

## **EYE OF FLAME**

Level 13 ◆ Beholder





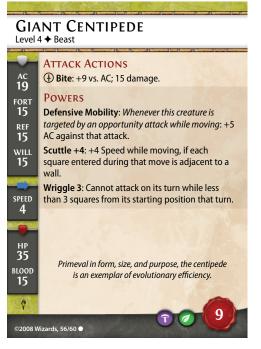


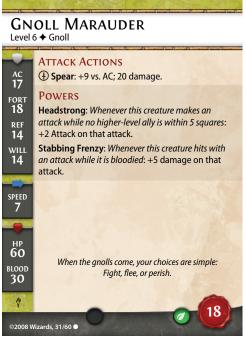
#### **GARGOYLE**

Level 9 ◆ Gargoyle • Earth



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## Powers

WILL

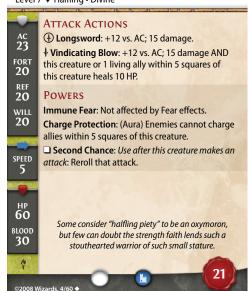
Immune Fear: Not affected by Fear effects.

**Thunder Charge**: Whenever this creature makes an attack while charging: +4 Attack on that attack.

A bolt of fur, feathers, and claws, the griffon fearlessly plunges from the sky for the kill.

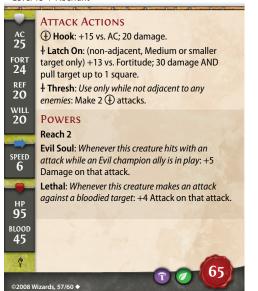
# HALFLING PALADIN

Level 7 ♦ Halfling • Divine



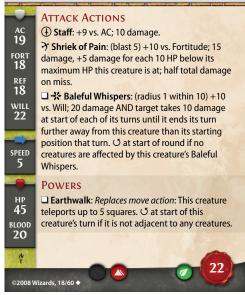
## HOOK HORROR

Level 13 ★ Aberrant



## HOWLING HAG

Level 7 ♦ Hag













AC 18
POWERS

Defensive Mobility: Whenever this creature is targeted by an opportunity attack while moving: +5
AC against that attack.

□ First Arrow: Use during your set-up: This creature has +2 Attack and +5 Damage on ↑ attacks until it is attacked.

An archer is the embodiment of kobold battle

strategy. Why go toe-to-toe when an arrow

from the darkness works better?



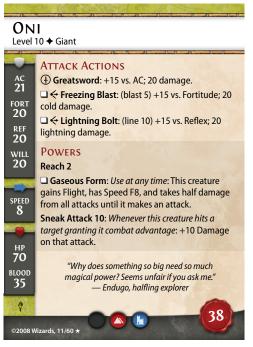
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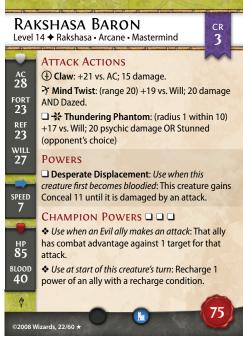


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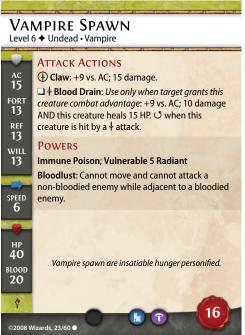
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WARFORGED INFILTRATOR



