

## ARCANE BALLISTA

Level 12 ♦ Construct

AC 24  
FORT 22  
REF 22  
WILL 22  
SPEED 5  
HP 50  
BLOOD 25

**ATTACKS**  
⚡ **Shock:** +17 vs. Fortitude; 10 lightning damage.  
⚡ **Ballista Bolt:** (nearest) +17 vs. AC; 25 damage.

**POWERS**  
**Immune Confused; Immune Stunned**  
**Arcane Aim:** +4 Attack and +5 Damage with ⚡ attacks while adjacent to an Arcane ally.  
☐ **Arcane Bolt:** Use when this creature declares a ⚡ attack while adjacent to an Arcane ally; If that attack hits, each enemy and ally adjacent to target takes 15 cold damage or 15 fire damage.

*With a snap of a great bowstring, crackling thunder shook the battlefield.*

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## ARCANIX GUARD

Level 4 ♦ Human • Martial

AC 20  
FORT 16  
REF 16  
WILL 16  
SPEED 5  
HP 35  
BLOOD 15

**ATTACKS**  
⚡ **Mace:** +11 vs. AC OR +11 vs. Fortitude; 10 damage.

**POWERS**  
**Arcane Protector:** +2 Attack and +10 Damage against targets adjacent to an Arcane ally.

*The towers of Arcanix hold precious magic—and rest assured, that magic is safe.*

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## ASPECT OF HEXTOR

Level 14 ♦ Immortal

AC 22  
FORT 22  
REF 22  
WILL 22  
SPEED 7  
HP 110  
BLOOD 55

**ATTACKS**  
⚡ **Feinting Strike:** (reach 2) +15 vs. AC; 25 damage. On miss, re-roll once.  
⚡ **Inevitable Assault:** (reach 2) +15 vs. AC; 20 damage AND this creature shifts up to 1 square, then makes 1 Inevitable Assault attack (maximum 6 per turn).

**POWERS**  
**Multiple Threats:** (Aura 1) Enemies in aura grant combat advantage to this creature and its allies.

*"Arise, Scourge of Battle! Attend your humble servant!"*

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## ASPECT OF MORADIN

Level 16 ♦ Immortal

CR 2

AC 30  
FORT 28  
REF 28  
WILL 28  
SPEED 6  
HP 95  
BLOOD 45

**ATTACKS**  
⚡ **Warhammer:** (reach 2) +23 vs. AC; 25 damage.  
⚡ **Returning Warhammer:** (range 10) +21 vs. AC; 25 damage.

**POWERS**  
**Giant Bane:** +2 Attack and +10 Damage with ⚡ attacks against Giant targets.  
**Cleave:** Use when this creature destroys an enemy with a ⚡ attack: Make 1 ⚡ attack as an immediate action.

**CHAMPION POWERS** ☐ ☐  
❖ Use when this creature or an ally hits an enemy adjacent to a wall with a ⚡ attack: +10 Damage on that attack.  
❖ Use at start of round: Each enemy cannot shift this round.

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## AXE SOLDIER

Level 5 ♦ Human • Martial

AC 21  
FORT 17  
REF 17  
WILL 17  
SPEED 5  
HP 40  
BLOOD 20

**ATTACKS**  
⚡ **Greataxe:** +12 vs. AC; 10 damage.

**POWERS**  
**Eyes on Me:** Use when an enemy shifts or declares an attack action that doesn't include this creature as a target: Make an opportunity attack against that enemy.

*The tactic is simple: Survive the enemy's first rush, then make sure he doesn't live to attempt a second.*

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## BLOOD GHOST BERSERKER

Level 10 ♦ Bugbear • Goblin • Rage

AC 17  
FORT 17  
REF 17  
WILL 17  
SPEED 7  
HP 80  
BLOOD 40

**ATTACKS**  
⚡ **Greataxe:** +13 vs. AC; 30 damage.

**POWERS**  
**Death Strike:** Use when this creature is destroyed: Make 1 ⚡ attack as an immediate action.  
☐ **Move in for the Kill:** Use when an enemy within 5 squares of this creature becomes bloodied: Shift up to 4 squares. Each square entered during that shift must be closer to the enemy than the previous square.

*The blood ghosts know nothing of pain or fear, for they believe that death has already come.*

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## BRASS SAMURAI

Level 11 ♦ Human • Martial

CR 1

AC 26  
FORT 23  
REF 23  
WILL 27  
SPEED 6  
HP 75  
BLOOD 35

**ATTACKS**  
⚡ **Samurai Swords:** +17 vs. AC; 15 + 5 fire damage.  
☐ ⚡ **Fiery Breath:** (line 6) +15 vs. Reflex; 20 fire damage. On miss, 10 fire damage.

**POWERS**  
**Samurai's Resolve:** Use after this creature resolves an attack action on its turn while bloodied: Make 1 ⚡ attack as a free action.

**CHAMPION POWERS** ☐  
❖ Use when an ally declares a ⚡ attack on its turn: That attack targets each enemy within its reach.  
❖ Use when this creature or an ally would take fire damage: That creature has Immune Fire until end of round.

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## CHIMERA

Level 12 ♦ Magical Beast

AC 24  
FORT 22  
REF 22  
WILL 22  
SPEED F6  
HP 90  
BLOOD 45

**ATTACKS**  
⚡ **Bite:** +15 vs. AC; 10 damage.  
⚡ **Triple Attack:** Make 3 ⚡ attacks, each against a different target.  
☐ ⚡ **Dragon's Breath:** (line 12) +13 vs. Reflex; 20 acid damage. On miss, 10 acid damage.  
☐ ⚡ **Lion's Roar:** (blast 5, bloodied targets only) +13 vs. Will; Stunned (Fear, save ends).

**POWERS**  
**Ram's Powerful Charge 15:** +15 Damage while charging.

*Each head is hungrier than the one before.*

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## COMBAT MEDIC

Level 8 ♦ Human • Divine

AC 22  
FORT 18  
REF 18  
WILL 18  
SPEED 6  
HP 55  
BLOOD 25

**ATTACKS**  
⊕ **Rod Smite:** +15 vs. AC; 10 + 5 radiant damage.  
☐ ⊕ **Healer's Strike:** +13 vs. AC; 10 radiant damage. Hit or miss, 1 adjacent ally heals 20 HP. ☹ when this creature first becomes bloodied.

**POWERS**  
**Rod of Healing:** *Minor action:* 1 adjacent ally heals 5 HP.  
☐ ☐ **Sacred Healing:** *Use when an ally within 5 squares becomes bloodied:* Place this creature in a space adjacent to that ally, then that ally heals 10 HP.

*"There's fight in you yet, friend!"*

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## DERRO

Level 4 ♦ Derro • Rage

AC 17  
FORT 17  
REF 17  
WILL 17  
SPEED 5  
HP 35  
BLOOD 15

**ATTACKS**  
⊕ **Dagger:** +11 vs. AC; 5 damage.  
☐ ✖ **Thunderburst:** (radius 1 within 5) +8 vs. Fortitude; 5 thunder damage AND Stunned.

**POWERS**  
**Blend with Shadows:** Has Conceal 6 while adjacent to a wall.  
**Blindsight:** Ignores Conceal; treats invisible creatures as visible.  
**Sneak Attack 5:** +5 Damage against targets granting it combat advantage.

*Derro would rather enslave and torture their enemies than kill them outright, but they're not picky.*

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## DRAGON TOTEM HERO

Level 12 ♦ Human • Primal

CR 2

AC 26  
FORT 24  
REF 24  
WILL 24  
SPEED 6  
HP 75  
BLOOD 35

**ATTACKS**  
⊕ **Broadsword:** +17 vs. AC; 20 damage.

**POWERS**  
**Wyrmdance:** *Use after this creature resolves a ⊕ attack:* Shift up to 2 squares as a free action.  
**Wyrmsrike:** *Use after this creature resolves a ⊕ attack:* If that attack caused its target to become bloodied, make 1 ⊕ attack against that enemy as a free action.

**CHAMPION POWERS** ☐ ☐  
♦ *Use at start of round:* Each Dragon ally has Wyrmdance until end of round.  
♦ *Use when this creature is destroyed:* Each Dragon ally has +10 Damage until end of battle.

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## DRAGONNE

Level 10 ♦ Dragonne • Beast

AC 24  
FORT 22  
REF 22  
WILL 22  
SPEED F6  
HP 65  
BLOOD 30

**ATTACKS**  
⊕ **Claws:** +17 vs. AC; 15 damage.  
⊕ **Pounce:** *Use only on charge:* Make 2 ⊕ attacks against target.  
◀ **Intimidating Roar:** (blast 5) +15 vs. Will; 10 psychic damage AND target takes 5 additional damage whenever a Dragonne ally damages it with a ⊕ attack until end of battle.

**POWERS**  
☐ **Feral Surge:** *Use at start of this creature's turn:* Move up to its current speed as a free action.

*From dragons they draw their power; from lions, their roar.*

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## ELEMENTAL WALL

Level 10 ♦ Elemental • Earth

AC 26  
FORT 24  
REF 24  
WILL 24  
SPEED 6  
HP 65  
BLOOD 30

**ATTACKS**  
⊕ **Slam:** (reach 2) +16 vs. AC; 10 damage AND push target up to 1 square.

**POWERS**  
**Resist 5 All**  
**Hide:** If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.  
**Sneak Attack 10:** +10 Damage against targets granting it combat advantage.  
**Wall Form:** If this creature is adjacent to a wall, line of sight and line of effect is blocked if any line passes through two edges of a square in this creature's space.

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## FIENDISH GIRALLON

Level 10 ♦ Beast

AC 22  
FORT 20  
REF 20  
WILL 20  
SPEED 7  
HP 80  
BLOOD 40

**ATTACKS**  
⊕ **Grab and Bite:** (reach 2) +13 vs. AC; 20 damage.  
⊕ **Rending Claws:** (reach 2) +13 vs. AC; 10 damage AND make 1 Rending Claws attack (maximum 4 per turn).

**POWERS**  
**Silverback:** +5 Damage against Beast targets.  
☐ **Brachiate:** *Use at end of this creature's turn:* Until start of its next turn, this creature cannot be targeted by ⊕ attacks while adjacent to a wall.

*A mighty girallon, twisted by malice and cruelty.*

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## FLAMESKULL

Level 8 ♦ Undead • Arcane

AC 22  
FORT 20  
REF 20  
WILL 20  
SPEED F6  
HP 35  
BLOOD 15

**ATTACKS**  
⊕ **Sear:** +11 vs. Reflex; 10 fire damage.  
☐ ✖ **Fireball:** (radius 2 within 10) +13 vs. Reflex; 20 fire damage. ☹ at start of this creature's turn if it has line of sight to an enemy within 10 squares of it.

**POWERS**  
**Shortened Reach:** Cannot make opportunity attacks.

*"In life the flameskulls were among the most powerful of ancient wizards."—Elminster's Ecologies*

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## FROST DWARF

Level 4 ♦ Dwarf • Cold

AC 20  
FORT 16  
REF 16  
WILL 16  
SPEED 5  
HP 35  
BLOOD 15

**ATTACKS**  
⊕ **Icy Axe:** +11 vs. AC; 5 + 5 cold damage.  
⊕ **Chill Touch:** +9 vs. Fortitude; 5 cold damage AND Slowed.

**POWERS**  
**Resist 10 Cold**  
**Frostborn:** +5 Damage with ⊕ attacks while within 2 squares of a Cold ally.

*Corrupted by his frost giant masters, the frost dwarf knows nothing of mercy.*

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## GOBLIN BLACKBLADE

Level 5 ♦ Goblin • Stealth

AC 17  
FORT 15  
REF 15  
WILL 15  
SPEED 6  
HP 35  
BLOOD 15

**ATTACKS**  
⊕ **Blackened Blade:** +9 vs. AC; 5 + 5 poison damage.  
⊕ **Quick-Footed Attack:** Shift up to 1 square, then make 1 attack, +11 vs. AC; 5 + 5 poison damage AND this creature's controller can activate 1 additional creature this turn.

**POWERS**  
**Hide:** If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.  
**Sneak Attack 10:** +10 Damage against targets granting it combat advantage.

*Goblins regard stabbing someone in the back as an art, not an act of cowardice.*

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## GOBLIN UNDERBOSS

Level 8 ♦ Goblin • Martial

CR 1

AC 22  
FORT 20  
REF 20  
WILL 20  
SPEED 6  
HP 55  
BLOOD 25

**ATTACKS**  
⊕ **Short Sword:** +13 vs. AC; 10 damage.  
⌘ **Crossbow:** (nearest) +11 vs. AC; 10 damage.

**POWERS**  
**Sneak Attack 10:** +10 Damage against targets granting it combat advantage.  
**Goblin Tactics:** Use after an enemy misses this creature with a ⊕ attack: Shift as an immediate action.

**CHAMPION POWERS**   
♦ Use during your set-up: 1 Goblin ally has Scout until end of battle.  
♦ Use at start of round: Each Goblin ally has Sneak Attack 5 until end of round.

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## GULGAR

Level 11 ♦ Planar • Martial

AC 25  
FORT 23  
REF 23  
WILL 23  
SPEED 5  
HP 70  
BLOOD 35

**ATTACKS**  
⊕ **Warhammer:** +16 vs. AC; 20 damage.  
⌘ **Shortbow:** (sight) +14 vs. AC; 15 damage.  
⌘ **Sonic Pulse:** (blast 5) Automatic hit; 10 thunder damage. ⌘ when this creature first becomes bloodied.

**POWERS**  
**Resist 10 Thunder**  
**Powerful Charge 10:** +10 Damage while charging.

*Gulgars eat gems to make their bones as hard as adamantite.*

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## HALFLING SLINGER

Level 5 ♦ Halfling • Martial

AC 17  
FORT 15  
REF 15  
WILL 15  
SPEED 5  
HP 25  
BLOOD 10

**ATTACKS**  
⊕ **Dagger:** +11 vs. AC; 5 damage.  
⌘ **Sling:** (range 10) +16 vs. AC; 10 damage.

**POWERS**  
**Extended Shot:** Use when this creature declares a ⌘ attack: -5 Attack on that attack and that attack's range becomes sight.  
⌘ **Twin Shot:** Use when this creature declares a ⌘ attack: That attack targets 2 enemies adjacent to each other instead of 1 target. ⌘ at end of this creature's turn if it did not attack on that turn.

*Slings and stones will break your bones.*

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## HILL GIANT BARBARIAN

Level 16 ♦ Giant • Primal

AC 24  
FORT 22  
REF 22  
WILL 22  
SPEED 8  
HP 130  
BLOOD 65

**ATTACKS**  
⊕ **Club:** (reach 2) +19 vs. AC; 30 damage.  
⊕ **Wild Swing:** (reach 2) +17 vs. AC; 40 damage AND Stunned. On miss, this creature is Immobilized.

**POWERS**  
**Furious Spirit:** Takes 10 damage at end of each of its turns if it did not make a ⊕ attack during that turn.  
**Overwhelming Size:** +2 Attack and +5 Damage against Medium or smaller targets.  
⌘ **Giant Stride:** Minor action: Move up to its current speed.

*"If we're lucky, they'll try to go for distance instead of just crushing us with their clubs."—Tordek, dwarf fighter*

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## HILL GIANT CHIEFTAIN

Level 16 ♦ Giant • Primal

CR 2

AC 30  
FORT 28  
REF 28  
WILL 28  
SPEED 7  
HP 95  
BLOOD 45

**ATTACKS**  
⊕ **Studded Mace:** (reach 2) +21 vs. AC; 25 damage.  
⌘ ⌘ **Hurled Stone:** (range 10) +19 vs. AC; 25 damage AND Dazed. ⌘ at start of this creature's turn if it is adjacent to statue terrain.

**POWERS**  
**Threatening Reach:** Can make opportunity attacks against enemies within Reach.  
**Battle Agility 3:** Use after this creature hits with a ⊕ attack: Shift up to 3 squares as an immediate action.

**CHAMPION POWERS**   
♦ Use at start of an ally's turn: That ally has Threatening Reach until end of round.  
♦ Use at start of round: Until end of round, this creature and each Giant ally has +5 AC against opportunity attacks while moving.  
**Warband Building:** Giant creatures and Ogre creatures of any faction and alignment are legal in your warband.

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## HOBGOBLIN ARCHER

Level 4 ♦ Hobgoblin • Goblin • Martial

AC 16  
FORT 14  
REF 14  
WILL 14  
SPEED 6  
HP 30  
BLOOD 15

**ATTACKS**  
⊕ **Battleaxe:** +10 vs. AC; 10 damage.  
⌘ **Shortbow:** (sight) +10 vs. AC; 10 damage.

**POWERS**  
⌘ **Group Fire:** Replaces move action: 1 adjacent level 4 or lower Goblin ally makes 1 ⌘ attack.

*Their bows are powerful, but their discipline makes them deadly.*

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## HORDE ZOMBIE

Level 5 ♦ Undead

AC 16  
FORT 15  
REF 15  
WILL 15  
SPEED 4  
HP 25  
BLOOD 10

**ATTACKS**  
⊕ **Slam:** +7 vs. AC; 10 damage.

**POWERS**  
**Mob Attack:** +5 Damage with ⊕ attacks against targets adjacent to 2 or more allies with Mob Attack.  
**Horde:** Use at end of round: If you control 2 or more creatures named Horde Zombie, put 1 new Horde Zombie in your start area.

*"Will this sickening parade of corpses never end?"  
—Jozan, cleric of Pelor*

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## HOWLING ORC

Level 4 ♦ Orc • Rage

AC 18  
FORT 16  
REF 16  
WILL 16  
SPEED 7  
HP 55  
BLOOD 25

**ATTACKS**  
⊕ **Greataxe:** +9 vs. AC; 20 damage.

**POWERS**  
Unruly: +5 Damage while no level 7 or higher ally is within 5 squares.

*With a terrifying howl, the orc ripped into his enemy and split its skull.*

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## HUNTING COUGAR

Level 4 ♦ Beast

AC 18  
FORT 16  
REF 16  
WILL 16  
SPEED 7  
HP 35  
BLOOD 15

**ATTACKS**  
⊕ **Claws:** +9 vs. AC; 10 damage.  
⊕ **Pounce:** Use only while charging: Make 2 ⊕ attacks against target of charge.

**POWERS**  
☐ **Feral Surge:** Use at start of this creature's turn: Move up to its current speed as a free action.

*The fast, cunning, and agile cougar makes a deadly animal companion.*

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## INSPIRED LIEUTENANT

Level 10 ♦ Human • Planar • Psionic

CR 2

AC 25  
FORT 23  
REF 23  
WILL 27  
SPEED 6  
HP 70  
BLOOD 35

**ATTACKS**  
⊕ **Shortspear:** +16 vs. AC, 15 damage.  
☐ ⊕ **Hostile Empathic Transfer:** Use only while damaged: (living target only) +14 vs. Reflex; 25 psychic damage AND this creature heals 25 HP.  
☐ ☞ **Recall Agony:** (sight) +14 vs. Will; 15 psychic damage AND Dazed.

**POWERS**  
Psionic Defender: Use when an adjacent enemy targets a Psionic ally with a ⊕ attack: Make 1 ⊕ attack against that enemy as an immediate action.

**CHAMPION POWERS** ☐ ☐  
♦ Use at start of round: Each Psionic ally has +2 Attack and +5 Damage until end of round.  
♦ Use when this creature destroys an enemy: Recharge this creature's Hostile Empathic Transfer or this creature's Recall Agony.

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## KARNATHI ZOMBIE

Level 4 ♦ Undead

AC 16  
FORT 14  
REF 14  
WILL 14  
SPEED 5  
HP 30  
BLOOD 15

**ATTACKS**  
⊕ **Longsword:** +9 vs. AC; 10 damage.

**POWERS**  
Mob 2: Every 2 creatures named Karnathi Zombie count as 1 creature for your warband's creature limit.

*By the end of the Last War, whole legions of the dead marched to the orders of Karnathi generals.*

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## KHUMAT

Level 12 ♦ Planar • Aquatic

AC 28  
FORT 24  
REF 24  
WILL 24  
SPEED 6  
HP 80  
BLOOD 40

**ATTACKS**  
⊕ **Crushing Jaws:** (reach 2) +18 vs. Fortitude; 20 damage and Immobilized (save ends).  
⊕ **Thrash:** (reach 2, Medium or smaller Immobilized target only) Automatic hit; 25 damage.  
☐ ☞ **Terrifying Gaze:** (range 5) +18 vs. Will; Immobilized (Fear).

**POWERS**  
☐ **Hunter's Glare:** Minor action: Make 1 Terrifying Gaze attack.  
☐ **Swim Through Aether:** Use at any time on this creature's turn: This creature has Phasing until end of turn.

*The battle ends with one snap of the Khumat's jaws.*

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## KING OBOULD MANY-ARROWS

Level 13 ♦ Orc • Primal (Unique)

CR 2

AC 24  
FORT 23  
REF 23  
WILL 23  
SPEED 8  
HP 95  
BLOOD 45

**ATTACKS**  
⊕ **Flaming Greatsword:** +16 vs. AC; 15 + 10 fire damage.

**POWERS**  
Immune Flanking: Does not grant combat advantage for being flanked.  
Bloodrage: +10 Damage with ⊕ attacks while bloodied.  
Domineering: Your warband cannot include any other champions.  
☐ **Death Strike:** Use when this creature is destroyed: Make 1 ⊕ attack as an immediate action.

**CHAMPION POWERS** ☐ ☐  
♦ Use when an ally hits with a ⊕ attack on its turn: You can activate 1 additional creature this turn.  
♦ Use when an Orc ally shifts: That ally can shift 1 additional square during that shift.

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## LARGE BRONZE DRAGON

Level 13 ♦ Dragon

CR 2

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

**ATTACKS**  
⊕ **Bite:** (reach 2) +16 vs. AC; 20 damage.  
☐ ⊕ **Draconic Fury:** Make 2 attacks, (reach 2) +14 vs. AC; 15 damage.  
☐ ☞ **Lightning Breath:** (line 10) +16 vs. Reflex; 20 lightning damage. On miss, 10 lightning damage. ☞ when this creature first becomes bloodied.

**POWERS**  
Resist 10 Lightning  
Buffeting Charge 5: Use when this creature hits with an attack while charging: +5 Damage on that attack, target of that attack is also Dazed, and push target of that attack up to 1 square.

**CHAMPION POWERS** ☐ ☐  
♦ Use at start of this creature's turn: Push each enemy adjacent to this creature up to 4 squares.  
♦ Use during your set-up: This creature and each ally are invisible until end of the first round.

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## LARGE DUERGAR

Level 6 ♦ Duergar • Martial

AC 20  
FORT 18  
REF 18  
WILL 18  
SPEED 5  
HP 45  
BLOOD 20

**ATTACKS**  
⊕ **Warhammer:** (reach 2) +11 vs. AC; 15 damage.

**POWERS**  
Overwhelming Size: +2 Attack and +5 Damage against Medium or smaller targets.

*"No mere dwarf am!!  
I'll pound you into the rock like a spike!"*

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## LION OF TALISID

Level 12 ♦ Elf • Primal

CR 2

AC 25  
FORT 23  
REF 23  
WILL 23  
SPEED 6  
HP 70  
BLOOD 35

**ATTACKS**  
⊕ **Scythe**: +17 vs. AC; 15 damage.  
⊕ **Pounce**: *Use only while charging*: Make 2 ⊕ attacks against target of charge.  
☐ ✨ **Flame Strike**: (radius 1 within 10) +15 vs. Reflex; 15 fire damage AND ongoing 10 fire damage (save ends). On miss, 10 fire damage.

**POWERS**  
**Keen Scythe**: Deals triple damage whenever scoring a critical hit with a ⊕ attack.  
☐ ☐ **Cure Wounds**: *Minor action*: This creature or 1 adjacent ally heals 15 HP.

**CHAMPION POWERS** ☐ ☐  
❖ *Use at start of round*: 1 Beast ally has +2 AC until end of battle.  
❖ *Use after a Beast ally hits with an attack*: If the attack roll was a natural 17-20, that attack is a critical hit instead.

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## MEPHLING PYROMANCER

Level 10 ♦ Elemental • Arcane

AC 21  
FORT 19  
REF 19  
WILL 19  
SPEED F7  
HP 45  
BLOOD 20

**ATTACKS**  
⊕ **Rapier**: +17 vs. AC; 10 + 5 fire damage.  
☐ ☐ ✨ **Fireball**: (radius 2 within sight) +15 vs. Reflex; 20 fire damage. On miss, 10 fire damage.  
➤ **Fire Orb**: (range 5) +15 vs. Reflex; 10 fire damage.

**POWERS**  
**Resist 10 Fire**

*Heir to a lineage of flame.*

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## NIGHT HAG

Level 11 ♦ Planar

AC 25  
FORT 23  
REF 23  
WILL 23  
SPEED 5  
HP 70  
BLOOD 35

**ATTACKS**  
⊕ **Wicked Claws**: +20 vs. AC; 15 damage.  
⊕ **Dream Haunt**: (Helpless target only) Automatic hit; 40 psychic damage AND this creature has Insubstantial until end of its next turn.  
☐ ⬅ **Wave of Sleep** (blast 5) +18 vs. Will; Drowsy (save ends). ⌚ when this creature first becomes bloodied.

**POWERS**  
☐ **Disguise**: *Use at any time*: This creature is invisible until after it makes an attack. ⌚ when this creature destroys an enemy.  
**Drowsy**: (Condition) Affected creature is Dazed. If affected creature fails a saving throw to end this condition, it becomes Helpless (save ends) instead.

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## OGRE WAR HULK

Level 13 ♦ Ogre • Rage

AC 25  
FORT 23  
REF 19  
WILL 19  
SPEED 6  
HP 95  
BLOOD 45

**ATTACKS**  
⊕ **Three-Headed Flail**: (reach 2) +16 vs. AC; 30 damage.  
⬅ **Flail Sweep**: (blast 3) +16 vs. AC; 25 damage. Hit or miss, push target up to 1 square.

*With a single sweep of its mighty flail, the war hulk scattered a whole squad in a curtain of gore.*

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## ORC MAULER

Level 8 ♦ Orc • Martial

AC 22  
FORT 18  
REF 18  
WILL 18  
SPEED 6  
HP 55  
BLOOD 25

**ATTACKS**  
⊕ **Morningstar**: +15 vs. AC; 15 damage.

**POWERS**  
**Intimidating Presence**: (Aura 1) Enemies in aura cannot make opportunity attacks.

*The orc mauler revels in the pain he inflicts and the scars he bears.*

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## ORC WARDRUMMER

Level 4 ♦ Orc

AC 18  
FORT 19  
REF 19  
WILL 19  
SPEED 6  
HP 35  
BLOOD 15

**ATTACKS**  
⊕ **Club**: +9 vs. AC; 10 damage.

**POWERS**  
**Drumbeat**: *Replaces attack action*: Choose 1 effect. That effect ends at start of this creature's next turn or if this creature is destroyed.  
**Overwhelming Drumbeat**: Champion enemies within 10 squares of this creature cannot use champion powers.  
**Resistance Drumbeat**: Allies within 10 squares of this creature have +4 Fortitude, +4 Reflex, and +4 Will.  
**Frenzied Drumbeat**: Allies within 10 squares of this creature have +5 Damage with ⊕ attacks against bloodied targets.

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## QUAGGOTH SLAVE

Level 6 ♦ Quaggoth • Rage

AC 15  
FORT 14  
REF 14  
WILL 14  
SPEED 7  
HP 25  
BLOOD 10

**ATTACKS**  
⊕ **Stone Club**: +9 vs. AC; 15 damage.

**POWERS**  
**Aggressive 5**: +5 Damage while not bloodied.  
☐ **Savage Frenzy**: *Use when this creature hits with a ⊕ attack*: This creature gains +20 HP.

*Drow, mind flayers, and other masterminds of the Underdark prize the quaggoth's ferocity in battle.*

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## SACRED WATCHER

Level 6 ♦ Undead

AC 20  
FORT 18  
REF 18  
WILL 18  
SPEED F6  
HP 30  
BLOOD 15

**ATTACKS**  
⊕ **Longsword**: +10 vs. Reflex; 15 radiant damage.

**POWERS**  
**Phasing; Insubstantial**  
**Evil Undead Foe**: +2 Attack against Evil Undead targets.  
☐ ☐ **Defender**: *Use when an adjacent enemy targets an ally with a ⊕ attack*: Make 1 ⊕ attack against that enemy as an immediate action.

*His vow to protect others did not end with his own death.*

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## SAND GIANT

Level 15 ♦ Giant

AC 30  
FORT 28  
REF 28  
WILL 28  
SPEED 7  
HP 90  
BLOOD 45

**ATTACKS**  
⊕ **Desert Scimitar:** (reach 2) +23 vs. AC; 25 damage.  
☐ ☐ ☐ **Sandstorm:** (burst 2) +20 vs. Fortitude; 10 damage AND Dazed. Hit or miss, each square adjacent to this creature becomes smoke terrain until end of this creature's next turn.

**POWERS**  
**Resist 5 Fire**  
**Penetrating Sight:** Ignores smoke terrain.  
☐ **Desert Mark:** *Minor action:* Choose 1 adjacent enemy. At end of that enemy's next turn, if it is not adjacent to this creature, it takes 15 damage.

*"Its voice was like wind in a canyon, its sword like the searing sun."—Ellund's Chronicle*

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## SHIELDWALL SOLDIER

Level 3 ♦ Human • Martial

AC 20  
FORT 16  
REF 16  
WILL 16  
SPEED 5  
HP 30  
BLOOD 15

**ATTACKS**  
⊕ **Spear:** +10 vs. AC; 10 damage.

**POWERS**  
**Set Spear:** *Use when an enemy enters an adjacent square while charging:* Make 1 opportunity attack against that enemy.  
**Shieldbearer:** (Aura 1) Allies in aura have +2 AC.

*"Company, form ranks!"*

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## SHULUTH, ARCHVILLAIN

Level 12 ♦ Mind Flayer • Psionic • Mastermind (Unique)

CR 2

AC 23  
FORT 24  
REF 24  
WILL 28  
SPEED 6  
HP 75  
BLOOD 35

**ATTACKS**  
⊕ **Mindcrusher Longsword:** +17 vs. AC; 10 + 10 psychic damage.  
➤ **Halt Mind:** (sight) +15 vs. Will; 10 psychic damage AND Dazed.  
☐ ☐ **Mind Blast:** (blast 5) +15 vs. Will; 20 psychic damage AND Stunned.

**POWERS**  
☐ **Brain Sucker:** *Use when this creature destroys an enemy with a ⊕ attack:* +4 Attack until end of battle.

**CHAMPION POWERS** ☐ ☐  
❖ *Use at start of an enemy's turn:* If that creature makes an attack this turn before moving 2 or more squares from its starting position, it takes 10 psychic damage.  
❖ *Use when an enemy or ally scores a critical hit against an enemy:* Target is also Stunned.

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## SKELETAL LEGIONNAIRE

Level 1 ♦ Undead • Martial

AC 18  
FORT 14  
REF 14  
WILL 14  
SPEED 5  
HP 15  
BLOOD 5

**ATTACKS**  
⊕ **Spear:** +5 vs. AC; 10 damage.

**POWERS**  
**Shieldbearer:** (Aura 1) Allies in aura have +2 AC.

*Dying is brief, but death is forever.*

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## SNIG, WORG RIDER

Level 11 ♦ Goblin • Martial • Mounted (Unique)

CR 1

AC 25  
FORT 23  
REF 23  
WILL 23  
SPEED 8  
HP 70  
BLOOD 35

**ATTACKS**  
⊕ **Battleaxe:** +16 vs. AC; 20 damage.  
⊕ **Mounted Attack:** Move up to its current speed and make 1 ⊕ attack at any time during that move.

**POWERS**  
**Strength in Numbers 2:** Your warband's creature limit is increased by 2.  
**Devoted Followers:** *Use when an enemy targets this creature with an attack:* Redirect that attack to 1 adjacent active Goblin ally as in immediate action.

**CHAMPION POWERS** ☐  
❖ *Use at start of any creature's turn:* Up to 2 Goblin allies within line of sight of this creature move to a space adjacent to this creature.  
❖ *Use at start of round:* This creature and each Goblin ally have +2 Attack and +5 Damage until end of round.  
**Warband Building:** Goblin creatures of any faction and alignment are legal in your warband.

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## STEELHEART ARCHER

Level 6 ♦ Elf • Martial

AC 18  
FORT 16  
REF 16  
WILL 16  
SPEED 6  
HP 30  
BLOOD 15

**ATTACKS**  
⊕ **Short Sword:** +13 vs. AC; 10 damage.  
➤ **Longbow:** (sight) +13 vs. AC; 15 damage.

**POWERS**  
**Elven Step:** Ignores the extra cost for entering difficult terrain while shifting.

*"The sword or the bow. The choice is yours."*

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## TERROR WIGHT

Level 7 ♦ Wight • Undead

AC 23  
FORT 21  
REF 21  
WILL 21  
SPEED 6  
HP 40  
BLOOD 20

**ATTACKS**  
⊕ **Lifethirst:** +15 vs. AC; 10 + 5 necrotic damage AND this creature heals 5 HP.  
⊕ **Mark of Terror:** +13 vs. Will; 10 necrotic damage AND target grants combat advantage to this creature and each Wight ally until end of battle (Fear).

**POWERS**  
**Vulnerable 5 Radiant**  
**Wight's Drain:** *Use when this creature destroys a living enemy:* Roll 1d20. On 1-15, this creature heals 10 HP and can shift into the destroyed creature's space. On 16-20, put a new Wight creature with cost of 20 or less as part of your warband in the space occupied by the enemy before being destroyed. It is considered part of your warband and to have activated this round.

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## TIEFLING BLADEMASTER

Level 8 ♦ Tiefling • Martial

CR 2

AC 22  
FORT 18  
REF 18  
WILL 18  
SPEED 6  
HP 55  
BLOOD 25

**ATTACKS**  
⊕ **Rapier:** +15 vs. AC; 15 damage.

**POWERS**  
**Aggressive 5:** +5 Damage while not bloodied.

**CHAMPION POWERS** ☐ ☐  
❖ *Use at start of round:* You roll 1 additional d20 when determining initiative this round.  
❖ *Use when this creature damages an enemy with an attack:* Each ally has +2 Attack and +5 Damage until end of round.

*He delights in the carnage he sows.*

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## TROGLODYTE THUG

Level 4 ♦ Troglodyte

AC 20  
FORT 18  
REF 18  
WILL 18  
SPEED 6  
HP 35  
BLOOD 15

**ATTACKS**  
Ⓢ Club: +9 vs. AC; 10 damage.

**POWERS**  
Stench: (Aura 1) Living, non-Troglodyte enemies and allies in aura have -2 Attack.

The troglodyte's putrid musk has overcome many a foe.

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## WAR TROLL

Level 13 ♦ Troll • Martial

AC 27  
FORT 25  
REF 25  
WILL 25  
SPEED 6  
HP 80  
BLOOD 40

**ATTACKS**  
Ⓢ Serrated Sword: +17 vs. AC; 25 damage.  
⚔ Greatbow: (sight) +15 vs. AC; 15 damage.

**POWERS**  
Crippling Slash: Use when this creature hits a living enemy with a Ⓢ attack: If the attack roll was a natural 17-20, target is also Immobilized and takes ongoing 10 damage (save ends both).  
☐ Regeneration 10: Use at start of this creature's turn: This creature heals 10 HP.

"Trust a wizard to breed a better troll."  
—Lidda, halfling rogue

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## WARBOUND IMPALER

Level 13 ♦ Plant

AC 27  
FORT 25  
REF 25  
WILL 25  
SPEED 6  
HP 80  
BLOOD 40

**ATTACKS**  
Ⓢ Claw: +20 vs. AC; 15 damage.  
Ⓢ Impaling Spines: +18 vs. Fortitude; 15 damage AND Immobilized (save ends).  
☐ Ⓢ Whirlwind of Thorns: (burst 2) +18 vs. Reflex; 10 damage AND Slowed (save ends).

**POWERS**  
Forest Walk: Ignores the extra cost for entering forest terrain.  
Aura of Thorns: (Aura 1) Enemies that enter a square in aura or that start a turn in aura take 10 damage.

A living siege engine and a druid's best friend.

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## WARDUKE

Level 14 ♦ Human • Martial (Unique)

AC 24  
FORT 20  
REF 20  
WILL 20  
SPEED 6  
HP 100  
BLOOD 50

**ATTACKS**  
Ⓢ Bastard Sword: +17 vs. AC; 20 damage.  
⚔ Intimidating Glare: Minor action: (nearest) +17 vs. Will; target has -4 to all defenses until this creature takes damage.

**POWERS**  
Blindsight: Ignores Conceal; treats invisible creatures as visible.  
Bloodthirsty: +5 Damage with Ⓢ attacks against bloodied targets.  
Methodical Killer 20: +20 Damage with Ⓢ attacks against the lowest-level enemy in play.  
Cleave: Use when this creature destroys an enemy with a Ⓢ attack: Make 1 Ⓢ attack as an immediate action.

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## WARFORGED BARBARIAN

Level 12 ♦ Warforged • Primal

AC 22  
FORT 24  
REF 20  
WILL 20  
SPEED 6  
HP 90  
BLOOD 45

**ATTACKS**  
Ⓢ Greatsword: +15 vs. AC; 25 damage.

**POWERS**  
Immune Poison  
Bladed Rage 5: Use at start of this creature's turn: 1 adjacent enemy takes 5 damage.  
Fortified Armor: Use when an enemy or ally scores a critical hit against this creature: This creature takes 10 less damage from that attack (minimum 10 damage).

"I was created to fight, and I will not stop until I am free."

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## WARFORGED BODYGUARD

Level 9 ♦ Warforged • Construct • Martial

AC 25  
FORT 21  
REF 21  
WILL 21  
SPEED 6  
HP 60  
BLOOD 30

**ATTACKS**  
Ⓢ Warhammer: +16 vs. AC; 15 damage.

**POWERS**  
Bodyguard: Use when an enemy targets an ally adjacent to this creature with an attack: Redirect that attack to this creature as an immediate action.  
☐ Reinforced: Use when an enemy or ally scores a critical hit against this creature: That attack is a hit instead.

"You'll get to my commander—over my dead body."

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## WARFORGED CAPTAIN

Level 12 ♦ Warforged • Construct • Martial

AC 28  
FORT 24  
REF 24  
WILL 24  
SPEED 6  
HP 75  
BLOOD 35

**ATTACKS**  
Ⓢ Greataxe: +19 vs. AC; 15 +5 lightning damage AND Construct target is Slowed (save ends).

**POWERS**  
Battlefield Focus: (Aura 5) Each Warforged ally in Aura has Immune Confused.

**CHAMPION POWERS** ☐ ☐  
♦ Use at start of round: Choose 1 enemy. Each ally has +2 Attack and +5 Damage against that enemy until end of round.  
♦ Use after an ally hits with a Ⓢ attack: If the attack roll was a natural 18-20, target is also Stunned.

None are more composed on the battlefield.

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## WARFORGED SCOUT

Level 3 ♦ Warforged • Construct • Stealth

AC 19  
FORT 17  
REF 17  
WILL 17  
SPEED 6  
HP 30  
BLOOD 15

**ATTACKS**  
Ⓢ Short Swords: +10 vs. AC; 10 damage.

**POWERS**  
Scout  
Hide: If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.  
Sneak Attack 5: +5 Damage against targets granting it combat advantage.

The nimble warforged scout is part spy, part light infantry.

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## WARPRIEST OF MORADIN

Level 11 ♦ Dwarf • Divine

CR  
3

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

**ATTACKS**

- ⚔ **Maul:** +18 vs. AC; 20 damage.
- ⚔ **Returning Throw:** (range 5) +15 vs. AC; 15 damage.

**POWERS**

**Favored of Moradin:** (Aura 5) Dwarf allies in aura have +2 to all defenses.

**Moradin's War Cry:** Use when an enemy misses an ally within 5 squares of this creature with a ⚔ attack: That ally makes 1 ⚔ attack as an immediate action.

**CHAMPION POWERS**

- ♦ Use before an ally rolls a saving throw: That saving throw succeeds.
- ♦ Use when an ally hits with a ⚔ attack: +10 Damage on that attack. +20 Damage on that attack instead against a Giant target.

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## WEMIC BARBARIAN

Level 13 ♦ Wemic • Primal

AC 25  
FORT 23  
REF 23  
WILL 23  
SPEED 8  
HP 95  
BLOOD 45

**ATTACKS**

- ⚔ **Greetspear:** (reach 2) +18 vs. AC; 20 damage.
- ⚔ **Spear and Claw:** +15 vs. AC; 15 damage AND Followup: +13 vs. AC; 15 damage.

**POWERS**

**Immune Fear:** Not affected by Fear effects.

**Hunter 10:** +10 Damage with ⚔ attacks while adjacent to only 1 enemy.

"What you call a battlefield, I call a playground."

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## WOOD ELF RANGER

Level 8 ♦ Elf • Martial

AC 22  
FORT 20  
REF 20  
WILL 20  
SPEED 6  
HP 55  
BLOOD 25

**ATTACKS**

- ⚔ **Scimitar:** +13 vs. AC; 15 damage.
- ⚔ **Scimitar and Short Sword:** Make 1 ⚔ attack. If that attack hits, shift up to 1 square, then make 1 ⚔ attack against the same target.

**POWERS**

**Elven Step:** Ignores the extra cost for entering difficult terrain while shifting.

"As the winter wind sweeps through the trees, so shall my blades sweep through you."

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## ZAKYA RAKSHASA

Level 10 ♦ Rakshasa

AC 25  
FORT 22  
REF 22  
WILL 22  
SPEED 7  
HP 65  
BLOOD 30

**ATTACKS**

- ⚔ **Longsword:** +17 vs. AC; 15 damage.
- ⚔ **Hobbling Strike:** Usable on opportunity attacks. +15 vs. AC; 10 damage AND Immobilized. ⚔ when a champion ally first becomes bloodied.

**POWERS**

**Allies as Bait:** Use when this creature uses *Brutal Defender*: The attack granted by that power is a critical hit.

**Brutal Defender:** Use when an adjacent enemy damages an ally with a ⚔ attack: Make 1 ⚔ attack against that enemy as an immediate action.

"You first."

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## WAR DRUMS



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