

AASIMAR FIGHTER

Level 1 ♦ Aasimar • Martial

AC 16
FORT 13
REF 13
WILL 13
SPEED 5
HP 20
BLOOD 10

ATTACKS
⊕ **Longsword:** +6 vs. AC; 10 damage.

POWERS
Combat Challenge: (Aura 1) Enemies in aura have -2 Attack when taking an attack action that does not include this creature as a target.

The wicked tremble before a warrior blessed with celestial blood.

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ASPECT OF BAHAMUT

Level 21 ♦ Dragon • Immortal

CR 3

AC 35
FORT 34
REF 34
WILL 38
SPEED F8
HP 200
BLOOD 100

ATTACKS
⊕ **Claws of Faith:** +24 vs. AC; 20 + 20 radiant damage.
☐ ◀ **Divine Wrath:** (burst 3, enemies only) +22 vs. Reflex; 30 radiant damage AND ongoing 10 radiant damage (save ends). Hit or miss, each ally within 3 squares heals 20 HP after resolving all attacks. ☹ when an ally is destroyed.
☐ ◀ **Weakening Fire:** (blast 5) +22 vs. Fortitude; 40 fire damage AND Weakened (save ends). ☹ when this creature first becomes bloodied.

POWERS
Resist 20 Fire; Resist 40 Radiant
Exemplar of Good: (Aura 1) Evil enemies in aura have -2 Attack and -2 to all defenses and take 10 radiant damage at start of each of this creature's turns.

CHAMPION POWERS ☐ ☐ ☐
♦ *Use at start of round:* Until end of round, this creature and each ally heals 10 HP whenever an enemy is destroyed.
♦ *Use when an enemy scores a critical hit:* That enemy takes half the damage dealt by that attack.

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ASPECT OF TIAMAT

Level 20 ♦ Dragon • Immortal

CR 3

AC 32
FORT 30
REF 30
WILL 30
SPEED F9
HP 195
BLOOD 95

ATTACKS
⊕ **Poisonous Bite:** (reach 2) +23 vs. AC; 25 damage AND ongoing 10 poison damage (save ends).
☐ ☐ ⊕ **Tiamat's Fury:** Make up to 3 ⊕ attacks, each against a different target.
☐ ☐ ☐ ☐ ◀ **Breath of Tiamat:** (blast 5) +20 vs. Reflex; 25 acid, cold, fire, lightning, or poison damage (each once).

POWERS
Resist 20 Acid, Cold, Fire, Lightning, Poison
☐ **Furious Breath:** Use when this creature first becomes bloodied. Make 1 Breath of Tiamat attack as an immediate action.
☐ **Tiamat's Scorn:** Use when this creature misses an adjacent enemy with Breath of Tiamat. Make 2 ⊕ attacks against that enemy as an immediate action.

CHAMPION POWERS ☐ ☐ ☐
♦ *Use when this creature destroys an ally with Breath of Tiamat:* +4 AC and +2 Fortitude, +2 Reflex, and +2 Will until start of its next turn.
♦ *Use when an enemy succeeds on a saving throw:* That saving throw fails instead, then end 1 condition on this creature or an ally.

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AZER FIGHTER

Level 3 ♦ Planar • Martial

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

ATTACKS
⊕ **Hammer:** +10 vs. AC; 10 damage.
☐ ⊕ **Explosive Strike:** +10 vs. AC; 10 damage AND each enemy and ally adjacent to target takes 5 fire damage. ☹ when an enemy is destroyed by fire damage.

POWERS
Resist 5 Fire

His fury burns hotter than his flame.

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BLACKGUARD ON NIGHTMARE

Level 13 ♦ Human • Divine • Mounted

CR 3

AC 27
FORT 25
REF 25
WILL 25
SPEED F7
HP 80
BLOOD 40

ATTACKS
⊕ **Longsword:** +20 vs. AC; 15 damage.
⊕ **Mounted Attack:** Move up to its current speed and make 1 ⊕ attack at any time during that move.

POWERS
Cavalry 5: +5 Damage with ⊕ attacks against non-Mounted targets.
Powerful Charge 10: +10 Damage while charging.
Smoke: Has Conceal 6 against adjacent enemies and Conceal 11 against non-adjacent enemies.

CHAMPION POWERS ☐ ☐ ☐
♦ *Use when an ally becomes bloodied but is not destroyed:* That ally makes 1 ⊕ attack with +10 Damage as an immediate action. If that attack misses, that ally takes 15 damage.
♦ *Use after rolling initiative:* If you win, each ally has Conceal 6 until end of round.

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BLACKSPAWN EXTERMINATOR

Level 11 ♦ Dragon • Spawn • Stealth

AC 25
FORT 23
REF 23
WILL 23
SPEED 7
HP 70
BLOOD 35

ATTACKS
⊕ **Longsword:** +16 vs. AC; 15 + 5 acid damage.
☐ ⊕ **Blinding Strike:** +16 vs. Reflex; 15 damage AND Blinded (save ends).
☐ ◀ **Gout of Acid:** (line 10) +14 vs. Fortitude; 15 acid damage.

POWERS
Resist 20 Acid
☐ **Ghost Step:** *Minor action:* This creature is invisible until end of turn. ☹ when this creature first becomes bloodied.
Sneak Attack 5: +5 Damage against targets granting it combat advantage.

"If I take it, it's mine. So says the dark queen!"

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BLUESPAWN GODSLAYER

Level 19 ♦ Dragon • Spawn • Planar

AC 31
FORT 29
REF 29
WILL 33
SPEED 6
HP 135
BLOOD 65

ATTACKS
⊕ **Greatsword:** +22 vs. AC; 40 damage.
⊕ **Shield Bash:** +20 vs. AC; 20 damage AND push target up to 3 squares.
☐ ⊕ **Slash and Bash:** Make 1 Greatsword attack and 1 Shield Bash attack against the same target.

POWERS
Resist 20 Lightning
Dragon Bane: +2 Attack and +10 Damage against Dragon targets.
Shrug Off Pain: Ignores non-damage effects of attacks that deal 20 or less base damage.

For its dark queen it would challenge Bahamut himself.

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BONDED FIRE SUMMONER

Level 11 ♦ Human • Arcane • Fire

AC 21
FORT 23
REF 23
WILL 23
SPEED 6
HP 45
BLOOD 20

ATTACKS
⊕ **Fiery Staff:** +18 vs. AC; 10 fire damage.
☐ ➤ **Fickle Flame:** (sight) +16 vs. Fortitude; 15 fire damage AND ongoing 10 fire damage AND target's Resist Fire is reduced by 15 (save ends both).
✱ **Inferno Burst:** (radius 1 within 10) +16 vs. Reflex; 20 fire damage.

POWERS
Resist 10 Fire
Dancing Flame: *Minor action:* 1 Fire ally within 5 squares shifts up to 1 square as a free action.
☐ **Maelstrom of Flames:** *Minor action:* Each enemy within 5 squares and adjacent to a Fire enemy or ally takes 10 fire damage.

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CADAVER COLLECTOR

Level 16 ♦ Construct

AC 27
FORT 29
REF 25
WILL 25
SPEED 6
HP 100
BLOOD 50

ATTACKS
⊕ **Slam:** (reach 2) +23 vs. AC; 25 damage.
☐ ← **Paralyzing Breath:** (blast 3) +21 vs. Fortitude; Helpless (save ends).

POWERS
Immune Poison
Immune Fear: Not affected by Fear effects.
Bloodthirsty 10: +10 Damage with ⊕ attacks against bloodied targets.

Corpse Collecting: Use when an adjacent enemy or ally is destroyed: This creature recharges Paralyzing Breath and heals 10 HP.

It wades through the carnage with grisly purpose.

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CLAWFOOT RIDER

Level 12 ♦ Halfling • Beast • Mounted

AC 25
FORT 23
REF 23
WILL 23
SPEED 7
HP 80
BLOOD 40

ATTACKS
⊕ **Axe, Claws and Fangs:** +18 vs. AC; 20 damage.
↘ **Longbow:** (sight) +17 vs. AC; 20 damage.
☐ ↘ **Split the Tree:** Make 2 attacks, each against a different target, (sight) +16 vs. AC; 20 damage. ☹ when this creature hits with a ⊕ attack.

POWERS
Stable Footing: Ignores the extra cost for entering difficult terrain.

Deeper than friendship is the bond between a Talenta halfling and her mount.

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CLERIC OF LAOGZED

Level 8 ♦ Troglodyte • Divine

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

ATTACKS
⊕ **Spear:** +15 vs. AC; 15 damage.
↘ **Consumption of Laogzed:** (range 5) +13 vs. Fortitude; 10 necrotic damage AND ongoing 5 necrotic damage AND target has -2 Attack (save ends both).

POWERS
Laogzed's Hunger: (Aura 1) Troglodyte enemies and allies in aura have +5 Damage with ⊕ attacks against bloodied targets.
Stench: (Aura 1) Living, non-Troglodyte enemies and allies in aura have -2 Attack.
☐ **Feast of Laogzed:** Use when a Troglodyte ally within 5 squares destroys a living enemy: That ally heals 20 HP and is Stunned.

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CLERIC OF SYRETH

Level 11 ♦ Human • Divine

AC 27
FORT 23
REF 23
WILL 23
SPEED 5
HP 75
BLOOD 35

ATTACKS
⊕ **Mace:** +15 vs. AC; 15 damage.
↘ **Flaming Crossbow:** (nearest) +17 vs. AC; 15 + 5 fire damage.
☐ ↘ **Syreth's Blessing:** (range 5) +19 vs. AC; 10 + 10 radiant damage AND each ally adjacent to target heals 10 HP.

POWERS
☐ ☐ **Syreth's Wrath:** Use when an enemy destroys an ally: +4 Attack and +10 Damage with ⊕ attacks against that enemy until end of round.
❖ Use when an enemy targets this creature with a ⊕ attack: If that attack hits, that enemy has -2 Attack until end of battle.
❖ Use at start of an enemy's turn: Until end of turn, each ally has +4 AC while granting that enemy combat advantage.

CHAMPION POWERS ☐ ☐ ☐

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CLOUDREAPER

Level 2 ♦ Human • Martial

AC 17
FORT 15
REF 15
WILL 15
SPEED 6
HP 25
BLOOD 10

ATTACKS
⊕ **Scimitar:** +7 vs. AC; 10 damage.
⊕ **Dirty Fighting:** (Blinded target only) +9 vs. AC; 15 damage.
⊕ **Sand in the Eyes:** +6 vs. Reflex; Blinded.

POWERS
Defensive Mobility: +5 AC against opportunity attacks while moving.
Quick Throw: Minor action: Make 1 Sand in the Eyes attack.

Fear the 'reavers of the Lhazaar Principalities.

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DEMONIC GNOLL ARCHER

Level 11 ♦ Gnoll • Demon

AC 21
FORT 23
REF 23
WILL 23
SPEED 6
HP 50
BLOOD 25

ATTACKS
⊕ **Knife:** +16 vs. AC; 15 damage.
✱ **Hail of Arrows:** (radius 1 within sight) +18 vs. AC; 20 damage.

POWERS
Resist 10 Fire; Resist 10 Poison
Prey on the Weak: (Aura 5) Allies in aura have +2 Attack against damaged enemies.
☐ **Hunter's Eye:** Minor action: +5 Damage against 1 enemy until end of battle. ☹ when that enemy is destroyed.

Champions of Yeenoghu, demon lord of gnolls.

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DISEASED DIRE RAT

Level 3 ♦ Beast • Rat

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

ATTACKS
⊕ **Infectious Bite:** +8 vs. AC; 10 damage AND target cannot heal or gain HP (save ends).

POWERS
Distracting Presence: (Aura 1) Enemies in aura do not score victory points for occupying a victory area.
Pack Frenzy: +2 Attack and +5 Damage while adjacent to a Rat ally.

The rats themselves are a plague.

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DISPLACER BEAST PACK LORD

Level 20 ♦ Magical Beast

AC 30
FORT 30
REF 30
WILL 30
SPEED 7
HP 110
BLOOD 55

ATTACKS
⊕ **Bite:** (reach 3) +25 vs. AC; 25 damage.
⊕ **Pack Lord's Fury:** Make up to 2 ⊕ attacks, each against the same target granting this creature combat advantage. If both attacks hit, target is also Immobilized (save ends).

POWERS
Conceal 11
Stable Footing: Ignores the extra cost for entering difficult terrain.
Threatening Reach: Can make opportunity attacks against enemies for moving out of squares within its reach.
Superior Shifting Tactics: Use when an enemy fails a Conceal roll against this creature: Make 1 ⊕ attack against that enemy, then shift up to 1 square as a free action.

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DOOM FIST MONK

Level 9 ♦ Hobgoblin • Goblin • Ki

AC 23
FORT 21
REF 21
WILL 21
SPEED 7
HP 60
BLOOD 30

ATTACKS
⊕ **Dragonchain:** (reach 2) +14 vs. AC; 15 damage AND this creature shifts up to 2 squares.
⊕ **Strangle:** +12 vs. Fortitude; 15 damage AND Immobilized.

POWERS
Bloodthirsty 5: +5 Damage with ⊕ attacks against bloodied targets.
Wild Slayer 5: +5 Damage against Wild targets.

"I bring you tidings from my dark queen, Tiamat. Your end is at hand—my hand."

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DRACOLICH

Level 18 ♦ Dragon • Undead

CR 2

AC 32
FORT 30
REF 30
WILL 30
SPEED F7
HP 180
BLOOD 90

ATTACKS
⊕ **Bite:** (reach 2) +24 vs. AC; 30 damage.
⊕ **Tail Sweep:** Make up to 2 attacks, each against a different target, (reach 2) +20 vs. Reflex; 20 damage AND Dazed.
⊕ **Bluefire Breath:** (blast 5) +21 vs. Reflex; 25 necrotic damage AND ongoing 15 lightning damage (save ends). On miss, 15 necrotic damage. ⓪ when this creature first becomes bloodied.

POWERS
Resist 30 Lightning; Resist 30 Necrotic
⊕ **Mesmerizing Gaze:** Use before an enemy makes a ⊕ attack against this creature: That enemy has -8 Attack on that attack.

CHAMPION POWERS ⊕ ⊕
♦ Use when an enemy takes necrotic damage: That enemy takes ongoing 10 necrotic damage (save ends).
♦ Use when an enemy declares a shift: That enemy does not shift instead and is Dazed.

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DRAGONBORN FIGHTER

Level 9 ♦ Dragonborn • Martial

AC 26
FORT 20
REF 20
WILL 20
SPEED 5
HP 60
BLOOD 30

ATTACKS
⊕ **Battleaxe:** +16 vs. AC; 15 damage.
⊕ **Pinning Strike:** +14 vs. Fortitude; 15 damage AND Immobilized.
⊕ **Dragonborn Breath:** (blast 3) +14 vs. Reflex; 10 acid damage OR 10 lightning damage.

POWERS
⊕ **Distracting Mark:** Use after an enemy resolves an attack against an adjacent ally: That enemy has -4 Attack until it targets this creature with an attack. ⓪ when no creatures are affected by this creature's Distracting Mark.
⊕ **Dragonborn Resolve:** Use when this creature is hit by an attack: This creature takes 10 less damage from that attack.

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DRAGONWROUGHT KOBOLD

Level 4 ♦ Kobold • Dragon

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

ATTACKS
⊕ **Spear:** +11 vs. AC; 10 damage.
⊕ **Ditherbomb:** (radius 1 within 5) +9 vs. Reflex; 5 acid damage AND ongoing 5 acid damage (save ends).

POWERS
Powerful Charge 5: +5 Damage while charging.

The only thing more troublesome than a sneaky kobold is a sneaky kobold with wings.

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DREAD WARRIOR

Level 4 ♦ Undead

AC 16
FORT 18
REF 14
WILL 14
SPEED 5
HP 45
BLOOD 20

ATTACKS
⊕ **Greataxe Swing:** +6 vs. AC; 10 damage AND push target up to 1 square. If target is pushed 1 square, this creature can shift into a square vacated by target.

POWERS
⊕ **Tireless Pursuit:** Use after this creature resolves a ⊕ attack: Push target of that attack 1 square, then this creature shifts into a square vacated by target as an immediate action.

Some soldiers do not know they have died in battle, forever fighting with the living.

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ELDRITCH GIANT

Level 24 ♦ Giant • Arcane

AC 34
FORT 30
REF 30
WILL 30
SPEED 6
HP 175
BLOOD 85

ATTACKS
⊕ **Thundering Greatsword:** (reach 3) +27 vs. AC; 30 +10 thunder damage.
⊕ **Eldritch Dart:** (sight) +20 vs. Reflex; 20 damage.
⊕ **Harrowstorm:** (range 10) +25 vs. Fortitude; 40 damage AND slide target up to 5 squares.

POWERS
⊕ **Arcane Ward:** Use before an Arcane enemy makes an attack against this creature: Roll 1d20. On 15-19, that attack is a miss. On 20, that attack is a miss and that enemy is Stunned (save ends).
⊕ **Dimension Door:** Replaces move action: Teleport up to 10 squares. ⓪ when this creature first becomes bloodied.

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GOLDEN PROTECTOR

Level 11 ♦ Planar

AC 25
FORT 24
REF 24
WILL 28
SPEED F6
HP 70
BLOOD 35

ATTACKS
⊕ **Bite:** +18 vs. AC; 20 damage.
⊕ **Golden Fury:** (burst 2) +16 vs. Fortitude; 20 radiant damage AND Dazed. ⓪ when this creature first becomes bloodied.

POWERS
Resist 10 Fire
Aura of Protection from Evil: (Aura 1) This creature and allies in aura have +2 AC against attacks by Evil enemies and Underdark enemies.
⊕ **Golden Radiance:** Minor action: This creature and each adjacent ally heals 10 HP.

Half gold dragon, half celestial lammasu, all bad news for evil foes.

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GOLIATH CLERIC OF KAVAKI

Level 8 ♦ Goliath • Divine

AC 20
FORT 24
REF 20
WILL 20
SPEED 5
HP 65
BLOOD 30

ATTACKS
⊕ **Greatclub:** +16 vs. AC 15 damage.
⊕ **Power Swing:** +14 vs. AC; 20 damage AND push target up to 1 square.
⊕ **Hold Person:** (sight) +14 vs. Will; Immobilized.

POWERS
Solid Footing: Not affected by forced-movement effects of enemies.
⊕ **Bull's Strength:** Minor action: 1 adjacent ally has +10 Damage with ⊕ attacks until end of its next turn.
⊕ **Cure Serious Wounds:** Minor action: This creature or 1 adjacent ally heals 20 HP.

"Kavaki is the great mountain upon which I stand."

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GREENSPAWN RAZORFIEND

Level 12 ♦ Dragon • Spawn

AC 27
FORT 24
REF 24
WILL 24
SPEED 6
HP 75
BLOOD 35

ATTACKS
⬇ **Bite:** +18 vs. AC; 20 damage.
⬇ **Razorwings:** Make up to 2 attacks, +16 vs. AC; 15 damage.

POWERS
Resist 10 Acid
Keen Critical 19: Scores critical hits on attack rolls of natural 19-20.
Tiamat's Blessing (Acid): (Aura 1) Spawn allies in aura have Resist 10 Acid.
 Prodigious Jump: *Minor action:* This creature has Flight until end of turn. ⬇ at end of this creature's turn if it did not move on that turn.
Razor Frenzy: *Use when an adjacent enemy becomes bloodied:* Make 1 ⬇ attack against that enemy as an immediate action.

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GRIFFON CAVALRY

Level 14 ♦ Human • Griffon • Mounted

AC 28
FORT 26
REF 26
WILL 26
SPEED F7
HP 85
BLOOD 40

ATTACKS
⬇ **Lance:** (reach 2) +19 vs. AC; 20 damage.
⬇ **Mounted Attack:** Move up to its current speed and make 1 ⬇ attack at any time during that move.

POWERS
Jouster 10: +10 Damage against Mounted targets.
Cavalry Charge: *Use when this creature charges:* Each ally has +2 Attack and +5 Damage against target of that charge until end of round.

They flash from the sky like thunderbolts.

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HOBGOBLIN TALON OF TIAMAT

Level 10 ♦ Hobgoblin • Goblin • Divine

CR 2

AC 24
FORT 22
REF 22
WILL 22
SPEED 5
HP 65
BLOOD 30

ATTACKS
⬇ **Spear:** +17 vs. AC; 10 damage.
⬇ **Blast of Cold:** (blast 3) +15 vs. Fortitude; 15 cold damage.

POWERS
Resist 5 Cold
Civilization Slayer 5: +5 Damage against Civilization targets.
Lead From the Front: *Use when this creature hits an enemy with a ⬇ attack:* Each ally has +2 Attack against that enemy until end of round.

CHAMPION POWERS
♦ *Use at start of round:* Each Dragon ally, Goblin ally, and Spawn ally has +2 Attack until end of round.
♦ *Use when a Dragon, Goblin or Spawn enemy is destroyed:* You score 5 VP.
Warband Building: Spawn creatures of any faction and alignment are legal in your warband.

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HUGE FIENDISH SPIDER

Level 17 ♦ Beast • Spider

AC 31
FORT 29
REF 29
WILL 29
SPEED 6
HP 135
BLOOD 65

ATTACKS
⬇ **Paralytic Bite:** +24 vs. AC; 20 damage AND Stunned.
⬇ **Virulent Bite:** +22 vs. AC; 20 + 20 poison damage AND Virulent Poison (save ends).
⬇ **Web:** (range 10) +22 vs. Reflex; Immobilized.

POWERS
Immune Poison; Resist 15 Fire
Quick Webspinner: *Minor action:* Make 1 Web attack.
Virulent Poison: (Condition) Affected creature takes cumulative +10 poison damage whenever it fails a saving throw to remove this condition.

An arachnid must consume a thousand souls to reach this size.

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HUGE FIRE ELEMENTAL

Level 20 ♦ Elemental • Fire

AC 29
FORT 31
REF 31
WILL 31
SPEED 7
HP 135
BLOOD 65

ATTACKS
⬇ **Flaming Slam:** (reach 3) +21 vs. Reflex; 25 + 15 fire damage.
 ⬇ **Mighty Conflagration:** (burst 2) +19 vs. Reflex; 50 fire damage. ⬇ after resolving all attacks if an enemy was destroyed by this attack action.

POWERS
Resist 30 Fire
Defensive Advantage: Never grants combat advantage.
Fire Shield 10: Attacker takes 10 fire damage whenever this creature is hit with a ⬇ attack.

This conflagration lives for one purpose: to see the world burn.

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HUNTING HYENA

Level 1 ♦ Beast

AC 13
FORT 11
REF 11
WILL 11
SPEED 8
HP 20
BLOOD 10

ATTACKS
⬇ **Bite:** +5 vs. AC; 10 damage
 ⬇ **Down Prey:** (Medium or smaller target only) +3 vs. Reflex; 15 damage AND slide target up to 1 square.

POWERS
Gnoll Bolstered: +2 Attack and +5 Damage with ⬇ attacks while within 4 squares of a Gnoll ally.

It never hunts alone.

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KOBOLD ZOMBIE

Level 1 ♦ Kobold • Undead • Minion

AC 13
FORT 11
REF 11
WILL 11
SPEED 5
HP 25
BLOOD 10

ATTACKS
⬇ **Slam:** +4 vs. AC; 10 damage.

POWERS
Minion Attack 5: +5 Damage against targets adjacent to a Minion ally.
Plodding: Cannot charge and can only take 1 move action on its turn.

"The reptilian horde drew into our firelight, carrying with it a rotten stench."—Alhandra, paladin

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LARGE FANG DRAGON

Level 10 ♦ Dragon

CR 1

AC 23
FORT 20
REF 20
WILL 20
SPEED F6
HP 80
BLOOD 40

ATTACKS
⬇ **Bite:** +15 vs. AC; 20 damage.
 ⬇ **Brutal Rend:** +13 vs. Fortitude; 25 damage AND Stunned.

POWERS
Bloodthirsty 10: +10 Damage against bloodied targets.

CHAMPION POWERS
♦ *Use when an enemy becomes bloodied:* 1 ally heals 10 HP.

"It tore at our lines in playful cruelty, like a cat toying with its prey."—Morgan Graybill, cleric of Syrah

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LARGE GREEN DRAGON

Level 8 ♦ Dragon

CR 1

AC 25
FORT 22
REF 22
WILL 22

ATTACKS
⊕ **Bite:** (reach 2) +15 vs. AC; 10 damage AND ongoing 10 poison damage (save ends).
☐ **Poison Breath:** (blast 5) +14 vs. Fortitude; 15 poison damage AND ongoing 10 poison damage (save ends). On miss, 10 poison damage. ☹ when this creature first becomes bloodied.

POWERS
Resist 10 Poison

CHAMPION POWERS ☐
❖ **Use at start of round:** Until end of round, each ally has +4 Attack and +10 Damage with † attacks against targets flanked by that ally.

HP 85
BLOOD 40

Their hunger is legendary, but green dragons savor sweet elf flesh above all other food.

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MAGMA HURLER

Level 8 ♦ Elemental • Fire

AC 22
FORT 20
REF 20
WILL 20

ATTACKS
⊕ **Slam:** +14 vs. AC; 15 damage.
☞ **Hurled Magma:** (sight) +14 vs. Reflex; 20 fire damage. On miss, each enemy and ally adjacent to target takes 10 fire damage.

POWERS
Resist 20 Fire
☐ **Persistent Flame:** Replaces attack action: Choose 1 non-wall square within 6 squares of this creature. Until end of battle, each enemy or ally that starts its turn in that square or in a square adjacent to that square takes 10 fire damage.

HP 45
BLOOD 20

The creature spit a glob of dripping magma onto one of its shovel-like claws, then hurled it with a scornful hiss.

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MEEPO, DRAGON LORD

Level 8 ♦ Kobold • Divine (Unique)

CR 2

AC 23
FORT 21
REF 21
WILL 25

ATTACKS
⊕ **Short Sword:** +15 vs. AC; 15 damage.
† **Beacon of Hope:** +14 vs. AC; 15 radiant damage AND 1 ally within 3 squares makes a saving throw against 1 condition or effect that a save can end.

POWERS
Dragon Trainer: (Aura 1) This creature and allies in aura have +2 to all defenses against attacks by Dragon enemies.
Hallowed Aura: (Aura 5) Allies in aura have +1 to all defenses.

CHAMPION POWERS ☐ ☐
❖ **Use when a Dragon enemy declares a ☹ or ✨ attack:** Choose up to 3 allies. That attack misses those allies.
❖ **Use when an enemy targets this creature or an ally with an attack:** If that attack does not target AC, that creature has +2 to all non-AC defenses until end of battle.

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MOUNTAIN TROLL

Level 18 ♦ Giant • Earth

AC 30
FORT 28
REF 28
WILL 28

ATTACKS
⊕ **Tree:** (reach 3) +23 vs. AC; 40 damage AND push target up to 2 squares.
☐ ☐ **Wicked Smash:** (reach 3) +22 vs. AC; 40 damage AND push 2 target up to squares AND Stunned.

POWERS
Stubborn: Makes saving throws at the start and end of each of its turns.
☐ **Swift Regeneration:** Use when this creature takes damage: This creature heals 50 HP.

HP 145
BLOOD 70

Just one of these hulking brutes can scatter entire communities.

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OGRE SKIRMISHER

Level 11 ♦ Ogre

AC 24
FORT 20
REF 20
WILL 20

ATTACKS
⊕ **Greatclub:** (reach 2) +16 vs. AC; 15 damage.
☐ ☞ **Thrown Javelin:** (range 5) +18 vs. AC; 20 damage AND Immobilized.
☐ **Spring Attack:** Move up to its current speed and make 1 ⊕ or 1 ☞ attack at any time during that move. ☹ at start of this creature's turn if no enemy is adjacent to it.

POWERS
Defensive Mobility: +5 AC against opportunity attacks while moving.
Skirmish 10: +10 Damage on its turn after moving 2 or more squares away from its starting position.

HP 85
BLOOD 40

Ranging ahead of the horde, these ogres are the first gusts in a storm of destruction.

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POISON DUSK LIZARDFOLK

Level 3 ♦ Lizardfolk

AC 18
FORT 16
REF 16
WILL 16

ATTACKS
⊕ **Longsword:** +9 vs. AC; 10 damage.
☞ **Poison Arrow:** (nearest) +8 vs. AC; 5 damage AND ongoing 5 poison damage (save ends).

POWERS
Solitary Hunter: +2 Attack and +5 Damage against targets that have no other enemies or allies adjacent to it.
☐ **Camouflage:** Minor action: This creature is invisible to non-adjacent enemies until it moves.

HP 25
BLOOD 10

Smarter than their larger cousins, these lizardfolk use poison and traps to bring down their prey.

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PURPLE WORM

Level 20 ♦ Beast

AC 33
FORT 37
REF 33
WILL 33

ATTACKS
⊕ **Bite:** (reach 3) +25 vs. AC; 25 damage AND Immobilized (save ends).
† **Clamping Jaws:** (reach 3, Immobilized target only) +25 vs. Reflex; 35 damage.

POWERS
☐ **Swallow Whole:** Use after this creature resolves a Bite attack against a Large or smaller target: If that attack hit, make 1 Clamping Jaws attack against the same target as an immediate action. ☹ when this creature misses with Clamping Jaws.
☐ **Tunneling Surprise:** Replaces turn, only while bloodied: Place this creature in a space adjacent to 1 Large or smaller enemy, then make 1 Bite attack against that enemy as a free action.

HP 140
BLOOD 70

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REDSPAWN FIREBELCHER

Level 11 ♦ Dragon • Spawn • Fire

AC 25
FORT 23
REF 23
WILL 23

ATTACKS
⊕ **Bite:** +16 vs. AC; 15 + 5 fire damage.
☞ **Fire Belch:** (range 5) +14 vs. Reflex; 20 fire damage AND each enemy and ally adjacent to target takes 10 fire damage.
☐ ✨ **Fireblast:** (radius 2 within 5) +14 vs. Reflex; 15 fire damage AND ongoing 5 fire damage (save ends).

POWERS
Resist 10 Fire
Tiamat's Blessing (Fire): (Aura 1) Spawn allies in aura have Resist 10 Fire.

HP 70
BLOOD 35

Charred bones litter the dark queen's battlefields.

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SLAUGHTERSTONE EVISCERATOR

Level 10 ♦ Construct

AC 27
FORT 25
REF 25
WILL 25
SPEED 6
HP 60
BLOOD 30

ATTACKS
⊕ **Stoneblade:** (reach 2) +16 vs. AC; 15 damage.
⊕ **Stoneblade Flurry:** (burst 2, enemies only) +18 vs. AC; 10 damage.

POWERS
Immune Fear: Not affected by Fear effects.

Even dwarf engineers marvel at its destructive might.

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SMALL BLACK DRAGON

Level 4 ♦ Dragon

AC 20
FORT 16
REF 16
WILL 16
SPEED F7
HP 35
BLOOD 15

ATTACKS
⊕ **Claw Rake:** +10 vs. AC; 10 damage.
⊕ **Double Attack:** Make 2 ⊕ attacks.
⊖ **Acid Breath:** (line 6) +9 vs. Reflex; 15 acid damage.

POWERS
Resist 10 Acid

Even at a very young age, black dragons prey on the weak.

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SMALL COPPER DRAGON

Level 5 ♦ Dragon

AC 19
FORT 17
REF 17
WILL 17
SPEED F7
HP 40
BLOOD 20

ATTACKS
⊕ **Claw Rake:** +12 vs. AC; 10 damage.
⊖ **Acid Breath:** (line 6) +10 vs. Reflex; 15 acid damage.
⊖ **Slow Breath:** (blast 3) +10 vs. Fortitude; Slowed (save ends).

POWERS
Resist 10 Acid

Only a fool would mistake the dragon's lighthearted nature for weakness.

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SMALL FIRE ELEMENTAL

Level 3 ♦ Elemental • Fire

AC 19
FORT 17
REF 17
WILL 17
SPEED 8
HP 30
BLOOD 15

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

POWERS
Resist 10 Fire
Fire Boost: (Aura 1) Fire allies in aura have +2 Attack with ⊕ attacks.
Heat Aura: (Aura 1) Enemies and allies in aura have -5 cold Damage with attacks that deal cold damage.

One fire, two fire, three fire, four: House burns down—walls, roof, and floor.

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SORCERER ON BLACK DRAGON

Level 18 ♦ Dragon • Mounted

AC 30
FORT 28
REF 28
WILL 28
SPEED F7
HP 125
BLOOD 60

ATTACKS
⊕ **Bite:** (reach 2) +23 vs. AC; 30 damage.
⊖ **Caustic Breath:** (blast 5) +19 vs. Reflex; 25 acid damage.
⌘ **Flashfire Arc:** Make up to 3 attacks, (sight) +19 vs. Reflex; 25 fire damage AND Blinded (save ends).
⌘ **Unerring Stormlance:** (range 10) Automatic hit; 15 lightning damage OR 15 thunder damage.

POWERS
Resist 40 Acid
Mounted Spellcasting: Minor action, no more than once per turn: Make 1 ⌘ attack.

CHAMPION POWERS ⊖ ⊖
❖ **Use at start of round:** Each ally occupying a victory area has Conceal 6 until end of round.
❖ **Use when an ally hits a Blinded enemy with a ⊕ attack:** +20 Damage on that attack.

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SPELLSCALE SORCERER

Level 8 ♦ Dragon • Arcane

AC 21
FORT 21
REF 21
WILL 25
SPEED 6
HP 55
BLOOD 25

ATTACKS
⊕ **Acidic Claw:** +15 vs. AC; 5 + 10 acid damage.
⌘ **Acid Arrow:** (sight) +13 vs. Reflex; ongoing 10 acid damage (save ends) AND each enemy and ally adjacent to target takes 5 acid damage.
⌘ ⌘ **Ray of Enfeeblement:** (range 6) +13 vs. Fortitude; 15 necrotic damage AND Weakened (save ends).

POWERS
⊖ **Counterspell:** Use when an Arcane or Divine enemy within line of sight of this creature declares a ⌘, ⊖, or ⌘ attack: Roll 1d20. On 10-20, that attack has no effect and is considered used.

A spellscale views magic through draconic eyes and revels in its wondrous purity.

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STIRGE

Level 2 ♦ Stirge

AC 14
FORT 13
REF 13
WILL 13
SPEED F7
HP 25
BLOOD 10

ATTACKS
⊕ **Blood Drain:** +3 vs. Fortitude; 10 damage.

POWERS
Flock Frenzy: +1 Attack and +5 Damage against targets adjacent to a Stirge ally for each Stirge ally adjacent to target (maximum +10 Damage).
Blood Syphon: Use at start of this creature's turn: 1 adjacent enemy takes 5 damage.

A pack of stirges can kill in seconds, leaving a withered husk.

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STORM ARCHER

Level 9 ♦ Elf • Martial

AC 21
FORT 20
REF 20
WILL 20
SPEED 7
HP 50
BLOOD 25

ATTACKS
⊕ **Short Sword:** +14 vs. AC; 10 damage.
⌘ **Longbow:** (sight) +14 vs. Reflex; 15 lightning damage.

POWERS
Hard Target: +4 to all defenses against enemies 11 or more squares distant.
⊖ **Disruptive Strike:** Use when an enemy targets an ally with an attack: Make 1 ⌘ attack against that enemy as an immediate action. If this creature's attack hits, target also has -4 Attack on its attack.

Lightning flashed, but the only thunder was the sound of his enemies falling to the ground.

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TAVERN BRAWLER

Level 1 ♦ Human

AC 15
FORT 14
REF 14
WILL 14
SPEED 6
HP 25
BLOOD 10

ATTACKS
⊕ **Sucker Punch:** +8 vs. AC; 10 damage.
☐ ↗ **Thrown Pint:** (range 3) +5 vs. Reflex; 5 damage AND target grants combat advantage to each ally until start of its next turn.

POWERS
☐ **Clumsy:** Immobilized until end of its next turn whenever it misses with a ⊕ attack.
☐ **Drunken Stagger:** Can charge to any space adjacent to target of charge.

"C'mon, tough guy, lesh see what you got!"

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TORDEK, DWARF CHAMPION

Level 13 ♦ Dwarf • Martial (Unique)

AC 26
FORT 26
REF 22
WILL 22
SPEED 6
HP 100
BLOOD 50

ATTACKS
⊕ **Shocking Waraxe:** +20 vs. AC; 10 + 10 lightning damage.
☐ ↗ **Thrown Warhammer:** (range 10) +18 vs. AC; 15 damage AND Stunned.

POWERS
☐ **Awareness:** Can make an opportunity attacks against enemies for shifting out of adjacent squares.
☐ **Dodge Giants:** +4 AC against attacks by Giant creatures.
☐ **Ghost Touch:** Ignores Insubstantial with ⊕ attacks.
☐ **Cleave:** Use when this creature destroys an enemy with a ⊕ attack: Make 1 ⊕ attack as an immediate action.

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TUNDRA SCOUT

Level 21 ♦ Giant • Cold • Mounted

AC 31
FORT 29
REF 29
WILL 29
SPEED 7
HP 150
BLOOD 75

ATTACKS
⊕ **Spear:** (reach 3) +24 vs. AC; 30 damage AND push target up to 1 square.

POWERS
☐ **Resist Cold 30**
☐ **Pin the Foe:** Use when this creature scores a critical hit: Target is also Immobilized (save ends).
☐ **Stamped:** Use when this creature declares a charge: 1 adjacent Mounted ally takes a move action as a free action.

Veterans of the north argue over which is more ferocious: the mount or its rider.

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TWIG BLIGHT

Level 1 ♦ Plant • Stealth

AC 14
FORT 13
REF 13
WILL 13
SPEED 5
HP 5
BLOOD —

ATTACKS
⊕ **Claws:** +6 vs. AC; 5 + 5 poison damage.

POWERS
☐ **Forest Camouflage:** Invisible to enemies while occupying forest terrain.

Dark magic, not nature, gives rise to the hateful twig blight.

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WAR APE

Level 4 ♦ Beast

AC 15
FORT 13
REF 13
WILL 13
SPEED 6
HP 35
BLOOD 15

ATTACKS
⊕ **Bladed Gauntlet:** +8 vs. AC; 15 damage.
☐ ⊕ **Bladed Fury:** Use only if this creature has not yet moved on its turn. Make up to 2 ⊕ attacks. ☐ when this creature destroys an enemy.

POWERS
☐ **Battle Hardened:** Minor action: If this creature is adjacent to a Civilization champion ally, it gains +20 HP.
☐ **Trained for War:** Minor action: If this creature is adjacent to a Wild champion ally, it has +5 Damage until end of battle.

They were deadly enough before the savage tribes trained them and strapped blades to their fists.

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WAR WEAVER

Level 9 ♦ Human • Arcane

AC 21
FORT 19
REF 19
WILL 19
SPEED 6
HP 40
BLOOD 20

ATTACKS
⊕ **Acidic Dagger:** +16 vs. AC; 5 damage. Hit or miss, this creature teleports up to 3 squares.
⊕ **Disrupt Tapestry:** (can target ally) +14 vs. Will; target teleports up to 3 squares. Hit or miss, this creature teleports up to 3 squares.
☐ ✨ **Cloud of Daggers:** (radius 1 within 10) +13 vs. Reflex; 10 damage.
☐ ✨ **Hailstorm:** (radius 2 within sight) +16 vs. AC; 10 + 10 cold damage. On miss, 10 damage.

POWERS
☐ **Tapestry Shift:** Minor action: This creature and up to 3 adjacent allies teleport up to 4 squares.

Her web of spells protects her allies as a shield protects a warrior.

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WARDEN OF THE WOOD

Level 11 ♦ Half-Elf • Primal

AC 21
FORT 21
REF 21
WILL 21
SPEED 6
HP 55
BLOOD 25

ATTACKS
⊕ **Woodland Staff:** +14 vs. AC; 10 damage.
☐ ↗ **Sheet Lightning:** (range 10) +16 vs. Reflex; 15 lightning damage AND each enemy adjacent to target takes 10 lightning damage.
☐ ✨ **Pillar of Fire:** (radius 2 within sight) +16 vs. Reflex; 25 fire damage OR 25 radiant damage.

POWERS
☐ **Forest Walk:** Ignores the extra cost for entering forest terrain.
☐ **Copse Glide:** (Aura 5) Beast allies and Plant allies in aura have Forest Walk.
☐ **Sudden Growth:** Minor action: Up to 3 contiguous squares within line of sight become forest terrain.

CHAMPION POWERS ☐ ☐
♦ Use when an enemy first becomes bloodied by a Beast or Plant ally's attack: That enemy takes 20 damage.
♦ Use at start of a Beast or Plant ally's turn: Until end of turn, that ally does not provoke opportunity attacks for moving out of squares containing forest terrain.

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WERERAT ROGUE

Level 4 ♦ Shapeshifter • Stealth

AC 18
FORT 16
REF 16
WILL 16
SPEED 6
HP 35
BLOOD 15

ATTACKS
⊕ **Short Sword:** +11 vs. AC; 10 damage.
⊕ **Sword and Bite:** +9 vs. AC; 10 damage. On miss, re-roll once.

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.

From the shadows, a sly hiss and the deadly flash of steel.

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WHITESPAWN HORDELING

Level 3 ♦ Dragon • Spawn • Cold

AC 19
FORT 15
REF 15
WILL 15
SPEED 7
HP 25
BLOOD 10

ATTACKS
⚔ **Short Sword:** +10 vs. AC; 10 damage.
⚡ **Chill Breath:** (blast 3) +6 vs. Reflex; 10 cold damage.

POWERS
Squad Activation: When this creature takes a turn, each other creature named Whitespawm Hordeling in your warband also takes a turn, until all have taken a turn. These creatures' turns count as a single turn towards the number of creatures you take turns with on this turn.
Cold Defender: Use when an adjacent enemy targets an ally with a ⚔ attack: Make 1 Chill Breath attack that includes that enemy in its area as an immediate action.

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WITCHKNIFE

Level 10 ♦ Witchknife • Psionic

AC 24
FORT 22
REF 22
WILL 22
SPEED 6
HP 65
BLOOD 30

ATTACKS
⚔ **Spear:** +17 vs. AC; 15 damage.
⚡ **Mindwallop:** (range 10) +17 vs. Will; 10 psychic damage AND Dazed (save ends).
⚡ **Witchknife Mindstorm:** (each enemy in play sharing a chosen keyword) +13 vs. Will; Stunned (save ends).

POWERS
Resist 5 Fire
Sneak Attack 5: +5 damage against targets granting it combat advantage.
Universally Hated: Opponent scores 10 VP if this creature is destroyed by a level 9 or lower enemy.

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WIZENED ELDER WATCHER

Level 8 ♦ Plant

AC 22
FORT 22
REF 22
WILL 22
SPEED 5
HP 55
BLOOD 25

ATTACKS
⚔ **Wallop:** +15 vs. AC; 15 damage.
⚡ **Thorny Grasp:** (range 5) +14 vs. Reflex; ongoing 10 damage AND Immobilized (save ends both).
⚡ **Winter's Embrace:** (radius 1 within 10) +13 vs. Fortitude; 10 cold damage AND Slowed (save ends).

POWERS
Forest Celerity: +2 Speed until end of turn if it occupies forest terrain at start of its turn or enters forest terrain on its turn.
Stable Footing: Ignores the extra cost for entering difficult terrain.
Faerie Fire: (Aura 5) Enemies in aura lose Conceal and Hide, are not invisible, and cannot become invisible.
Roots: (Aura 1) Squares in aura count as difficult terrain for non-Plant enemies.

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YUAN-TI HALFBLOOD SORCERER

Level 13 ♦ Yuan-Ti • Arcane

AC 00
FORT 00
REF 00
WILL 00
SPEED 00
HP 00
BLOOD 00

ATTACKS
⚔ **Serpent Dagger:** +20 vs. AC; 5 + 15 poison damage.
⚡ **Venom Bolt:** (line 10) +18 vs. Fortitude; 15 acid damage AND ongoing 10 poison damage AND Dazed (save ends both).

POWERS
Hide: If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.
Poisonous Soul: (Aura 10) Enemies in aura taking ongoing poison damage take 5 additional poison damage whenever hit by a ⚔ or ⚡ attack.

Yuan-ti malisons, or half-bloods, make up the bulk of yuan-ti society.

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WAR OF THE DRAGON QUEEN



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Special Thanks: Andy Clautice, Jesse Dean, Michael Derry, Robert Hatch, Jason Lioi, Patrick Lynch, Steven Montano, Sven Myrin, Louis C. Sasha, Jason Sallay, D. Garry Stupack, Steve Townshend.



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These cards are current as of July 20, 2009.