

FROSTRAGER BARBARIAN

Level 12 ♦ Human • Martial

AC 22
FORT 25
REF 23
WILL 23
SPEED 7
HP 85
BLOOD 40

ATTACKS

- Ⓢ **Ice Katar:** +15 vs. AC; 15 + 10 cold Damage.
- Ⓢ **Glacial Tomb:** +15 vs. Fortitude; 15 + 15 cold Damage AND Slowed (save ends).
Ⓢ when this creature is first bloodied.

POWERS

Resist 10 Cold

- Arctic Rage:** +2 attack and +5 cold Damage while bloodied.
- Ⓢ **Early Freeze:** Minor action; when adjacent to river terrain only. All river terrain becomes slippery terrain instead until end of round.

His fury, and his blades, are forged in the merciless heart of winter.

♦ Use with Heroscape Wave 13: Evar Scarcarver

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MASTER OF THE HUNT

Level 12 ♦ Fey • Immortal (Unique)

CR 2

AC 25
FORT 25
REF 25
WILL 25
SPEED 6
HP 90
BLOOD -

ATTACKS

- Ⓢ **Spear of the Hunt:** (Reach 3)(Ignores redirect powers and effects) +15 vs. AC; 15 + 5 fire Damage.

POWERS

- Ⓢ **Huntmaster's Quarry:** Use during your set up. Choose an enemy; +5 Attack, +5 Damage and reach 5 against that enemy until end of battle.
- Stable Footing:** Ignores the additional movement cost when entering difficult terrain.

CHAMPION POWERS

- ♦ Use when this creature makes a successful Ⓢ attack. All Fey allies and Beast allies have +3 Attack against that enemy until end of round.
- ♦ Use when you win initiative. Enemies do not benefit from Conceal or invisibility until end of round.

♦ Use with Heroscape Wave 13: Master of the Hunt

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WARFORGED JUGGERNAUT

Level 27 ♦ Warforged • Martial

AC 35
FORT 38
REF 29
WILL 35
SPEED 5
HP 145
BLOOD 70

ATTACKS

- Ⓢ **Crushing Blow:** +25 vs. AC; 20 Damage.
- Ⓢ **Ruinous Path:** Move up to speed, make up to one Ⓢ attack each time this creature enters a new square. Ⓢ as an attack action.

POWERS

- Perfect Focus:** Use at the start of this creature's turn. End all conditions and ongoing damage on this creature.
- Ultimate Juggernaut:** +4 Speed and +20 damage when charging.
- Dizzying Impact:** Use when charging. On a hit, this creature and target are dazed until end of round.

"Seriously.. how do you stop that thing?"

♦ Use with Heroscape Wave 13: Siege

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TUHLI, GOLIATH DEFENDER

Level 10 ♦ Goliath • Martial (Unique)

AC 26
FORT 26
REF 22
WILL 24
SPEED 7
HP 70
BLOOD 35

ATTACKS

- Ⓢ **Broadsword:** +17 vs. AC; 15 Damage.
- Ⓢ **Block and Pin:** +14 vs. Fortitude; 5 Damage AND Immobilized AND Weakened.

POWERS

- Intercede:** Use when an adjacent enemy targets an ally; make a Block and Pin attack against that enemy as an immediate action.
- Ⓢ **Stone's Endurance:** Minor action. Resist 5 All and ignore forced movement until start of this creatures next turn.

"You think you can get past me, friend?"

♦ Use with Heroscape Wave 13: Eltahale

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WARFORGED JUGGERNAUT

Level 12 ♦ Warforged • Martial

AC 27
FORT 27
REF 22
WILL 25
SPEED 5
HP 85
BLOOD 40

ATTACKS

- Ⓢ **Crushing Blow:** +17 vs. AC; 20 Damage.
- Ⓢ **Ruinous Charge:** (use only when charging) +15 vs. Fortitude; 15 damage AND Dazed AND push target up to 2 squares.

POWERS

- Determined:** This creatures makes saving throws at the start of its turn instead of at the end (immediately after take damage phase).
- True Juggernaut:** +3 Speed when charging.
- Warborn Charger:** May take other actions on its turn after charging.

"How do you stop that thing?"

♦ Use with Heroscape Wave 13: Siege

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HEROSCAPE WAVE 13

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