

## TERA, GNOME ELEMENTALIST

Level 8 ♦ Gnome • Arcane • Unique

**AC** 21  
**FORT** 21  
**REF** 18  
**WILL** 21

**ATTACKS**

- ☼ **Stoneburst:** (radius 1 within 10) +11 vs. Reflex; 15 damage AND ☹ an Earth Mastery power.
- **Earth Mastery:** (range 6, targets two squares sharing an edge in line of sight) Automatic hit.
  - ☐ **Stone Shape:** Walls bordering and within the target squares are removed, then target squares become secret door terrain until end of battle.
  - ☐ **Move Earth:** Target squares become clear terrain until end of battle (*walls are not affected*).

**SPEED** B4

**POWERS**

**Burrow**

- ☐ **Stoneskin:** *Minor action:* This creature has Resist 10 All until end of its next turn.

♣ For use with Tyranny of Dragons: Rock Gnome Female Wizard

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## IRIES, HALFLING BARD

Level 7 ♦ Halfling • Arcane • Unique

**AC** 21  
**FORT** 20  
**REF** 21  
**WILL** 21

**ATTACKS**

- ⊕ **Stilleto:** +10 vs. AC; 10 + 5 thunder damage.
- **Thrown Knife:** (range 6) +12 vs. AC; 10 damage.
- ☐ ← **Sorrowful Ballad:** (burst 3) +13 vs. Will; 10 psychic damage AND Dazed (save ends).

**POWERS**

**Distracting Melody:** (Aura 5) Creatures in aura may not perform immediate actions.

- ☐ **Lively Jig:** *Minor action:* End all Immobilized and Slowed conditions on creatures within 3 squares.
- ☐ **Acrobatic:** *Move action:* Shift up to this creature's speed.

♣ For use with Tyranny of Dragons: Stout Heart Halfling Female Bard

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## BLOODBERSERK QUICKLING

Level 6 ♦ Fey

**AC** 23  
**FORT** 19  
**REF** 20  
**WILL** 17

**ATTACKS**

- ⊕ **Feyrazor:** +11 vs. AC; 5 damage AND living target has 5 ongoing damage (save ends).
- ⊕ **Quick Attack:** *Minor action, once per turn:* Make a ⊕ attack.

**POWERS**

**Strike and Shift:** This creature shifts up to 1 square after resolving an attack.

- ☐ **Quickness:** *Use at start of round:* Until end of round, this creature has Multi-Activation 2 (may activate twice per round).
- Bloody Berserk:** At end of round, if this creature is bloodied, ☹ Quickness.

♣ For use with Tyranny of Dragons: Quickling

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## SVIRFNEBLIN FIGHTER

Level 4 ♦ Gnome • Martial

**AC** 20  
**FORT** 17  
**REF** 20  
**WILL** 17

**ATTACKS**

- ⊕ **Gladius:** +10 vs. AC; 10 damage.

**POWERS**

**Stonefriend:** Whenever this creature is adjacent to a wall, it has Resist 5 All.

- ☐ **Stoneshift:** *Minor action, use when adjacent to a wall:* Teleport up to 6 squares to a square adjacent to a wall.

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## KOBOLD HUNTER

Level 1 ♦ Kobold

**AC** 15  
**FORT** 13  
**REF** 13  
**WILL** 13

**ATTACKS**

- ⊕ **Spear:** +6 vs. AC; 10 damage.
- ☐ ➤ **Spear Throw:** (range 6) +6 vs. AC; 10 damage. ☹ as a move action when occupying a victory area.

**POWERS**

**Missing Spear:** -5 damage to ⊕ attacks while Spear Throw has no uses available.

**Dragon Minion:** +5 damage while this creature has line of sight to a Dragon ally.

♣ For use with Tyranny of Dragons: Kobold Fighter

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## GOBLIN FIGHTER

Level 1 ♦ Goblin

**AC** 15  
**FORT** 14  
**REF** 14  
**WILL** 14

**ATTACKS**

- ⊕ **Short sword:** +6 vs. AC; 10 damage.

**POWERS**

**Bully:** +2 attack and +10 damage vs. Level 1 targets.

**Coward:** *Whenever this creature is damaged by a Level 2 or higher enemy:* This creature is destroyed.

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## MANE DEMON

Level 1 ♦ Demon

**AC** 14  
**FORT** 13  
**REF** 12  
**WILL** 12

**ATTACKS**

- ⊕ **Acid Slap:** +6 vs. AC; 5 acid damage.
- ☐ ← **Acid Burst:** *Minor action:* (burst 1) +10 vs. Fortitude; 10 acid damage. Hit or miss, this creature is destroyed after all attacks are resolved.

**POWERS**

**Resist 5 Acid**

**Splat:** *Whenever this creature is destroyed:* If Acid Burst is unused, make an Acid Burst attack.

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## HUMAN PALADIN

Level 11 ♦ Human • Divine • Unique

**AC** 25  
**FORT** 24  
**REF** 21  
**WILL** 24

**ATTACKS**

- ⊕ **Holy Sword:** +13 vs. AC; 10 + 5 radiant damage.

**POWERS**

**Smite Evil 10:** +10 damage vs. Evil targets.

**Clarity:** (Aura 3) This creature and Good allies in aura have +2 ⊕ attack and may not gain the Dazed condition.

- ☐ **Lay on Hands:** *Minor action:* This creature or an adjacent ally heals 10 HP, and end any Dazed conditions on that creature.

**CHAMPION POWERS** ☐ ☐ ☐ ☐

- ♣ *Use at start of turn:* ☹ Lay on Hands.
- ♣ *Use at start of round:* Clarity becomes Aura 4 and each ally in aura is considered Good until end of round.

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## SUN ELF GUARD

Level 6 ♦ Elf • Martial

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

**ATTACKS**  
⊕ **Longspear:** +13 vs. AC; 10 damage.  
↓ **Spear Dance:** +13 vs. AC; 5 damage AND this creature shifts up to 1 square AND this creature makes a Spear Dance attack (maximum 4 per turn).

**POWERS**  
Reach 2  
☐ **Impale:** Use with a ⊕ attack: If the attack hits, target is Dazed and Immobilized (save ends both, or ends if this creature attacks another target).  
♥ **Defender:** Use when an enemy within reach makes a ↓ attack against an ally: Make a ⊕ attack against that enemy as an immediate action.

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## ORC FIGHTER

Level 8 ♦ Orc • Martial

AC 20  
FORT 20  
REF 18  
WILL 16  
SPEED 7  
HP 60  
BLOOD 30

**ATTACKS**  
⊕ **Great Axe:** +11 vs. AC; 20 damage.  
↓ **Killstroke:** Cannot score a critical hit: +9 vs. AC, or +14 vs. AC instead if target is bloodied; 30 damage.

**POWERS**  
Aggressive 5: +5 ↓ damage while not bloodied.  
☐ **Hustle:** Minor action: +2 speed until end of turn.

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## HUMAN ZHENTARIM BANDIT

Level 3 ♦ Stealth • Zhent

AC 19  
FORT 15  
REF 15  
WILL 15  
SPEED 6  
HP 30  
BLOOD 15

**ATTACKS**  
⊕ **Longsword:** +8 vs. AC; 10 damage.

**POWERS**  
☐ ☐ **Combat Trickery:** Minor action, use when adjacent to a Medium or smaller creature of level 6 or lower: Switch positions with that creature.

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## HOBGOBLIN FIGHTER

Level 2 ♦ Hobgoblin

AC 18  
FORT 17  
REF 17  
WILL 17  
SPEED 6  
HP 25  
BLOOD 10

**ATTACKS**  
⊕ **Falchion:** +8 vs. AC; 10 damage.

**POWERS**  
♥ **Honor Guard:** Use when an adjacent Hobgoblin champion takes damage: Assign half the damage to this creature instead.

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## WOLF CLAN BARBARIAN

Level 12 ♦ Human • Primal

AC 22  
FORT 22  
REF 24  
WILL 19  
SPEED 8  
HP 95  
BLOOD 45

**ATTACKS**  
⊕ **Raider's Axe:** +16 vs. AC; 20 damage.  
↓ **40 Whacks:** Use only while not bloodied: +15 vs. AC; 10 Damage AND this creature makes a 40 Whacks attack.

**POWERS**  
Resist 5 Cold  
Immune Weakened  
Bloodthirsty 5: +5 ↓ damage against bloodied targets.

♣ For use with Tyranny of Dragons: Human Female Barbarian

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## OROG ORC FIGHTER

Level 12 ♦ Orc • Martial • Unique

AC 21  
FORT 20  
REF 20  
WILL 22  
SPEED 5  
HP 85  
BLOOD 40

**ATTACKS**  
⊕ **Backhand:** +19 vs. AC; 10 damage.  
↓ **Massive Club:** Usable on charge, provokes opportunity attacks: +15 vs. AC; 35 damage.

**POWERS**  
Big: This creature is considered Large. (It only occupies a single square.)

**CHAMPION POWERS** ☐ ☐  
♥ Use when an enemy takes 30 or more damage from one attack: That enemy has -4 AC until end of battle.  
♥ Use when an Orc ally misses an attack: Reroll that attack.

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## DOPPLEGANGER

Level 6 ♦ Shapeshifter

AC 18  
FORT 18  
REF 18  
WILL 18  
SPEED 6  
HP 40  
BLOOD 20

**ATTACKS**  
⊕ **Improvised Weapon:** +13 vs. AC; 10 damage.

**POWERS**  
☐ **Impostor:** Move action, use when no ally is within 8 squares of this creature: Choose a Medium or smaller non-champion enemy of level 8 or lower. This creature switches positions with that enemy.

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## WOOD ELF DRUID

Level 13 ♦ Elf • Primal

AC 25  
FORT 26  
REF 26  
WILL 26  
SPEED 6  
HP 75  
BLOOD 35

**ATTACKS**  
⊕ **Elder Staff:** +18 vs. AC; 10 + 5 poison damage.  
☐ ⚡ **Lightning Storm:** (blast 5) +18 vs. Fortitude; 25 lightning damage.  
🔥 **Throw Fire:** (range 6) +18 vs. AC; 20 fire damage.

**POWERS**  
Resist 5 All  
♥ **Nature's Step:** Ignores the extra cost for entering difficult, forest, and river terrain.

**CHAMPION POWERS** ☐ ☐  
♥ Use when an enemy enters forest terrain: That enemy is Immobilized (save ends).  
♥ Use at beginning of round: All beast allies move up to their speed.

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## GREEN HAG

Level 14 ♦ Hag

CR  
3

AC  
25

FORT  
27

REF  
25

WILL  
26

SPEED  
6

HP  
80

BLOOD  
40

### ATTACKS

- ⚔ **Claw:** +18 vs. AC; 10 + 10 necrotic damage.
- ☞ **Burst of Disease:** (radius 2 within 10) +18 vs. Fortitude; 10 damage AND Weakened (save ends).
- ⚔ **Plaguebearer:** (may target ally) +18 vs. Fortitude; 10 ongoing damage AND Plaguebound (save ends).

### POWERS

**Plaguebound:** (Condition) At start of affected creature's turn, adjacent creatures take 10 necrotic damage.

**Coven:** While this creature has 2 or more Hag allies, treat its Champion Rating as 4 for determining initiative.

### CHAMPION POWERS

- ☞ **Use when a Plaguebound enemy starts its turn:** Choose up to 3 enemies adjacent to that creature. The chosen enemies are Weakened until end of round.
- ☞ **Use when an enemy is damaged by a ⚔ attack:** That enemy takes 10 ongoing necrotic damage (save ends).

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## NEEDLE BLIGHT

Level 4 ♦ Plant

AC  
18

FORT  
16

REF  
16

WILL  
16

SPEED  
5

HP  
35

BLOOD  
15

### ATTACKS

- ☞ **Needle Spray:** (range 6) +9 vs. AC; 5 poison damage.
- ☞ **Pine Burst:** (burst 2) Automatic hit; 5 damage AND Slowed. ☹ as an attack action.

### POWERS

☞ **Black Pine:** Use during your setup: Until end of battle, whenever this creature would do poison damage, it does necrotic damage instead.

**Blackhearted:** This creature is Evil if there are Evil creatures in your warband.

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## HUMAN RED WIZARD

Level 14 ♦ Human • Arcane • Fire

CR  
2

AC  
24

FORT  
24

REF  
25

WILL  
25

SPEED  
6

HP  
70

BLOOD  
35

### ATTACKS

- ⚔ **Hidden Dagger:** +16 vs. AC; 5 + 10 poison damage.
- ☞ **Burning Hands:** (blast 4) +18 vs. Reflex; 20 fire damage. ☹ as a move action.
- ☞ ☞ **Fireball:** (nearest, radius 2) +18 vs. Reflex; 20 fire damage. On miss, 10 fire damage.

### POWERS

Resist 10 Fire

### CHAMPION POWERS

- ☞ **Use at start of round:** Until end of round, Arcane allies do not provoke opportunity attacks.
- ☞ **Use at start of round:** Choose an Arcane ally. The chosen ally has +2 attack and +10 fire damage until end of round.

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## DRAGON CULT ENFORCER

Level 10 ♦ Human • Stealth

AC  
22

FORT  
20

REF  
25

WILL  
21

SPEED  
6

HP  
60

BLOOD  
30

### ATTACKS

- ⚔ **Dagger:** +13 vs. AC; 10 + 10 poison damage.
- ☞ **Ambush Strike:** This creature moves up to twice its speed with Flight (minimum 6 squares), then attacks: +16 vs. AC; 30 damage. ☹ when no enemies can see this creature at the start of its turn.

☞ Use with Tyranny of Dragons: Human Cult of the Dragon Enforcer

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## BUGBEAR HEADBASHER

Level 3 ♦ Goblin • Bugbear • Stealth

AC  
14

FORT  
16

REF  
16

WILL  
14

SPEED  
7

HP  
30

BLOOD  
15

### ATTACKS

- ⚔ **Steel Club:** +8 vs. AC; 10 damage.
- ☞ **Skullthumper:** (targets granting combat advantage only) +6 vs. AC; 15 damage AND Stunned.

☞ For use with Tyranny of Dragons: Bugbear

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## LIGHTNING DRAKE

Level 6 ♦ Dragon

AC  
19

FORT  
18

REF  
16

WILL  
16

SPEED  
B4

HP  
50

BLOOD  
25

### ATTACKS

- ⚔ **Bite:** +11 vs. AC; 10 damage.
- ☞ **Lightning Blast:** (blast 3) +12 vs. Reflex; 10 lightning damage. On miss, 5 lightning damage. ☹ as a move action.

### POWERS

Resist 15 Lightning

**Reflexive Defense:** Use when this creature is hit by an attack: ☹ Lightning Blast, then make a Lightning Blast attack as an immediate action.

☞ For use with Tyranny of Dragons: Guard Drake

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## GUARDIAN WRAITH

Level 9 ♦ Undead • Martial

AC  
22

FORT  
20

REF  
20

WILL  
20

SPEED  
F6

HP  
35

BLOOD  
15

### ATTACKS

- ⚔ **Crypt Touch:** +13 vs. Reflex; 15 necrotic damage AND this creature heals 5 HP.
- ☞ **Undead Wail:** (blast 3) +13 vs. Will; 15 psychic damage.

### POWERS

Insubstantial, Phasing, Scout

Resist 5 Necrotic, Vulnerable 5 Radiant

**Bound to Ward:** Whenever this creature begins a turn more than 3 squares from a victory area, it takes 5 damage.

**Trespass Summons:** Move action: Place this creature in a victory area that is occupied by an enemy.

☞ For use with Tyranny of Dragons: Wraith.

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## NOBLE BRONZE DRAGON

Level 14 ♦ Dragon

CR  
1

AC  
26

FORT  
26

REF  
26

WILL  
26

SPEED  
F8

HP  
80

BLOOD  
40

### ATTACKS

- ⚔ **Tooth and Claw:** +19 vs. AC; 25 damage.
- ☞ **Lightning Jet:** Minor action: (range 6) +19 vs. Reflex; 20 lightning damage. ☹ as a move action.

### POWERS

Resist 15 Lightning

**Goodhearted:** This creature is Good if there are Good creatures in your warband.

### CHAMPION POWERS

- ☞ **Use at start of an enemy's turn:** Push all living enemies within two squares of this creature up to 4 squares.
- ☞ **Use at start of round:** Allies have +5 damage vs. Evil enemies until end of round.

☞ For use with Tyranny of Dragons: Bronze Dragon.

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## OGRE MAGE STALKER

Level 12 ♦ Ogre • Arcane

AC 24  
FORT 24  
REF 24  
WILL 24  
SPEED 6  
HP 70  
BLOOD 35

**ATTACKS**

- ⊕ **Slam:** +15 vs. AC; 15 damage.
- ◻ **Ice Storm:** (blast 5) +18 vs. AC; 20 cold damage.
- ⚡ **Lightning Strike:** (radius 1 within sight) +18 vs. Fortitude; 15 lightning damage.

**POWERS**

- ◻ **Gaseous Form:** *Minor action:* This creature has Flight and Insubstantial until end of round.
- ◻ **Invisibility Cloak:** Whenever it is not this creature's turn and this creature is not bloodied, it is Invisible.

❖ For use with Tyranny of Dragons: Ogre Mage

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## STONE GIANT ELDER

Level 15 ♦ Giant • Martial

CR 2

AC 28  
FORT 28  
REF 26  
WILL 26  
SPEED 6  
HP 110  
BLOOD 55

**ATTACKS**

- ⊕ **Massive Club:** (reach 2) +18 vs. AC; 25 damage AND push target up to 1 square.
- ◻ **Shatter Rock:** (range 10) +20 vs. Reflex; 20 damage. Hit or miss, attack each creature adjacent to target: +15 vs. AC; 10 damage. ⤴ as a move action when adjacent to difficult terrain.

**POWERS**

- ◻ **Giant Blood:** Non-Evil Giant allies cost 5 less than normal for purposes of warband building. Whenever they are destroyed, opponents score VP normally.

**CHAMPION POWERS** ◻ ◻

- ❖ Use at start of round: Giant and Ogre creatures in your warband have +5 damage until end of round.
- ❖ Use when a Giant ally scores a critical hit with a ⊕ attack: The target is also Stunned (save ends).

❖ For use with Tyranny of Dragons: Stone Giant

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## FROST GIANT HUSKARL

Level 13 ♦ Giant • Martial • Cold

AC 25  
FORT 27  
REF 25  
WILL 25  
SPEED 8  
HP 90  
BLOOD 45

**ATTACKS**

- ⊕ **Huge Axe:** +18 vs. AC; 30 damage.
- ◻ ⊕ **Quick Cut:** *Minor action:* +18 vs. AC; 20 damage. ⤴ as a move action.

**POWERS**

- Reach 2
- Resist 15 Cold
- Vulnerable 5 Fire
- Huskarl:** *Immediate action, use when an enemy targets an adjacent Giant ally with an attack:* Redirect the attack to this creature.

❖ For use with Tyranny of Dragons: Frost Giant

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## PEGASUS STALLION

Level 10 ♦ Beast

AC 24  
FORT 22  
REF 22  
WILL 22  
SPEED F10  
HP 55  
BLOOD 25

**ATTACKS**

- ⊕ **Hoof Strike:** +15 vs. AC; 15 damage.
- ⤴ **Flyby Attack:** This creature moves up to its Speed and makes a ⊕ attack any time during its move.

**POWERS**

- ◻ **Elf Mount:** Can have a non-Mounted Medium Elf or Half-Elf creature as a rider.
- ◻ **Coordinated Attack:** Use when this creature makes a ⊕ attack: This creature's rider makes a ⊕ attack as an immediate action.
- ◻ **Burdened:** Whenever this creature has a rider, this creature has -2 speed.

❖ For use with Tyranny of Dragons: Pegasus

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## PYROWYVERN

Level 12 ♦ Magical Beast • Fire

AC 24  
FORT 24  
REF 24  
WILL 22  
SPEED F6  
HP 70  
BLOOD 35

**ATTACKS**

- ⊕ **Flame Tongue:** +17 vs. AC; 10 + 5 fire damage.
- ◻ ⊕ **Flame Blast:** (blast 3) +17 vs. Reflex; 10 fire damage AND 10 ongoing fire damage (save ends).
- ⊕ **Poison Sting:** (reach 2, can target allies) +15 vs. AC; 5 damage AND 10 ongoing poison damage (save ends).

**POWERS**

- Resist 10 Fire
- ◻ **Reflexive Sting:** *Immediate action, whenever this creature is hit by a ⊕ attack:* This creature must make a Poison Sting attack against the nearest creature within reach. (If two or more creatures are equally near, choose one.)

❖ For use with Tyranny of Dragons: Wyvern

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## BLACK SHADOW DRAGON

Level 12 ♦ Dragon • Shadow

CR 1

AC 24  
FORT 23  
REF 24  
WILL 23  
SPEED F7  
HP 70  
BLOOD 35

**ATTACKS**

- ⊕ **Shadow Claws:** +15 vs. AC; 20 necrotic damage.
- ◻ ⊕ **Necrotic Acid Breath:** (blast 5) +16 vs. Fortitude; 10 acid + 15 necrotic damage AND Weakened (save ends).

**POWERS**

- ◻ **Shadowfiend:** This creature has Conceal 6 when adjacent to a wall.
- ◻ **Shadow Jump:** *Move action:* Teleport up to 5 squares to a square adjacent to a wall.

**CHAMPION POWERS** ◻

- ❖ Use when an enemy takes necrotic damage: That enemy is Weakened (save ends).

❖ For use with Tyranny of Dragons: Black Shadow Dragon

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## GREEN DRAGON RAIDER

Level 13 ♦ Dragon

CR 1

AC 25  
FORT 24  
REF 24  
WILL 24  
SPEED F8  
HP 75  
BLOOD 35

**ATTACKS**

- ⊕ **Poison Bite:** +16 vs. AC; 10 + 10 poison damage.
- ◻ ⊕ **Raider's Blast:** This creature moves up to its speed, then attacks: (blast 4) +16 vs. AC; 20 poison damage.
- ⊕ **Claw, Claw, Bites:** Make up to 2 attacks, each against a different target: +15 vs. AC; 10 damage AND make a Poison Bite attack.

**POWERS**

- Resist 20 Poison

**CHAMPION POWERS** ◻

- ❖ Use when a Dragon in your warband becomes bloodied: ⤴ one of that Dragon's attack powers, even if the power is not normally rechargeable.

❖ For use with Tyranny of Dragons: Green Dragon

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## COPPER DRAGON TRICKSTER

Level 14 ♦ Dragon

CR 2

AC 24  
FORT 24  
REF 24  
WILL 24  
SPEED F8  
HP 80  
BLOOD 40

**ATTACKS**

- ⊕ **Acid Maw:** +17 vs. AC; 15 + 5 acid damage.
- ◻ ⊕ **Acid Jet:** (line 10) +16 vs. Reflex; 20 acid damage. ⤴ when this creature has no champion power uses remaining.

**POWERS**

- Resist 15 Acid
- ◻ **Bait Trick:** *Minor action:* Slide an adjacent enemy one square to a square adjacent to this creature.
- ◻ **Slow Breath:** *Minor action:* All adjacent creatures are Slowed (save ends).

**CHAMPION POWERS** ◻ ◻

- ❖ Use at start of this creature's turn: Slide all allies up to 3 squares.
- ❖ Use at start of round: Slide one non-Champion enemy up to 3 squares.

❖ For use with Tyranny of Dragons: Copper Dragon

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## HALF-DRAGON LORD

Level 14 ♦ Dragon • Unique

CR  
3

- AC** 25  
**FORT** 25  
**REF** 25  
**WILL** 28  
**SPEED** 6
- ATTACKS**
- ⊕ **Longsword:** +18 vs. AC; 20 + 5 acid damage.
  - ☐ ← **Acid Spray:** (blast 3) +16 vs. AC; 20 acid damage.
  - ☐ ↘ **Grasping Fist:** (sight) +18 vs. Fortitude; 10 ongoing damage and Immobilized (save ends both).

### POWERS

Resist 10 Acid

☐ **Forceful Hand:** *Minor action:* Choose an Immobilized enemy in this creature's line of sight. Slide that enemy up to 2 squares.

### CHAMPION POWERS ☐☐☐

♦ *Use at start of this creature's turn:* ☐ Acid Spray or Grasping Fist.

♦ *Use during your setup:* A Dragon ally gains Scout.

♦ *For use with Tyranny of Dragons:* Half Black Dragon Lord

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## TOWER BALLISTA

Level 6 ♦ Object

- AC** 14  
**FORT** 14  
**REF** 14  
**WILL** —  
**SPEED** 0
- ATTACKS**
- ⊕ **Barbed Shot:** (sight, only while adjacent to a non-Object creature) +15 vs. Reflex; 20 damage.

### POWERS

#### Scout

**Object:** Does not score VP for occupying victory areas and immune to attacks that target Will.

**Crewed:** Whenever there are more non-Object enemies than non-Object allies adjacent to this creature, this creature is Confused.

**Powerful Shot:** Smoke and forest terrain do not block line of sight for this creature.

♦ *For use with Tyranny of Dragons:* Ballista

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## MIND FLAYER PUPPETEER

Level 10 ♦ Mind Flayer

CR  
2

- AC** 21  
**FORT** 20  
**REF** 24  
**WILL** 26  
**SPEED** 6
- ATTACKS**
- ⊕ **Tentacles:** +14 vs. AC; 15 damage.
  - ☐ ← **Mind Blast:** (blast 5) +15 vs. Will; 15 psychic damage AND Stunned (save ends).

### POWERS

Resist 5 Psychic

**Domineering:** Your warband cannot include any other champions.

**Puppeteer:** *Attack action:* An ally within 5 squares takes 5 damage and then makes a ⊕ attack as an immediate action.

### CHAMPION POWERS ☐☐

♦ *Use at start of this creature's turn:* ☐ Mind Blast.

♦ *Use when a Stunned enemy fails a saving throw:* End the Stunned condition on that enemy and that enemy is Dominated.

♦ *For use with Tyranny of Dragons:* Mind Flayer

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## HALF-DRAGON ANTIPALADIN

Level 13 ♦ Dragon • Divine

CR  
2

- AC** 27  
**FORT** 27  
**REF** 25  
**WILL** 25  
**SPEED** 5
- ATTACKS**
- ⊕ **Life-Drinker Sword:** +18 vs. AC; 20 damage.
  - ☐ ← **Black Breath:** (blast 4) +18 vs. Reflex; 15 necrotic + 10 fire damage.

### POWERS

Resist 10 Fire

☐ **Infiltrator:** *Use during setup:* Choose a Human ally that costs 6 VP or less. That ally cannot have items assigned to it and starts off the battle map.

☐ **Traitor Revealed:** *Use when you win initiative and the Infiltrator is off the battle map:* Remove from the battle map an enemy that costs 6 VP or less (score nothing). Place the Infiltrator in a square last occupied by that enemy.

### CHAMPION POWERS ☐☐

♦ *Use when this creature destroys an enemy with a ⊕ attack:* This creature heals 20 HP.

♦ *Use at start of this creature's turn:* Evil creatures have +2 attack until end of round.

♦ *Use with Tyranny of Dragons:* Half Red Dragon Fighter

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## AARAKOCRA

Level 3 ♦ Aarakocra • Primal

- AC** 17  
**FORT** 15  
**REF** 17  
**WILL** 15  
**SPEED** F8
- ATTACKS**
- ⊕ **Beak and Claw:** +9 vs. AC; 10 damage.
  - ☐ ↓ **Flurry of Darts:** This creature moves up to its speed, then attacks a non-flying enemy: +11 vs. AC; 10 damage and Slowed (save ends).

### POWERS

Vulnerable 5 Fire

☐ **Aerial Duelist:** +2 attack and +5 ↓ damage vs. enemies with Flight.

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## MOVANIC DEVA ANGEL

Level 14 ♦ Immortal • Angel

- AC** 27  
**FORT** 27  
**REF** 27  
**WILL** 27  
**SPEED** F7
- ATTACKS**
- ⊕ **Thunder Hammer:** +22 vs. AC; 20 + 5 thunder damage.
  - ↘ **Returning Hammer:** (range 6) +19 vs. Reflex; 10 + 10 thunder damage AND Dazed.

### POWERS

Resist 5 All, Immune Dazed

☐ **Faith-Sustained:** At start of each round, if a Good ally is not on the battle map, this creature loses Resist 5 All until end of round.

☐ **Guarding Angel:** *Use when an enemy targets a Good ally within 3 squares with an attack:* Place this creature adjacent to the targeted ally to redirect that attack to this creature.

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## HARPY AERIEGUARD

Level 8 ♦ Fey

- AC** 21  
**FORT** 19  
**REF** 22  
**WILL** 20  
**SPEED** F6
- ATTACKS**
- ⊕ **Harpy Claws:** +15 vs. AC; 10 damage.
  - ↘ **Shriek:** (range 5) +15 vs. Will, 5 psychic + 5 thunder damage AND Dazed AND this creature loses a use of Sweetsong.
  - ☐ ← **Sweetsong:** (blast 5) +12 vs. Will; Stunned (save ends).

### POWERS

**Death Shriek:** Whenever this creature is destroyed, all creatures within 5 squares take 5 thunder damage.

♦ *For use with Tyranny of Dragons:* Harpy

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## GARGOYLE BRUTE

Level 7 ♦ Gargoyle • Primal

- AC** 22  
**FORT** 22  
**REF** 20  
**WILL** 19  
**SPEED** F7
- ATTACKS**
- ⊕ **Slam:** +12 vs. AC; 15 damage.
  - ↓ **Dive Bomb:** This creature moves up to its Speed (minimum 4 squares), then makes a ⊕ attack against a non-flying enemy at +2 attack and +5 damage.
  - ☐ ↘ **Hurled Stonework:** (range 3) +12 vs. AC; 20 damage. ☐ *as a move action when adjacent to difficult terrain.*

♦ *For use with Tyranny of Dragons:* Gargoyle

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**BLUE DRAGON RAIDER** CR 1  
Level 14 ♦ Dragon

**AC 26**  
**FORT 26**  
**REF 24**  
**WILL 24**  
**SPEED F7**  
**HP 85**  
**BLOOD 40**

**ATTACKS**

- ⚡ **Crackling Bite:** +20 vs. AC; 10 + 10 lightning damage.
- ☞ **Raider's Blast:** This creature moves up to its speed, then attacks: (blast 4) +17 vs. Fortitude; 20 lightning damage.
- ☼ **Summon Small Sandstorm:** (radius 1 within 10) +17 vs. Fortitude; Blinded AND Slowed.

**POWERS**

Resist 20 Lightning

**CHAMPION POWERS** ☐

- ❖ *Use when you win initiative:* All other creatures are Blinded until end of round.
- ❖ *Use when a creature targets an Earth enemy with an attack that does lightning damage:* That attack is an automatic hit and automatic critical hit.

❖ *For use with Tyranny of Dragons: Blue Dragon*

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**SILVER DRAGON WARDEN** CR 2  
Level 15 ♦ Dragon

**AC 29**  
**FORT 28**  
**REF 26**  
**WILL 27**  
**SPEED F8**  
**HP 95**  
**BLOOD 45**

**ATTACKS**

- ⚡ **Reaving Maw:** +20 vs. AC; 20 + 5 cold damage.
- ☞ **Frostblast:** (blast 5) +18 vs. Fortitude; 30 cold damage.
- ☞ **Paralysis Breath:** (blast 4) +18 vs. Will; Stunned (save ends).

**POWERS**

Immune Cold, Acid

**CHAMPION POWERS** ☐ ☐

- ❖ *Use when an enemy is Stunned by Paralysis Breath:* That enemy is Helpless (save ends) instead.
- ❖ *Use when an ally is destroyed by an enemy attack:* This creature moves up to its current speed as an immediate action.

❖ *For use with Tyranny of Dragons: Silver Dragon*

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**CELESTIAL GOLD DRAGON** CR 3  
Level 18 ♦ Dragon

**AC 29**  
**FORT 29**  
**REF 28**  
**WILL 28**  
**SPEED F9**  
**HP 110**  
**BLOOD 55**

**ATTACKS**

- ⚡ **Celestial Maw:** +21 vs. AC; 35 damage.
- ☞ **Smoke and Fire:** (blast 5) +20 vs. Fortitude; 30 fire damage. On miss, 5 fire damage AND Weakened (save ends).

**POWERS**

Resist 20 Fire, Resist 5 All  
Celestial War Gong: (Aura 5) Creatures in aura cannot take immediate actions.

**CHAMPION POWERS** ☐ ☐ ☐

- ❖ *Use when an enemy scores a critical hit against this creature:* That enemy is Blinded (save ends).
- ❖ *Use at start of this creature's turn:* All enemies within 5 squares of this creature take 10 psychic damage (Fear).

❖ *For use with Tyranny of Dragons: Gold Dragon*

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**RED DRAGON RAIDER** CR 2  
Level 15 ♦ Dragon

**AC 26**  
**FORT 26**  
**REF 26**  
**WILL 26**  
**SPEED F8**  
**HP 95**  
**BLOOD 45**

**ATTACKS**

- ⚡ **Infernal Bite:** +18 vs. AC; 15 + 10 fire damage.
- ☞ **Raider's Blast:** This creature moves up to its speed, then attacks: (blast 4) +18 vs. Reflex; 25 fire damage.
- ☞ **Immolate:** *Minor action:* (burst 2) +18 vs. Reflex; 5 ongoing fire damage.

**POWERS**

Immune Fire

**Gulp:** Scores criticals on ↓ attack rolls against Small or Tiny enemies on natural 17 or higher, and Medium enemies on natural 19 or higher.

**CHAMPION POWERS** ☐ ☐

- ❖ *Use when an ally rolls a natural 20 on a ↓ attack:* ☞ Raider's Blast.
- ❖ *Use when an enemy takes fire damage:* +15 fire damage.

❖ *For use with Tyranny of Dragons: Red Dragon*

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## Tyranny of Dragons

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