


**32 CLAWBORN SCORROW**

**ATTACK ACTIONS**

- ⊕ Claws: +12 vs AC; 25 Damage
- ⊕ Sting: +7 vs DEF (Fort); 10 Damage AND ongoing 10 poison Damage (save ends)
- ☐ ⊕ Scorrow Fury: Make 2 ⊕ attacks and a Sting attack, all against the same target. RECHARGE when this creature destroys an enemy.

**LEVEL 9**  
**AC 21**  
**DEF 19**  
**SPEED 8**  
**HP 80**

**ABILITIES**  
 Aberrant • Drow



*Eberron's scorrows are descended from drow blessed by the scorpion god Vulkoor.*

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**67 LARGE DEEP DRAGON**

**ATTACK ACTIONS**

- ⊕ Bite: +21 vs AC; 20 Damage
- ☐ ⚡ Psychotropic 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

**LEVEL 14**  
**AC 28**  
**DEF 26**  
**SPEED F7**  
**HP 85**

**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.

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**DRAEGLOTH FAVORED ONE**  
 Level 11 • Demon • Drow • Divine

**ATTACK ACTIONS**

- ⊕ Flaying Rod: +18 vs. AC; 15 damage, target is also Stunned on critical hit.
- ⚡ Profane Agony: (range 6) +16 vs. Fortitude; 10 necrotic damage AND Dazed.
- ☐ ⚡ Unholy Blight: (radius 2 within sight) +16 vs. Reflex; 20 necrotic damage AND Dazed. ☐ when this creature first becomes bloodied.

**POWERS**  
 Reach 2

- ☐☐ Burning Sting: Use when this creature takes damage from an attack, no more than once per turn: Attacker takes 10 ongoing fire damage or 10 ongoing acid damage (save ends).

**AC 25**  
**FORT 23**  
**REF 23**  
**WILL 23**  
**SPEED 6**  
**HP 65**  
**BLOOD 30**

*Profane nature and corrupt nurture lead to honor among the drow.*

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**SHADAR-KAI STALKER**  
 Level 8 • Shadar Kai • Shadow • Stealth

**ATTACKS**

- ⊕ Twin Knives: (range 6) +13 vs. AC; 5 damage AND Followup: +14 vs AC; 5 damage.

**POWERS**

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

Shadow Stealth: Whenever this creature is adjacent to a wall, this creature is invisible.

**AC 24**  
**FORT 20**  
**REF 24**  
**WILL 20**  
**SPEED 6**  
**HP 55**  
**BLOOD 25**

*Some shadows are more dangerous than others.*

♦ For use with Heroscape Starter 2; Shiori.

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