

## ANGEL OF RETRIBUTION

Level 11 ♦ Angel

### ATTACK ACTIONS

- AC 25  
FORT 23  
REF 23  
WILL 23
- ⚔ **Shard Sword:** +14 vs. AC; 20 cold damage; reroll once on miss.
- ⚔ **Retributive Sword:** (target that has attacked this creature only) +16 vs. AC; 25 damage. ☹ when this attack hits.
- ⚔ **Mark of Retribution:** *Free action, use only at start of this creature's turn:* (sight, target that has attacked this round only) Automatic hit; slide target up to 3 squares.

### POWERS

- SPEED 6
- ➡ **Reach 2; Resist 20 Cold**
- ❤ **Immune Fear:** Not affected by Fear effects.
- ❤ **Awesome Presence:** *Use when attacked by an enemy while this creature is not bloodied:* -2 Attack on that attack.



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## ARMORED GUULVORG

Level 13 ♦ Beast

### ATTACK ACTIONS

- AC 28  
FORT 23  
REF 23  
WILL 23
- ⚔ **Bite:** +19 vs. AC; 20 damage.
- ⚔ **Tail Strike:** +16 vs. Reflex; 20 damage AND this creature makes a ⚔ attack against a different target.

### POWERS

- ➡ **Reach 2 (Tail Strike only); Immune Cold; Resist 15 Fire**
- 👁 **Blindsight:** Ignores Conceal; treats invisible creatures as visible.
- 🔥 **Boiling Blood:** *Use when an enemy adjacent to this creature damages this creature with a ⚔ attack:* Roll +11 vs. Reflex against that enemy. On hit, that enemy takes 10 fire damage.

### POWERS

SPEED 8



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## BLACKROOT TREANT

Level 19 ♦ Fey • Plant • Undead

### ATTACK ACTIONS

- AC 33  
FORT 31  
REF 31  
WILL 31
- ⚔ **Slam:** +24 vs. AC; 25 damage AND 10 ongoing necrotic damage (save ends).
- ⚔ **Deathblood:** Up to 2 Undead allies within 4 squares heal 30 HP. ☹ when a living creature within 3 squares of this creature is destroyed.

### POWERS

- ➡ **Reach 3; Resist 20 Necrotic; Vulnerable 10 Fire; Vulnerable 10 Radiant**
- 🌲 **Forestwalk:** Ignores the extra cost for entering forest terrain.
- ➡ **Snatching Branches:** Can make opportunity attacks against enemies with Flight for moving out of an adjacent square.
- ⚔ **Undead Carry:** *Use at any time during an Undead ally's turn:* That ally ignores the extra cost for moving into difficult terrain and does not provoke opportunity attacks while moving through this creature's space.



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## BLAZING SKELETON

Level 5 ♦ Undead • Fire

### ATTACK ACTIONS

- AC 19  
FORT 17  
REF 17  
WILL 17
- ⚔ **Blazing Claw:** +12 vs. AC; 10 + 5 fire damage.
- ➡ **Thrown Flame:** (range 6) +7 vs. Reflex; 20 fire damage.

### POWERS

- ❤ **Immune Fire; Vulnerable 5 Radiant**
- ⚔ **Fiery Riposte:** *Use when an enemy misses this creature with a ⚔ attack:* That enemy takes 15 fire damage.

### POWERS

SPEED 6

### POWERS

HP 40  
BLOOD 20



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*It burns for you.*



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## BONECLAW IMPALER

Level 14 ♦ Undead • Shadow

### ATTACK ACTIONS

- AC 29  
FORT 26  
REF 26  
WILL 26
- ⚔ **Claw:** +19 vs. AC; 20 damage.
- ⚔ **Immobilizing Claw:** *Use only when this creature makes an opportunity attack:* +19 vs. AC; 30 damage AND Immobilized (save ends).
- ⚔ **Necrotic Pulse:** *Free action, use only when first bloodied:* Each enemy and ally within 5 squares takes 10 necrotic damage; each Undead ally within 5 squares heals 20 HP instead.

### POWERS

- ➡ **Reach 3; Resist 20 Necrotic**
- 👁 **Radiant Weakness:** *Whenever this creature takes radiant damage:* This creature loses Reach 3 until end of its next turn.
- ❤ **Threatening Reach:** Can make opportunity attacks against enemies for moving out of squares within Reach.



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## BUGBEAR LANCEBREAKER

Level 7 ♦ Bugbear • Goblin

### ATTACK ACTIONS

- AC 23  
FORT 19  
REF 19  
WILL 19
- ⚔ **Hammer:** +12 vs. AC; 15 damage.

### POWERS

- ➡ **Solid Footing:** Not affected by enemies' push, pull, or slide effects.
- ➡ **Bar the Way:** *Use when this creature hits with an opportunity attack:* Target of that attack is Immobilized.
- ➡ **Lancebreaker:** This creature has +2 AC whenever a Mounted enemy attacks it. This creature has +2 Attack whenever it makes a ⚔ attack against a Mounted target.

### POWERS

SPEED 6

### POWERS

HP 50  
BLOOD 25



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*A line of bugbear lancebreakers is a living wall. Nobody passes until the line breaks.*

## CAPTAIN OF THE WATCH

Level 8 ♦ Human • Martial

CR 1

### ATTACK ACTIONS

- AC 24  
FORT 20  
REF 20  
WILL 20
- ⚔ **Longsword:** +15 vs. AC; 15 damage.

### CHAMPION POWERS

- ➡ **Use when an enemy shifts:** 1 ally adjacent to that enemy makes an opportunity attack against that enemy.
- ➡ **Use at start of your turn:** Each ally has +2 Speed until start of your next turn.



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## CAVE BEAR

Level 6 ♦ Beast

### ATTACK ACTIONS

- AC 18  
FORT 16  
REF 16  
WILL 16
- ⚔ **Claw:** +9 vs. AC; 20 damage.
- ⚔ **Maul:** +9 vs. AC; 30 damage AND Dazed. ☹ when this creature first becomes bloodied.

### POWERS

SPEED 5

### POWERS

HP 55  
BLOOD 25

### POWERS

HP 55  
BLOOD 25



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*Those who dare disturb the bear are now just bones littering its lair.*



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## CHAIN GOLEM

Level 18 ♦ Construct

### ATTACK ACTIONS

- AC 32  
FORT 31  
REF 27  
WILL 27
- Ⓢ **Shackle Strike:** +23 vs. AC; 25 damage AND Immobilized.
- Ⓢ **Chain Bind:** +19 vs. Fortitude; 20 Damage AND Entrapped (see below). ⓪ when this attack misses or when no creature is affected by this creature's Chain Bind. Does not recharge when an Entrapped creature is destroyed.

### POWERS

- Reach 3
- Stable Footing:** Ignores the extra cost for entering difficult terrain.
- Entangling Chains:** (Aura) Each adjacent enemy cannot move on its turn until after it hits this creature with an attack.
- Entrapped:** (Condition) Remove affected creature from the battle map. At start of each of affected creature's turns, it takes 20 damage. Ends when affected creature saves or the creature that caused this condition is destroyed, then put affected creature on the battle map adjacent to the space occupied by the creature that caused this condition.

HP 160  
BLOOD 80

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## CLOAKTRICK ROGUE

Level 13 ♦ Human • Martial

### ATTACK ACTIONS

- AC 27  
FORT 29  
REF 29  
WILL 29
- Ⓢ **Short Sword:** +18 vs. AC; 15 damage.
- Ⓢ **Deceptive Strike:** +18 vs. AC; 25 damage AND push target up to 1 square. ⓪ when this creature misses with a Ⓢ attack.

### POWERS

- Quick Step 2:** Can shift up to 2 squares.
- Bloodthirsty:** *Whenever this creature hits a bloodied target:* +5 Damage on that attack.
- Defensive Mobility:** *Whenever this creature is targeted by an opportunity attack while moving:* +5 AC against that attack.
- Sneak Attack 10:** *Whenever this creature hits a target granting it combat advantage:* +10 Damage on that attack.

SPEED 7

HP 80  
BLOOD 40

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## COCKATRICE

Level 5 ♦ Beast

### ATTACK ACTIONS

- AC 21  
FORT 19  
REF 19  
WILL 19
- Ⓢ **Gore:** +10 vs. 10 damage AND Slowed (save ends). If target is already Slowed, it is Immobilized (save ends) instead. If target is already Immobilized, it is Petrified (see below) instead.

### POWERS

- Petrified:** (Condition) Affected creature is Immobilized and cannot take actions.

SPEED F5

HP 35  
BLOOD 15

*Part serpent and part bird, the cockatrice prefers to dine on stone.*

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## DEATHPRIEST OF ORCUS

Level 15 ♦ Orcus • Divine

CR 2

### ATTACK ACTIONS

- AC 28  
FORT 28  
REF 28  
WILL 28
- Ⓢ **Skull Mace:** 19 vs. AC; 20 + 10 necrotic damage.
- Ⓢ **Censer Whirl:** (burst 1) +17 vs. Reflex; 10 + 10 necrotic damage.
- Ⓢ **Visage of Orcus:** (radius 1 within sight) +17 vs. Will; 15 cold + 15 necrotic damage AND Immobilized.

### POWERS

- Resist 10 Necrotic
- Bulwark of Orcus:** (Aura) Each Demon, Orcus, and Undead ally adjacent to this creature has +2 to all defenses.

### CHAMPION POWERS

- ❖ *Use at any time on your turn:* You activate 1 additional creature this turn. That creature must be an Undead ally.
- ❖ *Use after a Demon or Undead ally is damaged by an attack, if that ally is not destroyed:* That ally heals 20 HP.

SPEED 6

HP 90  
BLOOD 45

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## DEATH TITAN

Level 22 ♦ Giant • Shadow

### ATTACK ACTIONS

- AC 34  
FORT 36  
REF 32  
WILL 32
- Ⓢ **Greataxe:** +27 vs. AC; 15 + 15 necrotic damage.
- Ⓢ **Sweeping Axe:** Make up to 2 attacks, each against a different target, +23 vs. AC; 15 + 15 necrotic damage, +15 necrotic damage if target is bloodied.
- Ⓢ **Hurl Blight:** (nearest) +25 vs. Fortitude; 20 necrotic damage.

### POWERS

- Reach 3; Resist 35 Necrotic
- Steal Soul:** *Use when this creature destroys an enemy:* This creature heals 30 HP.

SPEED 6

HP 150  
BLOOD 75

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## DEGENERATE CULTIST OF ORCUS

Level 8 ♦ Orcus

### ATTACK ACTIONS

- AC 17  
FORT 18  
REF 18  
WILL 18
- Ⓢ **Mace:** +11 vs. AC; 10 + 5 necrotic damage.
- Ⓢ **Crushing Smiter:** +11 vs. AC; 25 + 10 necrotic damage.
- Ⓢ **Demonic Battle Cry:** (burst 2) +13 vs. Will; 10 necrotic damage AND Dazed (save ends).

### POWERS

- Resist 10 Necrotic
- Desperation of the Abyss:** *Use when this creature takes an attack action, if this creature is bloodied:* This creature makes a Ⓢ attack as a free action.

SPEED 7

HP 65  
BLOOD 30

*Within the cults of Orcus, "degenerate" is practically a term of respect.*

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## DORESAIN, THE GHOUL KING

Level 20 ♦ Undead • Orcus (Unique)

CR 3

### ATTACK ACTIONS

- AC 34  
FORT 32  
REF 32  
WILL 32
- Ⓢ **Toothlust:** +22 vs. AC; 20 necrotic damage AND 10 ongoing necrotic damage (save ends).
- Ⓢ **Bite:** (Slowed target only) +23 vs. Reflex; 20 + 20 necrotic damage AND Helpless (save ends).
- Ⓢ **Cloak of Mouths:** (burst 3) +25 vs. AC; 25 necrotic damage AND Slowed (save ends).

### POWERS

- Immune Poison; Resist 20 Necrotic; Resist 10 Radiant
- Death Lord:** *Use when an Undead ally starts its turn within 3 squares of this creature:* That ally heals 10 HP.
- Ⓢ **Teleport:** *Replaces move action:* This creature teleports up to 12 squares. ⓪ when this creature first becomes bloodied.

### CHAMPION POWERS

- ❖ *Use at end of round:* This creature and each Undead ally can shift as a free action.
- ❖ *Use when an enemy becomes bloodied:* That enemy takes 20 damage.

SPEED 8

HP 115  
BLOOD 55

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## DRAGONBORN DEFENDER

Level 9 ♦ Dragonborn • Martial

### ATTACK ACTIONS

- AC 24  
FORT 23  
REF 19  
WILL 19
- Ⓢ **Longsword:** +15 vs. AC; 20 damage.
- Ⓢ **Bloodfury:** Make 1 Ⓢ attack against each adjacent bloodied enemy.
- Ⓢ **Dragon Breath:** (line 6) +12 vs. Reflex; 20 fire damage, 10 fire damage on miss.

### POWERS

- Ⓢ **Unbreakable:** *Use when this creature is hit by a Ⓢ attack:* -10 damage on that attack. ⓪ when this creature is hit by a Ⓢ or Ⓢ attack.

SPEED 5

HP 70  
BLOOD 35

*The dragonborn are proud and honorable in battle, keeping alive the ideals of their long-fallen empire.*

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## DRAGONBORN MYRMIDON

Level 11 ♦ Dragonborn • Martial

AC 26  
FORT 23  
REF 23  
WILL 23  
SPEED 7  
HP 70  
BLOOD 35

**ATTACK ACTIONS**

- ⚔ Halberd: +16 vs. AC; 20 damage.
- ⚔ Hammer and Anvil: +16 vs. AC; 20 damage AND an ally adjacent to target makes a ⚔ attack against target as a free action.
- ⚔ Dragon Breath: (blast 3) +14 vs. Reflex; 25 cold damage, 10 cold damage on miss.

**POWERS**

**Dragonborn Fury:** Whenever this creature makes a ⚔ attack while bloodied: +2 Attack and +5 Damage on that attack.

☐ Launch: Use at any time: This creature gains Flight until end of turn.

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## DWARF WARWORD

Level 12 ♦ Dwarf • Martial

AC 26  
FORT 27  
REF 23  
WILL 23  
SPEED 5  
HP 90  
BLOOD 45

**ATTACK ACTIONS**

- ⚔ Longsword: +17 vs. AC; 25 damage.

**POWERS**

**Bloodthirsty:** Whenever this creature hits a bloodied target with an attack: +5 damage on that attack.

**Defender:** Use when an enemy adjacent to this creature makes a ⚔ attack against an ally: This creature makes a ⚔ attack against that enemy as an immediate action.

**Grudge Fighter:** Whenever this creature hits an enemy that has damaged it: +10 damage on that attack.

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## EARTH TITAN

Level 16 ♦ Giant • Elemental • Earth

AC 28  
FORT 30  
REF 26  
WILL 26  
SPEED 5  
HP 165  
BLOOD 80

**ATTACK ACTIONS**

- ⚔ Pummel: +19 vs. AC; 30 damage.
- ⚔ Hurl Earth: (range 20) +16 vs. Reflex, 20 damage AND Dazed (save ends).
- ⚔ Earth Shock: (burst 2) +16 vs. Fortitude; 20 damage AND Stunned (save ends), 10 damage on miss.

**POWERS**

**Reach 3**

☐ Dual Strike: Use when this creature makes a ⚔ attack against a target granting it combat advantage: Make 1 extra ⚔ attack against that target.

*The inexorable might of the earth personified, it's only slightly smarter than the dirt it's made of.*

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## EFREETI FLAMESTRIDER

Level 16 ♦ Elemental • Fire

CR 2

AC 29  
FORT 28  
REF 28  
WILL 28  
SPEED 8  
HP 95  
BLOOD 45

**ATTACK ACTIONS**

- ⚔ Scimitar: +21 vs. AC; 20 + 10 fire damage.
- ⚔ Fiery Grasp: (sight) +18 vs. Reflex; 15 fire damage AND 10 ongoing fire damage (save ends) AND Immobilized (save ends).

**POWERS**

**Reach 2; Resist 10 Fire**

**Fiery Teleport:** Replaces move action: This creature teleports to a space adjacent to a Fire creature or to a creature taking ongoing fire damage.

**CHAMPION POWERS** ☐ ☐

- ❖ Use when any creature hits with an attack: That attack's base damage becomes fire damage instead of its normal type.
- ❖ Use at start of round: Whenever any creature hits with an attack that deals fire damage this round, that attack deals +5 fire damage.

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## ELADRIN PYROMANCER

Level 11 ♦ Eladrin • Arcane

AC 25  
FORT 23  
REF 23  
WILL 23  
SPEED 6  
HP 45  
BLOOD 20

**ATTACK ACTIONS**

- ⚔ Dagger: +13 vs. AC; 10 damage.
- ☼ Fireball: (radius 2 within sight) +13 vs. Reflex; 25 fire damage, 15 fire damage on miss. ☹ when this creature takes fire damage.
- ☼ Fireblast: (radius 1 within 10) +13 vs. Reflex; 20 fire damage.

**POWERS**

☐ Razor Barrier: Use at start of this creature's turn: Until this creature moves on its turn, whenever an enemy makes a ⚔ attack against this creature, that enemy takes 10 damage.

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## ELDER RED DRAGON

Level 22 ♦ Dragon

CR 2

AC 36  
FORT 37  
REF 33  
WILL 33  
SPEED F9  
HP 225  
BLOOD 110

**ATTACK ACTIONS**

- ⚔ Fiery Bite: +26 vs. AC; 25 + 20 fire damage.
- ⚔ Fiery Breath: (blast 5) +22 vs. Reflex; 40 fire damage, 20 fire damage on miss. ☹ when this creature first becomes bloodied.
- ⚔ Frightful Presence: (burst 3) +24 vs. Will; Stunned AND target has -4 Attack against this creature until this creature is hit by an attack.

**POWERS**

**Reach 2; Resist 40 Fire**

☐ Warding Strike: Use when an enemy flanking this creature makes an attack against this creature: This creature makes a ⚔ attack against that enemy as an immediate action.

**CHAMPION POWERS** ☐ ☐

- ❖ Use at start of round: Until end of round, whenever any creature makes an attack against a bloodied target, it has +4 Attack on that attack.
- ❖ Use at start of round: At end of round, the player whose warband destroys the highest-cost enemy this round scores 50 VP.

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## ELDER WHITE DRAGON

Level 17 ♦ Dragon

CR 1

AC 31  
FORT 29  
REF 29  
WILL 29  
SPEED F7  
HP 180  
BLOOD 90

**ATTACK ACTIONS**

- ⚔ Bite: +22 vs. AC; 30 damage.
- ⚔ Predator's Claw: (Large or smaller target only) +22 vs. AC; 30 damage AND pull target adjacent to this creature AND Immobilized (save ends). ☹ when no creature is affected by this creature's Predator's Claw.
- ⚔ Frost Breath: (blast 5) +20 vs. Reflex; 35 cold damage, 15 cold damage on miss. ☹ when this creature first becomes bloodied.

**POWERS**

**Reach 2; Resist 50 Cold**

**Freezing Body:** Use when an enemy starts its turn adjacent to this creature: That enemy takes 10 cold damage.

**Frigid Fury:** Whenever this creature scores a critical hit: +30 cold damage on that attack.

**CHAMPION POWERS** ☐

- ❖ Use when any creature takes cold damage: That creature is Immobilized until end of round.
- ❖ Use after rolling initiative, if you win and this is your only champion in play: You score 30 VP.

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## ELF ARCANE ARCHER

Level 13 ♦ Elf • Martial

AC 27  
FORT 25  
REF 25  
WILL 25  
SPEED 6  
HP 75  
BLOOD 35

**ATTACK ACTIONS**

- ⚔ Short Sword: +17 vs. AC; 15 damage.
- ⚔ Longbow: (sight) +17 vs. AC; 20 damage.
- ⚔ Steel Rain: (blast 5) +13 vs. Reflex; 25 damage.

**POWERS**

☐ Phase Arrow: Use when this creature makes a Longbow attack: That attack treats terrain that blocks line of sight as clear terrain. ☹ at end of this creature's turn if it did not attack on that turn.

*"That rampart won't save you. Any of you."*

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## ENORMOUS CARRION CRAWLER

Level 17 ♦ Aberrant • Beast

**AC** 30  
**FORT** 29  
**REF** 29  
**WILL** 29

**ATTACK ACTIONS**

- Ⓢ **Bite:** +22 vs. AC; 25 damage.
- Ⓢ **Scavenge:** Make 1 Ⓢ attack against each Helpless enemy within Reach.
- Ⓢ **Tentacle Slap:** +19 vs. Fortitude; 15 poison damage AND Helpless (save ends).

**POWERS**  
Reach 2

**SPEED** 6

**HP** 150  
**BLOOD** 75

Where food is plentiful, carrion crawlers can grow to tremendous size.

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## FEYBOUND HALFLING

Level 11 ♦ Halfling • Arcane

**AC** 25  
**FORT** 23  
**REF** 23  
**WILL** 23

**ATTACK ACTIONS**

- Ⓢ **Mace:** +16 vs. AC; 15 damage.
- Ⓢ **Bewitching Blast:** (range 10) +15 vs. Will; 20 damage AND push target up to 1 square.
- Ⓢ **Otherwind Stride:** (burst 1) +13 vs. Reflex; 15 damage. After resolving all attacks, this creature teleports up to 5 squares.

**SPEED** 4

**HP** 50  
**BLOOD** 25

He heeds the call of the Feywild, and he pays the debts in the currency of the spirit.

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## FIRE BAT

Level 5 ♦ Elemental • Fire

**AC** 19  
**FORT** 17  
**REF** 17  
**WILL** 17

**ATTACK ACTIONS**

- Ⓢ **Fiery Touch:** +8 vs. Reflex; 10 fire damage.
- Ⓢ **Fiery Swoop:** Move up to 4 squares and make 1 Ⓢ attack against each enemy occupying squares entered during that move.

**POWERS**  
Resist 10 Fire

**SPEED** F8

**HP** 40  
**BLOOD** 20

When it lights up a cavern, you'll pray for the dark.

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## FIRE GIANT RAIDER

Level 18 ♦ Giant • Fire

**AC** 32  
**FORT** 31  
**REF** 27  
**WILL** 27

**ATTACK ACTIONS**

- Ⓢ **Greatsword:** +24 vs. AC; 25 damage.
- Ⓢ **Sweeping Sword:** Make up to 2 attacks, each against a different Medium or smaller target, +20 vs. AC; 25 damage.
- Ⓢ **Iron Javelin:** (range 10, nearest) +22 vs. AC; 25 damage AND Slowed (save ends).

**POWERS**  
Reach 2; Resist 30 Fire

**Eyes on Me:** Use when an enemy within Reach of this creature shifts or takes an attack action that doesn't include this creature as a target: This creature makes an opportunity attack against that enemy.

**SPEED** 6

**HP** 105  
**BLOOD** 50

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## FIRE TITAN

Level 21 ♦ Giant • Fire

**AC** 36  
**FORT** 33  
**REF** 33  
**WILL** 33

**ATTACK ACTIONS**

- Ⓢ **Greatsword:** +27 vs. AC; 30 fire damage.
- Ⓢ **Hurl Lava:** (nearest) +24 vs. Reflex; 25 fire damage AND 10 ongoing fire damage (save ends) AND Immobilized.
- Ⓢ **Burning Wave:** (burst 3) +24 vs. Reflex; 30 fire damage AND Immobilized AND target loses Flight until end of its next turn.

**POWERS**  
Reach 3; Resist 40 Fire

Ⓢ **Primal Flame:** Use at start of this creature's turn: 1 creature adjacent to this creature loses Resist Fire and Immune Fire until end of its next turn. Ⓢ when this creature destroys an enemy.

**SPEED** 8

**HP** 120  
**BLOOD** 60

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## FIST OF MORADIN

Level 4 ♦ Dwarf • Divine

**AC** 20  
**FORT** 19  
**REF** 19  
**WILL** 19

**ATTACK ACTIONS**

- Ⓢ **Mace:** +8 vs. AC; 10 damage AND this creature has +2 AC against target's attacks until end of this creature's next turn.
- Ⓢ **Smite Unbeliever:** +8 vs. AC; 20 damage, 10 damage on miss. Ⓢ when an ally adjacent to this creature is hit by a Ⓢ attack.

**POWERS**  
**Aura of Protection:** (Aura) Each ally within 5 squares of this creature has +1 to all defenses.

**SPEED** 5

**HP** 40  
**BLOOD** 20

He carries in his heart the ancient might of the mountains. Like his god, he is a protector of his chosen people.

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## FLAMESCORCHED KOBOLD

Level 4 ♦ Kobold

**AC** 18  
**FORT** 18  
**REF** 14  
**WILL** 14

**ATTACK ACTIONS**

- Ⓢ **Short Sword:** +8 vs. AC; 10 damage.
- Ⓢ **Twin Strike:** Make 2 Ⓢ attacks.

**POWERS**

- Combustible:** Opponent scores 7 VP instead of this creature's point cost if it is destroyed by a Ⓢ or Ⓢ attack.
- Evasive:** Whenever this creature takes damage from a Ⓢ or Ⓢ attack: This creature takes half damage from that attack.
- Mob Attack:** Whenever this creature hits a target adjacent to 2 or more allies with Mob Attack with a Ⓢ attack: +5 Damage on that attack.
- Shifty:** Use at any time on this creature's turn, no more than once per turn: This creature shifts as a free action.

**SPEED** 6

**HP** 35  
**BLOOD** 15

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## FURIOUS OWLBEAR

Level 8 ♦ Beast

**AC** 19  
**FORT** 21  
**REF** 17  
**WILL** 17

**ATTACK ACTIONS**

- Ⓢ **Claw:** +11 vs. AC; 20 damage.
- Ⓢ **Stunning Screech:** (burst 1) +9 vs. Fortitude; Stunned. This creature can use Stunning Screech as an immediate action when it first becomes bloodied.

**POWERS**  
Reach 2  
**Enrage:** Whenever this creature hits with a Ⓢ attack while it is bloodied: +20 Damage on that attack.

**SPEED** 7

**HP** 65  
**BLOOD** 30

When isn't an owlbear furious?

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## GALEB DUHR

Level 11 ♦ Elemental • Earth

AC 25  
FORT 23  
REF 23  
WILL 23

**ATTACK ACTIONS**

⚔ **Fist:** +18 vs. AC; 20 damage.

☐ **Rolling Thunder:** Move exactly 4 squares, then make 1 attack, +16 vs. AC; 30 damage AND push target up to 2 squares. ⚡ at start of this creature's turn if no enemy is adjacent to it.

**POWERS**

☐ **Stone Transformation:** Use at any time: This creature has Resist 30 All until start of its next turn.

➡ **Tremorsense:** Ignores Conceal on creatures without Flight and treats invisible creatures without Flight as visible.

SPEED B4

HP 70  
BLOOD 35

"That's how I roll."

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## GNAW DEMON

Level 5 ♦ Demon

AC 19  
FORT 18  
REF 18  
WILL 18

**ATTACK ACTIONS**

⚔ **Bite:** +10 vs. AC; 15 damage.

⚔ **Devour:** (bloodied target only) +12 vs. AC; 25 damage.

**POWERS**

⚔ **Ankle Biter:** Use when an enemy starts its turn adjacent to this creature: That enemy has -2 Speed until end of turn.

⚔ **Dinner's On:** Replaces move action: This creature teleports up to 10 squares to a space adjacent to a bloodied enemy.

SPEED F5

HP 40  
BLOOD 20

The Abyss is always hungry.

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## GOBLIN RUNNER

Level 1 ♦ Goblin

AC 17  
FORT 15  
REF 15  
WILL 15

**ATTACK ACTIONS**

⚔ **Spear:** +6 vs. AC; 10 damage.

➡ **Thrown Spear:** (range 5, nearest) +6 vs. AC; 10 damage.

**POWERS**

☐ **Burst of Speed +3:** Use at any time on this creature's turn: +3 Speed until end of its turn.

⚔ **Goblin Tactics:** Use after a ⚔ attack misses this creature: This creature shifts as a free action.

➡ **Quick-Footed:** Whenever this creature is targeted by an opportunity attack: +4 AC against that attack.

SPEED 7

HP 20  
BLOOD 10

Like wasps, they're fast and twitchy, and they pack a nasty sting.

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## GOLDEN WYVERN INITIATE

Level 9 ♦ Human

AC 21  
FORT 20  
REF 20  
WILL 24

**ATTACK ACTIONS**

⚔ **Dragon Quarterstaff:** +12 vs. AC; 5 + 5 cold damage.

⚡ **Icy Exhalation:** (blast 5) +12 vs. Reflex; 15 cold damage.

☘ **Fireblast:** (radius 1 within 10) +12 vs. Reflex; 15 fire damage.

☐ ☘ **Ice Storm:** (radius 3 within 10) +12 vs. Reflex; 25 cold damage AND Slowed, 10 damage on miss.

SPEED 6

HP 40  
BLOOD 20

**POWERS**

⚔ **Golden Wyvern:** Can ignore up to 1 target in area when making a ⚡ or ☘ attack.

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## HALF-ELF ASSASSIN

Level 5 ♦ Half-Elf • Martial

AC 21  
FORT 19  
REF 19  
WILL 19

**ATTACK ACTIONS**

⚔ **Dagger:** +10 vs. AC; 10 damage.

☐ **Blood-Tempered Thrust:** (target this creature has damaged only) +12 vs. AC; 20 damage.

⚔ **Streetwise:** Use only when this creature has combat advantage against target: Make 2 attacks, each against the same target, +9 vs. AC; 15 damage.

**POWERS**

➡ **Quick Step 2:** Can shift up to 2 squares.

SPEED 6

HP 40  
BLOOD 20

He wields daggers with a surgeon's skill and a child's glee.

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## HELLWASP

Level 4 ♦ Beast • Vermin

AC 17  
FORT 14  
REF 18  
WILL 14

**ATTACK ACTIONS**

⚔ **Sting:** +9 vs. AC; 10 damage.

**POWERS**

⚔ **Drone:** (Aura) Each adjacent enemy cannot make opportunity attacks.

⚔ **Hellborn:** Whenever this creature hits a Good target: +5 damage on that attack.

SPEED F7

HP 35  
BLOOD 15

"Some say a hellwasp's sting is as painful as a journey through the Nine Hells. Clearly they ain't been there!"—Borgald Marrson, retired adventurer

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## HOBGOBLIN GUARD

Level 3 ♦ Hobgoblin • Goblin

AC 19  
FORT 15  
REF 15  
WILL 15

**ATTACK ACTIONS**

⚔ **Heavy Spear:** +10 vs. AC; 10 damage.

**POWERS**

⚔ **Jockey for Position:** Use after this creature hits with an opportunity attack: This creature shifts as a free action.

⚔ **Phalanx Fighting:** Whenever this creature is targeted by an attack, if it is adjacent to an ally: +2 AC against that attack.

SPEED 5

HP 30  
BLOOD 15

Their battle tactics mix discipline with a knack for improvisation.

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## LIZARDFOLK RAIDER

Level 5 ♦ Lizardfolk

AC 18  
FORT 17  
REF 17  
WILL 17

**ATTACK ACTIONS**

⚔ **Warhammer:** +10 vs. AC; 10 damage.

☐ **Swampland Vengeance:** +10 vs. AC; 20 damage AND Dazed.

**POWERS**

⚔ **Experienced Raider:** Whenever this creature first enters difficult terrain on its turn: Roll 1d20. On 11-20, this creature ignores the extra cost for entering difficult terrain until end of turn.

➡ **Hammer and Shift:** Use after this creature hits with a ⚔ attack: This creature shifts as a free action.

SPEED 7

HP 40  
BLOOD 20

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## LURKING WRAITH

Level 8 ♦ Undead • Shadow

**AC** 19  
**FORT** 21  
**REF** 21  
**WILL** 21  
**SPEED** F6  
**HP** 40  
**BLOOD** 20

### ATTACK ACTIONS

⊕ **Necrotic Touch:** +11 vs. Reflex; 15 necrotic damage AND Weakened.

### POWERS

**Phasing; Insubstantial; Resist 20 Necrotic; Vulnerable 10 Radiant**

**Strike from the Shadows:** Whenever this creature hits a target that did not have line of sight to this creature at start of this creature's turn with a ⊕ attack: +15 necrotic damage on that attack.

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## MIGHTY BLADEMASTER

Level 12 ♦ Human • Martial

**AC** 26  
**FORT** 23  
**REF** 23  
**WILL** 23  
**SPEED** 6  
**HP** 90  
**BLOOD** 45

### ATTACK ACTIONS

⊕ **Greatsword:** +18 vs. AC; 30 damage.

⊕ **Sweeping Blow:** Make up to 2 attacks, each against a different target, +16 vs. AC; 30 damage.

### POWERS

☐☐ **Defender:** Use when an enemy adjacent to this creature makes a ⊕ attack against an ally. This creature makes a ⊕ attack against that enemy as an immediate action.

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## OCHRE JELLY

Level 3 ♦ Ooze

**AC** 13  
**FORT** 13  
**REF** 13  
**WILL** 13  
**SPEED** 4  
**HP** 35  
**BLOOD** 15

### ATTACK ACTIONS

⊕ **Pseudopod:** +6 vs. AC; 15 acid damage.

⊕ **Envelop:** Provokes opportunity attack from target. +5 vs. Reflex; 15 acid damage AND 10 ongoing acid damage (save ends).

### POWERS

**Resist 20 Acid**

☐ **Split:** Use when this creature becomes bloodied but not destroyed by an attack: Put a creature named Ochre Jelly in a space adjacent to this creature. That creature has no uses of Split (but can recharge it as normal). ⊕ when an Ooze creature adjacent to this creature is destroyed by a ⊕ or ⊗ attack.

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## ORC ZOMBIE

Level 2 ♦ Undead

**AC** 11  
**FORT** 12  
**REF** 12  
**WILL** 12  
**SPEED** 4  
**HP** 30  
**BLOOD** 15

### ATTACK ACTIONS

⊕ **Slam:** +5 vs. AC; 15 damage.

### POWERS

**Vulnerable 10 Radiant**

**Massive Damage:** Whenever this creature takes 20 or more damage from a ⊕ attack: This creature is destroyed.

**Zombie Grab:** (Aura) Each adjacent Medium or smaller enemy is Immobilized while adjacent to 2 or more allies with Zombie Grab.

*Bereft of higher thought, higher purpose, or anything resembling mercy*

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## PLAGUECHANGED GHOUL

Level 3 ♦ Undead

**AC** 16  
**FORT** 17  
**REF** 17  
**WILL** 17  
**SPEED** 6  
**HP** 30  
**BLOOD** 15

### ATTACK ACTIONS

⊕ **Claw:** +8 vs. AC; 10 damage.

⊕ **Consume:** +5 vs. Reflex; 10 damage AND this creature heals 10 HP.

### POWERS

**Gut Maw:** Use when an enemy misses this creature with a ⊕ attack: This creature makes a Consume attack against that enemy as a free action.

*The Spellplague was the blue fire that came when the Weave failed. Some things it consumed, leaving nothing behind. Other things it ate, then spit back... changed.*

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## RAVENOUS DIRE RAT

Level 1 ♦ Beast • Rat

**AC** 14  
**FORT** 12  
**REF** 12  
**WILL** 12  
**SPEED** 6  
**HP** 5  
**BLOOD** —

### ATTACK ACTIONS

⊕ **Bite:** +6 vs. AC; 5 damage.

### POWERS

**Agility:** Use after this creature hits with a ⊕ attack: This creature shifts as a free action.

**Bloodthirsty:** Whenever this creature hits a bloodied target: +5 Damage on that attack.

*Rats are sacred to Torog, the King That Crawls. Their presence signifies plague, decay, and collapse in decadent cities.*

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## ROPER

Level 14 ♦ Aberrant

**AC** 28  
**FORT** 25  
**REF** 25  
**WILL** 25  
**SPEED** 3  
**HP** 105  
**BLOOD** 55

### ATTACK ACTIONS

⊕ **Bite:** +19 vs. AC; 20 damage.

⊕ **Tentacles:** Make up to 2 attacks, each against a different target within 4 squares of this creature, +17 vs. Fortitude; 10 damage AND Weakened.

⊗ **Reel In:** (range 10) +17 vs. Fortitude; 15 damage AND pull target up to 4 squares.

### POWERS

**Feed:** Replaces attack action: This creature makes a ⊕ attack and a Bite, Tentacles, or Reel In attack.

☐ **Lashing Tentacles:** Use when this creature first becomes bloodied: This creature makes 2 Tentacles attacks as an immediate action.

**Opportunity Reach 2:** Can make opportunity attacks against enemies within 2 squares.

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## SHADOW HULK

Level 16 ♦ Magical Beast

**AC** 30  
**FORT** 27  
**REF** 27  
**WILL** 27  
**SPEED** B6  
**HP** 140  
**BLOOD** 70

### ATTACK ACTIONS

⊕ **Claw:** +22 vs. AC; 25 damage.

⊗ **Confusing Gaze:** (range 5) +19 vs. Will; Confused.

### POWERS

**Reach 3**

**Prey on the Weak-Minded:** Use when a Confused enemy starts its turn within Reach of this creature: This creature makes a ⊕ attack against that enemy as a free action.

*"Attack! Before... Wait—who are you guys?"  
—Brindi the Bold, last words*

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## SHIFTER CLAW ADEPT

Level 9 ♦ Shifter • Humanoid

### ATTACK ACTIONS

- AC 21  
FORT 21  
REF 25  
WILL 21
- ⚡ **Claw:** +14 vs. AC; 15 damage.
  - ☐ **Claw Frenzy:** +16 vs. AC; 10 damage AND make a Claw Frenzy attack against the same target.
  - ☐ **Spring Attack:** Move up to its current speed and make a ⚡ attack at any time during the move. ⚡ at start of this creature's turn if no enemy is adjacent to it.

### POWERS

- SPEED 7
- Defensive Mobility:** Whenever this creature is targeted by an opportunity attack while moving: +5 AC against that attack.
  - Skirmish 5:** Whenever this creature hits with a ⚡ attack, if it is 2 or more squares from its starting position this turn: +5 Damage on that attack.

HP 85  
BLOOD 40

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## SHOCKTROOP DEVIL

Level 7 ♦ Devil

### ATTACK ACTIONS

- AC 23  
FORT 19  
REF 19  
WILL 19
- ⚡ **Longsword:** +13 vs. AC; 15 damage.
  - ☐ **Shield Bash:** +9 vs. Fortitude; 10 damage AND Dazed AND *Followup*: +14 vs. AC; 15 damage.

### POWERS

- Pursue:** Use after this creature makes an opportunity attack: This creature shifts as a free action.

### POWERS

SPEED F6

HP 50  
BLOOD 25

*At the forefront of the legions of the Nine Hells, shocktroop devils surge onto the battlefield like a blast of hellfire.*

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## SKULLCLEASE WARRIOR

Level 10 ♦ Human • Martial

### ATTACK ACTIONS

- AC 26  
FORT 22  
REF 22  
WILL 22
- ⚡ **Battleaxe:** +17 vs. AC; 20 damage.
  - ☐ **Great Cleave:** +17 vs. AC; 30 damage AND each enemy adjacent to target takes 15 damage.

### POWERS

- Skullcleaver:** Use after this creature scores a critical hit: This creature makes a ⚡ attack against a different target as an immediate action.
- ☐ **Unavoidable Strike:** Use when this creature declares a ⚡ attack: That attack is a critical hit.

SPEED 6

HP 80  
BLOOD 40

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## STORM GIANT THUNDERER

Level 17 ♦ Giant • Thunder

### ATTACK ACTIONS

- AC 31  
FORT 29  
REF 29  
WILL 29
- ⚡ **Giant Maul:** +23 vs. AC; 20 + 10 lightning damage.
  - ☐ **Thunderbolt:** (range 10, nearest) +19 vs. Reflex; 25 thunder damage AND push target up to 1 square.
  - ☐ **Howling Winds:** (burst 3, Large or smaller targets only) +19 vs. Reflex; 15 damage AND push target up to 3 squares.

### POWERS

- SPEED F7
- Reach 2; Resist 25 Lighting; Resist 25 Thunder**
  - ☐ **Storm Fury:** Use at any time: This creature has +4 AC and +4 Reflex against ⚡ attacks until start of its next turn. Each square within 2 squares of this creature counts as difficult terrain to non-Giant and non-Thunder creatures until start of this creature's next turn.

HP 120  
BLOOD 60

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## THUNDERBLAST CYCLONE

Level 21 ♦ Elemental

### ATTACK ACTIONS

- AC 32  
FORT 33  
REF 37  
WILL 33
- ⚡ **Thunderclap:** +24 vs. Fortitude; 30 thunder damage.
  - ⚡ **Lightning Bolt:** (line 10) +21 vs. Reflex; 20 lightning damage, 10 lightning damage on miss.
  - ☐ **Lightning Storm:** (radius 4 within sight) +23 vs. Reflex; 40 lightning damage. ⚡ when this creature first becomes bloodied.

### POWERS

- SPEED F8
- Reach 3; Resist 40 Lighting; Resist 40 Thunder**

HP 130  
BLOOD 65

*The Elemental Chaos is an unending storm of raw creation and destruction. The thunderblast cyclone is the embodiment of that power.*

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## TIEFLING GLADIATOR

Level 13 ♦ Tiefling • Martial

### ATTACK ACTIONS

- AC 29  
FORT 26  
REF 22  
WILL 22
- ⚡ **Longsword:** +19 vs. AC; 20 damage.
  - ⚡ **Spinning Strike:** +16 vs. Reflex; 20 Damage AND if target is Medium or smaller, this creature and target switch positions.

### POWERS

- RESIST 15 Fire
- ☐ **Angry Reply:** Use at start of this creature's turn: Each condition and effect on this creature ends, then this creature heals 20 HP, then this creature takes an attack action as a free action. ⚡ if that attack destroys a target.
  - ☐ **Cloying Darkness:** Use at any time: This creature has cover against attacks that target AC or Reflex until start of its next turn.

SPEED 6

HP 85  
BLOOD 40

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## TOMBBOUND ARCANIST

Level 15 ♦ Half-Elf • Arcane

### ATTACK ACTIONS

- AC 25  
FORT 26  
REF 26  
WILL 30
- ⚡ **Dagger:** +16 vs. AC; 10 damage.
  - ☠ **Confusion:** (radius 2 within sight) +18 vs. Will; 15 psychic damage AND Confused.
  - ☐ **Rune of Terror:** (radius 1, nearest) +16 vs. Will; 25 damage AND target has -2 Fortitude, -2 Reflex, and -2 Will until end of its next turn.

SPEED 7

HP 55  
BLOOD 25

*"The secrets of the universe are mine for the taking—since someone had the foresight to write them down."*

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## VISCERAL DEVOURER

Level 7 ♦ Undead • Shadow

### ATTACK ACTIONS

- AC 23  
FORT 19  
REF 19  
WILL 19
- ⚡ **Claw:** +11 vs. AC; 15 damage.
  - ☐ **Hungry Viscera:** +8 vs. Fortitude; 10 damage AND Immobilized. ⚡ at end of this creature's turn if no enemy is adjacent to it.

### POWERS

- WILL 19
- Vulnerable 10 Radiant**
  - Devour Viscera:** Use when an Immobilized enemy starts its turn adjacent to this creature: That enemy takes 10 damage.
  - ☐ **Exoskeleton:** Use at any time: This creature takes 10 less damage from ⚡ and ⚡ attacks (min. 0) until end of its next turn.

SPEED 6

HP 75  
BLOOD 35

*A mass murderer or worse in life, in death a visceral devourer continues its vile rampage.*

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## VORACIOUS ICE DEVIL

Level 20 ♦ Devil • Cold

### ATTACK ACTIONS

- AC 33  
FORT 32  
REF 32  
WILL 32
- Ⓢ **Spear:** +27 vs. AC; 20 + 10 cold damage AND Slowed.
  - ◀ **Cone of Cold:** (blast 5) +20 vs. Reflex; 25 cold damage AND Immobilized.
  - ❄️ **Ice Storm:** (radius 3 within 20) +20 vs. AC; 20 cold damage AND Slowed.

### POWERS

Reach 3; Immune Cold; Immune Poison

➡️ **Blindsight:** Ignores Conceal; treats invisible creatures as visible.

🔴 **Unholy Cold Aura:** Use when a Slowed or Immobilized enemy starts its turn adjacent to this creature: That enemy takes 10 cold damage.

SPEED 8

HP 115  
BLOOD 55

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## XORN RAVAGER

Level 9 ♦ Aberrant • Earth

### ATTACK ACTIONS

- AC 24  
FORT 23  
REF 19  
WILL 19
- Ⓢ **Claw:** +14 vs. AC; 15 damage.
  - Ⓢ **Earthy Maw:** (range 5, bloodied target only) +11 vs. Reflex; 30 damage. If target is destroyed by this attack, place this creature in a space occupied by target before being destroyed; otherwise, place this creature in a space adjacent to target.
  - Ⓢ **Undermine:** Move up to its current speed and make 1 attack against each enemy without Flight occupying squares entered during that move, +11 vs. Fortitude; Stunned.

### POWERS

👁️ **All-Around Vision:** Does not grant combat advantage for being flanked.

SPEED B5

HP 60  
BLOOD 30

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## YOUNG ADAMANTINE DRAGON

Level 7 ♦ Dragon

CR 1

### ATTACK ACTIONS

- AC 24  
FORT 21  
REF 21  
WILL 21
- Ⓢ **Adamantine Jaws:** +12 vs. AC; 20 damage.
  - Ⓢ **Thundering Breath:** (blast 5) +12 vs. Fortitude; 20 thunder damage AND target has -2 AC until end of battle. Ⓞ when this creature first becomes bloodied.

### POWERS

⚡ **Thundershock:** Use at start of this creature's turn on a turn immediately after a turn it used Thundering Breath, only if not bloodied: Each enemy and ally within 3 squares of this creature takes 10 thunder damage.

### CHAMPION POWERS

- ❖ Use after an enemy makes an attack: Reroll that attack.
- ❖ Use when this creature or an ally scores a critical hit: That creature makes a Ⓢ attack as a free action.

SPEED F7

HP 75  
BLOOD 35

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## YUAN-TI ANATHEMA

Level 20 ♦ Yuan-Ti

CR 1

### ATTACK ACTIONS

- AC 35  
FORT 34  
REF 34  
WILL 34
- Ⓢ **Venom Bite:** +22 vs. Fortitude; 20 damage AND 20 ongoing poison damage (save ends).
  - ◀ **Hundreds of Snakes:** (burst 1, enemy targets only) +20 vs. Fortitude; 30 ongoing poison damage (save ends).

### POWERS

Reach 3

🛑 **Immune Immobilized, Slowed, Stunned:** Not affected by Immobilized, Slowed, or Stunned conditions.

🐍 **Snake Form:** Can move through squares occupied by enemies.

👣 **Stable Footing:** Ignores the extra cost for entering difficult terrain.

SPEED 7

HP 210  
BLOOD 105

### CHAMPION POWERS

- ❖ Use at end of round: Each creature taking ongoing poison damage takes 25 damage.
- ❖ Use when a Yuan-Ti enemy or ally within 10 squares of this creature is destroyed: This creature heals 50 HP.

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