

ANGEL OF VALOR

Level 8 ♦ Angel

AC 25
FORT 21
REF 21
WILL 25

ATTACK ACTIONS

⊕ **Lightning Blades**: +12 vs. AC or +12 vs. Reflex; 15 damage.

⊖ **Lightning Strike**: Make 1 attack against each adjacent enemy, +11 vs. Fortitude; 20 lightning damage AND Stunned. ⊕ when this creature first becomes bloodied.

POWERS

Immune Fear: Not affected by Fear effects.

SPEED F8

HP 55
BLOOD 25

"If angels are the pets of the gods, as I've asserted, then angels of valor are lapdogs."
— Arvus Gahnd, Blasphemies

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ASCENDANT HELLWORD

Level 11 ♦ Cambion • Devil

CR 3

AC 22
FORT 25
REF 25
WILL 25

ATTACK ACTIONS

⊕ **Two-Bladed Sword**: +14 vs. AC; 20 fire damage OR 20 cold damage.

⊖ **Infernal Slash**: Make 1 attack against each adjacent enemy, +12 vs. AC; teleport target up to 3 squares, then target takes 20 fire damage or 20 cold damage.

POWERS

Resist 10 Fire

Soul Shroud: Use when this creature is attacked by a ⊖ attack: This creature has +4 AC and +4 Reflex against that attack.

SPEED F8

HP 105
BLOOD 50

CHAMPION POWERS

❖ Use when this creature destroys an enemy occupying a victory area: You score 10 VP.

❖ Use after rolling initiative, if you win: You can activate 1 extra creature during your first turn this round.

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BALHANNOTH

Level 13 ♦ Aberrant

AC 27
FORT 23
REF 23
WILL 27

ATTACK ACTIONS

⊕ **Tentacle Slam**: +16 vs. AC; 20 damage.

⊖ **Tentacle Flail**: Make 1 ⊕ attack against each enemy within Reach. ⊕ at start of this creature's turn if no more than 1 enemy is within its Reach.

POWERS

Reach 3

Reality Burst: Whenever this creature starts its turn: Roll 1d20. On 1-10, this creature teleports up to 10 squares as an immediate action; on 11-20, this creature makes a ⊕ attack as an immediate action.

⊖ **Warp**: Use when an enemy within 3 squares of this creature makes a non-⊕ attack: Attacker rolls 1d20. On 1-9, that attack becomes a miss instead, then this creature pulls that enemy up to 1 square.

SPEED 4

HP 50
BLOOD 25

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BRALANI

Level 9 ♦ Eladrin • Fey • Noble

CR 3

AC 23
FORT 21
REF 21
WILL 21

ATTACK ACTIONS

⊕ **Longsword**: +17 vs. AC; 20 damage.

⊖ **Whirlwind Arrow**: (line 10) +15 vs. Reflex; 15 damage, 5 damage on miss.

POWERS

Vulnerable 5 Necrotic

CHAMPION POWERS

❖ Use at start of this creature's turn: Each enemy with Flight is Slowed until end of round.

❖ Use when any creature makes an attack, if the attack roll is a natural 16-20: This creature and each ally has +4 Attack until end of round.

SPEED F6

HP 60
BLOOD 30

Autumn's chill winds bear him aloft, buffet his enemies, and carry his arrows singing home.

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BUGBEAR HEADREAPER

Level 7 ♦ Bugbear

AC 19
FORT 17
REF 17
WILL 17

ATTACK ACTIONS

⊕ **Battleaxe**: +10 vs. AC; 20 damage.

POWERS

Evil Soul: Whenever this creature hits with an attack while an Evil champion ally is in play: +5 Damage on that attack.

Headhunter: Use when this creature makes a ⊕ attack: If that attack destroys an enemy, you score 10 VP; otherwise, you lose 5 VP.

SPEED 7

HP 65
BLOOD 30

"Was this your friend? Trade his head for yours."

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BULETTE

Level 9 ♦ Beast

AC 27
FORT 26
REF 22
WILL 22

ATTACK ACTIONS

⊕ **Bite**: +14 vs. AC; 20 damage.

⊖ **Earthcrest**: Use only if this creature has moved at least 3 squares from its starting position this turn: Make 1 attack against each enemy within 2 squares, +15 vs. AC; 20 damage.

SPEED B6

HP 90
BLOOD 45

The earth is their sea, and they are murderous sharks to any who walk the land.

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CHAMPION OF BAPHOMET

Level 13 ♦ Minotaur

CR 3

AC 23
FORT 26
REF 22
WILL 22

ATTACK ACTIONS

⊕ **Maze Hammer**: +19 vs. AC; 30 damage AND push target up to 2 squares.

⊖ **Bewildering Strike**: +15 vs. Will; 25 damage AND target makes a ⊕ attack as though Dominated.

POWERS

Reach 2

Ferocity: Use when this creature is destroyed: This creature makes a ⊕ attack as an immediate action.

SPEED 7

HP 95
BLOOD 45

CHAMPION POWERS

❖ Use when any creature misses with an attack while charging: Reroll that attack.

❖ Use when a bloodied ally hits with a ⊖ attack: +15 damage on that attack.

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CHILLBORN

Level 6 ♦ Undead • Cold

AC 18
FORT 16
REF 16
WILL 16

ATTACK ACTIONS

⊕ **Slam**: +13 vs. AC; 15 + 5 cold damage AND Followup: +10 vs. Fortitude; Immobilized.

POWERS

Immune Poison; Vulnerable 5 Radiant

Ice Reaper: Whenever this creature hits an Immobilized target: +5 cold damage on that attack; +10 cold damage on that attack instead if a Cold creature is within 5 squares of this creature.

SPEED 4

HP 45
BLOOD 20

Chillborn are the cold of the grave, given just enough motivation to hunt and to kill.

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CLERIC OF PELOR

Level 8 ♦ Human • Divine

CR
3

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

ATTACK ACTIONS
⊕ **Shining Mace:** +15 vs. AC; 15 radiant damage.

POWERS

Aura of Radiance: Use when an ally within 5 squares of this creature hits with a ⊕ attack: +5 Radiant Damage on that attack.

Combat Healing: Use when a living ally within 5 squares of this creature makes a ⊕ attack, if the attack roll is a natural 16-20: That ally heals 15 HP.

CHAMPION POWERS

❖ Use when a living ally ends its turn in one of your victory areas: That ally heals 15 HP.

❖ Use when this creature is attacked: This creature and each ally has +2 Attack against attacker until end of battle.

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DEATHJUMP SPIDER

Level 4 ♦ Spider • Beast

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

ATTACK ACTIONS
⊕ **Bite:** +8 vs. AC; 10 damage.
⊕ **Death from Above:** Move up to 6 squares as though with Flight, then make 1 attack; +11 vs. AC; 10 damage AND 10 ongoing poison damage (save ends).

POWERS

□ **Agile Leap:** Use when an enemy declares an opportunity attack against this creature: That opportunity attack misses.

After seeing the deathjump spider attack, no one can wonder how it got its name.

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DEATH KNIGHT

Level 13 ♦ Undead • War

CR
2

AC 29
FORT 27
REF 27
WILL 27
SPEED 5
HP 80
BLOOD 40

ATTACK ACTIONS
⊕ **Greatsword:** +20 vs. AC; 20 damage.
□ ❖ **Unholy Flames:** (radius 2 within 10) +14 vs. Fortitude; 20 necrotic damage OR 20 fire damage.

POWERS

Immune Poison; Vulnerable 10 Radiant

Bloodthirsty: Whenever this creature makes a ⊕ attack against a bloodied target: +5 Attack on that attack.

Death's Right Hand: Use when a lower-level Undead ally within 10 squares of this creature makes a ⊕ attack: +2 Attack on that attack.

CHAMPION POWERS

❖ Use when an Undead ally hits with a ⊕ attack: +20 Damage on that attack.

❖ Use at start of an enemy's turn, if that enemy is adjacent to this creature: That enemy takes 10 damage and cannot move to a square farther from this creature than its starting position this turn.

Warband Building: Evil Undead creatures of any faction are legal in your warband.

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DEFIANT RAKE

Level 5 ♦ Human • Martial

AC 19
FORT 16
REF 20
WILL 16
SPEED 6
HP 40
BLOOD 20

ATTACK ACTIONS
⊕ **Rapier:** +10 vs. AC; 10 damage.
⤵ **Hand Crossbow:** (range 10) +12 vs. AC; 10 damage.

POWERS

Sneak Attack 10: Whenever this creature hits a target granting it combat advantage: +10 Damage on that attack.

□ **Wicked Dodge:** Use when an enemy attacks this creature with a ⊕ attack, if the attack roll is a natural 1-9: That attack misses, then you may reroll that attack against a different target.

"Ouch! How unlucky for your friend. And I thought you were aiming at me."

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DIRE WOLF

Level 5 ♦ Wolf • Beast • Dire

AC 18
FORT 19
REF 15
WILL 15
SPEED 8
HP 40
BLOOD 20

ATTACK ACTIONS
⊕ **Bite:** +10 vs. AC; 15 damage.

POWERS
Bring Down Prey: Whenever this creature hits a target adjacent to a Wolf ally: That target is Immobilized.
Gnaw: Whenever this creature hits an Immobilized target: +10 Damage on that attack.

It's like a whole wolf pack crammed into one ferocious package.

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DROW SPIDERGUARD

Level 8 ♦ Drow

AC 23
FORT 20
REF 24
WILL 20
SPEED 7
HP 50
BLOOD 25

ATTACK ACTIONS
⊕ **Frostburn Longsword:** +13 vs. AC; 10 + 5 cold damage.

POWERS
Deadly Patience: Whenever this creature makes an attack against a target that has activated this round: +2 Attack and +10 Damage on that attack.
Rapid Advance: Use after an enemy adjacent to this creature shifts (no more than once per turn): This creature shifts as a free action.

A sudden bite of cold steel in the dark, the spiderguard is the hunter among the web spinners.

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DROW WAND MAGE

Level 11 ♦ Drow • Arcane

CR
2

AC 21
FORT 24
REF 24
WILL 24
SPEED 6
HP 45
BLOOD 20

ATTACK ACTIONS
⊕ **Dagger:** +13 vs. AC; 10 damage.
□ ⤵ **Icy Ray:** Make up to 3 attacks, each against a different target, (range 10) +11 vs. Fortitude; 25 cold damage AND Slowed. ⚡ at start of this creature's turn if no enemy is adjacent to it.
❖ **Wand Blast:** (radius 1 within sight) +13 vs. Reflex; 20 damage.

POWERS
Combat Teleport: Use when a ⊕ attack misses this creature: Teleport attacker up to 3 squares.
Feyweave: Whenever this creature is targeted by a ⤵ attack: This creature has +4 Attack to all defenses against that attack.

CHAMPION POWERS

❖ Use at start of round: Each Evil ally scores critical hits against bloodied targets on attack rolls of natural 16-20 until end of round.

❖ Use when an ally misses with an attack that deals cold or necrotic damage: Reroll that attack.

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DWARF SHIELDMAIDEN

Level 12 ♦ Dwarf • Martial

AC 27
FORT 24
REF 20
WILL 20
SPEED 5
HP 75
BLOOD 35

ATTACK ACTIONS
⊕ **Warhammer:** +18 vs. AC; 20 damage.

POWERS
Bloody Critical 18+: Scores critical hits on attack rolls of natural 18-20 against bloodied targets.
□ **Deny the Weak:** Use when this creature is hit by an adjacent bloodied enemy: Reroll that attack.

Dwarf soldiers stand like a bulwark against waves of unworthy foes.

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DWARF WARLORD

Level 12 ♦ Dwarf

CR
3

AC
26
FORT
28
REF
24
WILL
24

ATTACK ACTIONS

- ⊕ **Dwarven Waraxe:** +19 vs. AC; 20 damage.
- ☐ ⊕ **Drive Into Peril:** +19 vs. AC; 30 damage AND push target up to 2 squares. Then, if target is pushed 1 or more squares, 1 ally adjacent to target can make a ⊕ attack against target as a free action. ⊕ at end of this creature's turn if it is adjacent to 2 or more enemies.
- ☐ ↘ **Crossbow:** (nearest) +14 vs. AC; 15 damage.

CHAMPION POWERS

- ❖ **Use when an ally makes an attack, if the attack roll is a natural 18-20:** That attack is a critical hit.
- ❖ **Use when this is the first creature you take a turn with in a round:** Each Dwarf creature in your warband has +2 Speed and +2 Attack until end of round.

SPEED
5

HP
80
BLOOD
40

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ELF ARCHER

Level 2 ♦ Elf

AC
13
FORT
11
REF
11
WILL
15

ATTACK ACTIONS

- ⊕ **Shortsword:** +7 vs. AC; 5 damage.
- ↘ **Longbow:** (sight) +8 vs. AC; 10 damage.

POWERS

- Archer's Mobility:** *Whenever this creature makes a ↘ attack, if it is 4 or more squares from its starting position this turn: +2 Attack on that attack.*

SPEED
7

HP
20
BLOOD
10

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EMERALD ORB WIZARD

Level 9 ♦ Human • Arcane

AC
20
FORT
23
REF
23
WILL
23

ATTACK ACTIONS

- ⊕ **Dagger:** +8 vs. AC; 5 damage.
- ⬅ **Orb Blast:** Each enemy adjacent to this creature takes 10 damage.
- ☐ ✨ **Shard Storm:** (radius 2 within 10) +7 vs. Reflex; 25 damage. Hit or miss, 1 clear square in area becomes difficult terrain until end of battle.
- ✨ **Sudden Spikes:** (radius 2, nearest) +11 vs. Reflex; 20 damage, +10 damage if target occupies difficult terrain.

POWERS

- Orb Ward:** *Use when an enemy misses this creature with a ⊕ attack: That enemy takes 15 damage.*

SPEED
7

HP
40
BLOOD
20

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ETTIN JACK-OF-IRONS

Level 10 ♦ Ettin • Giant

AC
23
FORT
23
REF
19
WILL
23

ATTACK ACTIONS

- ⊕ **Club:** +15 vs. AC; 20 damage.

POWERS

- Reach 2**
- Awareness:** Can make opportunity attacks against enemies for shifting out of an adjacent square.
- Multi-Activation 2:** Can activate twice each round.

SPEED
4

HP
100
BLOOD
50

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EVERFROST RANGER

Level 9 ♦ Human • Martial

AC
23
FORT
21
REF
21
WILL
21

ATTACK ACTIONS

- ⊕ **Two-Weapon Slash:** +12 vs. AC; 20 damage.
- ☐ ⊕ **Whirlwind of Steel:** Make 1 attack against each adjacent enemy, +10 vs. AC; 25 damage.
- ↘ **Frost Longbow:** (nearest) +10 vs. AC; 10 + 5 cold damage.

POWERS

- Bloody Critical 18+:** Scores critical hits on attack rolls of natural 18-20 against bloodied targets.
- ☐ **Counterattack:** *Use after an enemy hits this creature with a ⊕ attack: This creature makes a ⊕ attack with +2 Attack against that enemy as a free action.*

SPEED
8

HP
60
BLOOD
30

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EYE OF FLAME

Level 13 ♦ Beholder

AC
26
FORT
26
REF
26
WILL
26

ATTACK ACTIONS

- ⊕ **Bite:** +16 vs. AC; 10 damage.
- ↘ **Eye Rays:** Make 2 attacks, each against a different target and with a different effect.
- Fear:** (Fear) (range 8) +13 vs. Will; target moves its current speed away from this creature AND target has -2 Attack against Beholder targets (save ends).
- Fire:** (range 8) +15 vs. Reflex; 25 fire damage.
- Telekinesis:** (range 8) +13 vs. Fortitude; 15 damage AND slide target up to 4 squares.
- ⬅ **Cinder Cone:** (blast 5) +15 vs. Reflex; 20 fire damage, 10 fire damage on miss.

POWERS

- ☐ **Eye Ray Frenzy:** *Use before this creature takes an Eye Rays attack action, if this creature is bloodied: This creature makes 3 attacks instead of 2 with Eye Rays this turn.*
- Firestarter:** *Use when an ally makes an attack that can deal fire damage: +2 Attack on that attack.*

SPEED
F5

HP
90
BLOOD
45

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FEN HYDRA

Level 12 ♦ Hydra • Beast

AC
24
FORT
24
REF
20
WILL
20

ATTACK ACTIONS

- ⊕ **Bite:** +16 vs. AC; 20 damage.
- ⊕ **New Heads:** *Use only while bloodied: Make 2 ⊕ attacks.*

POWERS

- Reach 3**
- Multi-Activation 2:** Can activate twice each round.
- Ponderous:** Cannot shift.

SPEED
3

HP
115
BLOOD
55

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GARGOYLE

Level 9 ♦ Gargoyle • Earth

AC
23
FORT
22
REF
22
WILL
22

ATTACK ACTIONS

- ⊕ **Claw:** +13 vs. AC; 15 damage.
- ⊕ **Stonesoul Frenzy:** *Use only if this creature is in Stone Form at start of its turn: Move up to its current speed and make 1 attack against each enemy occupying squares entered during that move, +11 vs. Reflex; 15 damage AND Slowed.*

POWERS

- Stone Form:** *Replaces attack action: This creature cannot move, cannot attack, does not threaten enemies, has Resist 20 All, and does not score victory points for occupying one of your victory areas. This creature can end Stone Form as a replaces move action.*

SPEED
F7

HP
50
BLOOD
25

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GIANT CENTIPEDE

Level 4 ♦ Beast

ATTACK ACTIONS

⊕ **Bite:** +9 vs. AC; 15 damage.

POWERS

Defensive Mobility: Whenever this creature is targeted by an opportunity attack while moving: +5 AC against that attack.

Scuttle +4: +4 Speed while moving, if each square entered during that move is adjacent to a wall.

Wriggle 3: Cannot attack on its turn while less than 3 squares from its starting position that turn.

AC
19

FORT
15

REF
15

WILL
15

SPEED
4

HP
35

BLOOD
15

Primeval in form, size, and purpose, the centipede is an exemplar of evolutionary efficiency.

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GNOLL MARAUDER

Level 6 ♦ Gnoll

ATTACK ACTIONS

⊕ **Spear:** +9 vs. AC; 20 damage.

POWERS

Headstrong: Whenever this creature makes an attack while no higher-level ally is within 5 squares: +2 Attack on that attack.

Stabbing Frenzy: Whenever this creature hits with an attack while it is bloodied: +5 damage on that attack.

AC
17

FORT
18

REF
14

WILL
14

SPEED
7

HP
60

BLOOD
30

When the gnolls come, your choices are simple: Fight, flee, or perish.

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GOBLIN PICADOR

Level 2 ♦ Goblin

ATTACK ACTIONS

⊕ **Harpoon:** +8 vs. AC; 10 damage.

➤ **Thrown Harpoon:** (range 6) +6 vs. Reflex; 10 damage AND Immobilized.

POWERS

☐ **Battle Training:** Use during your set-up, if your warband has a Hobgoblin champion: This creature has maximum 30 HP instead of 20 HP and is bloodied at 15 HP instead of 10 HP.

AC
18

FORT
14

REF
14

WILL
14

SPEED
6

HP
20

BLOOD
10

Just as in a bullfight, the goblin picador softens targets for his allies. Unfortunately, you're the bull.

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GRICK

Level 5 ♦ Aberrant • Beast

ATTACK ACTIONS

⊕ **Tentacle Rake:** +8 vs. AC; 15 damage.

POWERS

Resist 5 All

Bloodlust: Cannot move and cannot attack a non-bloodied enemy while adjacent to a bloodied enemy.

Evil Resonance: Whenever this creature makes an attack while within 5 squares of an Evil ally: +2 Attack on that attack.

AC
16

FORT
13

REF
13

WILL
17

SPEED
6

HP
45

BLOOD
20

The grick expresses the madness of the Far Realm in simple, predatory brutality.

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GRIFFON

Level 7 ♦ Griffon • Beast

ATTACK ACTIONS

⊕ **Claw:** +11 vs. AC; 15 damage.

⊕ **Ripping Beak:** Use only if this creature is bloodied: Make 2 ⊕ attacks against the same target. If both attacks hit, +10 Damage on the second attack.

POWERS

Immune Fear: Not affected by Fear effects.

Thunder Charge: Whenever this creature makes an attack while charging: +4 Attack on that attack.

AC
18

FORT
19

REF
19

WILL
19

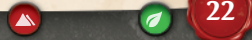
SPEED
F8

HP
60

BLOOD
30

A bolt of fur, feathers, and claws, the griffon fearlessly plunges from the sky for the kill.

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HALFLING PALADIN

Level 7 ♦ Halfling • Divine

ATTACK ACTIONS

⊕ **Longsword:** +12 vs. AC; 15 damage.

⊕ **Vindicating Blow:** +12 vs. AC; 15 damage AND this creature or 1 living ally within 5 squares of this creature heals 10 HP.

POWERS

Immune Fear: Not affected by Fear effects.

Charge Protection: (Aura) Enemies cannot charge allies within 5 squares of this creature.

☐ **Second Chance:** Use after this creature makes an attack: Reroll that attack.

AC
23

FORT
20

REF
20

WILL
20

SPEED
5

HP
60

BLOOD
30

Some consider "halfling piety" to be an oxymoron, but few can doubt the strength faith lends such a stouthearted warrior of such small stature.

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HOOK HORROR

Level 13 ♦ Aberrant

ATTACK ACTIONS

⊕ **Hook:** +15 vs. AC; 20 damage.

⊕ **Latch On:** (non-adjacent, Medium or smaller target only) +13 vs. Fortitude; 30 damage AND pull target up to 1 square.

⊕ **Thresh:** Use only while not adjacent to any enemies: Make 2 ⊕ attacks.

POWERS

Reach 2

Evil Soul: Whenever this creature hits with an attack while an Evil champion ally is in play: +5 Damage on that attack.

Lethal: Whenever this creature makes an attack against a bloodied target: +4 Attack on that attack.

AC
25

FORT
24

REF
20

WILL
20

SPEED
6

HP
95

BLOOD
45

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HOWLING HAG

Level 7 ♦ Hag

ATTACK ACTIONS

⊕ **Staff:** +9 vs. AC; 10 damage.

➤ **Shriek of Pain:** (blast 5) +10 vs. Fortitude; 15 damage, +5 damage for each 10 HP below its maximum HP this creature is at; half total damage on miss.

☐ **Baleful Whispers:** (radius 1 within 10) +10 vs. Will; 20 damage AND target takes 10 damage at start of each of its turns until it ends its turn further away from this creature than its starting position that turn. ⊕ at start of round if no creatures are affected by this creature's Baleful Whispers.

POWERS

☐ **Earthwalk:** Replaces move action: This creature teleports up to 5 squares. ⊕ at start of this creature's turn if it is not adjacent to any creatures.

AC
19

FORT
18

REF
18

WILL
22

SPEED
5

HP
45

BLOOD
20

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HUMAN FIGHTER

Level 7 ♦ Human • Martial

AC 22
FORT 21
REF 17
WILL 17

ATTACK ACTIONS

⊕ **Greatsword:** +13 vs. AC; 15 damage.
⊕ **Confidence-Building Strike:** +13 vs. AC; 15 damage, this creature has cumulative +1 Attack until end of battle on miss.
⊖ **Death Blow:** (bloodied target only) +13 vs. AC; 30 damage. ⊕ when this creature causes an enemy to become bloodied with an attack.

SPEED 5

HP 55
BLOOD 25

*A skilled fighter is to a common soldier
what a tiger is to a housecat.*

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ICE ARCHON

Level 14 ♦ Elemental • Cold

AC 29
FORT 25
REF 25
WILL 25

ATTACK ACTIONS

⊕ **Icy Warhammer:** 19 vs. AC; 20 cold damage AND Slowed.

POWERS

Resist 10 Cold

Icy Ground: (Aura) Each square adjacent to this creature counts as difficult terrain for non-Cold enemies.

Icy Wallop: Whenever this creature makes an attack against a target with a current speed less than its normal speed: +4 Attack on that attack.

SPEED 8

HP 85
BLOOD 40

*The relentless hammer of an unyielding glacier,
the frozen essence of remorseless malice.*

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IMMOLITH

Level 15 ♦ Demon • Undead • Fire

AC 27
FORT 27
REF 27
WILL 27

ATTACK ACTIONS

⊕ **Claw:** +18 vs. AC; 20 damage AND *Followup:* +18 vs. Fortitude; pull target adjacent to this creature.

POWERS

Reach 4; Immune Poison; Resist 15 Fire; Vulnerable 10 Radiant

Pale Fire: Use when an enemy starts its turn adjacent to this creature: That enemy takes 15 fire damage or 15 necrotic damage.

Roiling Flames: (Aura) Each square within 2 squares of this creature counts as difficult terrain for enemies.

SPEED 8

HP 90
BLOOD 45

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IRON DEFENDER

Level 3 ♦ Beast • Construct

AC 19
FORT 19
REF 15
WILL 15

ATTACK ACTIONS

⊕ **Iron Jaws:** +10 vs. AC; 10 damage.

POWERS

Immune Poison

Defender: Use when an enemy adjacent to this creature makes a ⊖ attack against an ally: This creature makes a ⊕ attack against that enemy as an immediate action.

SPEED 8

HP 30
BLOOD 15

*Your best friend... tough as nails
and never needing kibble.*

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KOBOLD ARCHER

Level 2 ♦ Kobold

AC 18
FORT 16
REF 20
WILL 16

ATTACK ACTIONS

⊕ **Dagger:** +5 vs. AC; 5 damage.
↘ **Shortbow:** (nearest) +7 vs. AC; 10 damage.

POWERS

Defensive Mobility: Whenever this creature is targeted by an opportunity attack while moving: +5 AC against that attack.

⊖ **First Arrow:** Use during your set-up: This creature has +2 Attack and +5 Damage on ↘ attacks until it is attacked.

SPEED 6

HP 20
BLOOD 10

*An archer is the embodiment of kobold battle
strategy. Why go toe-to-toe when an arrow
from the darkness works better?*

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LAMIA

Level 12 ♦ Fey • Undead

AC 28
FORT 24
REF 24
WILL 24

ATTACK ACTIONS

⊕ **Touch:** +16 vs. Fortitude; 10 damage AND Death Beetle Contagion (see below).

⊖ **Swarm's Embrace:** +16 vs. Fortitude; 15 damage AND Death Beetle Contagion (see below). ⊕ when this creature destroys an enemy.

↘ **Swarm Spray:** (range 6) +16 vs. Fortitude; 15 damage AND Death Beetle Contagion (see below).

POWERS

Swarm: Whenever this creature is hit by a ⊕ or ↘ attack: This creature takes half damage from that attack.

Death Beetle Contagion: (Condition) At start of affected creature's turn, it and each ally adjacent to it takes 10 damage. Ends when affected creature ends its turn 10 or more squares from the creature that caused this condition.

SPEED 7

HP 80
BLOOD 40

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MAGMA BRUTE

Level 13 ♦ Elemental • Fire

AC 26
FORT 26
REF 22
WILL 22

ATTACK ACTIONS

⊕ **Slam:** +15 vs. AC; 20 + 10 fire damage.

⊖ **Power Windup:** (non-adjacent target only) +15 vs. AC; 20 + 20 fire damage.

POWERS

Reach 2; Resist 10 Fire

Suceptible Cold: Whenever this creature is hit by an attack that deals 25 or more cold damage: This creature is Slowed until end of battle.

SPEED 4

HP 90
BLOOD 45

*Indiscriminate volcanic fury rises hotly to slaughter
with the combined power of fire and stone.*

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MIND FLAYER SCOURGE

Level 11 ♦ Mind Flayer • Mastermind

AC 23
FORT 23
REF 23
WILL 31

ATTACK ACTIONS

⊕ **Dagger:** +12 vs. AC; 15 damage.

↘ **Focused Mind Blast:** (range 5) +15 vs. Will; 20 psychic damage AND Stunned.

⊖ **Mind Blast:** (blast 5) +15 vs. Will; 20 psychic damage AND Stunned, 10 psychic damage on miss. ⊕ when this creature damages a Stunned enemy.

CHAMPION POWERS

❖ Use when this creature makes an attack against a Stunned enemy: +4 Attack and +10 Damage for that attack.

❖ Use after rolling initiative, if any player's result is a natural 1-2: This creature and each ally has +4 Attack until end of round.

SPEED 7

HP 85
BLOOD 40

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ONI

Level 10 ♦ Giant

AC 21
FORT 20
REF 20
WILL 20
SPEED 8
HP 70
BLOOD 35

ATTACK ACTIONS
⊕ **Greatsword:** +15 vs. AC; 20 damage.
☐ ⚡ **Freezing Blast:** (blast 5) +15 vs. Fortitude; 20 cold damage.
☐ ⚡ **Lightning Bolt:** (line 10) +15 vs. Reflex; 20 lightning damage.

POWERS
Reach 2
☐ **Gaseous Form:** *Use at any time:* This creature gains Flight, has Speed F8, and takes half damage from all attacks until it makes an attack.
Sneak Attack 10: *Whenever this creature hits a target granting it combat advantage:* +10 Damage on that attack.

*"Why does something so big need so much magical power? Seems unfair if you ask me."
— Endugo, halfling explorer*

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ORC RAIDER

Level 3 ♦ Orc

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

ATTACK ACTIONS
⊕ **Battleaxe:** +6 vs. AC; 15 damage.

POWERS
Opportunist: *Use when a bloodied enemy adjacent to this creature misses with a ⊕ attack:* This creature makes a ⊕ attack against that enemy as a free action.

Orcs raid not only for plunder, but also for glory in the eye of Gruumsh.

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RAKSHASA BARON

Level 14 ♦ Rakshasa • Arcane • Mastermind

CR 3

AC 28
FORT 23
REF 23
WILL 27
SPEED 7
HP 85
BLOOD 40

ATTACK ACTIONS
⊕ **Claw:** +21 vs. AC; 15 damage.
➤ **Mind Twist:** (range 20) +19 vs. Will; 20 damage AND Dazed.
☐ ✨ **Thundering Phantom:** (radius 1 within 10) +17 vs. Will; 20 psychic damage OR Stunned (opponent's choice)

POWERS
☐ **Desperate Displacement:** *Use when this creature first becomes bloodied:* This creature gains Conceal 11 until it is damaged by an attack.

CHAMPION POWERS ☐ ☐ ☐
❖ *Use when an Evil ally makes an attack:* That ally has combat advantage against 1 target for that attack.
❖ *Use at start of this creature's turn:* Recharge 1 power of an ally with a recharge condition.

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RUNECARVED EIDOLON

Level 13 ♦ Construct

AC 23
FORT 20
REF 20
WILL 20
SPEED 4
HP 60
BLOOD 30

ATTACK ACTIONS
⊕ **Slam:** +18 vs. AC; 30 damage.
➤ **Divine Retribution:** (nearest) +12 vs. Reflex; 30 damage.

POWERS
Reach 2; Immune Poison
Divine Beacon: *Replaces attack action:* Each ally has +2 Attack and +5 Damage until end of round.
Eidolon Programming: Cannot make ⊕ or ➤ attacks until attacked or an ally is destroyed.
Statue Form: *Use at start of round:* This creature has +5 to all defenses until start of this creature's turn.

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SHADE KNIGHT

Level 11 ♦ Human • Shadow

CR 1

AC 26
FORT 23
REF 23
WILL 23
SPEED 7
HP 55
BLOOD 25

ATTACK ACTIONS
⊕ **Greatsword:** +15 vs. AC; 20 damage.
☐ ⊕ **Shadow Blow:** +15 vs. Reflex; 25 necrotic damage.

POWERS
Shadow Blade: *Whenever this creature hits with an attack, if the attack roll is a natural 16-20:* Target is Shadowed.
Shadowed: (Condition) At start of affected creature's turn, it and each ally adjacent to it takes 5 damage. Ends when affected creature ends its turn 5 or more squares from all Shadow enemies.

CHAMPION POWERS ☐
❖ *Use at any time:* Spend 10 VP. If you do, this creature heals 40 HP.
❖ *Use when an Evil ally hits with a ⊕ attack:* Roll 1d20. On 10-20, that attack becomes a critical hit.

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SHADOW DEMON

Level 11 ♦ Demon • Shadow

AC 21
FORT 23
REF 23
WILL 23
SPEED F8
HP 60
BLOOD 30

ATTACK ACTIONS
⊕ **Shadow Claw:** +12 vs. Reflex; 15 damage AND Shadowed (see below).

POWERS
Insubstantial; Resist 5 Necrotic
☐ **Deathport:** *Use after any creature is destroyed:* Place this creature in a space adjacent to the space occupied by that creature.
Shadowed: (Condition) At start of affected creature's turn, it and each ally adjacent to it takes 5 damage. Ends when affected creature ends its turn 5 or more squares from all Shadow enemies.

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SHADOWHUNTER BAT

Level 3 ♦ Beast • Shadow

AC 17
FORT 17
REF 17
WILL 17
SPEED F8
HP 30
BLOOD 15

ATTACK ACTIONS
⊕ **Tail Slash:** +8 vs. AC; 10 damage.

POWERS
Shadow Killer: *Whenever this creature hits a Shadowed target:* +5 Damage on that attack.
Mobile Melee Attack: *Use after this creature makes a ⊕ attack:* This creature shifts as a free action.

Night has wings, misery a bladed tail.

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SKELETAL TOMB GUARDIAN

Level 10 ♦ Undead • Skeleton

AC 20
FORT 24
REF 24
WILL 24
SPEED 8
HP 110
BLOOD 55

ATTACK ACTIONS
⊕ **Scimitar:** +12 vs. AC; 25 damage, reroll once on miss.
⊕ **Cascade of Steel:** +14 vs. AC; 25 damage AND this creature makes a Cascade of Steel attack (max. 4 per turn).

POWERS
Immune Poison; Vulnerable 5 Radiant
Multiple Threats: (Aura) Each enemy adjacent to this creature grants combat advantage to this creature and each ally.
Wandering Monster: *During your set-up:* This creature starts in a random victory area.

Each sword arm was taken from a skilled soldier.

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SPECTRAL MAGELORD

Level 7 ♦ Spirit

AC 17
FORT 15
REF 15
WILL 15

ATTACK ACTIONS

⊕ **Ghostly Touch:** +7 vs. Reflex; 10 damage.
↘ **Aether Blast:** (range 10) +9 vs. Fortitude; 15 damage AND Dazed.
☐ **Spectral Dissipation:** (radius 1 within 10) +9 vs. Will; 15 damage AND Weakened (save ends). ☹ when a Weakened creature is destroyed.

POWERS

Phasing; Insubstantial

Wandering Monster: During your set-up: This creature starts in a random victory area.

SPEED F6

HP 35
BLOOD 15

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SPECTRAL PANTHER

Level 9 ♦ Beast • Shadow

AC 26
FORT 24
REF 24
WILL 24

ATTACK ACTIONS

⊕ **Claw:** +13 vs. AC; 20 damage.

POWERS

Fade Out: Whenever this creature first becomes bloodied: At end of round, remove this creature from the battle map. It is considered out of play for the following round. At start of the following round, put it on the battle map occupying any space 5 or more squares from all enemies.

Pounce +20: Whenever this creature hits a target granting it combat advantage while charging: +20 Damage on that attack.

Stalker: Whenever this creature makes an attack against a target that has no other creature adjacent to it: +4 Attack and +10 Damage on that attack.

SPEED 7

HP 45
BLOOD 20

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TIEFLING WARLOCK

Level 8 ♦ Tiefling

AC 22
FORT 18
REF 18
WILL 22

ATTACK ACTIONS

⊕ **Soul Blast:** +8 vs. Fortitude; 15 damage.
↘ **Inevitable Blast:** (range 10) +8 vs. Reflex; 20 damage, 10 damage on miss if your warband has more creatures in play than your opponent's warband.
☐ ↘ **Price of Pride:** (range 5) +8 vs. Will; 20 damage AND target takes 10 damage whenever it rolls a natural 10-20 on an attack roll (max. 1 per turn) until end of battle.

SPEED 6

HP 55
BLOOD 25

"Your confidence will be your undoing, and every success like ash on your tongue."

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TROGLODYTE BONECRUSHER

Level 6 ♦ Troglodyte

AC 23
FORT 23
REF 19
WILL 19

ATTACK ACTIONS

⊕ **Club:** +14 vs. AC; 15 damage.

POWERS

Stench: Use at start of this creature's turn: Make 1 attack against each enemy and ally adjacent to this creature, +9 vs. Fortitude; Slowed until end of battle. Ends as a replaces attack action. ☹ when this creature is hit by a ⊕ attack.

SPEED 5

HP 45
BLOOD 20

"Lucky you can smell them coming."
— Khur Agundar, human fighter

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VAMPIRE SPAWN

Level 6 ♦ Undead • Vampire

AC 15
FORT 13
REF 13
WILL 13

ATTACK ACTIONS

⊕ **Claw:** +9 vs. AC; 15 damage.
☐ ⊕ **Blood Drain:** Use only when target grants this creature combat advantage: +9 vs. AC; 10 damage AND this creature heals 15 HP. ☹ when this creature is hit by a ⊕ attack.

POWERS

Immune Poison; Vulnerable 5 Radiant

Bloodlust: Cannot move and cannot attack a non-bloodied enemy while adjacent to a bloodied enemy.

SPEED 6

HP 40
BLOOD 20

Vampire spawn are insatiable hunger personified.

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VAMPIRE VIZIER

Level 11 ♦ Vampire • Undead

CR 2

AC 26
FORT 22
REF 22
WILL 26

ATTACK ACTIONS

⊕ **Greatsword:** +17 vs. AC; 20 damage.
⊕ **Drain:** +14 vs. Fortitude; 10 damage AND this creature heals 25 HP.

POWERS

Immune Poison; Vulnerable 10 Radiant

☐ **Dominating Gaze:** Use when an enemy within 6 squares targets this creature with a single-target ⊕ or ↘ attack: Roll +11 vs. Will against that enemy. On hit, that attack is cancelled, then slide that enemy up to its current speed, then it makes a ⊕ attack as though Dominated.

CHAMPION POWERS ☐ ☐

❖ Use when an enemy uses a Champion power: Roll 1d20. On 10-20, that Champion power is cancelled (it still counts as being used).

❖ Use at start of round: Each Undead ally has +2 Attack until end of round.

SPEED 6

HP 75
BLOOD 35

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VROCK

Level 13 ♦ Demon

AC 27
FORT 25
REF 25
WILL 25

ATTACK ACTIONS

⊕ **Claw:** +17 vs. AC; 20 damage.
⊕ **Bird of Prey:** Provokes opportunity attacks. Make 3 attacks against 1 adjacent target, +15 vs. AC; 15 damage.
☐ ↘ **Spores of Madness:** Immediate, use only when this creature first becomes bloodied: (burst 2) +15 vs. Will; Confused.
☐ ↘ **Stunning Screech:** (burst 3) +15 vs. Fortitude; Stunned.

POWERS

Reach 2

Mobile Melee Attack: Use after this creature makes a ⊕ attack: This creature shifts as a free action.

SPEED F8

HP 80
BLOOD 40

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WARFORGED INFILTRATOR

Level 9 ♦ Warforged • Stealth

AC 24
FORT 23
REF 23
WILL 23

ATTACK ACTIONS

⊕ **Dagger:** +15 vs. AC; 10 damage.
↘ **Hand Crossbow:** (range 10) +15 vs. AC; 15 damage.

POWERS

☐ **Covert Agent:** Use at end of round, only if this creature occupies one of your victory areas and no other creature occupies that victory area: You score 10 VP.

SPEED 6

HP 55
BLOOD 25

Solid as stone. Slick as a serpent.

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WARRIOR WIGHT

Level 9 ♦ Wight • Undead

AC 28
FORT 23
REF 23
WILL 23

ATTACK ACTIONS
⊕ **Longsword:** +14 vs. AC; 15 damage AND *Followup* if attack roll is a natural 16-20: +9 vs. Will; 10 necrotic damage AND this creature heals 10 HP and has +2 Attack until end of its next turn.

POWERS
Immune Poison; Resist 5 Necrotic; Vulnerable 5 Radiant

SPEED 5

HP 60
BLOOD 30

Wrapped in steel, shield ready, sword drawn, it stands with undying vigilance, hollow eyes fixed on the tomb door.

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WYVERN

Level 13 ♦ Beast

AC 28
FORT 25
REF 25
WILL 25

ATTACK ACTIONS
⊕ **Bite:** +18 vs. AC; 20 damage.
‡ **Sting:** +19 vs. AC; 15 damage AND *Followup:* +19 vs. Fortitude; 15 ongoing poison damage (save ends).

POWERS
Mobile Melee Attack: Use after this creature makes a ‡ attack: This creature shifts as a free action.

SPEED F8

HP 80
BLOOD 40

"I can define 'wyvern' in three words: wing and sting." — Sebaed Gimbulgot, gnome scholar

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YOUNG RED DRAGON

Level 7 ♦ Dragon

CR 2

AC 24
FORT 18
REF 18
WILL 18

ATTACK ACTIONS
⊕ **Fiery Bite:** +15 vs. AC; 10 + 10 fire damage.
‡ **Draconic Fury:** Make 2 attacks, +13 vs. AC; 15 damage.

☐ ← **Fiery Breath:** (blast 5) +11 vs. Reflex; 25 fire damage. ☹ when this creature first becomes bloodied.

POWERS
Reach 2; Resist 5 Fire

CHAMPION POWERS ☐ ☐
❖ Use when any creature scores a critical hit: +20 Damage on that attack.
❖ Use before taking your first turn in a round: At end of round, the player whose warband destroys the most enemies this round scores 15 VP.

SPEED F8

HP 85
BLOOD 40

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YOUNG SILVER DRAGON

Level 8 ♦ Dragon

CR 2

AC 23
FORT 21
REF 21
WILL 21

ATTACK ACTIONS
⊕ **Bite:** +13 vs. AC; 15 + 10 cold damage.
☐ ← **Cold Breath:** (blast 5) +8 vs. Fortitude; 40 cold damage AND push target up to 1 square AND Immobilized (save ends). ☹ when this creature first becomes bloodied.

POWERS
Reach 2; Resist 5 Cold

CHAMPION POWERS ☐ ☐
❖ Use when this creature uses Cold Breath: This creature and each ally scores critical hits on attack rolls of natural 18-20 against Evil targets until end of round.
❖ Use at start of round, if this creature occupies one of your victory areas: You score 10 VP.

SPEED F7

HP 95
BLOOD 45

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