

## AZURION, DUNE SCOURGE

Level 15 ♦ Dragon • Arcane (Unique)

### ATTACKS

- AC 30  
FORT 28  
REF 28  
WILL 32
- Ⓢ Bite: (reach 2) +22 vs. AC; 25 damage.
  - Focused Breath: Does not provoke opportunity attacks. (range 10) +20 vs. Reflex; 20 lightning damage AND creatures adjacent to target take 10 thunder damage.
  - ☐ ⚡ Sand Storm: (radius 2 within sight) +18 vs. Reflex; 15 damage AND Immobilized (save ends).

### POWERS

- Resist 20 Lightning; Resist 10 Thunder
- Blindsight: Ignores Conceal; treats invisible creatures as visible.
- Earthglide 5: Replaces move action; Burrow up to 5 squares.
- ☐ Haste: Use on this creature's turn: Take 1 extra attack action. Useable once per turn. ☐ when this creature destroys a living enemy with a Ⓢ attack.
- Sociopathic: Your warband may not include other Dragon creatures.

♦ For use with Dragons Collector's Set: Blue Dragon, Or Death Knell 38/60 (Large Blue Dragon)

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## ARCANE BALLISTA

Level 12 ♦ Construct

### ATTACKS

- AC 24  
FORT 22  
REF 22  
WILL 22
- Ⓢ Shock: +17 vs. Fortitude; 10 lightning damage.
  - Ballista Bolt: (nearest) +17 vs. AC; 25 damage.

### POWERS

- Immune Confused; Immune Stunned
- Arcane Aim: +4 Attack and +5 Damage with ➤ attacks while adjacent to an Arcane ally.
- ☐ Arcane Bolt: Use when this creature declares a ➤ attack while adjacent to an Arcane ally: If that attack hits, each enemy and ally adjacent to target takes 15 cold damage or 15 fire damage.

With a snap of a great bowstring,  
crackling thunder shook the battlefield.

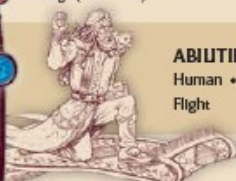
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## 33 WIZARD OF TURMISH

### ATTACK ACTIONS

- LEVEL 9  
AC 21  
DEF 19  
SPEED F7  
HP 45
- Ⓢ Dagger: +11 vs AC; 5 Damage
  - ☐ ➤ Backbiter: (range 5) +13 vs DEF (Will); target makes an immediate Ⓢ attack against itself
  - Burning Blood: (sight) Automatic hit; ongoing 5 fire Damage (save ends)



### ABILITIES

Human • Arcane  
Flight

### SPECIAL POWERS

- ☐ Anyspell: Replaces attacks: Use 1 ➤, Ⓢ or ⚡ attack action of an adjacent Arcane ally, as though this creature had that attack action, using an Attack value of +13 instead of its normal value.
- Cooperative Spellcasting: +1 ➤ Attack for each adjacent Arcane ally.
- ☐ Devoted Familiar: Immediate, when this creature takes damage that would destroy it; it takes no damage instead.

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## 6 MIALEE, ELF WIZARD

### ATTACK ACTIONS

- LEVEL 2  
AC 15  
DEF 14  
SPEED 6  
HP 20
- Ⓢ Shortspear: +7 vs AC; 5 Damage
  - Magic Missile: (sight) +9 vs DEF (Ref); 10 Damage, ignore Insubstantial



### ABILITIES

Elf • Arcane  
Unique

### SPECIAL POWERS

- ☐ Unavoidable Shot: Use when making a Magic Missile attack; that attack automatically hits.

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## 26 RAISSLIN MAJERE

### ATTACK ACTIONS

- LEVEL 8  
AC 22  
DEF 20  
SPEED 6  
HP 45
- Ⓢ Staff: +10 vs AC; 10 Damage
  - Magic Missile: (sight) +10 vs DEF (Ref); 15 Damage, ignore Insubstantial
  - ☐ ➤ Ray of Enfeeblement: (range 6) +10 vs DEF (Fort); Enervated (save ends)
  - ☐ ⚡ Sleep: (radius 2 within sight) +9 vs DEF (Will); Helpless (save ends)



### ABILITIES

Human • Arcane  
Unique

Devoted Companions: Immediate, when an enemy targets this creature with an attack; choose 1 active adjacent Unique ally as the target instead.

### SPECIAL POWERS

Debilitating Magic: Whenever this creature makes a ➤ attack, it can take 5 Damage to gain either +5 Attack or +10 Damage with that attack.

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## CURSED: ROT SCARAB

Level 2-5 ♦ Any

### POWERS

- Scarab Toxin: -2 attack.
- Rotting flesh: Whenever not bloodied; this creature takes 5 damage at the start of its turn (effect may not be removed or ended; ignores resist all).

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