

## DWARF BATTLEMASTER

Level 7 ♦ Dwarf • Martial

CR  
3

- ATTACK ACTIONS**
- ⚔ **Dwarven Waraxe:** +15 vs. AC; 15 damage.
  - ⚔ **Crushing Blow:** +12 vs. Fortitude; 25 damage.

**POWERS**

**Rock Solid:** Use when an ally scores a critical hit: This creature heals 20 HP or recharges its Crushing Blow.

- CHAMPION POWERS** □ □ □
- ♦ Use when an ally hits with a ⚔ attack: +10 Damage on that attack.
  - ♦ Use when an enemy scores a critical hit: That attack becomes a hit instead.

AC  
24

FORT  
21

REF  
17

WILL  
17

SPEED  
5

HP  
60

BLOOD  
30

31

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## ELF WARLOCK

Level 4 ♦ Elf • Arcane

- ATTACK ACTIONS**
- ⚔ **Soul Blast:** +4 vs. Fortitude; 5 damage.
  - ⚔ **Bloodfang Beast Curse:** (range 6) +6 vs. Reflex; until this creature is destroyed, target takes 10 damage whenever it hits with a ⚔ attack.
  - ⚔ **Eldritch Blast:** (range 10) +6 vs. Reflex; 10 damage.

**POWERS**

- **Dimension Leap:** Replaces move action: This creature teleports up to 3 squares.

AC  
17

FORT  
16

REF  
20

WILL  
16

SPEED  
7

HP  
35

BLOOD  
15

11

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## HUMAN SELLSWORD

Level 5 ♦ Human • Martial

- ATTACK ACTIONS**
- ⚔ **Greatsword:** +11 vs. AC; 20 damage.
  - ⚔ **Killing Blow:** +9 vs. AC, +14 vs. AC instead if target is bloodied; 30 damage.

SPEED  
6

HP  
50

BLOOD  
25

"My moneybag is my cause, friend. As long as you keep it full, your little crusade is mine."

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## YOUNG GREEN DRAGON

Level 5 ♦ Dragon

CR  
2

- ATTACK ACTIONS**
- ⚔ **Bite:** +11 vs. AC; 10 damage AND 10 ongoing poison damage (save ends).
  - ⚔ **Poison Breath:** (blast 5) +9 vs. Fortitude; 15 poison damage AND 5 ongoing poison damage (save ends). ⚔ when this creature first becomes bloodied.

**POWERS**

**Reach 2**

**CHAMPION POWERS** □

- ♦ Use at start of this creature's turn: Slide 1 enemy within 5 squares of this creature 1 square.

AC  
23

FORT  
20

REF  
20

WILL  
20

SPEED  
F10

HP  
65

BLOOD  
30

36

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## YUAN-TI SWIFTSKALE

Level 7 ♦ Yuan-Ti

- ATTACK ACTIONS**
- ⚔ **Longsword:** +12 vs. AC; 15 damage.
  - ⚔ **Zehir's Tongue:** Use only if this creature is adjacent to a bloodied enemy: Make 1 attack against each adjacent enemy, +12 vs. AC; 20 damage.

**POWERS**

**Zehir's Eye:** Use when an enemy misses this creature with a ⚔ attack: That enemy has -2 Attack until after it hits with an attack.

SPEED  
8

HP  
50

BLOOD  
25

It strikes with the alacrity of the vilest viper, sapping your will with oaths to its venomous god.

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