINER

ATTACK ACTIONS

- ⊕ Pickaxe: +6 vs AC; 5 Damage

ABILITIES

Kobold
Wandering Monster: Sets up in a random victory area.
Beneath Contempt: Worth 0 VP when eliminated.

SPECIAL POWERS

Jittery: Whenever this creature is attacked, it takes 5 psychic Damage.

LEVEL 1
AC 15
DEF 13
SPEED 6
HP 20



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13 SKELETAL EQUICEPH

ATTACK ACTIONS

- ⊕ Halberd: +12 vs AC; 10 Damage


ABILITIES

Undead
Reach 2

SPECIAL POWERS

Battlefield Control: Whenever this creature hits with an opportunity attack, the target is also Immobilized.
Opportunity Attacker: +5 ⊕ Damage with opportunity attacks.

LEVEL 5
AC 21
DEF 17
SPEED 6
HP 40



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53 TROGLODYTE CAPTAIN

ATTACK ACTIONS

- ⊕ Morningstar: +18 vs AC; 20 Damage

ABILITIES


Evil • Troglydte

SPECIAL POWERS

Bloodrage 5: +5 ⊕ Damage while Bloodied.
☐ Come and Get It: Replaces attack action: Pull each enemy within 3 squares adjacent to this creature, then make a ⊕ attack against each adjacent enemy. RECHARGE when first Bloodied.
Stench: Adjacent living creatures have -2 Attack; Troglydtes immune.
CHAMPION 4 ☐☐☐☐

- Use at start of round. Until end of round, allies have +5 Damage against creatures affected by Stench.
- Use when a Troglydte ally eliminates an enemy. That ally takes an immediate attack action.

LEVEL 11
AC 27
DEF 25
SPEED 6
HP 75



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95 BALOR

ATTACK ACTIONS

⚡ **Lightning Sword:** +19 vs AC; 15 + 15 lightning Damage

🔥 **Flaming Whip:** (Reach 4) +19 vs AC; 15 + 15 fire Damage AND Immobilized AND pull adjacent

👹 **Demonic Domination:** (range 10, Bloodied enemy only) +17 vs DEF (Will); Dominated


LEVEL 16

AC 27

DEF 25

SPEED F8

HP 110



ABILITIES

Evil • Elemental • Demon

Flight; Reach 2

Resist 20 Fire

SPECIAL POWERS

Death Throes: Immediate, when destroyed; all creatures within 2 squares take 20 fire Damage.

Red Tide: While this creature is Bloodied, treat its Champion rating as 4 for determining initiative.

CHAMPION 1 □

- Use when an ally's ⚔ attack misses. Reroll at +5.
- Use at start of opponent's turn. You choose the next creature that opponent activates.

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8 DARK CREEPER

ATTACK ACTIONS

🗡 **Dagger:** +8 vs AC; 10 Damage

👉 **Thrown Dagger:** (range 5) +8 vs AC; 10 Damage

LEVEL 3

AC 16

DEF 14

SPEED 6

HP 30



ABILITIES

Shadow

SPECIAL POWERS

Killing Dark: Immediate, when destroyed; this creature's space and adjacent squares contain smoke terrain (in addition to existing terrain) until end of next round.

Sneak Attack 5: +5 ⚔ Damage whenever this creature has combat advantage against target.

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53 DEATH SLAAD

ATTACK ACTIONS

⚔ **Longsword:** +17 vs AC; 20 Damage

□ ⚔ **Stunning Rend:** +17 vs AC; 20 Damage AND Followup

Followup: +15 vs DEF (Fort); Stunned


LEVEL 12

AC 25

DEF 24

SPEED F6

HP 75



ABILITIES

Slaad • Chaos

Flight

SPECIAL POWERS

□ □ **Chaos Storm:** Use when you win initiative; RECHARGE Stunning Rend AND all enemies have -2 Attack until end of round.

CHAMPION 2 □ □

- Use at start of round; Roll 1d20. 1-10: Slaad allies have +2 DEF and +10 Damage until end of round. 11-20: Slaad allies have +2 AC and +4 Attack until end of round.

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12 DIRE BAT

ATTACK ACTIONS

⚔ **Bite:** +11 vs AC; 10 Damage

□ ⚡ **Screech:** (blast 3) +9 vs DEF (Fort); 10 thunder Damage AND Dazed


LEVEL 4

AC 20

DEF 16

SPEED F6

HP 35



ABILITIES

Beast

Flight

Blindsight 5: Within 5 squares of this creature, ignores Conceal and treats invisible creatures as visible.

SPECIAL POWERS

Natural Soul: +2 ⚔ Attack and +5 ⚔ Damage while an allied Primal champion is within 5 squares of this creature.

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56 DRAEGLOTH

ATTACK ACTIONS

⚔ **Claw:** +15 vs AC; 30 Damage

□ 🕷 **Lolth's Blight:** (radius 1 within 10) +13 vs DEF (Ref); 20 necrotic Damage

□ ⚡ **Rage of Lolth:** (burst 1, enemies only); +15 vs AC; 30 Damage AND Slowed (save ends)


LEVEL 12

AC 24

DEF 22

SPEED 7

HP 90



ABILITIES

Evil • Demon • Drow

Penetrating Sight; Ignores smoke terrain.

Reach 2

SPECIAL POWERS

□ **Cloud of Darkness:** Minor action; until start of this creature's next turn, squares adjacent to this creature contain smoke terrain (in addition to existing terrain).

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52 DROW ARACHNOMANCER

ATTACK ACTIONS

⚔ **Spider Rod:** +19 vs AC; 10 Damage AND Immobilized (save ends)

□ 🕷 **Spider Curse:** (sight) +17 vs DEF (Will); 10 necrotic Damage AND Weakened AND ongoing 5 necrotic Damage (save ends both). RECHARGE when no creature is affected by this power.


LEVEL 12

AC 26

DEF 24

SPEED 6

HP 70



ABILITIES

Evil • Drow • Arcane

Resist 20 Poison

Strength in Numbers 1: Increase your warband's creature limit by 1.

SPECIAL POWERS

Favor of Lolth: (Summoning) During setup, choose up to 3 Spider creatures in your warband costing up to 15 points each. These creatures start off the battle map. At start of any round after the first, place those creatures within 5 squares of this creature.

Lolth's Judgment: Spider allies have +2 Attack.

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25 DROW ARCANIC GUARD

ATTACK ACTIONS

⚔ **Spiked Chain:** +12 vs AC; 15 Damage

□ ⚡ **Burning Hands:** (blast 3) +10 vs DEF (Ref); 15 fire Damage

👉 **Frost Ray:** (range 5) +10 vs DEF (Fort); 10 cold Damage AND Slowed


LEVEL 7

AC 21

DEF 19

SPEED 6

HP 50



ABILITIES

Drow • Arcane

Conceal 6

Reach 2

SPECIAL POWERS

□ **Not There:** Immediate, when this creature is targeted by an attack; teleport 5 squares.

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62 GRAY RENDER

ATTACK ACTIONS

⚔ **Rending Claws:** +16 vs AC; 30 Damage

⚔ **Grab and Crush:** +15 vs AC; 20 Damage AND Immobilized (save ends)

□ ⚔ **Throw Enemy:** (Large or smaller target only) +16 vs AC; 20 Damage AND push 5 squares. If this creature pushes a target at least 3 squares, the target and 1 creature adjacent to it each take 20 Damage.


LEVEL 13

AC 25

DEF 23

SPEED 6

HP 95



ABILITIES

Magical Beast

Immune Immobilized, Slowed

Reach 2

SPECIAL POWERS

Murderous: On its turn, this creature cannot move or attack a non-Bloodied target while adjacent to a Bloodied enemy.

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28 GRIMLOCK BARBARIAN

ATTACK ACTIONS

⊕ Greataxe: +11 vs AC; 25 Damage
 † Frenzied Attack: (only while Bloodied) Make 2 ⊕ attacks.


ABILITIES

Grimlock • Primal • Rage
 Blind: Immune to attack actions and special powers with Gaze in their name.
 Blindsight: Ignores Conceal; treats invisible creatures as visible.

SPECIAL POWERS

Grimlock Rage: Use when an enemy becomes Bloodied while adjacent to this creature; this creature gains +10 HP. This can increase this creature's HP above its starting total, though it is considered Bloodied only at 30 HP or fewer.

LEVEL 8
 AC 20
 DEF 18
 SPEED 6
 HP 65



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41 HALF-FIEND OGRE

ATTACK ACTIONS

⊕ Falchion: +17 vs AC; 20 Damage
 ☐ ✖ Blight: (radius 1 within 10) +14 vs DEF (Fort); 20 necrotic Damage AND Good creatures are Dazed

ABILITIES

Evil • Demon • Ogre
 Flight
 Resist 5 Fire
 Reach 2

SPECIAL POWERS

Disruptive Presence: Other creatures within 2 squares of this creature cannot make ✗, ✖, or ✖ attacks.

LEVEL 10
 AC 24
 DEF 22
 SPEED F7
 HP 65



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48 HUNCHED GIANT

ATTACK ACTIONS

⊕ Warhammer: +14 vs AC; 25 Damage
 ☐ † Wall Pound: (target adjacent to wall) +14 vs AC; 30 Damage AND Immobilized (save ends). RECHARGE when first Bloodied.


ABILITIES

Giant
 +4 DEF (Fort)
 Reach 2

SPECIAL POWERS

Threatening Reach: Can make opportunity attacks against enemies within Reach.
 Unfurl: +2 † Attack and +5 † Damage against Large or larger targets.

LEVEL 11
 AC 23
 DEF 21
 SPEED 6
 HP 85



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67 LARGE DEEP DRAGON

ATTACK ACTIONS

⊕ Bite: +21 vs AC; 20 Damage
 ☐ † Psychrotropic Breath: (blast 5) +19 vs DEF (Fort); 20 psychic Damage AND ongoing 5 psychic Damage (save ends). RECHARGE when first Bloodied.
 † Snake Strike: +19 vs DEF (Ref); 15 Damage AND Immobilized


ABILITIES

Dragon • Stealth
 Flight; Reach 2
 Blindsight: Ignores Conceal; treats invisible creatures as visible.

SPECIAL POWERS

Deadly Hunter: Enemies that have not activated this round grant combat advantage to this creature.
 CHAMPION 2 ☐☐
 • Use at start of round. Drow and Stealth allies have +2 Attack and +10 Damage until end of round.
 • Use when a Dazed enemy fails a save. Slide that enemy 3 squares.

LEVEL 14
 AC 28
 DEF 26
 SPEED F7
 HP 85



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7 LOLTH'S STING

ATTACK ACTIONS

⊕ Rapier: +8 vs AC; 10 Damage


ABILITIES

Drow • Martial • Stealth

SPECIAL POWERS

☐ Ghost Step: Minor action; this creature is invisible until end of turn. RECHARGE when first Bloodied.
 Skulking Strike 15: +15 Damage while this creature is invisible to target.

LEVEL 3
 AC 17
 DEF 15
 SPEED 6
 HP 30



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27 MOUNTED DROW PATROL


ATTACK ACTIONS

⊕ Lance: +13 vs AC; 10 + 5 cold Damage
 † Mounted Attack: This creature moves up to its Speed and makes a ⊕ attack at any time during its move.

ABILITIES

Drow • Mounted
 Wall Walker: This creature is considered to have Flight while moving if it begins its move adjacent to a wall.
 Conceal 6
 Reach 2

LEVEL 8
 AC 22
 DEF 20
 SPEED 7
 HP 55



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5 ORC SKELETON


ATTACK ACTIONS

⊕ Falchion: +4 vs AC; 15 Damage
 ☐ † Brutal Strike: +4 vs AC; 25 Damage AND this creature is Immobilized until end of its next turn. RECHARGE when this attack misses.

ABILITIES

Undead

LEVEL 1
 AC 13
 DEF 11
 SPEED 6
 HP 25



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102 ROPER

ATTACK ACTIONS

⊕ Bite: +19 vs AC; 20 Damage
 † Tentacles: (Reach 4) 2 attacks, each against a different target, +17 vs DEF (Fort); 10 Damage AND Weakened
 ✗ Reel In: (range 10) +17 vs DEF (Fort); 15 Damage AND pull 4 squares


ABILITIES

Magical Beast

SPECIAL POWERS

☐ Feed: Replaces attack action: Make any attack and a ⊕ attack.
 ☐ Lashing Tentacles: Immediate, when first Bloodied; make 2 Tentacles attacks.
 Opportunity Reach 2: Can make opportunity attacks against targets within 2 squares.

LEVEL 14
 AC 28
 DEF 25
 SPEED 3
 HP 105



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9 SPIDER OF LOLTH

ATTACK ACTIONS

⊕ **Fangs:** +9 vs AC; 5 Damage AND ongoing 5 poison Damage (save ends)

☞ **Mucilaginous Venom:** (range 5) +7 vs DEF (Ref); 10 poison Damage AND Immobilized

ABILITIES

Beast • Spider


Wandering Monster: Sets up in a random victory area.

SPECIAL POWERS

Easy Prey: +5 ↓ Damage against Immobilized enemies.

Murderous: On its turn, this creature cannot move or attack a non-Bloodied target while adjacent to a Bloodied enemy.

LEVEL 4
AC 18
DEF 16
SPEED 6
HP 35



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15 SWARM OF SPIDERS

ATTACK ACTIONS

⊕ **A Thousand Fangs:** +12 vs AC; 5 + 5 poison Damage

ABILITIES

Beast • Spider • Swarm

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

Wandering Monster: Sets up in a random victory area.

Swarm: Half Damage from ↓ and ☞ attacks; +5 Damage from ◀ and ☞ attacks.

SPECIAL POWERS

Swarm Attack: Whenever an enemy starts its turn adjacent to this creature, make a ⊕ attack against that enemy. Hit or miss, that enemy is Slowed until end of turn.

LEVEL 5
AC 21
DEF 19
SPEED 5
HP 40



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24 TROGLODYTE BARBARIAN

ATTACK ACTIONS

⊕ **Claws:** +10 vs AC; 20 Damage

ABILITIES


Troglodyte • Rage

SPECIAL POWERS

Battle Frenzy: +10 ↓ Damage while Bloodied.

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

LEVEL 7
AC 19
DEF 17
SPEED 7
HP 60



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24 WINTER WOLF

ATTACK ACTIONS

⊕ **Bite:** +14 vs AC; 15 Damage

☞ **Freezing Breath:** (blast 5) +12 vs DEF (Ref); 15 cold Damage AND Slowed. RECHARGE when first Bloodied.

ABILITIES

Beast • Wolf • Cold

SPECIAL POWERS

Pack Tactics: Enemies adjacent to an ally of this creature grant combat advantage to this creature.

LEVEL 8
AC 23
DEF 21
SPEED 8
HP 55



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