

AUTUMN WIND RANGER

Level 9 ♦ Elf • Martial

ATTACK ACTIONS

- AC 23
FORT 19
REF 23
WILL 19
- Ⓢ **Sylvan Longsword:** +14 vs. AC; 10 damage, +5 damage if this creature is adjacent to a Wild ally.
- ⚔ **Longbow:** (sight) +14 vs. AC; 10 damage.
- ☞ **Ricochet Shot:** (nearest) +15 vs. AC; 15 damage AND make a Ricochet Shot attack, targeting an enemy within line of sight of the first target (max. 1 per turn). ☹ when this creature hits with a ⚔ attack.

POWERS

- SPEED 7
- ⚡ **Not So Close:** Use when an enemy misses this creature with a ⚔ attack: This creature shifts up to 1 square, then makes a Longbow attack against that enemy as an immediate action.
- HP 55
BLOOD 25
- 🛡 **Skirmish 10:** Whenever this creature hits with an attack, if it is 2 or more squares from its starting position this turn: +10 damage on that attack.

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BLACK DRAGON LURKER

Level 4 ♦ Dragon

CR 2

ATTACK ACTIONS

- AC 22
FORT 20
REF 20
WILL 20
- Ⓢ **Bite:** +12 vs. AC; 10 damage.
- ☞ **Corrosive Breath:** (blast 5) +10 vs. Reflex; 20 acid damage, 15 acid damage on miss. ☹ when this creature first becomes bloodied.

POWERS

- SPEED F7
- 🛡 **Reach 2; Resist 5 Acid**
- 🌑 **Darkness:** Replaces attack action: Recharge this creature's Corrosive Breath. This creature cannot be targeted by ⚔ attacks until end of its next turn.

CHAMPION POWERS ☐ ☐

- HP 50
BLOOD 25
- ⚡ **Use at start of round:** Spend 10 VP. If you do, until end of round, any attack or effect that deals acid damage deals 15 additional acid damage.
- ⚡ **Use before taking your first turn in a round:** At end of round, the player whose warband destroys the most enemies this round scores 10 VP.

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BLOOD SLAAD

Level 10 ♦ Slaad • Chaos

ATTACK ACTIONS

- AC 23
FORT 21
REF 21
WILL 21
- Ⓢ **Claw:** +15 vs. AC; 10 damage.
- ☞ **Horrid Croak:** (blast 5) +13 vs. Will; 10 damage AND Dazed.

POWERS

- SPEED 8
- 🛡 **Reach 2**
- 🏃 **Leaping Pounce:** Has Flight while charging.
- 🌪 **Chaos Storm:** Whenever rolling initiative, if your result is a natural 6-10: This creature recharges Horrid Croak. Each Slaad ally has +2 Speed until end of round.
- 🎯 **Sneak Attack 10:** Whenever this creature hits a target granting it combat advantage with a ⚔ attack: +10 Damage on that attack.

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BRUTAL OGRE WARHULK

Level 11 ♦ Ogre

ATTACK ACTIONS

- AC 25
FORT 27
REF 23
WILL 23
- Ⓢ **Heavy Flail:** +14 vs. AC; 25 damage.
- ☞ **Flail Hurricane:** Make 1 attack against each enemy within Reach, +15 vs. AC; 25 damage AND push target up to 1 square. ☹ when this creature is damaged by a Medium or smaller creature.

POWERS

- SPEED 6
- 🛡 **Reach 2**
- 🏃 **Ignore Puny Ones:** Can move through squares occupied by Medium or smaller enemies.

"Who needs siege engines? We have warhulks."
—Lord Marshal Gulgakos, tiefling warlord

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BUGBEAR STRANGLER

Level 6 ♦ Bugbear

ATTACK ACTIONS

- AC 22
FORT 20
REF 20
WILL 20
- Ⓢ **Morningstar:** +11 vs. AC; 10 damage.
- ☞ **Strangling Grasp:** +11 vs. Reflex; 10 damage AND Immobilized.

POWERS

- SPEED 7
- ☞ **Body Shield:** Use when this creature is targeted by a ⚔ or ⚔ attack: Redirect that attack to an Immobilized enemy adjacent to this creature other than the attacker. ☹ when this creature hits with Strangling Grasp.
- 🎯 **Sneak Attack 15:** Whenever this creature hits a target granting it combat advantage: +15 Damage on that attack.

Anyone that carries a short rope as a weapon has got to be bad news.

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BUGBEAR WARRIOR

Level 5 ♦ Bugbear • Martial

ATTACK ACTIONS

- AC 18
FORT 15
REF 15
WILL 15
- Ⓢ **Morningstar:** +8 vs. AC; 10 damage.
- ☞ **Big Swing:** Make up to 2 attacks, each against a different target (targets adjacent to each other only), +8 vs. AC; 15 damage.

POWERS

- SPEED 6
- 🎯 **Sneak Attack 10:** Whenever this creature hits a target granting it combat advantage: +10 Damage on that attack.

"I'm a hammer—you're the nail!"

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CONCORD ILLITHID

Level 14 ♦ Mind Flayer • Psionic • Mastermind

CR 2

ATTACK ACTIONS

- AC 25
FORT 25
REF 25
WILL 29
- Ⓢ **Tentacles:** +19 vs. AC; 15 damage AND Immobilized.
- ☞ **Mind Blast:** (blast 5) +17 vs. Will; 20 psychic damage AND Stunned, 10 psychic damage on miss. ☹ when an ally destroys an enemy.

POWERS

- SPEED 6
- ☞ **Dominate:** Use when this creature hits with Mind Blast: Target is Dominated instead of Stunned.

CHAMPION POWERS ☐ ☐

- HP 85
BLOOD 40
- ⚡ **Use when an enemy is destroyed:** That enemy makes a Ⓢ attack as though Dominated as an immediate action.
- ⚡ **Use when a creature takes an attack action that targets Will:** Each ally has +5 Will against that attack.

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CORRUPTION CORPSE

Level 4 ♦ Undead

ATTACK ACTIONS

- AC 16
FORT 14
REF 14
WILL 14
- Ⓢ **Slam:** +8 vs. AC; 10 damage.
- ⚔ **Mote of Corruption:** (range 10) +9 vs. Fortitude; 10 necrotic damage AND Weakened.

POWERS

- SPEED 4
- 🛡 **Immune Poison; Resist 10 Necrotic; Vulnerable 10 Radiant**
- 🌑 **Grave Stink:** Whenever a living enemy or ally adjacent to this creature starts its turn: That creature is Slowed and has -2 Attack until end of its turn.

Its filth-dripping body is itself a weapon.

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CRAZED KUO-TOA

Level 5 ♦ Kuo-Toa • Rage

AC 19
FORT 16
REF 16
WILL 20
SPEED 5
HP 40
BLOOD 20

ATTACK ACTIONS
⚔ **Spear:** +10 vs. AC; 10 damage.
☑ **Bloodbath:** +10 vs. AC; 20 damage. ☹ when this creature is missed by an attack.

POWERS
Death Rage: *Whenever this creature makes an attack while it is bloodied: +2 Attack and +5 Damage on that attack.*
Slick Maneuver: *Replaces move action, use only while this creature is adjacent to an enemy: This creature shifts to any square adjacent to that enemy.*

Insanity gives it strength; pain gives it focus.

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CURSE SLAAD

Level 14 ♦ Slaad • Chaos

AC 27
FORT 25
REF 25
WILL 29
SPEED 7
HP 80
BLOOD 40

ATTACK ACTIONS
⚔ **Claw:** +18 vs. AC; 15 damage.
☑ **Chaos Curse:** (range 5) +16 vs. Will; 15 damage AND target must roll twice for attacks and saves and use the lower result (save ends). ☹ when an enemy is destroyed.

POWERS
Chaos Reach 2
Storm: *Whenever rolling initiative, if your result is a natural 16-20: This creature recharges Chaos Curse. Each enemy has -2 Speed (min. 1) until end of round.*
Chaos Warp: *Use at start of this creature's turn: Choose a target, then roll 1d20. On 1-5, opponent slides target up to 1 square. On 6-10, pull target up to 1 square. On 11-15, slide target up to 1 square. On 16-20, push target up to 1 square.*

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CYCLOPS HEWER

Level 13 ♦ Cyclops • Fomorian

AC 26
FORT 23
REF 23
WILL 27
SPEED 7
HP 80
BLOOD 40

ATTACK ACTIONS
⚔ **Battleaxe:** +18 vs. AC; 20 damage.
☑ **Wide Swing:** (blast 3) +18 vs. AC; 20 damage. ☹ when this creature first becomes bloodied.

POWERS
Reach 2
Blindsight: Ignores Conceal; treats invisible creatures as visible.
Evil Eye: *Use at start of this creature's turn: Choose 1 enemy. Until start of this creature's next turn, whenever that enemy misses with a ⚔ attack, this creature can make a ⚔ attack against that enemy as an immediate action.*

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DEATHCAP

Level 3 ♦ Object

AC 14
FORT 12
REF 12
WILL —
SPEED —
HP 40
BLOOD 20

ATTACK ACTIONS
☑ **Cloud of Spores:** (burst 3) +8 vs. Fortitude; 10 poison damage.

POWERS
Battlefield Terrain: *During your set-up: This creature starts in any victory area.*
Flourishing Fungus: *Use at end of round, only if this creature and a Drow ally occupy one of your victory areas: You score 5 VP.*

Object: Does not score VP for occupying one of your victory areas; immune to attacks which target Will.
Potent Poison: *Whenever a creature within 5 squares of this creature hits with an attack that deals poison damage, if this creature occupies one of your opponent's victory areas: +5 poison Damage on that attack.*
Stationary: Cannot move; not affected by forced-movement effects.

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DEATHLOCK WIGHT

Level 4 ♦ Undead

AC 18
FORT 16
REF 16
WILL 16
SPEED 6
HP 35
BLOOD 15

ATTACK ACTIONS
⚔ **Claw:** +7 vs. Fortitude; 5 necrotic damage AND this creature heals 5 HP.
☑ **Grave Bolt:** (sight) +7 vs. Reflex; 10 necrotic damage AND Immobilized.
☑ **Horrific Visage:** (range 10) +7 vs. Will; target is Stunned if it ends its next turn within 3 squares of this creature.

POWERS
Immune Poison; Vulnerable 10 Radiant
☑ **Reanimate:** *Use when a level 5 or lower Undead ally is destroyed: That ally is not destroyed and has 10 HP instead.*

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DEATHGRASP SARCOPHAGUS

Level 10 ♦ Construct • Demon

AC 26
FORT 20
REF 20
WILL 24
SPEED 0
HP 65
BLOOD 30

ATTACK ACTIONS
☑ **Claws of the Hungry Dead:** +15 vs. Reflex; 10 damage AND Entombed (see below). ☹ when this attack misses or when no creature is affected by this creature's Claws of the Hungry Dead.

POWERS
Reach 4; Immune Necrotic; Immune Poison
Shadow Teleport: *Replaces move action: Place this creature in an occupied victory area.*
Entombed: (Condition) Remove affected creature from the battle map. On its turn, the only action affected creature can take is to make a ⚔ attack against the creature that caused this condition. Affected creature cannot take actions on another creature's turn. Ends when the creature that caused this condition is destroyed. When this condition ends, put affected creature on the battle map in the space occupied by the creature that caused this condition.

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DIRE BEAR MAULER

Level 11 ♦ Beast • Primal

AC 25
FORT 25
REF 21
WILL 21
SPEED 6
HP 95
BLOOD 45

ATTACK ACTIONS
⚔ **Claw:** +14 vs. 20 damage.
☑ **Maul Rend:** (Immobilized target only) 40 damage.
☑☑ **Ravage:** Make up to 2 ⚔ attacks. If both attacks hit the same target, that target is Immobilized.

POWERS
Reach 2
"It doesn't need to knock you down to tear you apart. It does that just for fun." —Heron, eladrin ranger

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DRAEGLOTH FAVORED ONE

Level 11 ♦ Demon • Drow • Divine

AC 25
FORT 23
REF 23
WILL 23
SPEED 6
HP 65
BLOOD 30

ATTACK ACTIONS
⚔ **Flying Rod:** +18 vs. AC; 15 damage, target is also Stunned on critical hit.
☑ **Profane Agony:** (range 6) +16 vs. Fortitude; 10 necrotic damage AND Dazed.
☑ **Unholy Blight:** (radius 2 within sight) +16 vs. Reflex; 20 necrotic damage AND Dazed. ☹ when this creature first becomes bloodied.

POWERS
Reach 2
☑☑ **Burning Sting:** *Use when this creature takes damage from an attack, no more than once per turn: Attacker takes 10 ongoing fire damage or 10 ongoing acid damage (save ends).*

Profane nature and corrupt nurture lead to honor among the drow.

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DRAGONBORN PALADIN OF BAHAMUT

Level 8 ♦ Dragon • Divine

CR 2

AC 24
FORT 21
REF 21
WILL 21

ATTACK ACTIONS

⚔ **Radiant Longsword:** +15 vs. AC; 10 + 5 radiant damage.

⚔ **Bahamut's Blade:** +16 vs. AC; 10 damage, +10 radiant damage per Dragon ally adjacent to this creature.

POWERS

Foe of Tiamat: (Aura) Each ally scores critical hits on attack rolls of natural 18-20 against Evil Dragon targets.

CHAMPION POWERS □ □

♣ *Use when an ally adjacent to this creature is hit by a ♣ or ♠ attack:* This creature switches positions with that ally and is hit by that attack instead.

♣ *Use before taking your first turn in a round:* Until end of round, whenever an ally hits with an attack, that attack deals +5 radiant damage.

Warband Building: 1 non-Evil Dragon of any faction is legal in your warband.

HP 60
BLOOD 30



DROW ADVENTURER

Level 7 ♦ Drow

AC 22
FORT 19
REF 19
WILL 19

ATTACK ACTIONS

⚔ **Fangblade:** +14 vs. AC; 10 damage AND 5 ongoing poison damage (save ends).

♣ **Shuriken:** (range 10, nearest) +14 vs. AC; 5 damage AND 5 ongoing poison damage (save ends).

POWERS

Mobile Melee Attack: *Use after this creature makes a ♣ attack:* This creature shifts as a free action.

□ **Parry:** *Use when a ♣ attack hits this creature, only if this creature is not bloodied:* That attack is a miss instead.

□ **Sleep Poison:** *Use after this creature hits with an attack:* Make a followup attack, +12 vs. Fortitude; Helpless.

HP 45
BLOOD 20



DROW ASSASSIN

Level 2 ♦ Drow • Stealth

AC 18
FORT 16
REF 16
WILL 16

ATTACK ACTIONS

⚔ **Short Sword:** +6 vs. AC; 10 damage.

♣ **Crossbow:** (nearest) +7 vs. AC; 10 damage.

□ ♣ **Sniper's Fang:** (sight) +9 vs. AC; 5 damage AND 5 ongoing poison damage (save ends). ♣ at end of this creature's turn if this creature did not attack that turn.

POWERS

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

Sneak Attack 5: *Whenever this creature hits a target granting it combat advantage:* +5 Damage on that attack.

HP 20
BLOOD 10



DROW DEMONBINDER

Level 10 ♦ Demon • Drow

AC 21
FORT 19
REF 19
WILL 23

ATTACK ACTIONS

⚔ **Acid Touch:** +15 vs. Reflex; 10 acid damage.

□ ♣ **Arms of the Marilith:** Make up to 6 attacks, +17 vs. AC; 5 damage. ♣ when this creature takes 20 or more damage from 1 attack.

♣ **Acid Blast:** (sight) +15 vs. Reflex; 10 acid damage AND Dazed.

POWERS

Eldritch Support: *Use when a Demon ally makes an opportunity attack against an enemy within line of sight of this creature:* This creature makes an Acid Blast attack against that enemy as an immediate action.

□ **Wings of the Vrock:** *Use at start of this creature's turn:* This creature has +2 Speed and Flight until end of turn. ♣ when this creature first becomes bloodied.

HP 50
BLOOD 25



ETTIN SPIRIT-TALKER

Level 12 ♦ Ettin • Primal

AC 26
FORT 24
REF 24
WILL 24

ATTACK ACTIONS

⚔ **Club:** +17 vs. AC; 20 damage.

♣ **Curse of Shattered Bone:** (sight) +17 vs. Will; target takes 20 damage the next time it is hit by a m attack.

□ ♣ **Spirit Call:** (burst 2) +17 vs. Fortitude; 20 necrotic damage AND target takes 10 damage if it moves on its next turn. ♣ as a replaces turn action.

POWERS

Reach 2

Multi-Activation 2: Can activate twice each round.

HP 75
BLOOD 35



GIRALLON

Level 10 ♦ Beast

AC 22
FORT 24
REF 20
WILL 20

ATTACK ACTIONS

⚔ **Claw:** +13 vs. AC; 20 damage.

♣ **Rending Arms:** Make 2 attacks against the same target, +13 vs. AC; 10 damage if 1 attack hits, 30 damage instead if both attacks hit.

POWERS

Reach 2

Four-Armed Fury: *Replaces attack action, only if this creature is bloodied:* This creature makes 2 Rending Arms attacks.

SPEED 8
HP 80
BLOOD 40



GNOLL DEMON ADEPT

Level 8 ♦ Demon • Gnoll

CR 2

AC 20
FORT 18
REF 18
WILL 18

ATTACK ACTIONS

⚔ **Flail:** +11 vs. AC; 25 damage.

POWERS

Pack Attack: *Whenever this creature hits an enemy adjacent to 2 or more allies with a ♣ attack:* +10 Damage on that attack.

CHAMPION POWERS □ □

♣ *Use at start of round:* Demon and Gnoll allies have +1 Attack until end of round (+2 Attack instead if this creature is bloodied).

♣ *Use when this creature hits an enemy, if that attack causes that enemy to become bloodied:* Until end of this creature's next turn, whenever a Demon or Gnoll ally hits that enemy with an attack, that attack deals +10 Damage.

Warband Building: 1 non-Wild Demon of any alignment is legal in your warband.

SPEED 7
HP 65
BLOOD 30



GRINNING IMP

Level 3 ♦ Devil

AC 18
FORT 15
REF 15
WILL 15

ATTACK ACTIONS

⚔ **Bite:** +8 vs. AC; 10 damage.

□ ♣ **Hellish Poison Sting:** +8 vs. AC; 15 damage AND 10 ongoing poison damage (save ends) AND target has -2 Fortitude, -2 Reflex, and -2 Will. ♣ when this creature is hit by an attack.

POWERS

□ **Vanish:** *Replaces attack action:* This creature is invisible until end of its next turn or until after it makes an attack.

SPEED F6
HP 25
BLOOD 10



GUARD DRAKE

Level 2 ♦ Dragon

ATTACK ACTIONS

AC 14
Ⓢ Bite: +5 vs. AC; 15 damage.

POWERS

FORT 12
REF 12
WILL 12
Immune Fear: Not affected by Fear effects while bloodied.

Loyal Guardian: *Whenever this creature hits with an attack, if a champion ally is within 2 squares of it: +5 damage on that attack.*

SPEED 6

HP 30

BLOOD 15

"Nothing says 'security' like a 4-foot lizard that won't run away when it's hurt."
—Grepo Shanks, drake dealer

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HALFLING ARCHER

Level 4 ♦ Halfling • Martial

ATTACK ACTIONS

AC 19
REF 14
REF 18
WILL 14
Ⓢ Short Sword: +9 vs. AC; 5 damage.
↘ Shortbow: (sight) +9 vs. AC; 10 damage.

☐ ↘ Skirmish Shot: Move up to its current speed, then make 1 attack, (nearest) +10 vs. AC; 20 damage. ☐ when this creature hits with a ↘ attack.

POWERS

☐ Reactive Shot: *Use when this creature is hit by a ↘ attack: This creature makes a Shortbow attack that does not provoke opportunity attacks as an immediate action.*

SPEED 6

HP 40

BLOOD 20

She never shoots twice from the same spot.

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HOBGOBLIN WARCASTER

Level 3 ♦ Hobgoblin • Arcane • War

ATTACK ACTIONS

AC 15
FORT 13
REF 13
WILL 17
SPEED 6
HP 30
BLOOD 15
Ⓢ Staff: +10 vs. AC; 5 damage.
↘ Force Dart: (range 6) +9 vs. Reflex; 10 damage, ignore Insubstantial.
↘ Force Slide: (range 6) +9 vs. Fortitude; slide target up to 3 squares.
☐ ⚡ Dragonfire Blast: (blast 3) +9 vs. Reflex; 10 fire damage AND 5 ongoing fire damage (save ends). ☐ when this creature first becomes bloodied.

Among hobgoblins, even magic is all about power and war.

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HUMAN BANDIT

Level 2 ♦ Human • Martial

ATTACK ACTIONS

AC 16
FORT 14
REF 14
WILL 14
SPEED 6
HP 25
BLOOD 10
Ⓢ Mace: +7 vs. AC; 5 damage.
☐ ⚡ Footpad's Attack: +8 vs. AC; 15 damage. ☐ at end of this creature's turn if it occupies a victory area.
↘ Thrown Dagger: (range 4) +7 vs. AC; 5 damage.

POWERS

Sneak Attack 5: *Whenever this creature hits a target granting it combat advantage: +5 damage on that attack.*

"If yer takin', take as much as ya can carry, says I."

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INFERNAL ARMOR

Level 3 ♦ Devil

ATTACK ACTIONS

AC 15
FORT 19
REF 19
WILL 19
SPEED 5
HP 30
BLOOD 15
Ⓢ Short Sword: +10 vs. AC; 10 damage.
⚡ Gambit: Provokes opportunity attacks. +14 vs. AC; 20 damage.

POWERS

Opening Move: *Use at start of this creature's turn, if it is the first round of the battle: This creature has +4 Speed until end of turn.*

Sacrificial Lamb: *Use when this creature is destroyed by an enemy: 1 ally adjacent to this creature heals 15 HP.*

With destruction as its only hope, recklessness is its only option.

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IRON DRAGON PROWLER

Level 11 ♦ Dragon • Metallic

CR 3

ATTACK ACTIONS

AC 25
FORT 24
REF 24
WILL 24
SPEED F7
HP 65
BLOOD 30
Ⓢ Iron Jaws: +17 vs. AC; 15 damage.
☐ ⚡ Lightning Breath: (blast 5) +17 vs. Fortitude; 20 lightning damage AND pull target up to 2 squares. ☐ when this creature first becomes bloodied.

POWERS

Reach 2

☐ Lightning Field: *Use at any time: Until start of this creature's next turn, each enemy or ally starts its turn adjacent to this creature takes 10 lightning damage.*

Sneak Attack 15: *Whenever this creature hits a target granting it combat advantage with a ⚡ attack: +15 damage on that attack.*

CHAMPION POWERS ☐ ☐ ☐

❖ *Use after rolling initiative, if you win: Until end of round, you score 10 VP whenever this creature or an ally is hit by an opportunity attack (max. 1 per round).*

❖ *Use at start of round: This creature and each ally has +2 Speed until end of round.*

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KRUTHIK ADULT

Level 6 ♦ Kruthik • Beast

ATTACK ACTIONS

AC 18
FORT 16
REF 16
WILL 16
SPEED 6
HP 55
BLOOD 25
Ⓢ Claw: +9 vs. AC; 10 damage.
☐ ↘ Toxic Spikes: Make up to 2 attacks, each against a different target, (range 5) +8 vs. Fortitude; 5 ongoing poison damage (save ends) AND Slowed.

POWERS

Gnashing Horde: *Use whenever an enemy ends its turn adjacent to this creature: That enemy takes 5 damage.*

Sneak Attack 10: *Whenever this creature hits a target granting it combat advantage: +10 damage on that attack.*

Surrounding Spikes: *Whenever this creature makes a ⚡ attack against an enemy adjacent to 2 or more Kruthik enemies or allies: This creature has combat advantage on that attack.*

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KRUTHIK HIVE LORD

Level 6 ♦ Kruthik • Beast

CR 2

ATTACK ACTIONS

AC 22
FORT 20
REF 20
WILL 20
SPEED 6
HP 65
BLOOD 30
Ⓢ Claw: +13 vs. AC; 15 damage.
☐ ⚡ Putrid Blast: (blast 5) +11 vs. Fortitude; 15 damage AND target has -2 Attack (save ends), 5 damage on miss. ☐ when a Beast ally destroys an enemy.

POWERS

Gnashing Horde: *Use whenever an enemy ends its turn adjacent to this creature: That enemy takes 10 damage.*

Sneak Attack 10: *Whenever this creature hits a target granting it combat advantage: +10 damage on that attack.*

CHAMPION POWERS ☐ ☐

❖ *Use at start of round: Until end of round, each enemy that ends its turn adjacent to a Beast ally takes 10 damage.*

❖ *Use at end of this creature's turn or at end of a Beast ally's turn: Until end of round, each enemy or ally that starts its turn adjacent to that creature cannot shift.*

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KUYUTHA, EXARCH OF BAHAMUT

Level 15 ♦ Dragon (Unique)

CR
3

AC 28
FORT 27
REF 27
WILL 27
SPEED F6
HP 95
BLOOD 45

ATTACK ACTIONS

- ⊕ **Dragonalon Blade:** +21 vs. AC; 25 damage.
- ☐ ← **Coldfire Breath:** (blast 5) +18 vs. Reflex; 20 cold + 20 fire damage.
- ☐ ← **Will of Bahamut:** (burst 5, enemy targets only) +18 vs. Will; Stunned. ☹ when a Dragon ally adjacent to this creature is targeted by a † attack.

CHAMPION POWERS ☐ ☐ ☐

- ❖ *Use at start of turn:* If you win initiative this round, 1 Dragon ally makes a ⊕ attack as an immediate action.
- ❖ *Use when a Dragon ally is destroyed by an enemy:* That ally makes a ⊕ attack as an immediate action.

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LOLTHBOUND GOBLIN

Level 3 ♦ Goblin

AC 18
FORT 14
REF 14
WILL 14
SPEED 6
HP 30
BLOOD 15

ATTACK ACTIONS

- ⊕ **War Pick:** +10 vs. AC; 10 damage.
- ☐ ← **Lolthbound Shriek:** (blast 5) +8 vs. Fortitude; 10 thunder damage, Drow and Goblin targets immune.

POWERS

- Drow Follower:** Has +2 to all defenses while within 5 squares of a Drow ally.
- Venomous Thirst:** Whenever this creature hits a target taking ongoing poison damage: +5 damage on that attack.

A nasty example of drow ingenuity.

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MEZZODEMON

Level 11 ♦ Demon

AC 27
FORT 23
REF 23
WILL 23
SPEED 6
HP 70
BLOOD 35

ATTACK ACTIONS

- ⊕ **Trident:** +18 vs. AC; 15 damage.
- ☐ ← **Poison Cloud:** (burst 2) +16 vs. Fortitude; 20 poison damage. Hit or miss, each enemy and ally adjacent to target takes 10 ongoing poison damage (save ends). ☹ when this creature first becomes bloodied.

POWERS

- Resist 10 Poison**
- ☐ **Skewering Tines:** Use when this creature hits with a ⊕ attack: Target of that attack is Immobilized (save ends). ☹ at end of this creature's turn if this creature is not adjacent to an Immobilized enemy.

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MINOTAUR WARRIOR

Level 10 ♦ Minotaur

AC 26
FORT 22
REF 22
WILL 22
SPEED 5
HP 65
BLOOD 30

ATTACK ACTIONS

- ⊕ **Battleaxe:** +17 vs. AC; 15 damage.
- ☐ † **Wild Swing:** Make up to 2 attacks, each against a different target, +18 vs. AC; 30 damage. Hit or miss, this creature has -4 AC until end of its next turn. ☹ when this creature first becomes bloodied.

POWERS

- Goring Charge:** Whenever this creature hits with a charge attack: +10 damage on that attack and target of that attack is Immobilized.
- Ferocity:** Use when this creature is destroyed: This creature makes a ⊕ attack as an immediate action.

Minotaurs believe that a "beast within" guides a warrior.

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OGRE PULVERIZER

Level 8 ♦ Ogre

AC 20
FORT 19
REF 15
WILL 15
SPEED 8
HP 75
BLOOD 35

ATTACK ACTIONS

- ⊕ **Tree:** +11 vs. AC; 25 damage.
- ☐ † **Angry Smash:** Use only while this creature is bloodied: +13 vs. AC; 35 damage.

POWERS

- Reach 2**
- Big Dumb Friend:** Use when an ally adjacent to this creature is targeted by a † attack: Redirect that attack to this creature.

His manner is blunt—his club does all the talking.

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PHASEWEB SPIDER

Level 10 ♦ Demon • Spider

AC 26
FORT 24
REF 24
WILL 24
SPEED 7
HP 75
BLOOD 35

ATTACK ACTIONS

- ⊕ **Bite:** +15 vs. Fortitude; 10 damage AND 10 ongoing poison damage (save ends).
- ☐ ← **Phase Web:** (blast 3) +15 vs. Reflex; 5 damage AND Immobilized (save ends). When target succeeds on its save against this effect, place it up to 4 squares from its current position. ☹ when this creature first becomes bloodied.

POWERS

- Phasing; Reach 2**
- ☐ **Join the Fray:** Replaces move action: This creature teleports to a space adjacent to an Evil, Demon, or Spider ally.
- Shifting Realities:** Use when this creature hits with a † attack: This creature shifts 1 square as a free action or slides target of that attack 1 square.

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QUICKLING RUNNER

Level 9 ♦ Fey

AC 24
FORT 19
REF 23
WILL 19
SPEED 9
HP 50
BLOOD 25

ATTACK ACTIONS

- ⊕ **Short Sword:** +14 vs. AC; 15 damage.
- ☐ † **A Thousand Cuts:** Make 3 ⊕ attacks against 1 target. ☹ when this creature first becomes bloodied.
- ☐ † **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

- Quick Step 4:** Can shift up to 4 squares.

In a flash, blades bite—and the cutter is gone.

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RAKSHASA ASSASSIN

Level 11 ♦ Rakshasa

AC 25
FORT 23
REF 23
WILL 23
SPEED 7
HP 70
BLOOD 35

ATTACK ACTIONS

- ⊕ **Short Sword:** +16 vs. AC; 10 damage.
- † **Double Strike:** Make 2 attacks, each against a different target, +14 vs. AC; 10 damage.
- ☐ † **Phantom Distraction:** (range 5) +14 vs. Will; Dazed.

POWERS

- Vulnerable 10 Radiant**
- ☐ ☐ **Shadow Form:** Use at any time on this creature's turn: This creature has Phasing until end of turn.
- Sneak Attack 15:** Whenever this creature hits a target granting it combat advantage: +15 damage on that attack.

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RUNESPIRAL DEMON

Level 5 ♦ Demon • Arcane

ATTACK ACTIONS

- Ⓢ **Bite:** +10 vs. AC; 10 damage.
- ⚡ **Arcane Arc:** Make 1 attack against each enemy and ally occupying squares touched by a line drawn from a corner of this creature's space and the corner of 1 Arcane enemy or ally within 6 squares of this creature, +8 vs. Reflex; 10 lightning damage.

POWERS

Resist 10 Lightning

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

Lightning Speed: Use when this creature damages an enemy: This creature has +3 Speed until end of its next turn.

AC 19
FORT 17
REF 17
WILL 17

SPEED 7

HP 40
BLOOD 20

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SCYTHEJAW

Level 9 ♦ Construct

ATTACK ACTIONS

- Ⓢ **Iron Jaws:** +14 vs. AC; 15 damage.

POWERS

Immune Poison

ⓧ **Clampdown:** Use after this creature hits with a Ⓢ attack: Target of that attack is Immobilized (save ends). ⓧ at end of this creature's turn if this creature is not adjacent to an Immobilized enemy.

Sneak Attack 10: Whenever this creature hits an enemy granting it combat advantage: +10 damage on that attack.

Vicious Jaws: Whenever this creature makes an attack against an Immobilized target: This creature has combat advantage on that attack.

Wandering Monster: During your set-up: This creature starts in a random victory area.

AC 25
FORT 22
REF 22
WILL 22

SPEED 4

HP 65
BLOOD 30

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SHADOW FLAYER

Level 12 ♦ Mind Flayer • Stealth

ATTACK ACTIONS

- Ⓢ **Longspear:** +16 vs. AC; 15 damage AND 5 ongoing poison damage (save ends).
- ⚡ **Mind Blast:** (blast 5) +15 vs. Will; 15 psychic damage AND Stunned. ⓧ when this creature uses Shadowcloak.

POWERS

Reach 2

Shadowcloak: Use at start of this creature's turn: This creature is invisible until start of its next turn. ⓧ when this creature first becomes bloodied.

Sneak Attack 10: Whenever this creature hits an enemy granting it combat advantage with a Ⓢ attack: +10 damage on that attack.

AC 25
FORT 25
REF 25
WILL 29

SPEED 8

HP 55
BLOOD 25

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SHARDSOUL SLAYER

Level 5 ♦ Shardsoul • Construct

ATTACK ACTIONS

- Ⓢ **Slam:** +12 vs. AC; 10 damage.
- ⚡ **Disorienting Aura:** Free action, use only at end of this creature's turn: (burst 1) +10 vs. Will; Confused.

POWERS

Immune Poison

Death's Release: Use when this creature is destroyed: The nearest ally to this creature has +2 Attack and +10 Damage until end of its next turn. If that creature is a Shardsoul, it makes a Ⓢ attack as an immediate action.

Powerful Charge 10: Whenever this creature hits with an attack while charging: +10 damage on that attack.

AC 21
FORT 17
REF 17
WILL 17

SPEED 6

HP 40
BLOOD 20

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SHARN REDCLOAK

Level 2 ♦ Human • Martial

ATTACK ACTIONS

- Ⓢ **Longsword:** +7 vs. AC; 10 damage.
- ⚔ **Longbow:** (sight) +6 vs. AC; 10 damage.

POWERS

Follow Orders: Whenever this creature makes a Ⓢ attack: This creature has a bonus to Attack equal to the highest allied champion rating in play on that attack.

Pincer Attack: Whenever an ally hits with an attack against an enemy it and this creature flank: +10 damage on that attack.

AC 18
FORT 14
REF 14
WILL 14

SPEED 6

HP 25
BLOOD 10

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"It's all fun and games till a Redcloak puts somebody's eye out."—Boromar Clan thug

SKULL LORD

Level 9 ♦ Undead

CR 3

ATTACK ACTIONS

- Ⓢ **Bone Staff:** +16 vs. AC; 10 + 5 cold damage.
- ⚔ **Osseous Call:** (sight) +14 vs. Fortitude; 10 necrotic damage AND this creature or 1 Undead ally within 5 squares of this creature heals 10 HP.

POWERS

Resist 10 Cold; Resist 10 Necrotic

Shattered Skull: Whenever this creature makes a ⚔ attack while it is bloodied: -4 Attack on that attack.

CHAMPION POWERS

❖ Use when an Undead ally is destroyed: Reduce 1 different Undead ally's HP by 20 HP or its current HP, whichever is lower, then increase the target ally's HP by that amount. Then, if the target's HP is 5 or higher, it is not destroyed.

❖ Use when an enemy or ally takes cold or necrotic damage: That creature takes 10 additional damage of that type.

Warband Building: Evil Undead creatures of any faction are legal in your warband.

AC 23
FORT 22
REF 22
WILL 22

SPEED 5

HP 60
BLOOD 30

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SOLAMITH

Level 12 ♦ Demon

ATTACK ACTIONS

- Ⓢ **Claw:** +19 vs. 10 damage.
- ⚡ **Soulfire Retort:** Immediate action, use only when this creature is damaged by an enemy's attack: (blast 3) +18 vs. Reflex; 15 + 15 fire damage.
- ⚔ **Soulfire:** (radius 1 or radius 3 within sight) +17 vs. Reflex; 15 + 15 fire damage. After all attacks are resolved, this creature takes 5 damage, or 15 damage instead if it chose radius 3.

POWERS

Reach 2; Resist 10 Fire

AC 24
FORT 26
REF 20
WILL 20

SPEED 7

HP 80
BLOOD 40

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Its malice roils within, begging to be shared.

SOULRIDER DEVIL

Level 9 ♦ Devil

ATTACK ACTIONS

- Ⓢ **Longsword:** +15 vs. AC; 10 damage.
- ⚡ **Black Chill Blast:** (blast 5) +14 vs. Reflex; 15 cold + 10 necrotic damage, 10 necrotic damage on miss.
- ⚡ **Acid Flame:** (radius 2 within sight) +14 vs. Reflex; 15 fire damage AND 10 ongoing acid damage (save ends), 10 fire damage on miss.

POWERS

Arcane Sacrifice: Replaces move action: This creature takes 10 damage, then recharges its Black Chill Blast or Acid Flame.

AC 21
FORT 18
REF 22
WILL 18

SPEED 7

HP 45
BLOOD 20

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Death is preferable to losing sight, life, and, eventually, soul to a hellish parasite.

SPIDERBOUND DROW WARRIOR

Level 9 ♦ Drow • Martial

AC 24
FORT 21
REF 21
WILL 21

ATTACK ACTIONS
Ⓢ Longsword: +15 vs. AC; 15 damage.
⚔ Spiderbound Shield: 5 ongoing poison damage (save ends) AND this creature has -4 AC until end of its next turn.

POWERS
Spiderbind: Replaces move action, only while bloodied: Each adjacent enemy is Immobilized.

SPEED 6

HP 60
BLOOD 30

His sword cuts deep, but his shield stings and weaves.

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SPIRETOP DRAKE

Level 1 ♦ Dragon

AC 16
FORT 13
REF 13
WILL 13

ATTACK ACTIONS
Ⓢ Bite: +6 vs. AC; 5 damage.

POWERS
High Perch: Use at end of this creature's turn, if it is adjacent to a wall: This creature cannot be targeted by ⚔ attacks until start of its next turn.
Loyal Follower: Whenever this creature is targeted by an opportunity attack, if an active Dragon champion ally is in play: +5 AC against that attack.
Mobile Melee Attack: Use after this creature makes a ⚔ attack: This creature shifts as a free action.

SPEED F8

HP 20
BLOOD 10

Even the mighty can fall to the thirst of a lowly stirge.

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STIRGE DRONE

Level 1 ♦ Stirge

AC 17
FORT 14
REF 14
WILL 14

ATTACK ACTIONS
Ⓢ Blood Drain: +6 vs. Fortitude; 10 damage AND target has -2 Attack.

POWERS
Attach: Replaces attack action: 1 living enemy adjacent to this creature takes 10 ongoing damage (save ends), then this creature is destroyed.

SPEED F6

HP 20
BLOOD 10

Even the mighty can fall to the thirst of a lowly stirge.

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STORMRAGE BLUE DRAGON

Level 13 ♦ Dragon

AC 27
FORT 26
REF 26
WILL 26

ATTACK ACTIONS
Ⓢ Gore: +18 vs. AC; 15 + 10 lightning damage.
⚡ Lightning Breath: (line 10) +16 vs. Reflex; 25 lightning damage, 10 lightning damage on miss. Ⓢ when this creature first becomes bloodied.
⚡ Lightning Burst: (radius 1 within sight) +16 vs. Reflex; 20 lightning damage.

POWERS
Resist 30 Lightning
Ⓢ Clear the Way: Use when this creature hits with a Ⓢ attack: Push target of that attack up to 2 squares, then this creature makes a Ⓢ attack against a different target as an immediate action.

CHAMPION POWERS □ □
⚡ Use when this creature or an ally declares a ⚔ attack against a bloodied enemy: If that attack hits, +20 damage on that attack.
⚡ Use when this creature or an ally declares a ⚡ attack: You score 5 VP for each enemy destroyed by that attack.

SPEED F8

HP 85
BLOOD 40

Even the mighty can fall to the thirst of a lowly stirge.

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THOON HULK

Level 14 ♦ Mind Flayer

AC 26
FORT 27
REF 23
WILL 23

ATTACK ACTIONS
Ⓢ Arm-Axe: +17 vs. AC; 30 damage.

POWERS
Reach 2; Resist 5 Poison
Immune Stun: Not affected by Stunned.
Attack Overdrive: Use at start of this creature's turn: This creature takes 15 damage, then has +4 Attack until end of turn.
Defense Overdrive: Use when this creature is damaged by a ⚔ attack: This creature takes 10 damage, then makes a Ⓢ attack as an immediate action.
Radiate Quintessence: Whenever this creature starts its turn, if it is bloodied: Each adjacent non-Mind Flayer enemy and ally takes 5 damage.

SPEED 5

HP 100
BLOOD 50

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TIEFLING CLERIC OF ASMODEUS

Level 7 ♦ Tiefling • Divine

AC 21
FORT 18
REF 18
WILL 22

ATTACK ACTIONS
Ⓢ Mace: +14 vs. AC; 10 + 5 necrotic damage.
⚔ Lance of Oblivion: (range 5) +12 vs. Reflex; 10 necrotic damage AND Dazed.
Ⓢ Seal of the Damned: (radius 2 within sight) +12 vs. Will; 20 necrotic damage. Hit or miss, each Undead ally in area heals 10 HP instead. Ⓢ when a Good creature is destroyed.

POWERS
Ⓢ Baleful Sanctuary: Replaces attack action: Choose 1 ally within line of sight of this creature. When that ally is next attacked, the attacker takes 10 damage. Ⓢ when that ally is destroyed.

SPEED 6

HP 50
BLOOD 25

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TROGLODYTE BRUTE

Level 7 ♦ Troglodyte

AC 19
FORT 19
REF 15
WILL 15

ATTACK ACTIONS
Ⓢ Claws: +10 vs. AC; 20 damage.
⚔ Bite: +14 vs. AC; 10 damage.
Ⓢ Tooth and Claw: Make a Bite and a Claws attack against the same target (bloodied target only).

POWERS
Stench: (Aura) Each living non-Troglodyte creature adjacent to this creature has -2 Attack.

SPEED 5

HP 60
BLOOD 30

In battle, it pauses only to savor the blood of its enemies.

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TROGLODYTE CURSE CHANTER

Level 8 ♦ Troglodyte

AC 22
FORT 21
REF 17
WILL 21

ATTACK ACTIONS
Ⓢ Staff: +15 vs. AC; 15 damage.
⚔ Cavern Curse: (range 5, target affected by Stench only) +13 vs. Fortitude, 15 ongoing necrotic damage (save ends; no save while affected creature is affected by Stench).
⚔ Sickening Ray: (range 10) +13 vs. Fortitude; 10 damage AND target has -2 Attack until end of round.

POWERS
Stench: (Aura) Each living non-Troglodyte creature adjacent to this creature has -2 Attack.

SPEED 5

HP 55
BLOOD 25

The curse chanter is the mouth of a twisted god.

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VICIOUS BEARDED DEVIL

Level 13 ♦ Devil

ATTACK ACTIONS

AC 29
FORT 25
REF 25
WILL 25
SPEED 6
HP 80
BLOOD 40

⚔ **Glaive:** +20 vs. AC; 15 damage and 5 ongoing damage (save ends).

POWERS

Reach 2
Battle Frenzy: *Whenever this creature makes an attack while it is bloodied:* +2 Attack and +10 Damage on that attack.
Devlish Teamwork: *Whenever an ally adjacent to this creature is targeted by an attack:* That ally has +2 AC against that attack.
Grasping Beard: *Use when an enemy adjacent to this creature moves to a square not adjacent to this creature:* That enemy takes 5 damage.

Bearded devils lust for blood and pain.

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WARFORGED BATTLE CHAMPION

Level 6 ♦ Warforged • Construct • Martial

CR
1

ATTACK ACTIONS

AC 22
FORT 18
REF 18
WILL 18
SPEED 6
HP 45
BLOOD 20

⚔ **Glaive:** +13 vs. AC; 15 damage.

POWERS

Reach 2; Immune Poison
Iron Charge: *Use after this creature hits with an attack while charging:* 1 ally makes a charge attack as an immediate action.

CHAMPION POWERS

❖ *Use at start of this creature's turn:* Each ally has +2 Attack until end of round.
❖ *Use when an ally is hit by an opportunity attack:* That attack is a miss instead.

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WEB GOLEM

Level 9 ♦ Construct

ATTACK ACTIONS

AC 23
FORT 21
REF 21
WILL 21
SPEED 6
HP 60
BLOOD 30

⚔ **Stinging Claw:** +12 vs. Fortitude; 10 damage AND 5 ongoing poison damage (save ends).
☐ ⚡ **Web Spray:** (blast 3) +13 vs. Reflex; Immobilized (save ends), Slowed (save ends) on miss. ☹ when this creature first becomes bloodied.

POWERS

Reach 2; Immune Poison; Vulnerable 10 Fire
Entrap Attacker: *Use when this creature is missed by a ⚔ attack, no more than once per turn:* Attacker is Immobilized (save ends).
Inexorable: Can move through squares occupied by enemies.

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YUAN-TI MALISON INCANTER

Level 12 ♦ Yuan-Ti • Arcane

ATTACK ACTIONS

AC 24
FORT 22
REF 22
WILL 22
SPEED 7
HP 55
BLOOD 25

⚔ **Baneblade Staff:** +15 vs. Reflex; 10 fire damage AND 10 ongoing poison damage (save ends).
☐ ⚡ **Dominate:** (nearest) +15 vs. Will; Dominated.
⤴ **Mindwarp:** (sight) +17 vs. Will; 10 psychic damage.

POWERS

Resist 15 Poison
Zehir's Tactics: *Use when an ally hits an enemy adjacent to this creature with a ⚔ attack:* +10 damage on that attack.

The incanter's insidious poison bends the psyche and warps the will.

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