

54 CHAMPION OF YONDALLA

ATTACK ACTIONS
 ⚔ Short Sword: +18 vs AC; 15 + 5 radiant Damage
 ⚔ Cut Down to Size: (Medium or larger target only) +15 vs DEF (Fort); 10 Damage AND Weakened

LEVEL 11
 AC 28
 DEF 21
 SPEED 5
 HP 70

ABILITIES
 Good • Halfling • Divine

SPECIAL POWERS
Halfling Tactics: Halfling allies have +2 Attack against Medium or larger targets.
Mobile Defender: Immediate, when an enemy flanked by this creature attacks an ally; make a ⚔ attack against that enemy. Hit or miss, place that enemy in any space adjacent to this creature.

CHAMPION 2
Warband Building: All non-Evil Halfling creatures are legal in your warband.
 • Use at start of round. Choose any number of allies within 10 squares of this creature. Each of those allies heals 15 HP; then is Slowed.
 • Use at start of round. Small creatures in your warband have +2 Speed until end of round.

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42 COUATL

ATTACK ACTIONS
 ⚔ Bite: +15 vs AC; 5 + 10 poison Damage
 ⚡ Thunder Orb: (range 5) +14 vs DEF (Ref); 10 thunder Damage

LEVEL 10
 AC 22
 DEF 24
 SPEED 7
 HP 65

ABILITIES
 Good • Planar
 Flight
 Resist 10 Acid, Cold, Fire, Lightning, Thunder

SPECIAL POWERS
 ☐ ☐ **Aura of Protection:** Use before rolling initiative; allies within 5 squares gain Resist 10 Acid, Cold, Fire, Lightning, Thunder until end of round.
 ☐ ☐ **Snake's Swiftess:** Replaces attack action: Nearest ally makes an immediate ⚔ attack.
Undeniable Gravity: An enemy that begins its turn within 5 squares loses Flight for that turn.

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21 DWARF ARTIFICER

ATTACK ACTIONS
 ⚔ Mace: +13 vs AC; 10 Damage
 ☐ ⚔ **Disassemble Construct:** (Construct or Animate target only) +13 vs DEF (Fort); 30 Damage. RECHARGE when a Construct enemy is destroyed.

LEVEL 6
 AC 21
 DEF 19
 SPEED 6
 HP 40

ABILITIES
 Dwarf • Arcane

SPECIAL POWERS
 ☐ **Greater Magic Weapon:** Replaces attack action: 1 adjacent ally has +2 Attack until end of battle.
 ☐ **Legion's Shield of Faith:** Replaces attack action: All creatures in your warband have +1 AC until end of battle.

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24 DWARF CAVER

ATTACK ACTIONS
 ⚔ Heavy Pick: +14 vs AC; 15 Damage
 ☐ ⚔ **Double Pierce:** +14 vs AC; 15 Damage AND ongoing 5 Damage (save ends)

LEVEL 7
 AC 23
 DEF 19
 SPEED 5
 HP 45

ABILITIES
 Dwarf • Martial

SPECIAL POWERS
Orc Foe: +4 ⚔ Attack against Orc enemies.
Terrain Mastery: Counts as occupying a victory area while adjacent to that victory area.

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12 DWARF PHALANX SOLDIER

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

LEVEL 4
 AC 21
 DEF 16
 SPEED 5
 HP 35

ABILITIES
 Dwarf • Martial
Phalanx Fighting: +2 AC while adjacent to an ally.
Solid Footing: Not subject to push, pull, or slide effects of enemies.

SPECIAL POWERS
Phalanx Training: +5 ⚔ Damage while adjacent to an ally with Phalanx Training.

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32 DWARF SAMURAI

ATTACK ACTIONS
 ⚔ Katana: +16 vs AC; 15 Damage
 ☐ ⚔ **Smite:** +17 vs AC; 20 Damage

LEVEL 10
 AC 26
 DEF 22
 SPEED 5
 HP 65

ABILITIES
 Dwarf • Martial
 +2 DEF (Fort, Will)

SPECIAL POWERS
 ☐ **Battlefield Promotion:** Use when an allied champion is eliminated; until end of battle, this creature has +5 ⚔ Damage and is treated as having a Champion rating of 2 for determining initiative.
Honor-Bound Defender: Immediate, when an adjacent enemy makes a ⚔ attack against an allied champion; make a ⚔ attack against that enemy with +2 Attack and +5 Damage.

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70 GOLD DRAGON

ATTACK ACTIONS
 ⚔ Fiery Bite: +20 vs AC; 10 + 10 fire Damage
 ⚔ **Draconic Fury:** 2 attacks, +18 vs AC each; 15 Damage each
 ☐ ⚔ **Fiery Breath:** (blast 4) +18 vs DEF (Ref); 25 fire Damage. RECHARGE when first Bloodied.

LEVEL 13
 AC 29
 DEF 25
 SPEED 8
 HP 80

ABILITIES
 Dragon
 Flight
 Resist 15 Fire

SPECIAL POWERS
 ☐ ☐ **Agility:** Use when an enemy declares an opportunity attack against this creature; that attack misses.
Confidence Booster: Allies within 6 squares of this creature have +2 DEF.
CHAMPION 2
 • Use when an enemy activates. That enemy has -2 Attack and is Weakened until end of turn.
 • Use at start of round. Choose 1 Bloodied ally occupying one of your victory areas. If that creature occupies that victory area at end of round, score +15 VP.

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36 SKULLCLAN HUNTER

ATTACK ACTIONS
 ⚔ Blessed Blade: +16 vs AC; 15 Damage
 ☐ ⚔ **Hidden Sun Strike:** +16 vs AC; 15 Damage AND ongoing 5 radiant Damage (save ends) AND Undead target is Immobilized

LEVEL 9
 AC 24
 DEF 22
 SPEED 6
 HP 60

ABILITIES
 Halfling • Martial
 Resist 5 Necrotic
 Hide

SPECIAL POWERS
 ☐ **Righteousness Revealed:** Minor action, only while damaged; until end of battle, this creature loses Hide and has +5 radiant ⚔ Damage.
Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

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20 SOLDIER OF THRANE

ATTACK ACTIONS

⊕ Longsword: +14 vs AC; 15 Damage

☐ ⊕ Iron Bulwark: +14 vs AC; 15 Damage AND this creature has +2 AC until end of its next turn. RECHARGE when this creature is missed by a ⊕ attack.

ABILITIES

Human • Martial

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

LEVEL 7

AC 24

DEF 19

SPEED 5

HP 45

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48 VALOROUS PRINCE

ATTACK ACTIONS

⊕ Longsword: +18 vs AC; 20 Damage

⊕ Radiant Scepter: +16 vs DEF (Fort); 20 radiant Damage, ignore Insubstantial

ABILITIES

Human • Martial

Unique

SPECIAL POWERS

Chivalrous Fighter: +2 ⊕ Attack and +5 ⊕ Damage against higher-level targets; -2 ⊕ Attack and -5 ⊕ Damage against lower-level targets.

To Me: Minor action; each ally within 6 squares of this creature can choose to be pulled adjacent to it; this movement provokes opportunity attacks.

CHAMPION 2 ☐☐

- Use at start of round. Lower-level allies have Resist 5 All until end of round.
- Use at start of round. Lower-level allies have Chivalrous Fighter until end of round.

LEVEL 11

AC 27

DEF 23

SPEED 6

HP 70

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19 WARFORGED WIZARD

ATTACK ACTIONS

⊕ Staff: +13 vs AC; 5 Damage

⤵ Thunderwave: (blast 3) +11 vs DEF (Fort); 10 Damage AND push 3 squares

⊕ Touch of Fatigue: Automatic hit; target has -2 Attack and -5 Damage until after it attacks

ABILITIES

Warforged • Arcane

SPECIAL POWERS

☐ Warforged Resolve: Minor action; this creature heals 5 HP and ends 1 ongoing damage effect on it.

LEVEL 6

AC 18

DEF 18

SPEED 6

HP 60

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30 WHIRLING STEEL MONK

ATTACK ACTIONS

⊕ Longsword: +14 vs AC; 15 Damage

⊕ Stand Still: (opportunity attack only) +14 vs DEF (Fort); 15 Damage AND Immobilized

☐ ⊕ Thunderous Kick: +15 vs DEF (Fort); 10 thunder Damage AND Stunned AND push 3 squares

☐ ⤵ Whirling Steel: (burst 1) +12 vs AC; 10 Damage

ABILITIES

Human • Ki

+4 DEF (Will)

LEVEL 9

AC 21

DEF 23

SPEED 8

HP 60

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9 CELESTIAL DIRE BADGER

ATTACK ACTIONS

⊕ Claw Rake: +6 vs AC; 15 Damage

⊕ Claw Frenzy: (only while Bloodied) Make 2 ⊕ attacks against the same target.

ABILITIES

Good • Beast

Burrow

Resist 5 Acid, Cold, Lightning

SPECIAL POWERS

Evil Slayer: +5 ⊕ Damage against Evil targets.

Persistent: When reduced to 0 HP, this creature is not destroyed until end of its next turn (but is still destroyed even if it regains HP).

LEVEL 3

AC 15

DEF 13

SPEED 6

HP 35

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28 CATFOLK WILDER

ATTACK ACTIONS

⊕ Twin Swords: +11 vs AC; 10 Damage

☐ ⤵ Mind Melt: (nearest, living target only) +15 vs DEF (Will); 30 Damage AND Stunned (save ends)

⤵ Mind Thrust: (nearest, living target only) +11 vs DEF (Will); 15 Damage AND Dazed (save ends)

ABILITIES

Catfolk • Psionic

SPECIAL POWERS

Overload: Minor action; RECHARGE Mind Melt, then this creature is Dazed until end of its next turn.

☐ Protective Aura: Immediate, when an enemy hits this creature with a ⊕ attack; that enemy is pushed 3 squares, then Immobilized (save ends). RECHARGE when first Bloodied.

LEVEL 8

AC 22

DEF 22

SPEED 7

HP 55

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78 CENTAUR HERO

ATTACK ACTIONS

⊕ Greatsword: +20 vs AC; 20 Damage

⊕ Galloping Attack: This creature moves up to its Speed (minimum 1 square) and makes a ⊕ attack at any time during its move.

⤵ Longbow: (sight) +20 vs AC; 20 Damage

ABILITIES

Fey • Centaur • Martial

Reach 2

SPECIAL POWERS

Powerful Charge 10: +10 ⊕ Damage on charge.

LEVEL 15

AC 26

DEF 26

SPEED 8

HP 85

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43 DARK TRAVELER

ATTACK ACTIONS

⊕ Scimitar: +14 vs AC; 15 Damage

⤵ Exhalation of the Black Dragon: (range 5) +11 vs DEF (Ref); 15 acid Damage

☐ ⊕ Striding Slice: +14 vs AC; 25 Damage AND this creature shifts 2 squares

ABILITIES

Human • Psionic

Shadow Stride: Can shift 2 squares.

SPECIAL POWERS

☐☐ Psionic Speed: Minor action; this creature has Reach 2 until end of round.

CHAMPION 2 ☐☐

- Use when an ally activates. That ally has Reach 2 until end of its turn.
- Use on any turn after the first, when this creature ends its turn in a victory area. Choose 1 adjacent ally. Place this creature and that ally adjacent to each other in one of your victory areas.

LEVEL 10

AC 22

DEF 22

SPEED 7

HP 60

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26 DRAGONBLADE NINJA

ATTACK ACTIONS

- ⚔ **Ninja-To:** +11 vs AC; 15 Damage
- 🗡 **Shuriken:** (range 5) +11 vs AC; 10 Damage AND ongoing 5 poison Damage

LEVEL 7

AC 20

DEF 24

SPEED 7

HP 50

ABILITIES
Human • Ki

SPECIAL POWERS

- ☐ **Ghost Step:** Minor action; this creature is invisible until after it attacks. RECHARGE when this creature is damaged by an attack.
- ☐ **Ki Dodge:** Immediate, after an attack hits this creature: Roll d20. 1-15: RECHARGE this power; 16+: That attack misses instead.

Sudden Strike: +15 Damage against targets that cannot see this creature and against Stunned targets.

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31 GOLIATH BARBARIAN

ATTACK ACTIONS

- ⚔ **Greataxe:** +10 vs AC; 25 Damage, reroll once on miss

LEVEL 8

AC 16

DEF 14

SPEED 7

HP 80

ABILITIES
Goliath • Primal

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50 GREENFANG DRUID

ATTACK ACTIONS

- ⚔ **Scimitar:** +19 vs AC; 20 Damage
- ☐ **Bestial Wrath:** +16 vs AC; 25 Damage AND target cannot attack this creature (save ends)
- 🔥 **Produce Flame:** (sight) +12 vs DEF (Ref), does not provoke opportunity attacks; 15 fire Damage

LEVEL 12

AC 28

DEF 24

SPEED 6

HP 75

ABILITIES
Human • Primal

SPECIAL POWERS

- 🌿 **Inspire Beasts:** While this creature is Bloodied, Beast allies score criticals on attack rolls of natural 18+.
- ☐ **Instill Vigor:** Minor action; 1 adjacent ally heals 10 HP at start of each of its turns until that ally moves.
- ☐ **Unleashed Fury:** Immediate, when a Beast ally scores a critical; +10 Damage on that attack.

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22 GRIFFON

ATTACK ACTIONS

- ⚔ **Claw:** +11 vs AC; 15 Damage
- 👄 **Ripping Beak:** (only while Bloodied) +11 vs AC; 15 Damage AND Followup, 5 Damage only on miss

LEVEL 7

AC 18

DEF 19

SPEED F8

HP 60

ABILITIES
Beast • Griffon
Flight
Immune Fear

SPECIAL POWERS
Thunder Charge: +4 Attack on charge.

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8 IBIXIAN

ATTACK ACTIONS

- ⚔ **Greataxe:** +6 vs AC; 10 Damage

LEVEL 3

AC 17

DEF 15

SPEED 7

HP 30

ABILITIES
Ibixian
Stable Footing: Difficult terrain does not affect this creature's movement.

SPECIAL POWERS

- 👊 **Pack Fervor:** +1 ⚔ Attack for each other Ibixian creature within 5 squares of this creature.
- 👊 **Powerful Charge 5:** +5 ⚔ Damage on charge.

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52 RASK, HALF-ORC CHAINFIGHTER

ATTACK ACTIONS

- ⚔ **Spiked Chain:** +20 vs AC; 20 Damage
- ☐ **Sweeping Chain:** +18 vs DEF (Ref); 20 Damage AND Stunned. RECHARGE when this creature causes an enemy to become Bloodied.
- ⚔ **Whirling Death:** (burst 1, enemies only) +16 vs AC; 15 Damage

LEVEL 13

AC 25

DEF 25

SPEED 7

HP 95

ABILITIES
Half-Orc • Martial
Unique
Reach 2

SPECIAL POWERS

- ☐ **Shorten Grip:** Minor action; until end of battle, this creature loses Reach 2, has +5 ⚔ Damage, and can make only ⚔ attacks.

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30 RENEGADE WARLOCK

ATTACK ACTIONS

- ⚔ **Spear:** +10 vs AC; 10 Damage
- 🗡 **Eldritch Spear:** (sight) +13 vs DEF (Ref); 15 Damage, 5 Damage on miss
- ☐ **Thunder Burst:** (radius 2 within sight) +13 vs DEF (Fort); 20 thunder Damage AND Stunned (save ends)

LEVEL 8

AC 20

DEF 18

SPEED F6

HP 35

ABILITIES
Human • Arcane
Flight
Conceal 6

SPECIAL POWERS

- ☐ **Hasty Retreat:** Replaces move action: Shift 6 squares.

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12 UNDYING SOLDIER

ATTACK ACTIONS

- ⚔ **Spear:** +11 vs AC; 10 Damage
- ☐ **Smite Evil:** (Evil target only) +11 vs DEF (Will); 15 Damage

LEVEL 4

AC 20

DEF 16

SPEED 5

HP 35

ABILITIES
Good • Undead • Elf
Resist 5 All
Blindsight: Ignores Conceal; treats invisible creatures as visible.

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29 VOICE OF BATTLE

ATTACK ACTIONS

- Ⓢ Longsword: +15 vs AC; 10 Damage
- ⚔ Hideous Laughter: (sight) +13 vs DEF (Will); 15 psychic Damage AND Dazed
- ☐ ⚡ Primal Scream: (blast 3) +11 vs DEF (Will); 20 Damage AND Dazed (save ends); if target is already Dazed, it is Stunned instead. Hit or miss, this creature cannot use Soothing Voice until end of battle.
- ⚡ Soothing Voice: (burst 5, enemies only) +10 vs DEF (Will); until end of round, affected creatures cannot make opportunity attacks

ABILITIES
Human • Arcane

SPECIAL POWERS
Countersong: Enemy champions within 5 squares of this creature cannot use Champion powers.
☐ Crescendo: Use at start of round; until end of round, this creature's Countersong affects enemy champions within 10 squares instead of 5.

LEVEL 8
AC 22
DEF 20
SPEED 6
HP 55

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44 DIRE BEAR

ATTACK ACTIONS

- Ⓢ Claw: +13 vs AC; 25 Damage
- ⚔ Charging Maul: (only on charge) +13 vs AC; 25 Damage AND Followup

Followup: +13 vs DEF (Ref); 15 Damage AND Immobilized (save ends)

ABILITIES
Beast

LEVEL 10
AC 20
DEF 20
SPEED 7
HP 95

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5 TIMBER WOLF

ATTACK ACTIONS

- Ⓢ Bite: +7 vs AC; 10 Damage
- ⚔ Gnashing Maw: +5 vs DEF (Ref); ongoing 5 Damage AND Immobilized (save ends both)

ABILITIES
Beast • Wolf

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

LEVEL 2
AC 16
DEF 14
SPEED 8
HP 25

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10 GIANT FROG

ATTACK ACTIONS

- Ⓢ Bite: +11 vs AC; 10 Damage
- ⚔ Tongue Lash: (Reach 2, Small or smaller target only) +9 vs DEF (Ref); 15 Damage AND pull 1 square

ABILITIES
Beast

Hop: This creature moves as if with Flight on its turn.
Wandering Monster: Sets up in a random victory area.

LEVEL 4
AC 20
DEF 16
SPEED 5
HP 35

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15 WOOD WOOD

ATTACK ACTIONS

- Ⓢ Club: +10 vs AC; 20 Damage
- ☐ ⚔ Nature's Judgment: +10 vs AC; 20 Damage AND Immobilized AND ongoing 5 Damage AND when target activates, each adjacent Plant creature heals 5 HP (save ends all). RECHARGE when this creature misses with this attack.

ABILITIES
Fey • Plant

Vulnerable 10 Fire
Forest Walk: Forest terrain does not affect this creature's movement.
Deep-Rooted: Not subject to push, pull, or slide effects while in forest terrain.

LEVEL 6
AC 17
DEF 16
SPEED 6
HP 50

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58 AMBUSH DRAKE

ATTACK ACTIONS

- Ⓢ Bite: +16 vs AC; 10 + 10 poison Damage
- ☐ ⚔ Ambush Strike: This creature moves up to twice its Speed (minimum 6 squares), then attacks an adjacent target; +20 vs AC; 40 Damage. RECHARGE when no enemies can see this creature at start of its turn.
- ☐ ⚡ Paralytic Cloud: (blast 3) +18 vs DEF (Fort); 25 Damage AND Dazed (save ends), 10 Damage only on miss

ABILITIES
Dragon • Stealth

Flight
Defensive Advantage: Never grants combat advantage.

LEVEL 13
AC 29
DEF 28
SPEED F6
HP 80

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81 ASPECT OF NERULL

ATTACK ACTIONS

- Ⓢ Vicious Scythe: +23 vs AC; 25 necrotic Damage; scores criticals on rolls of natural 19+
- ⚔ Wounding Touch: +20 vs DEF (Fort); 15 necrotic Damage AND Dazed (save ends)

ABILITIES
Evil • Immortal

Reach 2

SPECIAL POWERS
Devastating Critical: Whenever this creature scores a critical, the target is also Weakened until this creature is eliminated.
☐ Nerull's Boundless Grasp: Immediate, when a Bloodied enemy attacks an ally; that enemy has ongoing 15 necrotic Damage. RECHARGE when no creature is affected by this power.

LEVEL 16
AC 33
DEF 27
SPEED 7
HP 90

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83 BEHOLDER

ATTACK ACTIONS

- Ⓢ Bite: +15 vs AC; 10 Damage
- ⚔ Eye Rays: (range 10, can target allies) Roll 1d20 and use the indicated effect or one of a lower number; choose target after roll.

1-4: Telekinesis: +18 vs DEF (Fort); automatic hit against allies; slide 4 squares
5-8: Sear: +18 vs DEF (Fort); 15 radiant Damage
9-12: Slow: +18 vs DEF (Will); Slowed (save ends)
13-15: Terror: +18 vs DEF (Will); 15 psychic Damage AND target immediately moves its Speed away from this creature (Fear)
16-18: Petrify: +18 vs DEF (Will); Slowed (save ends); a Slowed target is instead Petrified (save ends)
19-20: Disintegrate: +18 vs DEF (Fort); 40 Damage AND ongoing 20 Damage (save ends), 20 Damage only on miss

ABILITIES
Evil • Aberrant • Beholder

Flight
Multi-Activation 2: Activates twice per round.

LEVEL 11
AC 29
DEF 27
SPEED F3
HP 90

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65 DEATH KNIGHT

ATTACK ACTIONS

⚔ Greatsword: +20 vs AC; 20 Damage

☠ **Unholy Flames:** (radius 2 within 10) +14 vs DEF (Fort); 20 necrotic OR 20 fire Damage

ABILITIES

Evil • Undead • War

Immune Poison; Vulnerable 10 Radiant

SPECIAL POWERS

Bloodthirsty 5: +5 ⬇ Attack against Bloodied targets.

Death's Right Hand: Lower-level Undead allies within 10 squares of this creature have +2 ⬆ Attack.

CHAMPION 2 ☐☐

Warband Building: All Evil Undead creatures are legal in your warband.

- Use when an Undead ally's ⬇ attack hits: +20 Damage on that attack.
- Use when an adjacent enemy activates. That enemy takes 10 Damage and cannot move away from this champion on its turn.

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10 GOBLIN ADEPT

ATTACK ACTIONS

⚔ Spear: +4 vs AC; 10 Damage

⚡ **Enrage:** (range 10, can target ally) +6 vs DEF (Will); 5 psychic Damage AND target has -4 Attack and +5 ⬇ Damage until end of its next turn

🔥 **Burning Hands:** (blast 3) +8 vs DEF (Ref); 10 fire Damage

ABILITIES

Goblin

SPECIAL POWERS

Sacrifice the Weak: +5 ⬅ Damage whenever this creature includes a lower-level ally in the area of a ⬅ attack.

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26 GRELL

ATTACK ACTIONS

⚔ Tentacle Rake: +13 vs AC; 10 Damage AND Slowed

👉 **Grab:** +11 vs DEF (Ref): Immobilized AND pull 1 square

👉 **Venomous Bite:** (adjacent Immobilized enemy only) +11 vs AC; 15 Damage AND Stunned (save ends)

ABILITIES

Aberrant • Magical Beast

Flight; Reach 2

Blindsight; Blind: Immune to attack actions and special powers with Gaze in their name.

SPECIAL POWERS

☐ **Hunting Frenzy:** Immediate, after this creature resolves a successful Grab attack; make a Venomous Bite attack against the same target. RECHARGE when first Bloodied.

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35 GRIM NECROMANCER

ATTACK ACTIONS

⚔ Mace: +11 vs AC; 10 Damage

👉 **Curse of Impending Blades:** (nearest) +14 vs DEF (Will); -2 AC (save ends)

👉 **Reaping Wave:** (blast 2, living targets only) +14 vs DEF (Fort); 15 Damage AND 5 Damage at end of each of target's turns until it ends its turn farther away from this creature

ABILITIES

Evil • Human • Arcane

SPECIAL POWERS

Soul Siphon: Immediate, when a living enemy within 5 squares is destroyed; 1 Undead ally heals 15 HP.

☐ **Torrent of Souls:** Immediate, when an Undead ally in line of sight is destroyed; that ally shifts 3 squares, then makes a ⚔ attack before being destroyed.

CHAMPION 1 ☐

- Use at start of round. Until end of round, Undead allies have +4 Attack.
- Use when an Undead ally hits an enemy with an attack. That enemy also has ongoing 10 necrotic Damage (save ends).

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10 KRUTHIK HATCHLING

ATTACK ACTIONS

⚔ Claw: +9 vs AC; 10 Damage

ABILITIES

Beast • Kruthik

SPECIAL POWERS

Gnashing Horde: 5 Damage to each enemy that ends its turn adjacent to this creature.

Skittering Mob: +1 ⬆ Attack for each Kruthik ally adjacent to this creature (maximum +3 Attack).

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68 LARGE BLUE DRAGON

ATTACK ACTIONS

⚔ Gore: +18 vs AC; 10 + 10 lightning Damage

☑ **Lightning Breath:** (line 10) +16 vs DEF (Ref); 25 lightning Damage, 10 lightning on miss. RECHARGE when first Bloodied.

⚡ **Lightning Burst:** (radius 1 within 10) +16 vs DEF (Ref); 20 lightning Damage

ABILITIES

Evil • Dragon

Flight; Resist 20 Lightning

CHAMPION 2 ☐☐

- Use when a creature takes lightning damage. An enemy within 5 squares of that creature takes 10 lightning Damage.
- Use when an ally is destroyed by a ⬅ or ☠ attack that destroys an enemy. Score +10 VP.

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77 MUMMY LORD

ATTACK ACTIONS

⚔ Rotting Slam: +22 vs AC; 10 + 10 necrotic Damage

👉 **Curse of Ill Fortune:** (nearest) +20 vs DEF (Will); 10 necrotic Damage AND -5 Attack (save ends)

👉 **Wrack:** (range 5) +20 vs DEF (Fort); 20 necrotic Damage AND Immobilized (save ends)

ABILITIES

Evil • Undead

Immune Poison

Resist 10 Cold, Necrotic; Vulnerable 15 Fire

SPECIAL POWERS

Absolute Power Corrupts: Use when a champion is destroyed; spend 15 VP, then this creature regains 1 use of its Champion powers.

CHAMPION 1 ☐

- Use when an ally's attack reduces an adjacent enemy to 35 HP or fewer. Roll d20. 1-9: that enemy takes 15 Damage; 10+: that enemy is destroyed.
- Use when this creature activates. Each living enemy within 3 squares is Immobilized (save ends).

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6 SKELETAL DWARF

ATTACK ACTIONS

⚔ Waraxe: +9 vs AC; 10 Damage

ABILITIES

Undead

Immune Poison

Vulnerable 5 Radiant

SPECIAL POWERS

Shieldbearer: Allies have +2 AC while adjacent to this creature.

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31 SKULLCRUSHER OGRE

ATTACK ACTIONS

- ⬆ Morningstar: +11 vs AC; 15 Damage
- ⚡ Rock: (range 5) +8 vs AC; 25 Damage
- ⬆ Skullcrushing Blow: (Bloodied target only) +13 vs AC; 35 Damage. RECHARGE when this creature destroys an enemy.

LEVEL 9
AC 25
DEF 21
SPEED 6
HP 60

ABILITIES
Ogre
Reach 2

SPECIAL POWERS
Spiked Shield: Whenever a ⬆ attack misses this creature, the attacker takes 5 Damage.

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44 SPECTRE

ATTACK ACTIONS

- ⬆ Inescapable Chill: +16 vs AC; 20 Damage; on miss, this creature has cumulative +1 Attack until end of battle
- ⬆ Spectral Touch: (living target only) +16 vs DEF (Fort); 15 Damage AND this creature heals 10 HP

LEVEL 11
AC 27
DEF 23
SPEED F6
HP 50

ABILITIES
Evil • Undead
Flight
Phasing
Insubstantial

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11 SPELLSTITCHED HOBGOBLIN ZOMBIE

ATTACK ACTIONS

- ⬆ Chill Touch: +7 vs AC; 10 cold Damage
- ⬆ Chillburst: (burst 1) +5 vs DEF (Fort); 15 cold Damage

LEVEL 4
AC 14
DEF 12
SPEED 6
HP 40

ABILITIES
Undead
Immune Fear
Plodding: Cannot charge and cannot use more than 1 move action each round.

SPECIAL POWERS
Obscuring Mist: Replaces attack action: Until end of this creature's next turn, each square within 2 squares of it contains smoke (in addition to existing terrain).

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86 THASKOR

ATTACK ACTIONS

- ⬆ Slam: +22 vs AC; 25 Damage
- ⬆ Trumpeting Blast: (blast 3) +18 vs DEF (Fort); 15 thunder Damage AND Dazed

LEVEL 16
AC 30
DEF 28
SPEED 6
HP 105

ABILITIES
Evil • Shadow • Planar
Reach 2

SPECIAL POWERS
Thundering Charge: +2 Speed while charging.
Trumpeting Charge: Immediate, when this creature hits with a charge attack; make a Trumpeting Blast attack.

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52 WARPRIEST OF HEXTOR

ATTACK ACTIONS

- ⬆ Flail: +16 vs AC; 20 Damage
- ⬆ Energy Vortex: (burst 2) +13 vs DEF (Ref); 5 acid + 5 cold + 5 fire + 5 lightning + 5 thunder Damage
- ⬆ Strike of Tyranny: +14 vs DEF (Will); 10 Damage AND Weakened (save ends). RECHARGE when an ally destroys a Good enemy.

LEVEL 10
AC 26
DEF 22
SPEED 5
HP 65

ABILITIES
Evil • Human • Divine

SPECIAL POWERS
Lockdown: Minor action; until end of round, enemies within 5 squares cannot shift.

CHAMPION 3

- Use when an ally fails a save. Reroll that save.
- Use after an ally resolves a successful ⬆ or ⚡ attack. That ally immediately repeats that attack against any legal target.

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27 BLOODHULK FIGHTER

ATTACK ACTIONS

- ⬆ Bloody Slam: +10 vs AC; 25 Damage
- ⬆ Noisome Embrace: +9 vs DEF (Fort); 25 Damage AND -4 Attack

LEVEL 8
AC 17
DEF 15
SPEED 5
HP 100

ABILITIES
Undead
Vulnerable 5 All

SPECIAL POWERS
Sloughing Flesh: Minor action; this creature takes 15 Damage, then 1 adjacent target is Immobilized (save ends).

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45 BONECLAW

ATTACK ACTIONS

- ⬆ Claw: +16 vs AC; 15 Damage

LEVEL 11
AC 26
DEF 23
SPEED 7
HP 70

ABILITIES
Evil • Shadow • Undead
Resist 10 Necrotic
Reach 3

SPECIAL POWERS
Relentless Opportunist: Use after this creature resolves a successful opportunity attack; immediately repeat that attack against the same target. RECHARGE when first Bloodied.

Threatening Reach: Can make opportunity attacks against enemies within Reach.

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4 BULLYWUG THUG

ATTACK ACTIONS

- ⬆ Spear: +4 vs AC; 10 Damage
- ⚡ Thrown Spear: (nearest, range 5) +3 vs AC; 10 Damage

LEVEL 1
AC 13
DEF 11
SPEED 5
HP 25

ABILITIES
Bullywug • Aquatic

SPECIAL POWERS
Dirty Pool: +5 ⬆ Damage while in a warband with an Aquatic champion.

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13 BURNING SKELETON

ATTACK ACTIONS

- ⬇️ **Fiery Slam:** +12 vs AC; 5 + 5 fire Damage
- ❑ **Fire Sweep:** 3 attacks, each against a different target; +12 vs DEF (Ref); 5 fire Damage each

ABILITIES

Undead
Immune Cold, Fire

SPECIAL POWERS

Fire Shield 5: Whenever this creature is hit by a ⬇️ attack, the attacker takes 5 fire Damage.

LEVEL 5
AC 20
DEF 18
SPEED 6
HP 40

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12 DEATHLOCK

ATTACK ACTIONS

- ⬇️ **Slam:** +4 vs AC; 10 Damage
- **Necrotic Missile:** (nearest) +9 vs DEF (Ref); 15 necrotic Damage
- ❑ **Terrifying Phantom:** (radius 1 within 10) +10 vs DEF (Will); 10 psychic Damage AND push 6 squares; this movement provokes opportunity attacks (Fear)

ABILITIES

Evil • Undead • Arcane
Vulnerable 5 Radiant

LEVEL 5
AC 17
DEF 15
SPEED 6
HP 25

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10 DOLGRIM

ATTACK ACTIONS

- ⬇️ **Morningstar:** +8 vs AC; 10 Damage
- **Crossbow:** (nearest) +6 vs AC; 10 Damage

ABILITIES

Aberrant • Dolgrim
Resist 5 All

SPECIAL POWERS

❑ **Wild Abandon:** Replaces attack action: Make a Morningstar attack and a Crossbow attack against the same target. RECHARGE when this creature is hit by a ⬇️ attack.

LEVEL 3
AC 17
DEF 15
SPEED 5
HP 30

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40 ETTIN SKIRMISHER

ATTACK ACTIONS

- ⬇️ **Morningstar:** +12 vs AC; 15 Damage AND this creature shifts 1 square
- ⬇️ **Stump:** +12 vs AC; 15 Damage AND push 1 square

ABILITIES

Giant • Ettin
+4 DEF (Fort, Will)
Multi-Activation 2:
Activates twice per round.
Reach 2

SPECIAL POWERS

Skirmish 5: +5 Damage if this creature moved at least 2 squares from where it started its turn before attacking.

LEVEL 7
AC 23
DEF 21
SPEED 4
HP 75

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25 FIENDISH MONSTROUS SCORPION

ATTACK ACTIONS

- ⬇️ **Claw:** +15 vs AC; 15 Damage
- ⬇️ **Sting:** +13 vs DEF (Fort); ongoing 10 poison Damage

ABILITIES

Evil • Beast • Scorpion
Resist 5 Cold, Fire

SPECIAL POWERS

Skittering Assault: Can move after charging.

❑ **Relentless Attack:** Replaces move action: Take 1 extra attack action this turn. RECHARGE when this creature hits with a Sting attack.

LEVEL 8
AC 22
DEF 20
SPEED 8
HP 55

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53 FLIND CAPTAIN

ATTACK ACTIONS

- ⬇️ **Flindbar:** +15 vs AC; 25 Damage
- **Bloodblind Sweep:** (only while Bloodied) (burst 1) +12 vs DEF (Ref); 15 Damage

ABILITIES

Evil • Gnome • Flind

SPECIAL POWERS

Bloodrage 5: +5 Damage while Bloodied.

Bloodthirsty 10: +10 Damage against Bloodied targets.

CHAMPION 2 ❑

- Use when an ally's ⬇️ attack causes a target to become Bloodied but not destroyed. That ally immediately repeats that attack against a different target.
- Use at start of round. Allies have -3 AC and +5 ⬇️ Damage until end of round.

LEVEL 12
AC 24
DEF 22
SPEED 6
HP 85

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20 FOREST TROLL

ATTACK ACTIONS

- ⬇️ **Spear:** +13 vs AC; 15 Damage
- **Javelin:** (range 10) +11 vs AC; 5 Damage AND ongoing 5 poison Damage (save ends)

ABILITIES

Troll
Vulnerable 10 Acid, Fire

SPECIAL POWERS

Individualist: +5 Attack while no allies are within 4 squares of this creature.

Regeneration 5: Use at start of this creature's turn; heal 5 HP.

LEVEL 6
AC 20
DEF 18
SPEED 6
HP 55

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6 KENKU SNEAK

ATTACK ACTIONS

- ⬇️ **Jitte:** +6 vs AC; 10 Damage
- **Shortbow:** (sight) +8 vs AC; 10 Damage

ABILITIES

Kenku • Stealth
Hide

SPECIAL POWERS

❑ **Apply Poison:** Use when declaring an attack; if that attack hits, target also has ongoing 5 poison Damage (save ends).

Keen Eyes: +3 Attack instead of +2 whenever this creature has combat advantage against target.

LEVEL 2
AC 14
DEF 12
SPEED 6
HP 20

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7 ORC SAVAGE

ATTACK ACTIONS

⬆ Club: +5 vs AC; 15 Damage

LEVEL 2

AC 14

DEF 12

SPEED 7

HP 20

ABILITIES

Orc • Primal

SPECIAL POWERS

Lethal: +4 Attack against Bloodied targets.

❑ **Savage Frenzy 20:** Use when this creature hits with a ⬆ attack; this creature gains +20 HP. This can increase this creature's HP above its starting total, though it is considered Bloodied only at 10 HP or fewer.

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58 RAVENOUS VAMPIRE

ATTACK ACTIONS

⬆ Saber: +19 vs AC; 20 Damage

❑ **Domination Surge:** (range 5) +15 vs DEF (Will); Dominated

LEVEL 12

AC 28

DEF 24

SPEED 7

HP 65

ABILITIES

Evil • Undead • Vampire • Primal

Vulnerable 15 Radiant

Primal Evil: Wolf and Beast allies have Evil alignment.

SPECIAL POWERS

❑ **Feral Reaction:** Immediate, when first Bloodied; this creature heals 20 HP; then makes a ⬆ attack.

Wolf Blood: Wolf allies cost 2 less than normal for purposes of warband construction. Opponents score VP normally for eliminating them.

CHAMPION 2

- Use at start of round. Evil allies have +5 ⬆ Damage until end of round.
- Use at any time. Choose 1 ally within sight. That ally shifts 5 squares.

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16 VAMPIRE SPAWN

ATTACK ACTIONS

⬆ Claw: +9 vs AC; 15 Damage

❑ **Blood Drain:** (only when this creature has combat advantage against target) +9 vs AC; 10 Damage AND this creature heals 15 HP. RECHARGE when hit by a ⬆ attack.

LEVEL 6

AC 15

DEF 13

SPEED 6

HP 40

ABILITIES

Evil • Undead • Vampire

Immune Poison

Vulnerable 5 Radiant

SPECIAL POWERS

Bloodlust: On its turn, this creature cannot move or attack a non-Bloodied enemy if a Bloodied enemy is adjacent.

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37 ZOMBIE WHITE DRAGON

ATTACK ACTIONS

⬆ Claw: +15 vs AC; 25 Damage

❑ **Cold Breath:** (blast 5) +12 vs DEF (Ref); 20 cold Damage, 10 cold on miss

LEVEL 11

AC 23

DEF 21

SPEED F6

HP 100

ABILITIES

Evil • Dragon • Undead

Flight; Reach 2

Resist 15 Cold

Plodding: Cannot charge and cannot use more than 1 move action each round.

SPECIAL POWERS

Selfish Chill: Minor action; your opponent scores +15 VP; then RECHARGE this creature's Cold Breath.

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