

SCARECROW SOULSTEALER

Level 6 ♦ Construct • Demon

AC 16
FORT 16
REF 20
WILL 20
SPEED 8
HP 60
BLOOD 30

ATTACKS
⊕ **Claw:** +12 vs. AC; 10 + 5 psychic damage.
⊖ **Horror Attack:** (target that does not have line of sight to any of its allies only) +14 vs. AC; 10 + 20 psychic damage AND Dazed.

POWERS
Immune Confused, Stunned
Vulnerable 10 Fire
Restuff: *Minor Action:* This creature heals 5 HP.
Orchard Stalker: Invisible to nonadjacent enemies whenever occupying forest terrain.

❖ Use with Storm King's Thunder: Scarecrow

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KENKU WINGMAN

Level 7 ♦ Kenku • Martial

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

ATTACKS
⊕ **Flashing Wakizashi:** +12 vs. AC; 15 damage.
⊖ **Disabling Attack:** +10 vs. Reflex; Weakened until end of round.

POWERS
Great Leap: *Whenever charging:* +1 speed and Flight.
Keen Eyes: *Whenever this creature has combat advantage:* +3 attack instead of +2.
Snake Fighter: +4 attack vs. Yuan-Ti or Serpent targets.
 Wingman Attack: *Use when this creature hits with an attack:* A Martial or Kenku ally within 2 squares may move up to its speed as an immediate action.

❖ Use with Storm King's Thunder: Kenku (sword)

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KENKU SNIPER

Level 9 ♦ Kenku • Martial

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

ATTACKS
⊕ **Aikuchi:** +12 vs. AC; 5 damage.
➤ **Yumi:** (sight) +15 vs. AC; 15 damage.
 ➤ **Feat of Archery:** (range 10) +14 vs. AC; 15 damage AND this creature shifts up to 1 square AND repeat this attack vs. an enemy that has not been attacked this round.

POWERS
Keen Eyes: *Whenever this creature has combat advantage:* +3 attack instead of +2.
Snake Fighter: +4 attack vs. Yuan-Ti or Serpent targets.
Burst of Feathers: *Whenever attacked by an enemy 7 or more squares away:* This creature takes half damage from that attack.

❖ Use with Storm King's Thunder: Kenku (bow)

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YOCHLOL

Level 14 ♦ Drow • Demon

CR 2

AC 26
FORT 25
REF 26
WILL 26
SPEED 6
HP 85
BLOOD 40

ATTACKS
⊕ **Tentacles:** (reach 2) +20 vs. AC; 10 damage.
⊖ **Amorphous Flurry:** Make up to 4 ⊕ attacks.
✱ **Maddening Web:** (radius 2 within 10) + 18 vs. Reflex; 10 ongoing psychic damage AND Immobilized (save ends both).

POWERS
Resist 10 Poison
All Tricks Revealed: Drow enemies may not use powers that turn hits into misses.
 Assume Form: *Use when this creature destroys an enemy:* Invisible until after it attacks.

CHAMPION POWERS
❖ *Use when 2 Drow allies flank an enemy:* That enemy is Immobilized (save ends).
❖ *Use when 2 Drow allies flank an enemy:* That enemy takes 10 ongoing poison damage (save ends).

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BANDIT CAPTAIN

Level 5 ♦ Human • Stealth

CR 1

AC 16
FORT 18
REF 16
WILL 16
SPEED 7
HP 40
BLOOD 20

ATTACKS
⊕ **Longknife:** +12 vs. AC; 5 damage.

POWERS
Ambush 10: *Minor action:* Choose an enemy that does not have line of sight to this creature. +10 ⊖ damage vs. that enemy until end of turn.
Bully 5: +5 damage vs. level 1 or 2 enemies.

CHAMPION POWERS
❖ *Use at start of adjacent ally's turn:* That ally gains Ambush 10 until end of round.
❖ *Use at start of this creature's turn:* Each Stealth ally of level 5 or lower shifts up to its speed as an immediate action.

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BANDIT

Level 3 ♦ Human • Stealth

AC 16
FORT 14
REF 14
WILL 14
SPEED 7
HP 30
BLOOD 15

ATTACKS
⊕ **Sword:** +9 vs. AC; 10 damage.

POWERS
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.
Bully 5: +5 damage vs. level 1 or 2 enemies.

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THRI-KREEN PROTECTOR

Level 10 ♦ Thri-Kreen • Primal

AC 23
FORT 20
REF 23
WILL 20
SPEED 8
HP 65
BLOOD 30

ATTACKS
⊕ **Gythka:** *Make 2 attacks:* (reach 2) +13 vs. AC; 10 + 5 poison damage AND Immobilized.
 ⚡ **Berserk:** (burst 2) +15 vs. AC; for each hit, roll 1d20, with +10 to roll if target is not adjacent:
1-5 10 ongoing poison damage (save ends).
6-10 25 damage.
11-30 10 + 5 poison damage AND Immobilized.

POWERS
Great Leap: *Whenever charging:* +1 speed and Flight.
 Venomous Bite: *Minor action:* An adjacent Immobilized enemy takes 10 ongoing poison damage (save ends).

❖ Use with Storm King's Thunder: Thri-Kreen (polearm)

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THRI-KREEN HUNTER

Level 10 ♦ Thri-Kreen • Primal

AC 23
FORT 20
REF 23
WILL 20
SPEED 8
HP 65
BLOOD 30

ATTACKS
⊕ **Chitin Swords:** *Make 2 attacks:* +14 vs. AC; 10 + 5 poison damage.
 ➤ **Chatkcha:** (range 12) +15 vs. AC; 15 damage AND 10 ongoing poison damage AND Slowed (save ends both). ⚡ *when this creature's Chatkcha attack misses.*

POWERS
Great Leap: *Whenever charging:* +1 speed and Flight.
 Venomous Bite: *Minor action:* An adjacent Immobilized enemy takes 10 ongoing poison damage (save ends).

❖ Use with Storm King's Thunder: Thri-Kreen (shuriken)

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