

31 **ARCADIAN AVENGER**

ATTACK ACTIONS

- ⬇ Longsword: +14 vs AC; 15 Damage
- ⬇ Dual Swords: Make 2 ⬇ Attacks.

LEVEL 9

AC 25

DEF 21

SPEED F6

HP 60



ABILITIES

Good • Angel Flight

+4 DEF (Will); Immune Fear

SPECIAL POWERS

Elude Chance: Use before this creature makes a ⬇ attack. Treat that attack roll as a natural 10.

Wrath: Once any ally has been destroyed, this creature has +5 ⬇ Damage until end of battle.

The laws of heaven are not easily ignored.

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67 **BRASS GOLEM**

ATTACK ACTIONS

- ⬇ Greataxe: +13 vs AC; 20 Damage
- ⬇ Pinning Swing: Usable on charge, +13 vs DEF (Fort); 20 Damage AND Immobilized AND Bloodied target is Staggered.

LEVEL 14

AC 28

DEF 24

SPEED 6

HP 105



ABILITIES

Construct

Immune Fire, Fear

Reach 2

SPECIAL POWERS

Powerful Charge 20: +20 Damage on charge.

Slow but unwavering, a brass golem tirelessly slays its master's foes.

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42 **CHAMPION OF DOL DORN**

ATTACK ACTIONS

- ⬇ Greatsword: +17 vs AC; 20 Damage

LEVEL 11

AC 27

DEF 25

SPEED 5

HP 80



ABILITIES

Good • Dwarf • Martial

SPECIAL POWERS

Blessing of Dol Dorn: +2 Attack and +5 Damage against Evil targets.

Defender: Immediate, when an adjacent enemy makes a ⬇ attack against an ally; make a ⬇ attack against attacker.

Feat of Strength: Use with a ⬇ attack; +10 Damage to that attack AND push target 1 square.

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7 **DEEP LEGIONNAIRE**

ATTACK ACTIONS

- ⬇ War Pick: +10 vs AC; 10 Damage

LEVEL 3

AC 19

DEF 14

SPEED 5

HP 30



ABILITIES

Gnome • Martial

Conceal 6

Phalanx Fighting: +2 AC while adjacent to an ally.

SPECIAL POWERS

Stonestep: As a free action on its turn, place this creature in any square up to 4 squares away and in line of sight.

Deep gnomes counter their small stature with rigid discipline and staunch loyalty to their own kind.

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15 **DELVER SERGEANT**

ATTACK ACTIONS

- ⬇ Longsword: +11 vs AC; 10 Damage
- ⬇ Torch: +7 vs DEF (Ref); 5 Damage AND ongoing 5 fire Damage, and target cannot benefit from Conceal or Hide or be invisible (save ends both)

LEVEL 4

AC 18

DEF 17

SPEED 6

HP 45



ABILITIES

Human • Martial

Illuminator: Creatures within 6 squares do not benefit from Conceal or Hide, and are not invisible.

CHAMPION 1

- Use at start of your turn. Activate 3 creatures this turn.
- Use 1 Champion power of an allied champion, as if this creature had that Champion power.

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13 **EARTH MEPHIT**

ATTACK ACTIONS

- ⬇ Fists: +10 vs AC; 10 Damage
- ⬅ **Mud Flow:** (small cone) +5 vs DEF (Ref); 15 Damage AND Immobilized

LEVEL 5

AC 19

DEF 15

SPEED F4

HP 30



ABILITIES

Elemental

Flight

+4 DEF (Fort)

As grim and unyielding as the earth, with rocks for brains.

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19 **GUARD OF MITHRAL HALL**

ATTACK ACTIONS

- ⬇ Battleaxe: +13 vs AC; 15 Damage
- ⬇ Hinderling Blow: +11 vs DEF (Fort); 15 Damage AND -2 Attack

LEVEL 6

AC 23

DEF 18

SPEED 5

HP 55



ABILITIES

Dwarf • Martial

Phalanx Fighting: +2 AC while adjacent to an ally.

SPECIAL POWERS

Noble Sacrifice: Immediate, when this creature is destroyed; 1 ally with line of sight to this creature makes a ⬇ attack.

"I live to serve my King and will die to save him."

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47 **GUARDIAN NAGA**

ATTACK ACTIONS

- ⬇ Tail Strike: +17 vs AC; 15 + 5 poison Damage
- ⚡ **Word of Pain:** (range 6) +15 vs DEF (Will); 15 psychic Damage AND Immobilized
- ⬅ **Thundering Burst:** (burst 2, enemies only) +15 vs DEF (Fort); 10 Damage AND push 1 square

LEVEL 10

AC 24

DEF 23

SPEED 6

HP 65



ABILITIES

Good • Immortal • Magical Beast

Immune Poison

Death Burst: (adjacent creatures) Immediate, when destroyed; 10 Damage (20 Damage to Evil creatures) AND push 1 square.

CHAMPION 3

- Use at start of round. Allies do not grant combat advantage this round.
- Use before an enemy makes a saving throw. That save fails automatically.

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35 KALASHTAR BODYGUARD

ATTACK ACTIONS

- ⬇ Mind Blade: +15 vs AC; 15 Damage
- ↘ Thrown Mind Blade: (range 10) +13 vs AC; 15 Damage

LEVEL 10

AC 26

DEF 24

SPEED 6

HP 65

ABILITIES
Kalashtar • Psionic

SPECIAL POWERS
Bodyguard: Whenever an enemy attacks an adjacent ally, you can choose to have it attack this creature instead.
Lucky Weapon: Use when this creature makes an attack. Roll 1d20 twice and use the higher result.
Psychic Strike: On its turn, if it does not move, this creature deals +10 Damage.

What better bodyguard than one who appears unarmed?

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140 LARGE GOLD DRAGON

ATTACK ACTIONS

- ⬇ Claw: +18 vs AC; 30 Damage
- ⬇ Double Attack: Make 2 ⬇ attacks.
- ☐ ↙ Fiery Breath: (large cone) +17 vs DEF (Ref); 40 fire Damage, 20 fire on miss. RECHARGE when first Bloodied.

LEVEL 13

AC 30

DEF 26

SPEED F8

HP 150

ABILITIES
Good • Dragon
Flight; Reach 2
Resist 30 Fire
Dragon's Hoard: Allies within 6 squares of this creature or a victory area have +2 AC.

CHAMPION 2 ☐ ☐

- Use when an ally is destroyed. This champion has +5 ⬇ Damage until end of battle.
- Use at start of round. Each creature in any victory area at the end of the round scores 5 VP for its player.

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36 SHADOWBANE INQUISITOR

ATTACK ACTIONS

- ⬇ Greatsword: +17 vs AC; 15 Damage
- ☐ ⬇ Smite: +17 vs AC; 25 Damage

LEVEL 10

AC 26

DEF 22

SPEED 5

HP 75

ABILITIES
Human • Martial

SPECIAL POWERS
Destroy the Corrupt: +2 ⬇ Attack and +5 ⬇ Damage against targets previously hit by this creature's Smite.
Resurgence: Immediate, when an ally within 6 squares fails a save; that ally rerolls that saving throw.
Sneak Attack 10: +10 ⬇ Damage whenever this creature has combat advantage against target.

He names the guilty with the blade of his sword.

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32 VALIANT CAVALRY

ATTACK ACTIONS

- ⬇ Lance: +16 vs AC; 15 Damage
- ⬇ Mighty Charge: Only on charge, +16 vs AC; 15 Damage AND push 2 squares

LEVEL 9

AC 24

DEF 20

SPEED 8

HP 70

ABILITIES
Human • Martial • Mounted
Determined: This creature makes saving throws at start of its turn instead of at end.
Reach 2

SPECIAL POWERS
Skirmish 10: +10 ⬇ Damage this turn if this creature moved at least 2 squares from where it started its turn before attacking.

"On for life and honor! On for blood and vengeance!"

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13 GREYHAWK CITY MILITIA SERGEANT

ATTACK ACTIONS

- ⬇ Glaive: +10 vs AC; 10 Damage
- ⬇ Trip: +8 vs DEF (Ref); Immobilized

LEVEL 3

AC 19

DEF 17

SPEED 6

HP 30

ABILITIES
Human • Martial
Persistent: +2 AC and +2 DEF while Dazed, Slowed, Staggered, or Stunned.
Reach 2

CHAMPION 1 ☐

- Use at start of round. Allies have +2 DEF until end of round.
- Use at start of your turn. End 1 of the Dazed, Slowed, or Staggered conditions affecting 1 ally.

The streets of Greyhawk hold wonders unimaginable. Just don't try to take anything you can't pay for.

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26 RAISTLIN MAJERE

ATTACK ACTIONS

- ⬇ 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)

LEVEL 8

AC 22

DEF 20

SPEED 6

HP 45

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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6 DARKMANTLE

ATTACK ACTIONS

- ⬇ Claw: +7 vs AC; 10 Damage
- ⬇ Suffocate: (Medium or smaller target only) +7 vs DEF (Fort); 10 Damage AND Staggered (save ends)

LEVEL 2

AC 18

DEF 16

SPEED F6

HP 25

ABILITIES
Magical Beast
Flight
Blindsight: Ignores Conceal; treats invisible creatures as visible.
Hide: If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.

SPECIAL POWERS
Wandering Monster: Sets up in a random victory area.

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39 DIGESTER

ATTACK ACTIONS

- ⬇ Claws: +18 vs AC; 20 Damage
- ☐ ↙ Acid Breath: (large cone) +15 vs DEF (Fort); 10 acid Damage AND ongoing 10 acid Damage (save ends)
- ☐ ⬇ Acid Spittle: +15 vs DEF (Ref); 20 acid Damage AND ongoing 5 acid Damage (save ends)

LEVEL 11

AC 27

DEF 23

SPEED 8

HP 70

ABILITIES
Magical Beast
Immune Acid
Hide: If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.

Rumored to be products of arcane experimentation, digesters are twisted perversions of natural predators.

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60 DIRE TIGER

ATTACK ACTIONS

⬇ Claws: +16 vs AC; 20 Damage
 ⬇ Rend: Usable on charge, +16 vs AC; 20 Damage AND Followup
Followup: +13 vs DEF (Fort); 20 Damage

LEVEL 13
 AC 25
 DEF 23
 SPEED 6
 HP 120

ABILITIES
 Natural • Beast

SPECIAL POWERS

☐ Feral Surge: Use on this creature's turn. Take 1 extra move action this turn.

They embody the untamed vengeance of the natural world.

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18 GIANT EAGLE

ATTACK ACTIONS

⬇ Claw: +13 vs AC; 15 Damage
 ☐ ⬇ Flyby Attack: This creature moves up to its Speed (minimum 1 square) and makes a ⬇ attack at any time during its move.

LEVEL 6
 AC 22
 DEF 18
 SPEED F8
 HP 50

ABILITIES
 Beast
 Flight

SPECIAL POWERS

☐ Power Dive: Replaces attack action: This creature moves up to its Speed (minimum 1 square), then deals 10 automatic Damage to 1 adjacent enemy at end of move.

These intelligent birds ally with elves in defense of the wild places of the world.

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54 GREATER BASILISK

ATTACK ACTIONS

⬇ Bite: +17 vs AC; 15 Damage
 ⬅ Petrifying Gaze: (small cone) +15 vs DEF (Fort); Immobilized (save ends). If target is already Immobilized, it is Petrified instead (see below).

LEVEL 10
 AC 24
 DEF 22
 SPEED 6
 HP 75

ABILITIES
 Magical Beast
 Blindsight: Ignores Conceal; treats invisible creatures as visible.

SPECIAL POWERS

Petrified: Affected creature cannot move or attack, has Resist 20 All, is inactive, and cannot score VP (save ends all). This condition also ends if the creature that created it is destroyed.

How horrid its gaze.

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25 HALFLING TOMBSEEKER

ATTACK ACTIONS

⬇ Spear: +13 vs AC; 15 Damage

LEVEL 7
 AC 21
 DEF 17
 SPEED 6
 HP 45

ABILITIES
 Halfling • Martial
 Agile: Never provokes opportunity attacks while moving.
 Hide: If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.
 Stable Footing: Difficult terrain does not affect this creature's movement.

SPECIAL POWERS

Loot: Replaces attack action, only while this creature is in one of your victory areas: Score 5 VP. Only 1 creature in your warband can use Loot each round.
 Scout. Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

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47 HIEROPHANT OF THE SEVENTH WIND

ATTACK ACTIONS

⬇ Cyclone Staff: +13 vs AC; 15 thunder Damage AND push 1 square
 ⬇ Rending Strike: 2 attacks against same target; +11 vs AC each; 10 Damage if one hits, 30 Damage if both hit.

LEVEL 8
 AC 22
 DEF 23
 SPEED F6
 HP 65

ABILITIES
 Good • Human • Primal
 Flight
 Strength of the Elements: While this creature is not Bloodied, Beast and Elemental allies have +4 Attack.

SPECIAL POWERS

Nature's Loyalty: Immediate, when this creature is attacked; Beast and Elemental allies adjacent to the attacker make opportunity attacks against it.

CHAMPION 2 ☐ ☐

- Use at start of a creature's turn. That creature has Flight until end of its turn.
- Use when a Beast or Elemental ally's attack hits an enemy: +20 Damage to that enemy with that attack.

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34 VERDANT REAVER

ATTACK ACTIONS

⬇ Fists: +12 vs AC; 25 Damage
 ☐ ⬇ Rending Strike: 2 attacks against same target; +11 vs AC each; 15 Damage if one hits, 40 Damage if both hit. RECHARGE when 2 or more enemies are adjacent to this creature at start of this creature's turn.

LEVEL 9
 AC 21
 DEF 21
 SPEED 6
 HP 75

ABILITIES
 Fey • Plant
 Immune Poison,
 Sneak Attack, Stun
 Forestwalk: Forest terrain does not affect this creature's movement.

SPECIAL POWERS

Verdant Growth: All squares adjacent to this creature count as difficult terrain for enemies.

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40 WARPRIEST OF VANDRIA

ATTACK ACTIONS

⬇ Greatsword: +16 vs AC; 20 Damage
 ☐ ⬇ Searing Light: (sight) +14 vs DEF (Ref); 10 radiant Damage
 ☐ ⬇ Strengthening Blow: +14 vs AC; 10 Damage AND this creature and allies within 4 squares each heal 15 HP

LEVEL 9
 AC 22
 DEF 20
 SPEED 5
 HP 60

ABILITIES
 Good • Elf • Divine
 Single Combatant: +4 AC and +4 DEF while only 1 enemy is adjacent.

CHAMPION 3 ☐ ☐ ☐

- Use when an ally shifts. That ally can shift again for free.
- Use at start of round. Choose a creature; that creature does not grant combat advantage this round.

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29 WILD MAGE

ATTACK ACTIONS

⬇ Staff: +10 vs AC; 10 Damage
 ✨ Wild Magic Blast: (radius 1 within sight) +12 vs (Ref); for each target, roll 1d20 and apply the stated effect.
 1-5: 15 thunder Damage AND slide 2 squares
 6-10: 15 cold Damage AND Enervated (save ends)
 11-15: 20 fire Damage
 16-20: 10 lightning Damage and Stunned (save ends)

LEVEL 8
 AC 20
 DEF 19
 SPEED 6
 HP 40

ABILITIES
 Human • Arcane
 +4 DEF (Will)

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54 WULFGAR

ATTACK ACTIONS
 ⊕ Maul: +19 vs AC; 30 Damage
 ☐ ◀ Bite of Aegis-Fang: (line 12) +14 vs DEF (Ref); 30 Damage

LEVEL 12
 AC 23
 DEF 24
 SPEED 7
 HP 90

ABILITIES
 Human • Primal
 Unique

SPECIAL POWERS
Glory in Battle: Immediate, when an ally becomes Bloodied; that ally can make a ⊕ attack.
CHAMPION 1 ☐
 • Use when an ally makes a ⊕ attack. That ally can immediately repeat that attack against the same target.
 • Use 1 Champion power of an allied champion, as if this creature had that Champion power.

The king of Mithral Hall, Bruenor Battlehammer, forged the mighty hammer Aegis-Fang for his adoptive son Wulfgar.

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81 ASPECT OF LOVIATAR

ATTACK ACTIONS
 ⊕ Whip: +20 vs AC; 20 Damage

LEVEL 15
 AC 27
 DEF 27
 SPEED 6
 HP 90

ABILITIES
 Evil • Immortal
 Immune Cold
 Reach 3

SPECIAL POWERS
Aura of Pain: Each adjacent living creature takes +5 Damage whenever it is hit by a ⊕ attack.
Strength from Pain: Replaces attack action: 1 creature within 5 squares takes 10 Damage and deals +15 Damage when it hits with its next ⊕ attack.

To know her is to suffer.

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29 ASSASSIN

ATTACK ACTIONS
 ⊕ Longsword: +14 vs AC; 10 Damage

LEVEL 9
 AC 23
 DEF 21
 SPEED 6
 HP 65

ABILITIES
 Human • Martial
Hide: If this creature has ranged cover other than from intervening creatures against a non-adjacent enemy, it is invisible to that enemy.

SPECIAL POWERS
 ☐ Death Attack: Use when this creature hits a Bloodied target; +20 Damage to that attack.
Sneak Attack 15: +15 ⊕ Damage whenever this creature has combat advantage against target.

"I usually only murder when paid—but you seem down on your luck, so I'll kill you for free."

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15 BLUESPAWN AMBUSER

ATTACK ACTIONS
 ⊕ Bite: +10 vs AC; 10 Damage
 ◀ Lightning Burst: (burst 1) +8 vs DEF (Ref); 10 lightning Damage, +5 lightning for each Spawn adjacent to this creature

LEVEL 5
 AC 21
 DEF 18
 SPEED 4
 HP 40

ABILITIES
 Magical Beast • Dragon • Spawn
 Burrow
Tiamat's Greater Blessing (Lightning): Adjacent creatures with both the Dragon and Spawn keywords gain Immune Lightning.

Tight-knit packs of bluespawn ambushers form some of the Dark Queen's deadliest legions.

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70 DREAD WRAITH

ATTACK ACTIONS
 ⊕ Dread Blade: +22 vs AC; 10 + 10 necrotic Damage

LEVEL 10
 AC 22
 DEF 22
 SPEED F8
 HP 80

ABILITIES
 Evil • Shadow • Undead
 Flight; Insubstantial; Phasing
 Immune Poison; Resist 10 Necrotic
 Reach 2

SPECIAL POWERS
Life Drain: This creature heals 10 HP whenever its ⊕ attack destroys an enemy or causes it to become Bloodied.

Fear given will, hate given form.

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54 EXARCH OF TYRANNY

ATTACK ACTIONS
 ⊕ Tyrannical Axe: +20 vs AC; 20 Damage

LEVEL 13
 AC 27
 DEF 24
 SPEED 6
 HP 80

ABILITIES
 Evil • Human • Martial

SPECIAL POWERS
Bladestorm: Immediate, when an adjacent enemy activates; make a ⊕ attack against that enemy.
Revel in Brutality: This creature heals 10 HP whenever its ⊕ attack destroys an enemy.

The brutal god Bane gifts his followers with the means to kill and honors them for every death they cause.

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35 GREATER BARGHEST

ATTACK ACTIONS
 ⊕ Bite: +15 vs AC; 15 Damage
 ⊕ Panic Attack: +13 vs DEF (Will); 15 Damage AND Staggered

LEVEL 9
 AC 24
 DEF 23
 SPEED 7
 HP 65

ABILITIES
 Evil • Immortal • Goblin
Disguise Self: This creature is invisible until it attacks.

SPECIAL POWERS
Devour Alive: +10 Damage against Staggered or Stunned targets.
Feed 30: Whenever this creature destroys an enemy, it can choose to heal 30 HP. If it does so, it can take no actions on its next turn.

Barghests feast on blood and souls, growing stronger with every screaming death.

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33 GREENSPAWN ZEALOT

ATTACK ACTIONS
 ⊕ Mace: +15 vs AC; 15 Damage
 ⊕ Staggering Smite: +10 vs DEF (Fort); 10 Damage AND Staggered

LEVEL 8
 AC 24
 DEF 20
 SPEED 5
 HP 55

ABILITIES
 Dragon • Spawn
Will of Tiamat: Adjacent allies have +2 DEF (Will).

SPECIAL POWERS
 ☐ Crusade: Use at start of this creature's turn. Choose a keyword; all Dragon creatures in your warband deal +5 ⊕ Damage against enemies with that keyword until end of round.
 ☐ Zealotry: Use after this creature fails a saving throw. Reroll that save.

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22 HOBGOBLIN MARSHAL

ATTACK ACTIONS
 ⊕ **Falchion:** +11 vs AC; 10 Damage

LEVEL 5
 AC 21
 DEF 17
 SPEED 6
 HP 40



ABILITIES
 Goblin • Hobgoblin
Phalanx Fighting: +2 AC while adjacent to an ally.

SPECIAL POWERS
Motivator: Goblin allies have +2 Speed.
CHAMPION 2 □ □
 • Use at start of your creature's turn. Move that creature up to its Speed.
 • Use at start of round. Goblins in your warband have +2 Attack this round.

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13 ICE MEPHIT

ATTACK ACTIONS
 ⊕ **Claw:** +12 vs AC; 5 + 5 cold Damage
 † **Freeze:** +12 vs AC; 10 cold Damage AND Immobilized
 □ □ † **Freezing Breath:** (small cone) +10 vs. DEF (Fort); 15 cold Damage AND Slowed

LEVEL 4
 AC 20
 DEF 16
 SPEED F7
 HP 30



ABILITIES
 Elemental • Cold
Flight
Immune Cold
Cold Healing 5: This creature heals 5 HP each time an effect would deal cold damage to it.

As cold and cruel as winter, with frostbit souls.

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10 KOBOLD TRAPMAKER

ATTACK ACTIONS
 ⊕ **Spear:** +9 vs AC; 10 Damage
 † **Crossbow:** (sight) +9 vs AC; 10 Damage

LEVEL 4
 AC 18
 DEF 17
 SPEED 6
 HP 25



ABILITIES
 Kobold

SPECIAL POWERS
 □ □ **Set Trap:** Replaces attack action: Place a trap counter in an adjacent square. Any non-Kobold creature that moves into or adjacent to a square with a trap counter, or that activates within one of those squares, triggers **Crushing Stone**. Once the trap is triggered, remove the trap counter.
Crushing Stone: +9 vs DEF (Ref); 20 Damage

Fearful in battle, swift in retreat, deadly in disregard.

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98 LADY VOL

ATTACK ACTIONS
 ⊕ **Scepter:** +22 vs AC; 25 Damage
 □ † **Poison Breath:** (large cone) +20 vs DEF (Fort); 10 poison Damage AND ongoing 20 poison Damage (save ends). RECHARGE when first Bloodied.
 □ † **Forcewave:** (large cone) +20 vs DEF (Fort); 20 Damage AND push Large or smaller target 3 squares

LEVEL 16
 AC 30
 DEF 28
 SPEED F6
 HP 95



ABILITIES
 Evil • Undead • Dragon • Elf
Unique. Flight
Immune Poison
 Resist 20 Acid, Necrotic

CHAMPION 3 □ □ □
 • Use at start of round. Whenever an ally is eliminated this round, all creatures adjacent to that ally take 10 Damage.
 • Use when one of your creatures makes a † attack. Choose an ally in the area of that attack. The attack misses that ally.

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43 MEDUSA ARCHER

ATTACK ACTIONS
 ⊕ **Snaky Hair:** +10 vs AC; 5 Damage AND ongoing 5 poison Damage (save ends)
 † **Longbow:** (sight) +15 vs AC; 15 Damage
 † **Petrifying Gaze:** (range 6) +10 vs DEF (Fort); Immobilized (save ends); if target is already Immobilized, it is Petrified instead (see below).

LEVEL 8
 AC 24
 DEF 20
 SPEED 6
 HP 55



ABILITIES
 Medusa

SPECIAL POWERS
Archer's Eye: Immediate, when this creature misses with Petrifying Gaze; make a Longbow attack against same target.
Precise Shot: Enemies do not provide cover against this creature's † attacks.
Petrified: Affected creature cannot move or attack, is inactive, has Resist 20 All, and cannot score VP (save ends all). This condition also ends if the creature that created it is destroyed.

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63 MIND FLAYER LICH

ATTACK ACTIONS
 ⊕ **Tentacles:** +19 vs AC; 15 Damage
 □ † **Black Tentacles:** (radius 2 within sight) +16 vs DEF (Ref); Immobilized
 † **Deathmind:** (nearest) +17 vs DEF (Will); 20 necrotic Damage AND slide 2 squares AND Confused (save ends)
 † **Mind Blast:** (large cone) +17 vs DEF (Will); 10 psychic Damage AND Staggered (save ends)

LEVEL 13
 AC 27
 DEF 23
 SPEED 6
 HP 85



ABILITIES
 Evil • Mind Flayer • Undead • Mastermind
 +4 DEF (Will)
 Immune Poison
 Resist 10 Necrotic

CHAMPION 2 □ □
 • Use at start of round. Allies are immune to this creature's Mind Blast this round.
 • Use on your turn. An enemy champion of your choice loses 1 use of its Champion powers.

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53 NOBLE SALAMANDER

ATTACK ACTIONS
 ⊕ **Flaming Spear:** +18 vs AC; 10 + 10 fire Damage
 □ † **Tail Lash:** +17 vs AC; 10 Damage AND ongoing 5 fire Damage and Immobilized (save ends both). RECHARGE when this creature uses **Cleave**.
 □ † **Fireburst:** (burst 1) +16 vs DEF (Ref); ongoing 10 fire Damage (save ends)

LEVEL 12
 AC 27
 DEF 23
 SPEED 6
 HP 75



ABILITIES
 Elemental • Fire
 Immune Fire
 Reach 3

SPECIAL POWERS
Cleave: Immediate, when this creature's † attack destroys an enemy; make a ⊕ attack. Usable once per creature's turn.
*"All will burn at my whim."
 –Kevris K'tael, noble salamander*

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5 PRISONER

ATTACK ACTIONS
 –

LEVEL 2
 AC 16
 DEF 13
 SPEED 5
 HP 30



ABILITIES
 Human
Bound: Cannot take attack actions and does not provide flanking to allies.
Chained: At end of round, unless this creature is adjacent to an ally other than a creature named Prisoner, it is eliminated and the opponent scores +5 VP.

SPECIAL POWERS
Objective: Score +5 VP if this creature occupies one of your victory areas.
*Freedom cannot be destroyed.
 Hope cannot be enslaved.*

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28 SKELETAL COURSER

ATTACK ACTIONS
 ⊕ Lance: +11 vs AC; 15 Damage
 † Mounted Attack: This creature moves up to its Speed and makes a ⊕ attack at any time during its move.

LEVEL 8
 AC 21
 DEF 18
 SPEED 8
 HP 70

ABILITIES
 Undead • Skeleton • Mounted
 Immune Poison
 Vulnerable 5 Radiant
 Reach 2

SPECIAL POWERS
 Cavalry 5: +5 † Damage against non-Mounted enemies.
 Powerful Charge 10: +10 † Damage on charge.

Death rides a pale horse.

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28 TRAINED CARRION CRAWLER

ATTACK ACTIONS
 ⊕ Bite: +14 vs AC; 15 Damage
 † Paralyzing Tentacles: +11 vs DEF (Fort); 10 Damage AND Slowed (save ends); if already Slowed, target is instead Immobilized (save ends); if already Immobilized, target is instead Stunned (save ends).

LEVEL 8
 AC 23
 DEF 20
 SPEED 6
 HP 55

ABILITIES
 Aberrant • Beast

SPECIAL POWERS
 Opportune Paralysis: Whenever this creature has combat advantage, a target hit by its Paralyzing Tentacles attack is Immobilized (save ends) instead of Slowed; if already Immobilized, target is instead Stunned (save ends).

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7 KRENSHAR

ATTACK ACTIONS
 ⊕ Bite: +7 vs AC; 10 Damage

LEVEL 2
 AC 18
 DEF 14
 SPEED 7
 HP 25

ABILITIES
 Beast • Krenshar

SPECIAL POWERS
 ☐ ☐ Cause Fear: Use when a creature ends its turn adjacent to this creature. That target is Staggered until end of its next turn; Krenshars immune. (Fear)

Hobgoblins and other warlike humanoids sometimes use these creatures as vicious scouts.

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45 LIFELEECH OTYUGH

ATTACK ACTIONS
 ⊕ Tentacle: +13 vs AC; 25 Damage
 † Constrict: (smaller target only) +13 vs AC; 20 Damage AND Followup
 Followup: +8 vs DEF (Ref); Stunned (save ends)
 ☐ ☐ † Lifeleech: (Stunned target only) +12 vs DEF (Will); 15 Damage AND this creature heals 15 HP. RECHARGE when this power destroys a target.

LEVEL 10
 AC 22
 DEF 20
 SPEED 6
 HP 80

ABILITIES
 Aberrant • Beast
 Reach 2

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29 BABAU

ATTACK ACTIONS
 ⊕ Claws: +15 vs AC; 10 Damage AND ongoing 5 necrotic Damage (save ends)

LEVEL 9
 AC 26
 DEF 24
 SPEED 6
 HP 70

ABILITIES
 Evil • Demon
 Hide: if this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.

SPECIAL POWERS
 Necrotic Slime 5: Any creature that hits this creature with a † attack takes 5 necrotic Damage.
 Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

These demons of corruption and rot serve their masters ably as assassins.

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47 BERSERK FLESH GOLEM

ATTACK ACTIONS
 ⊕ Fists: +15 vs AC; 30 Damage

LEVEL 12
 AC 23
 DEF 23
 SPEED 6
 HP 85

ABILITIES
 Construct
 Resist 5 All
 Ponderous: Can't shift.
 Reach 2

SPECIAL POWERS
 Murderous: On its turn, this creature cannot attack a non-Bloodied target or take a move action if a Bloodied enemy is adjacent to it.

Once a golem goes berserk, it doesn't stop until it or its enemies are completely destroyed.

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10 CARNAGE DEMON

ATTACK ACTIONS
 ⊕ Claws: +6 vs AC; 10 Damage

LEVEL 3
 AC 15
 DEF 13
 SPEED 6
 HP 40

ABILITIES
 Evil • Demon
 Resist 10 Fire
 Mob 2: Every 2 creatures named Carnage Demon count as 1 creature for the purpose of warband construction.

SPECIAL POWERS
 Carnage: +10 † Damage if at least 1 other creature named Carnage Demon is within 6 squares of this creature.
 Squad Activation: All creatures in your warband named Carnage Demon must activate as a single activation.

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65 CEREBRILITH

ATTACK ACTIONS
 ⊕ Claws: +18 vs AC; 20 Damage
 ☐ ☐ † Ego Whip: (sight) +16 vs DEF (Will); 10 Damage AND Dazed (save ends)

LEVEL 13
 AC 27
 DEF 25
 SPEED 6
 HP 80

ABILITIES
 Evil • Demon • Psionic
 +2 DEF (Fort, Will)
 Immune Lightning
 Reach 2

SPECIAL POWERS
 Psychic Cleave: Immediate, when this creature's ⊕ attack destroys an enemy; use Ego Whip. Usable only once per creature's turn, only while uses remain.
 Psychic Drain: Whenever an enemy becomes Bloodied by a † attack of an ally adjacent to this creature, RECHARGE Ego Whip.

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32 CLAWBORN SCORROW

ATTACK ACTIONS

- ⬇ Claws: +12 vs AC; 25 Damage
- ⬇ Sting: +7 vs DEF (Fort); 10 Damage AND ongoing 10 poison Damage (save ends)
- ☐ ⬇ Scorrow Fury: Make 2 ⬇ attacks and a Sting attack, all against the same target. RECHARGE when this creature destroys an enemy.

LEVEL 9
AC 21
DEF 19
SPEED 8
HP 80

ABILITIES
 Aberrant • Drow



Eberron's scorrows are descended from drow blessed by the scorpion god Vulkoor.

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44 DRACOTAUR RAGER

ATTACK ACTIONS

- ⬇ Battleaxe: +14 vs AC; 20 Damage
- ⬇ Double Attack: Make 2 ⬇ attacks.
- ☐ ⬇ Spit Fire: (range 6) +12 vs DEF (Ref); 20 fire Damage AND ongoing 5 fire Damage (save ends). RECHARGE when first Bloodied.

LEVEL 11
AC 23
DEF 21
SPEED 8
HP 95

ABILITIES
 Dragon • Primal



SPECIAL POWERS
 Bloodrage 5: +5 ⬇ Damage while Bloodied.

Dracotaurs respect power above all, revering true dragons and despising enemies that fall before them in battle.

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16 DROW ENFORCER

ATTACK ACTIONS

- ⬇ Longsword: +13 vs AC; 20 Damage

LEVEL 6
AC 23
DEF 18
SPEED 6
HP 45

ABILITIES
 Fey • Drow



SPECIAL POWERS

- ☐ ☐ ☐ Riposte: Immediate, when an adjacent enemy attempts a ⬇ attack against this creature; make a ⬇ attack against that enemy.

Drow have little to fear from other races, but much to fear from one another.

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102 FROST GIANT JARL

ATTACK ACTIONS

- ⬇ Frostbrand: +19 vs AC; 25 + 10 cold Damage AND Followup
- Followup: +17 vs DEF (Fort); Stunned
- ☐ ⬇ Icequake: (burst 2) +17 vs DEF (Fort); 25 cold Damage AND Stunned

LEVEL 16
AC 28
DEF 28
SPEED 6
HP 115

ABILITIES
 Giant • Cold
 Resist 25 Cold; Vulnerable 10 Fire
 Reach 2



SPECIAL POWERS

- Chill Presence: Allies within 6 squares have +2 Attack with effects that deal cold Damage.
- Cleave: Immediate, when this creature's ⬇ attack destroys an enemy; make a ⬇ attack. Usable once per turn.

CHAMPION 2 ☐ ☐

- Use at start of round. Allies ignore enemies' Resist Cold and Resist Fire until end of round.
- Use at any time. RECHARGE 1 effect that deals cold damage for 1 ally.

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24 GNOLL CLAW FIGHTER

ATTACK ACTIONS

- ⬇ Claws: +10 vs AC; 20 Damage
- ⬇ Rend: Usable on charge, +10 vs AC; 20 Damage AND Followup
- Followup: +9 vs DEF (Ref); 10 Damage

LEVEL 7
AC 19
DEF 17
SPEED 7
HP 60

ABILITIES
 Evil • Gnoll • Primal



SPECIAL POWERS

- Bloodrage 5: +5 ⬇ Damage while Bloodied.
- Bloodthirsty 5: +5 ⬇ Damage against Bloodied targets.

Gnolls with a touch of fiendish blood sometimes turn their natural advantages to frenzied, hand-to-hand combat.

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9 KUO-TOA HUNTER

ATTACK ACTIONS

- ⬇ Spear: +10 vs AC; 10 Damage
- ⤵ Spear: (range 6) +8 vs AC; 10 Damage

LEVEL 3
AC 19
DEF 15
SPEED 6
HP 35

ABILITIES
 Aquatic • Kuo-Toa • Rage



SPECIAL POWERS

- Hunter 5: +5 ⬇ Damage while only 1 enemy is adjacent to this creature.
- Slick Maneuver: Replaces move action, only while adjacent to an enemy; Shift to any square adjacent to that enemy.

Kuo-toas are a fallen people, their great empires long ago lost to cruel decadence and ancient hubris.

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25 KUO-TOA WHIP

ATTACK ACTIONS

- ⬇ Scepter: +14 vs AC; 5 + 10 lightning Damage
- ⤵ Lightning Bolt: (line 12) +10 vs DEF (Fort); 10 lightning Damage; +1 Attack and +5 Damage for each creature named Kuo-Toa Whip within 6 squares (maximum 20 Damage)

LEVEL 7
AC 21
DEF 19
SPEED 6
HP 50

ABILITIES
 Aquatic • Kuo-Toa • Rage
 Resist 10 Lightning
 Group Command: Add the Champion ratings of all creatures named Kuo-Toa Whip in your warband when determining your highest Champion rating.



SPECIAL POWERS

- Slick Maneuver: Replaces move action, only while adjacent to an enemy; Shift to any square adjacent to that enemy.

CHAMPION 1 ☐

- Use at start of round. Each Aquatic ally has +1 Attack until end of round for each creature named Kuo-Toa Whip within 6 squares when it activates.
- Use at start of round. Allies have +2 Speed until end of round.

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26 LARGE CHAOS BEAST

ATTACK ACTIONS

- ⬇ Tentacles: +11 vs AC; 25 Damage
- ⬇ Impart Instability: +9 vs DEF (Fort); 15 Damage AND ongoing 10 psychic Damage (save ends) AND Chaos Instability (see below)

LEVEL 8
AC 20
DEF 20
SPEED 4
HP 70

ABILITIES
 Aberrant
 Reach 2



SPECIAL POWERS

- Chaos Instability: Whenever this creature hits with Impart Instability, roll 1d20 to impose an extra condition on target.
 - 1-5: None; 6-10: Dazed (save ends); 11-15: Confused (save ends); 16-19: Stunned; 20: Helpless

"That thing's just wrong." –Lidda, halfling rogue

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48 **LARGE SHADOW DRAGON**

ATTACK ACTIONS

⊕ **Claw:** +16 vs AC; 20 Damage

☐ ← **Shadow Breath:** (large cone) +14 vs DEF (Fort); 20 necrotic Damage AND Enervated. RECHARGE when first Bloodied.

LEVEL 10

AC 26

DEF 24

SPEED F8

HP 65

ABILITIES
Shadow • Dragon
Flight; Conceal 6; Hide

SPECIAL POWERS

☐ **Shadow Jump:** Immediate, on this creature's turn; place this creature in any space within 10 squares adjacent to a wall and to which it has line of sight. RECHARGE when this creature uses Shadow Breath.

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

CHAMPION 2 ☐ ☐

- Use at start of round. 1 creature in your warband gains Conceal 11 until end of round.
- Use immediately before using Shadow Breath. That attack's Enervated condition instead has a duration of (save ends).

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32 **LARGE WHITE DRAGON**

ATTACK ACTIONS

⊕ **Bite:** +10 vs AC; 10 + 10 cold Damage

☐ ← **Frost Breath:** (large cone) +8 vs DEF (Ref); 20 cold Damage. RECHARGE when first Bloodied.

☐ ☐ ⊕ **Mauling Bite:** Make 2 ⊕ attacks against same target; if both hit, make a ⊕ attack against another target within Reach.

LEVEL 4

AC 18

DEF 14

SPEED F6

HP 90

ABILITIES
Dragon
Flight; Reach 2
+4 DEF (Fort)
Resist 15 Cold

CHAMPION 1 ☐

- Use at start of round. For the rest of the round, a target that takes cold damage is also Immobilized until end of its next turn.
- Use before taking your first turn of a round. If this creature destroys 1 or more creatures during this round, score +15 VP.

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52 **ORC BANEBREAK RIDER**

ATTACK ACTIONS

⊕ **Slashing Axe:** +15 vs AC; 25 Damage

⊕ **Punishing Axe:** +13 vs DEF (Fort); 20 Damage AND push 2 squares

LEVEL 12

AC 24

DEF 20

SPEED 8

HP 90

ABILITIES
Orc • Mounted
+4 DEF (Fort)
Stable Footing: Difficult terrain does not affect this creature's movement.

SPECIAL POWERS

Cavalry 10: +10 ⊕ Damage against non-Mounted targets.

*"You keep your clever strategies. We will charge. We will destroy. This is the way of the banebreak."
—Urush Onetusk, orc banebreak rider*

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17 **SHADOW**

ATTACK ACTIONS

⊕ **Shadow Touch:** +10 vs DEF (Ref); 15 Damage

⊕ **Shadow Drain:** +10 vs DEF (Fort); 10 Damage AND Bloodied target is Enervated (save ends)

LEVEL 5

AC 22

DEF 17

SPEED F7

HP 30

ABILITIES
Shadow • Undead
Insubstantial
Flight; Phasing
Immune Poison;
Vulnerable 5 Radiant

SPECIAL POWERS

Shadow Killer: +10 Damage against Enervated targets.

Shadows beget shadows. —Elven proverb

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