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RAVENOUS VAMPIRE

ATTACK ACTIONS

- Ⓢ Sabre: +19 vs AC; 20 Damage
 ☞ Domination Surge: (range 5) +15 vs DEF (Will); Dominated



ABILITIES

- Evil • Undead • Vampire • Primal
 Vulnerable 15 Radiant
 Primal Evil: Wolf and Beast allies have Evil alignment.

SPECIAL POWERS

- ☐ Feral Reaction: Immediate, when first Bloodied; this creature heals 20 HP, then makes a Ⓢ attack.
 Wolf Blood: Wolf allies cost 2 less than normal for purposes of warband construction. Opponents score VP normally for eliminating them.

CHAMPION 2 ☐☐

- Use at start of round. Evil allies have +5 Ⓢ Damage until end of round.
- Use at any time. Choose 1 ally within sight. That ally shifts 5 squares.

LEVEL
12AC
28DEF
24SPEED
7HP
65

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DIRE WOLF

Level 5 ♦ Wolf • Beast • Dire

ATTACK ACTIONS

- Ⓢ Bite: +10 vs. AC; 15 damage.

POWERS

- Bring Down Prey: *Whenever this creature hits a target adjacent to a Wolf ally: That target is Immobilized.*
 Gnaw: *Whenever this creature hits an Immobilized target: +10 Damage on that attack.*

AC
18FORT
19REF
15WILL
15SPEED
8HP
40BLOOD
20

*It's like a whole wolf pack
 crammed into one ferocious package.*

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ARACHNOMANCER

Level 16 ♦ Drow • Fey • Spider

ATTACKS

- Ⓢ Fangblade: +22 vs. AC; 10 + 20 poison damage.
 ☐ Acid Web: (minor action) (radius 1 within 5) +20 vs. Fortitude; Immobilized AND 10 ongoing acid damage (save ends both). ☞ as a move action.

POWERS

- Easy Prey: This creature and spider allies have +10 damage vs. immobilized targets.
 Wallwalker: *Whenever this creature starts a turn adjacent to a wall; this creature has flight until end of turn.*
 Web Sense: Ignores Conceal, treats adjacent or immobilized invisible enemies as visible.
 Withdraw: *Use after this creature hits with a Ⓢ attack: Shift up to 3 squares as a free action.*

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

Loth's favorite servants emulate her well.

♦ For use with Demonweb 46/60, Drow Arachnomancer.

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POTION OF BLINDSIGHT

Level 1-9 ♦ Any

POWERS

- ☐ Sip Potion: *Minor action: This creature has blindsight (ignores smoke terrain, ignores Conceal; treats invisible creatures as visible) until it takes damage.*

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