

DWARF BATTLEMASTER

Level 7 ♦ Dwarf • Martial

CR
3

- ATTACK ACTIONS**
- ⚔ **Dwarven Waraxe:** +15 vs. AC; 15 damage.
 - ⚔ **Crushing Blow:** +12 vs. Fortitude; 25 damage.

POWERS

Rock Solid: Use when an ally scores a critical hit: This creature heals 20 HP or recharges its Crushing Blow.

- CHAMPION POWERS** □ □ □
- ♦ Use when an ally hits with a ⚔ attack: +10 Damage on that attack.
 - ♦ Use when an enemy scores a critical hit: That attack becomes a hit instead.

AC
24

FORT
21

REF
17

WILL
17

SPEED
5

HP
60

BLOOD
30

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ELF WARLOCK

Level 4 ♦ Elf • Arcane

- ATTACK ACTIONS**
- ⚔ **Soul Blast:** +4 vs. Fortitude; 5 damage.
 - ⚔ **Bloodfang Beast Curse:** (range 6) +6 vs. Reflex; until this creature is destroyed, target takes 10 damage whenever it hits with a ⚔ attack.
 - ⚔ **Eldritch Blast:** (range 10) +6 vs. Reflex; 10 damage.

POWERS

- **Dimension Leap:** Replaces move action: This creature teleports up to 3 squares.

SPEED
7

AC
17

FORT
16

REF
20

WILL
16

HP
35

BLOOD
15

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HUMAN SELLSWORD

Level 5 ♦ Human • Martial

- ATTACK ACTIONS**
- ⚔ **Greatsword:** +11 vs. AC; 20 damage.
 - ⚔ **Killing Blow:** +9 vs. AC, +14 vs. AC instead if target is bloodied; 30 damage.

SPEED
6

AC
20

FORT
17

REF
17

WILL
17

HP
50

BLOOD
25

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"My moneybag is my cause, friend. As long as you keep it full, your little crusade is mine."

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YOUNG GREEN DRAGON

Level 5 ♦ Dragon

CR
2

- ATTACK ACTIONS**
- ⚔ **Bite:** +11 vs. AC; 10 damage AND 10 ongoing poison damage (save ends).
 - ⚔ **Poison Breath:** (blast 5) +9 vs. Fortitude; 15 poison damage AND 5 ongoing poison damage (save ends). ⚔ when this creature first becomes bloodied.

POWERS

Reach 2

CHAMPION POWERS □

- ♦ Use at start of this creature's turn: Slide 1 enemy within 5 squares of this creature 1 square.

SPEED
F10

AC
23

FORT
20

REF
20

WILL
20

HP
65

BLOOD
30

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YUAN-TI SWIFTSKALE

Level 7 ♦ Yuan-Ti

- ATTACK ACTIONS**
- ⚔ **Longsword:** +12 vs. AC; 15 damage.
 - ⚔ **Zehir's Tongue:** Use only if this creature is adjacent to a bloodied enemy: Make 1 attack against each adjacent enemy, +12 vs. AC; 20 damage.

POWERS

Zehir's Eye: Use when an enemy misses this creature with a ⚔ attack: That enemy has -2 Attack until after it hits with an attack.

SPEED
8

AC
22

FORT
18

REF
18

WILL
18

HP
50

BLOOD
25

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It strikes with the alacrity of the vilest viper, sapping your will with oaths to its venomous god.

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