

24 CLERIC OF ORDER

ATTACK ACTIONS

- ⊕ Quarterstaff: +7 vs AC; 5 + 5 radiant Damage
- ⚡ Command: (range 10) +10 vs DEF (Will); Dazed AND slide 2 squares

LEVEL 5

AC 19

DEF 17

SPEED 6

HP 40

ABILITIES

Good • Human • Divine

SPECIAL POWERS

☐☐ Restore Order: Minor action; end 1 condition with a duration of (save ends) on 1 ally within 5 squares of this creature.

CHAMPION 3 ☐☐☐

- Use at start of round. Allies have +2 DEF until end of round.
- Use when a living ally ends its turn in one of your victory areas. That ally heals 10 HP.

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14 CLERIC OF YONDALLA

ATTACK ACTIONS

- ⊕ Short Sword: +10 vs AC; 10 Damage

LEVEL 3

AC 21

DEF 15

SPEED 5

HP 30

ABILITIES

Good • Halfling • Divine

SPECIAL POWERS

Tower Shield: +2 AC and +2 DEF against ⚡ attacks.

CHAMPION 1 ☐

Warband Building: All Halfling creatures are legal in your warband.

- Use at start of round. Until end of round, each ally has +2 Attack and +5 ⚡ Damage against Medium or larger enemies.
- Use when a Halfling ally hits a Medium or larger enemy. That ally heals 15 HP.

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12 DWARF AXEFIGHTER

ATTACK ACTIONS

- ⊕ Dwarven Waraxe: +10 vs AC; 10 Damage

LEVEL 4

AC 20

DEF 16

SPEED 5

HP 35

ABILITIES

Dwarf • Martial

SPECIAL POWERS

Cleave: Immediate, when this creature's ⚡ attack destroys an enemy; make a ⊕ attack.

☐ Dwarven Resilience: Use when this creature takes poison damage; -5 poison Damage.

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18 EMBER, HUMAN MONK

ATTACK ACTIONS

- ⊕ Quarterstaff: +11 vs AC; 15 Damage
- ⚡ Knockdown: +11 vs DEF (Fort); 15 Damage AND Immobilized

LEVEL 6

AC 20

DEF 18

SPEED 8

HP 45

ABILITIES

Human • Ki

Unique

Defensive Mobility: +5 AC against opportunity attacks.

SPECIAL POWERS

Stunning Critical: Whenever this creature scores a critical, target of that attack is also Stunned.

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10 EVOKER'S APPRENTICE

ATTACK ACTIONS

- ⊕ Staff: +5 vs AC; 5 Damage
- ☐ ⚡ Acid Arrow: (sight) +10 vs DEF (Ref); ongoing 10 acid Damage (save ends) AND each creature adjacent to target takes 5 acid Damage
- ⚡ Magic Missile: (sight) +10 vs DEF (Ref); 10 Damage; ignore Insustantial

LEVEL 3

AC 13

DEF 13

SPEED 6

HP 20

ABILITIES

Human • Arcane

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11 HALFLING VETERAN

ATTACK ACTIONS

- ⊕ Footslasher: +9 vs AC; 5 Damage AND Slowed
- ⚡ Second Sword: Make a ⊕ attack; on hit, shift 1 square and make a ⊕ attack.

LEVEL 4

AC 16

DEF 14

SPEED 6

HP 40

ABILITIES

Halfling • Martial

SPECIAL POWERS

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

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31 HOUND ARCHON

ATTACK ACTIONS

- ⊕ Zweihänder: +15 vs AC; 10 + 5 radiant Damage

LEVEL 8

AC 24

DEF 20

SPEED 8

HP 60

ABILITIES

Good • Immortal

Phasing

Blindsight: Ignores Conceal; treats invisible creatures as visible.

SPECIAL POWERS

Dimension Step: Minor action, once per turn; teleport 4 squares.

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3 HUMAN COMMONER

ATTACK ACTIONS

- ⊕ Scythe: +5 vs AC; 5 Damage

LEVEL 1

AC 15

DEF 13

SPEED 6

HP 10

ABILITIES

Human • Minion

SPECIAL POWERS

Reaping Scythe: This creature's ⚡ attacks deal triple damage on criticals.

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35 LARGE EARTH ELEMENTAL

ATTACK ACTIONS

⬇ POUND: +13 vs AC; 25 Damage

☐ ⬅ TREMOR: (burst 3) +11 vs DEF (Fort); 15 Damage AND slide 1 square AND Immobilized (save ends)

ABILITIES

Elemental • Earth

Burrow

+8 DEF (Fort)

Defensive Advantage: Never grants combat advantage.

Reach 2

LEVEL 10

AC 21

DEF 17

SPEED 5

HP 70

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3 MAN-AT-ARMS

ATTACK ACTIONS

⬇ LONGSWORD: +7 vs AC; 10 Damage

⬇ POSITIONING STRIKE: +7 vs AC; 10 Damage AND slide 1 square

ABILITIES

Human • Martial

LEVEL 1

AC 15

DEF 11

SPEED 5

HP 10

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8 SUN SOUL INITIATE

ATTACK ACTIONS

⬇ NUNCHAKU: +9 vs DEF (Fort); 5 Damage AND make this attack again (maximum 2 per turn)

☐ ⬇ STUNNING FIST: +5 vs DEF (Fort); Stunned (save ends)

ABILITIES

Human • Ki

Resist 5 Radiant

LEVEL 2

AC 17

DEF 17

SPEED 7

HP 20

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29 SWORD OF HEIRONEOUS

ATTACK ACTIONS

⬇ HOLY SWORD: +14 vs AC; 10 Damage, +10 radiant Damage against Evil targets

ABILITIES

Good • Human • Divine

SPECIAL POWERS

☐ EXTRAORDINARY INITIATIVE: Use at start of turn; roll 1 extra d20 when determining initiative this turn.

CHAMPION 3 ☐☐☐

- Use when an ally becomes first Bloodied. That ally heals 10 HP.
- Use when a Good ally is targeted by an attack. That ally has +4 AC and +4 DEF against that attack.

LEVEL 7

AC 23

DEF 23

SPEED 6

HP 45

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5 TORDEK, DWARF FIGHTER

ATTACK ACTIONS

⬇ DWARVEN WARAXE: +8 vs AC; 10 Damage

ABILITIES

Dwarf • Martial

Unique

+4 DEF (Fort)

SPECIAL POWERS

Awareness: Can make an opportunity attack against an adjacent enemy that shifts.

☐ BRACE FOR IMPACT: Use at any time; not subject to push, pull, or slide effects of enemies until start of this creature's next turn.

LEVEL 1

AC 17

DEF 13

SPEED 6

HP 20

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4 JOZAN, CLERIC OF PELOR

ATTACK ACTIONS

⬇ MACE: +7 vs AC; 10 Damage

☐ ⬅ TURN UNDEAD: (burst 3, Undead targets only), +6 vs DEF (Will); 5 radiant Damage

ABILITIES

Human • Divine

Unique

SPECIAL POWERS

☐ BATTLE SURGE: Minor action, once per turn; 1 adjacent ally heals 5 HP.

LEVEL 1

AC 15

DEF 14

SPEED 5

HP 15

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48 ARCANE ARCHER

ATTACK ACTIONS

⬇ LONGSWORD: +15 vs AC; 10 Damage

↘ LONGBOW: (sight) +15 vs AC; 15 + 5 fire Damage

ABILITIES

Elf • Martial

SPECIAL POWERS

☐ PHASE ARROW: Use with a Longbow attack; that attack ignores terrain that blocks line of sight.

CHAMPION 2 ☐☐

- Use when an enemy takes damage from a ↘ attack. 1 other enemy adjacent to that enemy takes the same damage.
- Use when an enemy becomes first Bloodied. 1 ally makes a ↘ attack against that enemy as an immediate action.

LEVEL 11

AC 25

DEF 23

SPEED 6

HP 65

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21 AXE SISTER

ATTACK ACTIONS

⬇ BATTLEAXE: +9 vs AC; 20 Damage

⬇ BLADE WHIRLWIND: (only while not Bloodied) Make 1 attack against each adjacent enemy: +8 vs AC; 15 Damage

ABILITIES

Human • Martial

LEVEL 6

AC 18

DEF 16

SPEED 7

HP 55

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20 CENTAUR

ATTACK ACTIONS

- ⬆ Hooves: +11 vs AC; 15 Damage
- Longbow: (sight) +12 vs AC; 10 Damage

LEVEL 6

AC 20

DEF 18

SPEED 8

HP 45

ABILITIES

Fey • Centaur

SPECIAL POWERS

Skirmisher's Shot: +5 ➤ Damage this turn if this creature moved at least 4 squares from where it started this turn before attacking.

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25 CLERIC OF CORELLON LARETHIAN

ATTACK ACTIONS

- ⬆ Cutlass: +13 vs AC; 10 Damage
- ☐ ➤ Fey Charm: (range 5) +10 vs DEF (Will); Immobilized AND Dazed (save ends both, Fey immune). RECHARGE at start of this creature's turn if no creature is affected by this power.

LEVEL 6

AC 20

DEF 18

SPEED 6

HP 45

ABILITIES

Fey • Eladrin • Divine

SPECIAL POWERS

- ☐ Corellon's Blessing: Use when a Fey ally within 5 squares of this creature fails a save; reroll that save.
- ☐ Fey Healing: Minor action; 1 adjacent Fey ally heals 10 HP.

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5 CRESTED FELLDRAKE

ATTACK ACTIONS

- ⬆ Bite: +6 vs AC; 10 Damage

LEVEL 1

AC 13

DEF 12

SPEED 8

HP 20

ABILITIES

Dragon

SPECIAL POWERS

☐ Loyal Protector: Immediate, when an ally within 5 squares becomes Bloodied but is not destroyed by a ⬆ attack; this creature moves up to its Speed and makes a ⬆ attack against the attacker with +10 Damage on that attack.

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6 DEVIS, HALF-ELF BARD

ATTACK ACTIONS

- ⬆ Longsword: +7 vs AC; 5 Damage
- Song of Suppression: (range 5) +9 vs DEF (Will); 10 psychic Damage OR champion target loses 1 use of its Champion powers

LEVEL 1

AC 15

DEF 13

SPEED 6

HP 20

ABILITIES

Half-Elf • Arcane
Unique

SPECIAL POWERS

☐ Majestic Word: Minor action; 1 ally within 5 squares of this creature shifts 1 square, then heals 5 HP.

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5 ELF ARCHER

ATTACK ACTIONS

- ⬆ Short Sword: +7 vs AC; 5 Damage
- Longbow: (sight) +8 vs AC; 10 Damage

LEVEL 2

AC 13

DEF 11

SPEED 7

HP 20

ABILITIES

Good • Elf
+4 DEF (Will)

SPECIAL POWERS

Archer's Mobility: +2 ➤ Attack this turn if this creature moved at least 4 squares from where it started this turn before attacking.

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32 ELF PYROMANCER

ATTACK ACTIONS

- ⬆ Longsword: +12 vs AC; 10 Damage
- ☐ ✨ Fireball: (radius 2 within sight) +12 vs DEF (Ref); 20 fire Damage; 10 fire on miss
- Scorching Ray: (range 10) +12 vs DEF (Ref); 15 fire Damage

LEVEL 9

AC 20

DEF 20

SPEED 6

HP 30

ABILITIES

Elf • Arcane

SPECIAL POWERS

- ☐ Protection From Energy: Minor action; choose acid, cold, fire, lightning, or thunder; this creature or 1 adjacent ally gains Resist 10 against that damage type until end of battle.
- ☐ Radiant Fire: Use when this creature's ➤ or ✨ attack hits a target with Resist Fire or Immune Fire; +10 radiant Damage on that attack.

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21 ELF RANGER

ATTACK ACTIONS

- ⬆ Handaxe: +11 vs AC; 10 Damage
- ⬆ Double Attack: Make 2 ⬆ attacks.
- Longbow: (sight) +13 vs AC; 15 Damage

LEVEL 6

AC 18

DEF 16

SPEED 6

HP 45

ABILITIES

Elf • Martial

CHAMPION 1 ☐

- Use at start this creature's turn. Martial allies have +2 ➤ attack until end of round.
- Use when an ally hits with a ➤ attack: +5 Damage on that attack.

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3 GNOME RECRUIT

ATTACK ACTIONS

- ⬆ Short Sword: +7 vs AC; 5 Damage

LEVEL 1

AC 15

DEF 15

SPEED 5

HP 10

ABILITIES

Fey • Gnome

SPECIAL POWERS

Fade from View: Use when this creature ends its turn occupying difficult terrain; this creature has Hide until start of its next turn.

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13 HUMAN WANDERER

ATTACK ACTIONS

⚔ Scimitar: +9 vs AC; 10 Damage
 🏹 Longbow: (sight) +6 vs AC; 10 Damage
 ✂ Twin Strike: Make 2 ⚔ attacks.

LEVEL 4
 AC 18
 DEF 16
 SPEED 6
 HP 40

ABILITIES
 Human • Martial

SPECIAL POWERS
 ☐ Strike and Fade: Use after resolving a ⚔ attack; shift 3 squares.

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16 KRUSK, HALF-ORC BARBARIAN

ATTACK ACTIONS

⚔ Greataxe: +10 vs AC; 15 Damage
 ✂ Raging Strike: (only while Bloodied) +10 vs AC; 20 Damage

LEVEL 6
 AC 17
 DEF 15
 SPEED 6
 HP 60

ABILITIES
 Half-Orc • Primal
 Unique

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4 LIDDA, HALFLING ROGUE

ATTACK ACTIONS

⚔ Rapier: +6 vs AC; 5 Damage
 ☐ 🏹 Crossbow: (nearest) +6 vs AC; 5 Damage.
 RECHARGE at end of this creature's turn if it did not move this turn.

LEVEL 1
 AC 15
 DEF 13
 SPEED 5
 HP 20

ABILITIES
 Halfling • Martial
 Unique
 Hide

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

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18 NEBIN, GNOME ILLUSIONIST

ATTACK ACTIONS

⚔ Wand of Visions: +9 vs DEF (Ref); 10 psychic Damage AND slide 3 squares
 ☐ 🏹 Acid Arrow: (sight) +9 vs DEF (Ref); ongoing 10 acid Damage (save ends) AND each creature adjacent to target takes 5 acid Damage
 ☐ ✂ Color Spray: (blast 3) +9 vs DEF (Will); 5 radiant + 5 psychic Damage AND Stunned (save ends)

LEVEL 6
 AC 18
 DEF 18
 SPEED 5
 HP 30

ABILITIES
 Fey • Gnome • Arcane
 Unique

SPECIAL POWERS
 ☐☐ Mirror Image: Use when hit by a ⚔ or 🏹 attack that targets AC; that attack misses instead.
 Wand of Accuracy: Use before making an attack roll; +4 Attack on that attack roll.

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22 VADANIA, HALF-ELF DRUID

ATTACK ACTIONS

⚔ Scimitar: +13 vs AC; 15 Damage
 🏹 Flame Seed: (range 10) +11 vs DEF (Ref); 10 fire Damage AND each enemy adjacent to target takes 5 fire Damage

LEVEL 6
 AC 17
 DEF 19
 SPEED 6
 HP 40

ABILITIES
 Half-Elf • Primal
 Unique

SPECIAL POWERS
 Nature's Friend: Beast and Magical Beast allies within 5 squares of this creature have +2 Attack.
CHAMPION 2 ☐☐
 • Use when a Beast or Magical Beast ally takes damage. This creature takes that damage instead.
 • Use at start of round. Beast and Magical Beast allies have +4 AC and +4 DEF until end of round.

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13 WILD ELF BARBARIAN

ATTACK ACTIONS

⚔ Handaxe: +12 vs AC; 15 Damage
 🏹 Longbow: (sight) +9 vs AC; 10 Damage

LEVEL 5
 AC 17
 DEF 17
 SPEED 7
 HP 40

ABILITIES
 Elf • Primal
 +4 DEF (Fort)

SPECIAL POWERS
 ☐ Power Shot: Use with a Longbow attack: -2 Attack and +5 Damage on that attack.

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18 WOOD ELF SKIRMISHER

ATTACK ACTIONS

⚔ Skirmish Strike: +11 vs AC; 10 Damage AND this creature shifts 1 square
 🏹 Aimed Shot: (sight) +13 vs AC; 10 Damage

LEVEL 6
 AC 20
 DEF 18
 SPEED 6
 HP 45

ABILITIES
 Elf • Martial
 Elven Step: Ignores difficult terrain while shifting.

SPECIAL POWERS
 Shifting Shot: Immediate, when this creature destroys an enemy; shift 2 squares and make a 🏹 attack against the nearest target.

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5 AZER RAIDER

ATTACK ACTIONS

⚔ Hammerstrike: +7 vs AC; 5 + 5 fire Damage

LEVEL 2
 AC 16
 DEF 14
 SPEED 6
 HP 25

ABILITIES
 Elemental
 • Azer • Fire
 Resist 5 Fire

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17 HALF-ORC MONK

ATTACK ACTIONS

⬆ **Brute Strike:** +10 vs DEF (Ref); 10 Damage AND Dazed; Dazed target is Stunned instead


LEVEL 6

AC 19

DEF 19

SPEED 6

HP 45



ABILITIES
Half-Orc • Ki

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23 DIRE BOAR

ATTACK ACTIONS

⬆ **Gore:** +16 vs AC; 15 Damage

⬆ **Boar's Charge:** (only on charge) +20 vs AC; 15 Damage AND push 1 square

LEVEL 8

AC 24

DEF 20

SPEED 8

HP 55



ABILITIES
Beast
+4 DEF (Fort)

SPECIAL POWERS
Death Strike: Immediate, when destroyed; make a ⬆ attack.

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5 LIZARDFOLK

ATTACK ACTIONS

⬆ **Club:** +6 vs AC; 10 Damage


LEVEL 1

AC 16

DEF 14

SPEED 7

HP 15



ABILITIES
Lizardfolk

SPECIAL POWERS
Lizardfolk Bolstered: +5 ⬆ Damage while adjacent to a Lizardfolk ally.

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30 SHAMBLING MOUND

ATTACK ACTIONS

⬆ **Vines:** +15 vs. AC; 15 Damage AND Slowed

☐ **Thorn Dispersion:** (range 6) +15 vs AC; 10 Damage AND Followup

Followup: +12 vs DEF (Fort); Immobilized (save ends)


LEVEL 8

AC 24

DEF 20

SPEED 5

HP 50



ABILITIES
Plant
Immune Lightning, Poison
Lightning Healing 10: This creature heals 10 HP each time an effect would deal lightning damage to it.
Reach 2

SPECIAL POWERS
Native Soil: This creature's ⚡ attacks ignore forest terrain.

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5 WOLF

ATTACK ACTIONS

⬆ **Bite:** +7 vs AC; 10 Damage

⬆ **Gnashing Maw:** +5 vs DEF (Ref); ongoing 5 Damage AND Immobilized (save ends both)

LEVEL 2

AC 16

DEF 14

SPEED 8

HP 25



ABILITIES
Beast • Wolf

SPECIAL POWERS
Circle Prey: +2 ⬆ Attack while within 3 squares of a Wolf ally.

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11 THRI-KREEN RANGER

ATTACK ACTIONS

⬆ **Gythka:** +11 vs. AC; 10 Damage

⬆ **Poison Bite:** +9 vs DEF (Fort); 5 + 5 poison Damage AND Immobilized


LEVEL 4

AC 18

DEF 20

SPEED 7

HP 35



ABILITIES
Thri-Kreen
Chitinous Plating: +4 AC against ⚡ attacks while not Bloodied.

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27 BARGHEST

ATTACK ACTIONS

⬆ **Bite:** +12 vs AC; 15 Damage

⚡ **Psychic Howl:** (range 10) +10 vs DEF (Will); 10 psychic Damage AND Dazed (Fear)

LEVEL 7

AC 22

DEF 21

SPEED 7

HP 50



ABILITIES
Evil • Immortal
• Goblin

SPECIAL POWERS
Devour Alive: +10 Damage against Dazed or Stunned targets.
Feed 20: Use when this creature destroys an enemy; this creature heals 20 HP and can take no actions until end of its next turn.

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34 BEARDED DEVIL

ATTACK ACTIONS

⬆ **Glaive:** +16 vs AC; 10 Damage AND ongoing 5 Damage (save ends)


LEVEL 9

AC 25

DEF 21

SPEED 6

HP 55



ABILITIES
Evil • Devil
Reach 2

SPECIAL POWERS
Battle Frenzy: +2 Attack and +10 Damage while Bloodied.
Devilish Teamwork: Allies have +2 AC while adjacent to this creature.
Grasping Beard: Whenever an enemy moves out of a square adjacent to this creature, that enemy takes 5 Damage.

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27 **DISPLACER BEAST**

ATTACK ACTIONS
 ⚔ Tentacle: +14 vs AC; 10 Damage
 ⚔ **Beast's Fury:** Make 2 ⚔ attacks against a single target.

LEVEL 8
AC 20
DEF 20
SPEED 8
HP 45

ABILITIES
 Magical Beast
 Conceal 11
 Reach 2

SPECIAL POWERS
Bloodthirsty: +5 ⚔ Damage against Bloodied targets.
Shifting Tactics: Whenever this creature's Conceal causes an enemy's attack to miss it, this creature shifts 1 square.

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6 **GOBLIN SNEAK**

ATTACK ACTIONS
 ⚔ Short Sword: +6 vs AC; 5 Damage
 🏹 **Crossbow:** (nearest) +8 vs AC; 5 Damage. RECHARGE at end of this creature's turn if it did not move on that turn.

LEVEL 2
AC 16
DEF 14
SPEED 6
HP 20

ABILITIES
 Goblin

SPECIAL POWERS
Ambush 10: Minor action; choose 1 enemy that does not have line of sight to this creature; +10 ⚔ Damage against that enemy until end of this creature's turn.

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21 **HALF-ORC FIGHTER**

ATTACK ACTIONS
 ⚔ Greatsword: +13 vs AC; 10 Damage

LEVEL 6
AC 22
DEF 18
SPEED 5
HP 45

ABILITIES
 Half-Orc • Martial

SPECIAL POWERS
Bark Orders: Replaces attack action: 1 ally within line of sight of this creature shifts 1 square.
CHAMPION 2 🏠 🏠
 • Use when an ally's ⚔ attack roll is a natural 17+. That attack scores a critical.
 • Use when a Martial ally destroys an enemy. That ally shifts 3 squares.

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10 **HELL HOUND**

ATTACK ACTIONS
 ⚔ **Fiery Bite:** +8 vs AC; 5 + 5 fire Damage
 🔥 **Fiery Breath:** (blast 3) +6 vs DEF (Ref); 10 fire Damage

LEVEL 3
AC 17
DEF 15
SPEED 7
HP 30

ABILITIES
 Elemental • Beast
 • Fire
 Resist 10 Fire

SPECIAL POWERS
Fire Aura: Whenever an enemy begins its turn adjacent to this creature, that enemy takes 5 fire Damage.

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46 **HUMAN BLACKGUARD**

ATTACK ACTIONS
 ⚔ Longsword: +17 vs AC; 15 Damage

LEVEL 10
AC 25
DEF 22
SPEED 5
HP 70

ABILITIES
 Evil • Human • Divine

SPECIAL POWERS
Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.
Tyrannical Rally: Bloodied allies within 5 squares have +2 Attack.
CHAMPION 3 🏠 🏠 🏠
 • Use when an ally becomes Bloodied but is not destroyed. That ally makes an immediate ⚔ attack at +10 Damage but takes 15 Damage if the attack misses.
 • Use when an enemy attacks an ally. That enemy has -4 AC and -4 DEF until end of its next turn.

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15 **HUMAN EXECUTIONER**

ATTACK ACTIONS
 ⚔ Greataxe: +8 vs AC; 10 Damage

LEVEL 5
AC 19
DEF 17
SPEED 6
HP 40

ABILITIES
 Evil • Human • Martial

SPECIAL POWERS
Bloodthirsty: +5 ⚔ Damage against Bloodied targets.
Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

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4 **HUMAN THUG**

ATTACK ACTIONS
 ⚔ Club: +5 vs AC; 10 Damage AND -2 DEF (Fort) until end of battle

LEVEL 2
AC 15
DEF 12
SPEED 6
HP 15

ABILITIES
 Human

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3 **KOBOLD WARRIOR**

ATTACK ACTIONS
 ⚔ Spear: +6 vs AC; 5 Damage

LEVEL 1
AC 14
DEF 12
SPEED 6
HP 10

ABILITIES
 Kobold
 +4 DEF (Ref)

SPECIAL POWERS
Shifty: Minor action; shift 1 square.

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62 MEDUSA

ATTACK ACTIONS

⚔ **Dagger:** +19 vs AC; 5 Damage AND ongoing 10 poison Damage (save ends)

☞ **Poison Shot:** (sight) +21 vs AC; 10 poison Damage

☞ **Stone Gaze:** (range 10; does not provoke opportunity attacks) +19 vs DEF (Fort); ongoing 20 Damage AND Slowed (save ends both). If target is destroyed by this damage, its space becomes statue terrain until end of battle.

ABILITIES
Fey • Medusa

SPECIAL POWERS
Reciprocating Gaze: Immediate, when an enemy within 6 squares targets this creature with a ☞ or ☜ attack; make a Stone Gaze attack against that enemy.

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35 MIND FLAYER

ATTACK ACTIONS

⚔ **Tentacles:** +13 vs AC; 10 Damage

☞ **Mind Blast:** (blast 5) +14 vs DEF (Will); 10 psychic Damage AND Stunned. RECHARGE when this creature's ☞ attack destroys an enemy.

ABILITIES
Evil • Mind Flayer
+4 DEF (Will)

SPECIAL POWERS
Terrifying Aura: Whenever a Bloodied enemy within 5 squares of this creature takes damage, that enemy takes +5 Damage. (Fear)

CHAMPION 2 ☐☐

- Use when a Mind Flayer ally causes an enemy to become Stunned. The duration of the Stunned effect becomes (save ends).
- Use when an ally's ☞ attack misses a Bloodied enemy. Reroll that attack.

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36 MUMMY

ATTACK ACTIONS

⚔ **Slam:** +12 vs AC; 20 Damage

☞ **Rotting Slam:** +10 vs DEF (Fort); 15 Damage AND ongoing 10 necrotic Damage (save ends)

ABILITIES
Evil • Undead
Immune Poison
Resist 10 Necrotic
Vulnerable 5 Fire

SPECIAL POWERS
Curse of the Interred: Replaces turn: 1 Adjacent Immobilized enemy is Helpless until end of its next turn; this effect ends if that enemy takes damage.

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13 WIGHT

ATTACK ACTIONS

⚔ **Slam:** +11 vs AC; Damage AND Followup (living target only)
Followup: +11 vs DEF (Fort); 5 Damage AND this creature heals 10 HP

ABILITIES
Evil • Undead
• Wight
Vulnerable 5 Radiant

SPECIAL POWERS
Energy Drain: Followup after a ☞ attack (living target only); target also has -2 Attack and -2 DEF (save ends both).

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29 WRAITH

ATTACK ACTIONS

⚔ **Deathly Touch:** +12 vs DEF (Ref); 15 necrotic Damage

☞ **Withering Slam:** (living target only) +12 vs DEF (Fort); 15 necrotic Damage AND this creature heals 10 HP

ABILITIES
Evil • Undead
Flight; Phasing
Insubstantial: Half damage from all attacks except criticals.
Resist 10 Necrotic

SPECIAL POWERS
Crippling Slam: Followup after a ☞ attack (living target only); target is also Weakened.

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22 OWLBEAR

ATTACK ACTIONS

⚔ **Claws:** +8 vs AC; 15 Damage

☞ **Hug:** Make 2 ⚔ attacks against a single target. If the first hits, +4 Attack on the second. If both hit, target is also Immobilized.

ABILITIES
Beast

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4 SKELETON

ATTACK ACTIONS

⚔ **Scimitar:** +5 vs AC; 10 Damage

ABILITIES
Undead

SPECIAL POWERS
Reassembling Bones: Immediate, when destroyed; this creature is instead not destroyed, has full HP, and is Immobilized (save ends).

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10 TROGLODYTE ZOMBIE

ATTACK ACTIONS

⚔ **Greatclub:** +7 vs AC; 10 Damage

ABILITIES
Undead • Zombie

SPECIAL POWERS
Grave Stench: Living creatures adjacent to this creature have -2 attack.

Messy Death: Immediate, when destroyed; until end of battle, living creatures have -2 Attack while occupying or adjacent to the square this creature occupied.

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9 WOLF SKELETON

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

LEVEL 4
 AC 15
 DEF 15
 SPEED 8
 HP 35

ABILITIES
 Undead • Wolf
 Resist 10 Cold

SPECIAL POWERS
 □ Burst of Speed: Minor action; +4 Speed until end of turn.

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4 ZOMBIE

ATTACK ACTIONS
 ⊕ Slam: +4 vs AC; 10 Damage

LEVEL 1
 AC 12
 DEF 11
 SPEED 5
 HP 25

ABILITIES
 Undead

SPECIAL POWERS
 Undead Bolstered: +2 Attack and +5 Damage while adjacent to an Undead ally.

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21 CLERIC OF GRUUMSH

ATTACK ACTIONS
 ⊕ Shortspear: +12 vs AC; 15 Damage

LEVEL 6
 AC 20
 DEF 18
 SPEED 6
 HP 45

ABILITIES
 Evil • Orc

SPECIAL POWERS
 Stir the Blood: Replaces attack action: 1 Orc ally within 5 squares of this creature takes 10 Damage, then makes a ⊕ attack as an immediate action.

CHAMPION 1 □
 • Use when an ally destroys an enemy with a ⊕ attack. That ally makes an immediate ⊕ attack.
 • Use at start of the first or second round of battle. Until end of round, Orc allies have +6 Speed and +10 ⊕ Damage.

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14 DROW ARCHER

ATTACK ACTIONS
 ⊕ Short Sword: +8 vs AC; 5 + 5 poison Damage
 ⚔ Shortbow: (sight) +10 vs AC; 10 + 5 poison Damage

LEVEL 4
 AC 16
 DEF 18
 SPEED 6
 HP 35

ABILITIES
 Drow • Martial

SPECIAL POWERS
 Pinpoint Shot: Creatures and terrain do not provide cover against this creature's ⚔ attacks.

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42 DROW CLERIC OF LOLTH

ATTACK ACTIONS
 ⊕ Dagger: +14 vs AC; 10 Damage
 □ ⚔ Eye of Fear: (range 5) +14 vs DEF (Will); 20 necrotic Damage AND push 6 squares; target cannot be pushed into a pit
 ⚔ Slashing Darkness: (sight) +14 vs DEF (Ref); 10 necrotic Damage

LEVEL 9
 AC 23
 DEF 21
 SPEED 6
 HP 65

ABILITIES
 Evil • Drow • Divine
 Feyweave: +4 AC and +4 DEF against ⚔ attacks.

CHAMPION 3 □□□
 • Use when an ally makes a ⊕ Attack against a target it has combat advantage against: +10 Damage on that attack.
 • Use when a Bloodied enemy misses with a ⊕ or ⚔ attack. That enemy takes 10 Damage.

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10 DROW FIGHTER

ATTACK ACTIONS
 ⊕ Short Sword: +11 vs AC; 10 Damage
 □ ⊕ Poisoned Blade: +11 vs AC; 10 Damage AND Weakened. RECHARGE when an adjacent Drow ally is targeted by a ⊕ or ⚔ attack.

LEVEL 4
 AC 19
 DEF 17
 SPEED 6
 HP 35

ABILITIES
 Drow • Martial

SPECIAL POWERS
 □ Hamstring: Use when this creature's ⊕ attack hits with combat advantage against target; target is also Immobilized (save ends).

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14 GHOUL

ATTACK ACTIONS
 ⊕ Claw: +12 vs AC; 10 Damage AND Immobilized

LEVEL 5
 AC 21
 DEF 17
 SPEED 6
 HP 40

ABILITIES
 Undead
 Resist 10 Necrotic
 Vulnerable 5 Radiant

SPECIAL POWERS
 Opportunistic Feast: +10 ⊕ Damage against Immobilized, Stunned, or Helpless targets.

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3 GNOLL

ATTACK ACTIONS
 ⊕ Battleaxe: +5 vs AC; 10 Damage

LEVEL 1
 AC 13
 DEF 13
 SPEED 6
 HP 15

ABILITIES
 Gnoll

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

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15 HALF-ORC ASSASSIN

ATTACK ACTIONS

- ⚔ **Orcblade:** +10 vs AC; 5 Damage
- 🔍 **Detect Weakness:** (range 10) +10 vs DEF (Fort); until end of battle, whenever target takes damage from this creature's attacks, it takes 15 additional Damage. RECHARGE at start of this creature's turn if no creature is affected by this power.

ABILITIES
Half-Orc • Stealth

SPECIAL POWERS

- 🗡 **Poison Blade:** Minor action; +5 poison Damage to this creature's next ⚔ attack.

LEVEL 5
AC 19
DEF 17
SPEED 6
HP 40

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5 HUMAN BANDIT

ATTACK ACTIONS

- ⚔ **Mace:** +7 vs AC; 5 Damage
- 🔪 **Thrown Dagger:** (range 4) +7 vs AC; 5 Damage
- 👣 **Footpad's Attack:** +8 vs AC; 15 Damage. RECHARGE when this creature ends its turn in a victory area.

ABILITIES
Human • Martial

SPECIAL POWERS

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

LEVEL 2
AC 16
DEF 14
SPEED 6
HP 25

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4 HYENA

ATTACK ACTIONS

- ⚔ **Bite:** +4 vs AC; 5 Damage AND ongoing 5 Damage AND Slowed (both end when target is not adjacent to this creature)

ABILITIES
Beast

SPECIAL POWERS

- 🏹 **Hunter 5:** +5 Damage while only 1 enemy is adjacent to this creature.

LEVEL 1
AC 13
DEF 13
SPEED 9
HP 15

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5 KUO-TOA

ATTACK ACTIONS

- ⚔ **Spear:** +7 vs AC; 10 Damage
- 🔪 **Harpoon:** (range 5) +7 vs AC; 10 Damage AND Slowed

ABILITIES
Aquatic • Kuo-Toa

SPECIAL POWERS

- 🏹 **Slick Maneuver:** Replaces move action, only while adjacent to an enemy: Shift 3 squares, must end adjacent to that enemy.

LEVEL 2
AC 16
DEF 14
SPEED 6
HP 25

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31 LARGE FIRE ELEMENTAL

ATTACK ACTIONS

- ⚔ **Flame:** +13 vs DEF (Ref); 15 fire Damage

ABILITIES
Elemental • Fire
Immune Fire;
Vulnerable 10 Cold
Reach 2
Defensive Advantage:
Never grants combat advantage.

SPECIAL POWERS

- 🛡 **Fire Shield 5:** Any creature that hits this creature with a ⚔ attack takes 5 fire Damage.
- 🔥 **Rolling Flame:** Replaces turn: Move up to Speed and make 1 attack against each enemy adjacent to spaces this creature enters; +11 vs DEF (Ref); 15 fire Damage.

LEVEL 9
AC 24
DEF 21
SPEED 8
HP 55

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17 MINOTAUR

ATTACK ACTIONS

- ⚔ **Greataxe:** +9 vs AC; 20 Damage

ABILITIES
Minotaur
Reach 2

SPECIAL POWERS

- 👃 **Smell of Blood:** +2 Attack and +5 Damage while within 5 squares of a Bloodied creature.

LEVEL 5
AC 18
DEF 16
SPEED 6
HP 50

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13 OGRE

ATTACK ACTIONS

- ⚔ **Greatclub:** +5 vs AC; 25 Damage AND push 2 squares

ABILITIES
Ogre
Reach 2

SPECIAL POWERS

- 🧠 **Simple Thinker:** This creature must make opportunity attacks when it can.

LEVEL 4
AC 16
DEF 14
SPEED 6
HP 45

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8 ORC ARCHER

ATTACK ACTIONS

- ⚔ **Handaxe:** +10 vs AC; 10 Damage
- 🏹 **Shortbow:** (sight) +10 vs AC; 10 Damage

ABILITIES
Orc

SPECIAL POWERS

- 🏹 **Finish the Job:** Replaces attack action: Make a 🏹 attack, then shift 1 square, then make a ⚔ attack against the same target.

LEVEL 3
AC 18
DEF 16
SPEED 6
HP 30

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8 ORC BERSERKER

ATTACK ACTIONS
 ⚔ Greataxe: +5 vs AC; 15 Damage

LEVEL 3
AC 15
DEF 12
SPEED 7
HP 30

ABILITIES
 Orc

SPECIAL POWERS
 ☐ Double-Bladed Axe: Immediate, when this creature misses with an attack on its turn; reroll that attack.
 Powerful Charge 5: +5 ⚔ Damage on charge.

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5 ORC SPEARFIGHTER

ATTACK ACTIONS
 ⚔ Longspear: +7 vs AC; 10 Damage

LEVEL 2
AC 16
DEF 14
SPEED 6
HP 20

ABILITIES
 Orc
 Reach 2

SPECIAL POWERS
 Skewering Charge: Use after hitting with a charge attack; push target of that attack 1 square.

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3 ORC WARRIOR

ATTACK ACTIONS
 ⚔ Falchion: +4 vs AC; 10 Damage

LEVEL 1
AC 12
DEF 11
SPEED 6
HP 10

ABILITIES
 Orc

SPECIAL POWERS
 Orc Bolstered: +10 Damage while adjacent to an Orc champion ally.

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21 TIEFLING CAPTAIN

ATTACK ACTIONS
 ⚔ Halberd: +11 vs AC; 10 Damage

LEVEL 5
AC 21
DEF 17
SPEED 6
HP 40

ABILITIES
 Tiefling • Martial
 Resist 5 Fire
 Reach 2

SPECIAL POWERS
 ☐ Luck Rune Amulet: Immediate, when hit by a ⚔ or ⚔ attack; that attack misses instead.
CHAMPION 2 ☐☐
 • Use when an ally rolls a natural 19 with an ⚔ or ⚔ attack. That attack scores a critical.
 • Use when an enemy damages this creature. Allies have +4 ⚔ Attack against that enemy until end of round.

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27 TROLL

ATTACK ACTIONS
 ⚔ Claws: +10 vs AC; 20 Damage

LEVEL 7
AC 19
DEF 17
SPEED 6
HP 60

ABILITIES
 Troll
 Vulnerable 10 Acid, Fire
 Reach 2

SPECIAL POWERS
 Frenzied Strike: Use when this creature causes an enemy to become Bloodied; make a ⚔ attack against that enemy.
 Regeneration 10: Use at start of this creature's turn; this creature heals 10 HP.
 ☐ Troll Healing: Use when this creature is destroyed by an attack that did not deal acid or fire damage; this creature is instead not destroyed and has 5 HP remaining.

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30 UMBER HULK

ATTACK ACTIONS
 ⚔ Claws: +16 vs. AC; 15 Damage
 ⚡ Confusing Gaze: (blast 5, enemies only) +12 vs DEF (Will); 10 psychic Damage AND Confused (save ends)

LEVEL 9
AC 25
DEF 21
SPEED 5
HP 60

ABILITIES
 Magical Beast
 Burrow
 Blindsight: Ignores Conceal; treats invisible creatures as visible.
 Reach 2

SPECIAL POWERS
 Prey on the Weak-Minded: Use when a Confused enemy activates within Reach. Make a ⚔ attack against that enemy.

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14 WEREWOLF

ATTACK ACTIONS
 ⚔ Claw: +8 vs AC; 15 Damage
 ☐ Savage Rend: Make 2 ⚔ attacks against the same target; if both hit, target is also Dazed (save ends).

LEVEL 4
AC 16
DEF 14
SPEED 6
HP 45

ABILITIES
 Shapeshifter
 • Wolf

SPECIAL POWERS
 Bloodthirsty 5: +5 Damage against Bloodied targets.
 Wolfen Charge: +2 Speed while charging.

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11 WORG

ATTACK ACTIONS
 ⚔ Bite: +6 vs AC; 15 Damage

LEVEL 3
AC 16
DEF 14
SPEED 7
HP 35

ABILITIES
 Evil
 • Magical Beast
 • Wolf

SPECIAL POWERS
 Frightful Growl: Each ally adjacent to this creature has +2 Attack; each enemy adjacent to this creature has -2 Attack.
 Goblin Trained: +5 Damage while in a warband with an active Goblin champion.

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