

ANGEL OF RETRIBUTION

Level 11 ♦ Angel

ATTACK ACTIONS

- AC 25
FORT 23
REF 23
WILL 23
- ⚔ **Shard Sword:** +14 vs. AC; 20 cold damage; reroll once on miss.
- ⚔ **Retributive Sword:** (target that has attacked this creature only) +16 vs. AC; 25 damage. ☹ when this attack hits.
- ⚔ **Mark of Retribution:** *Free action, use only at start of this creature's turn:* (sight, target that has attacked this round only) Automatic hit; slide target up to 3 squares.

POWERS

- SPEED 6
- ➡ **Reach 2; Resist 20 Cold**
- ❤ **Immune Fear:** Not affected by Fear effects.
- ❤ **Awesome Presence:** *Use when attacked by an enemy while this creature is not bloodied:* -2 Attack on that attack.



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ARMORED GUULVORG

Level 13 ♦ Beast

ATTACK ACTIONS

- AC 28
FORT 23
REF 23
WILL 23
- ⚔ **Bite:** +19 vs. AC; 20 damage.
- ⚔ **Tail Strike:** +16 vs. Reflex; 20 damage AND this creature makes a ⚔ attack against a different target.

POWERS

- ➡ **Reach 2 (Tail Strike only); Immune Cold; Resist 15 Fire**
- 👁 **Blindsight:** Ignores Conceal; treats invisible creatures as visible.
- 🔥 **Boiling Blood:** *Use when an enemy adjacent to this creature damages this creature with a ⚔ attack:* Roll +11 vs. Reflex against that enemy. On hit, that enemy takes 10 fire damage.

SPEED 8



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BLACKROOT TREANT

Level 19 ♦ Fey • Plant • Undead

ATTACK ACTIONS

- AC 33
FORT 31
REF 31
WILL 31
- ⚔ **Slam:** +24 vs. AC; 25 damage AND 10 ongoing necrotic damage (save ends).
- ⚔ **Deathblood:** Up to 2 Undead allies within 4 squares heal 30 HP. ☹ when a living creature within 3 squares of this creature is destroyed.

POWERS

- ➡ **Reach 3; Resist 20 Necrotic; Vulnerable 10 Fire; Vulnerable 10 Radiant**
- 🌲 **Forestwalk:** Ignores the extra cost for entering forest terrain.
- ➡ **Snatching Branches:** Can make opportunity attacks against enemies with Flight for moving out of an adjacent square.
- ❤ **Undead Carry:** *Use at any time during an Undead ally's turn:* That ally ignores the extra cost for moving into difficult terrain and does not provoke opportunity attacks while moving through this creature's space.



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BLAZING SKELETON

Level 5 ♦ Undead • Fire

ATTACK ACTIONS

- AC 19
FORT 17
REF 17
WILL 17
- ⚔ **Blazing Claw:** +12 vs. AC; 10 + 5 fire damage.
- ➡ **Thrown Flame:** (range 6) +7 vs. Reflex; 20 fire damage.

POWERS

- ❤ **Immune Fire; Vulnerable 5 Radiant**
- ☹ **Fiery Riposte:** *Use when an enemy misses this creature with a ⚔ attack:* That enemy takes 15 fire damage.

SPEED 6



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It burns for you.

BONECLAW IMPALER

Level 14 ♦ Undead • Shadow

ATTACK ACTIONS

- AC 29
FORT 26
REF 26
WILL 26
- ⚔ **Claw:** +19 vs. AC; 20 damage.
- ⚔ **Immobilizing Claw:** *Use only when this creature makes an opportunity attack:* +19 vs. AC; 30 damage AND Immobilized (save ends).
- ⚔ **Necrotic Pulse:** *Free action, use only when first bloodied:* Each enemy and ally within 5 squares takes 10 necrotic damage; each Undead ally within 5 squares heals 20 HP instead.

POWERS

- ➡ **Reach 3; Resist 20 Necrotic**
- 👁 **Radiant Weakness:** *Whenever this creature takes radiant damage:* This creature loses Reach 3 until end of its next turn.
- ❤ **Threatening Reach:** Can make opportunity attacks against enemies for moving out of squares within Reach.



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BUGBEAR LANCEBREAKER

Level 7 ♦ Bugbear • Goblin

ATTACK ACTIONS

- AC 23
FORT 19
REF 19
WILL 19
- ⚔ **Hammer:** +12 vs. AC; 15 damage.
- POWERS
- ❤ **Solid Footing:** Not affected by enemies' push, pull, or slide effects.
- ➡ **Bar the Way:** *Use when this creature hits with an opportunity attack:* Target of that attack is Immobilized.
- ➡ **Lancebreaker:** This creature has +2 AC whenever a Mounted enemy attacks it. This creature has +2 Attack whenever it makes a ⚔ attack against a Mounted target.

SPEED 6



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A line of bugbear lancebreakers is a living wall. Nobody passes until the line breaks.

CAPTAIN OF THE WATCH

Level 8 ♦ Human • Martial

CR 1

ATTACK ACTIONS

- AC 24
FORT 20
REF 20
WILL 20
- ⚔ **Longsword:** +15 vs. AC; 15 damage.
- POWERS
- ⚔ **Disarm:** *Use when this creature hits with a ⚔ attack:* Target has -20 Damage whenever making a ⚔ attack until end of its next turn.
- ➡ **Pin Down:** Can make opportunity attacks against enemies for shifting out of an adjacent square.

CHAMPION POWERS

- ➡ **Use when an enemy shifts:** 1 ally adjacent to that enemy makes an opportunity attack against that enemy.
- ➡ **Use at start of your turn:** Each ally has +2 Speed until start of your next turn.

SPEED 6



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CAVE BEAR

Level 6 ♦ Beast

ATTACK ACTIONS

- AC 18
FORT 16
REF 16
WILL 16
- ⚔ **Claw:** +9 vs. AC; 20 damage.
- ⚔ **Maul:** +9 vs. AC; 30 damage AND Dazed. ☹ when this creature first becomes bloodied.

SPEED 5



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Those who dare disturb the bear are now just bones littering its lair.

CHAIN GOLEM

Level 18 ♦ Construct

AC 32
FORT 31
REF 27
WILL 27

ATTACK ACTIONS

Ⓢ **Shackle Strike:** +23 vs. AC; 25 damage AND Immobilized.

Ⓢ **Chain Bind:** +19 vs. Fortitude; 20 Damage AND Entrapped (see below). Ⓢ when this attack misses or when no creature is affected by this creature's Chain Bind. Does not recharge when an Entrapped creature is destroyed.

POWERS

Reach 3

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

Entangling Chains: (Aura) Each adjacent enemy cannot move on its turn until after it hits this creature with an attack.

Entrapped: (Condition) Remove affected creature from the battle map. At start of each of affected creature's turns, it takes 20 damage. Ends when affected creature saves or the creature that caused this condition is destroyed, then put affected creature on the battle map adjacent to the space occupied by the creature that caused this condition.

HP 160
BLOOD 80

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CLOAKTRICK ROGUE

Level 13 ♦ Human • Martial

AC 27
FORT 29
REF 29
WILL 29

ATTACK ACTIONS

Ⓢ **Short Sword:** +18 vs. AC; 15 damage.

Ⓢ **Deceptive Strike:** +18 vs. AC; 25 damage AND push target up to 1 square. Ⓢ when this creature misses with a Ⓢ attack.

POWERS

Quick Step 2: Can shift up to 2 squares.

Bloodthirsty: *Whenever this creature hits a bloodied target:* +5 Damage on that attack.

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

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

HP 80
BLOOD 40

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COCKATRICE

Level 5 ♦ Beast

AC 21
FORT 19
REF 19
WILL 19

ATTACK ACTIONS

Ⓢ **Gore:** +10 vs. 10 damage AND Slowed (save ends). If target is already Slowed, it is Immobilized (save ends) instead. If target is already Immobilized, it is Petrified (see below) instead.

POWERS

Petrified: (Condition) Affected creature is Immobilized and cannot take actions.

Part serpent and part bird, the cockatrice prefers to dine on stone.

HP 35
BLOOD 15

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DEATHPRIEST OF ORCUS

Level 15 ♦ Orcus • Divine

CR 2

AC 28
FORT 28
REF 28
WILL 28

ATTACK ACTIONS

Ⓢ **Skull Mace:** 19 vs. AC; 20 + 10 necrotic damage.

Ⓢ **Censer Whirl:** (burst 1) +17 vs. Reflex; 10 + 10 necrotic damage.

Ⓢ **Visage of Orcus:** (radius 1 within sight) +17 vs. Will; 15 cold + 15 necrotic damage AND Immobilized.

POWERS

Resist 10 Necrotic

Bulwark of Orcus: (Aura) Each Demon, Orcus, and Undead ally adjacent to this creature has +2 to all defenses.

CHAMPION POWERS □ □

❖ *Use at any time on your turn:* You activate 1 additional creature this turn. That creature must be an Undead ally.

❖ *Use after a Demon or Undead ally is damaged by an attack, if that ally is not destroyed:* That ally heals 20 HP.

HP 90
BLOOD 45

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DEATH TITAN

Level 22 ♦ Giant • Shadow

AC 34
FORT 36
REF 32
WILL 32

ATTACK ACTIONS

Ⓢ **Greataxe:** +27 vs. AC; 15 + 15 necrotic damage.

Ⓢ **Sweeping Axe:** Make up to 2 attacks, each against a different target, +23 vs. AC; 15 + 15 necrotic damage, +15 necrotic damage if target is bloodied.

Ⓢ **Hurl Blight:** (nearest) +25 vs. Fortitude; 20 necrotic damage.

POWERS

Reach 3; Resist 35 Necrotic

Steal Soul: *Use when this creature destroys an enemy:* This creature heals 30 HP.

HP 150
BLOOD 75

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DEGENERATE CULTIST OF ORCUS

Level 8 ♦ Orcus

AC 17
FORT 18
REF 18
WILL 18

ATTACK ACTIONS

Ⓢ **Mace:** +11 vs. AC; 10 + 5 necrotic damage.

Ⓢ **Crushing Smiter:** +11 vs. AC; 25 + 10 necrotic damage.

Ⓢ **Demonic Battle Cry:** (burst 2) +13 vs. Will; 10 necrotic damage AND Dazed (save ends).

POWERS

Resist 10 Necrotic

Desperation of the Abyss: *Use when this creature takes an attack action, if this creature is bloodied:* This creature makes a Ⓢ attack as a free action.

Within the cults of Orcus, "degenerate" is practically a term of respect.

HP 65
BLOOD 30

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DORESAIN, THE GHOUL KING

Level 20 ♦ Undead • Orcus (Unique)

CR 3

AC 34
FORT 32
REF 32
WILL 32

ATTACK ACTIONS

Ⓢ **Toothlust:** +22 vs. AC; 20 necrotic damage AND 10 ongoing necrotic damage (save ends).

Ⓢ **Bite:** (Slowed target only) +23 vs. Reflex; 20 + 20 necrotic damage AND Helpless (save ends).

Ⓢ **Cloak of Mouths:** (burst 3) +25 vs. AC; 25 necrotic damage AND Slowed (save ends).

POWERS

Immune Poison; Resist 20 Necrotic; Resist 10 Radiant

Death Lord: *Use when an Undead ally starts its turn within 3 squares of this creature:* That ally heals 10 HP.

Ⓢ **Teleport:** *Replaces move action:* This creature teleports up to 12 squares. Ⓢ when this creature first becomes bloodied.

CHAMPION POWERS □ □ □

❖ *Use at end of round:* This creature and each Undead ally can shift as a free action.

❖ *Use when an enemy becomes bloodied:* That enemy takes 20 damage.

HP 115
BLOOD 55

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DRAGONBORN DEFENDER

Level 9 ♦ Dragonborn • Martial

AC 24
FORT 23
REF 19
WILL 19

ATTACK ACTIONS

Ⓢ **Longsword:** +15 vs. AC; 20 damage.

Ⓢ **Bloodfury:** Make 1 Ⓢ attack against each adjacent bloodied enemy.

Ⓢ **Dragon Breath:** (line 6) +12 vs. Reflex; 20 fire damage, 10 fire damage on miss.

POWERS

□ **Unbreakable:** *Use when this creature is hit by a Ⓢ attack:* -10 damage on that attack. Ⓢ when this creature is hit by a Ⓢ or Ⓢ attack.

The dragonborn are proud and honorable in battle, keeping alive the ideals of their long-fallen empire.

HP 70
BLOOD 35

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DRAGONBORN MYRMIDON

Level 11 ♦ Dragonborn • Martial

ATTACK ACTIONS

- AC 26
FORT 23
REF 23
WILL 23
- ⚔ Halberd: +16 vs. AC; 20 damage.
 - ⚔ Hammer and Anvil: +16 vs. AC; 20 damage AND an ally adjacent to target makes a ⚔ attack against target as a free action.
 - ⚔ Dragon Breath: (blast 3) +14 vs. Reflex; 25 cold damage, 10 cold damage on miss.

POWERS

- Dragonborn Fury: Whenever this creature makes a ⚔ attack while bloodied: +2 Attack and +5 Damage on that attack.*
- ⚔ Launch: Use at any time: This creature gains Flight until end of turn.

SPEED 7

HP 70
BLOOD 35

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DWARF WARWORD

Level 12 ♦ Dwarf • Martial

ATTACK ACTIONS

- AC 26
FORT 27
REF 23
WILL 23
- ⚔ Longsword: +17 vs. AC; 25 damage.

POWERS

- Bloodthirsty: Whenever this creature hits a bloodied target with an attack: +5 damage on that attack.*
- 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.*
- Grudge Fighter: Whenever this creature hits an enemy that has damaged it: +10 damage on that attack.*

SPEED 5

HP 90
BLOOD 45

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EARTH TITAN

Level 16 ♦ Giant • Elemental • Earth

ATTACK ACTIONS

- AC 28
FORT 30
REF 26
WILL 26
- ⚔ Pummel: +19 vs. AC; 30 damage.
 - ⚔ Hurl Earth: (range 20) +16 vs. Reflex, 20 damage AND Dazed (save ends).
 - ⚔ Earth Shock: (burst 2) +16 vs. Fortitude; 20 damage AND Stunned (save ends), 10 damage on miss.

POWERS

- Reach 3*
- ⚔ Dual Strike: Use when this creature makes a ⚔ attack against a target granting it combat advantage: Make 1 extra ⚔ attack against that target.

SPEED 5

HP 165
BLOOD 80

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The inexorable might of the earth personified, it's only slightly smarter than the dirt it's made of.

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EFREETI FLAMESTRIDER

Level 16 ♦ Elemental • Fire

CR 2

ATTACK ACTIONS

- AC 29
FORT 28
REF 28
WILL 28
- ⚔ Scimitar: +21 vs. AC; 20 + 10 fire damage.
 - ⚔ Fiery Grasp: (sight) +18 vs. Reflex; 15 fire damage AND 10 ongoing fire damage (save ends) AND Immobilized (save ends).

POWERS

- Reach 2; Resist 10 Fire*
- Fiery Teleport: Replaces move action: This creature teleports to a space adjacent to a Fire creature or to a creature taking ongoing fire damage.*
- CHAMPION POWERS**
- ❖ Use when any creature hits with an attack: That attack's base damage becomes fire damage instead of its normal type.
 - ❖ Use at start of round: Whenever any creature hits with an attack that deals fire damage this round, that attack deals +5 fire damage.

SPEED 8

HP 95
BLOOD 45

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ELADRIN PYROMANCER

Level 11 ♦ Eladrin • Arcane

ATTACK ACTIONS

- AC 25
FORT 23
REF 23
WILL 23
- ⚔ Dagger: +13 vs. AC; 10 damage.
 - ⚔ Fireball: (radius 2 within sight) +13 vs. Reflex; 25 fire damage, 15 fire damage on miss. ⚔ when this creature takes fire damage.
 - ⚔ Fireblast: (radius 1 within 10) +13 vs. Reflex; 20 fire damage.

POWERS

- Razor Barrier: Use at start of this creature's turn: Until this creature moves on its turn, whenever an enemy makes a ⚔ attack against this creature, that enemy takes 10 damage.*

SPEED 6

HP 45
BLOOD 20

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ELDER RED DRAGON

Level 22 ♦ Dragon

CR 2

ATTACK ACTIONS

- AC 36
FORT 37
REF 33
WILL 33
- ⚔ Fiery Bite: +26 vs. AC; 25 + 20 fire damage.
 - ⚔ Fiery Breath: (blast 5) +22 vs. Reflex; 40 fire damage, 20 fire damage on miss. ⚔ when this creature first becomes bloodied.
 - ⚔ Frightful Presence: (burst 3) +24 vs. Will; Stunned AND target has -4 Attack against this creature until this creature is hit by an attack.

POWERS

- Reach 2; Resist 40 Fire*
- ⚔ Warding Strike: Use when an enemy flanking this creature makes an attack against this creature: This creature makes a ⚔ attack against that enemy as an immediate action.

SPEED F9

HP 225
BLOOD 110

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ELDER WHITE DRAGON

Level 17 ♦ Dragon

CR 1

ATTACK ACTIONS

- AC 31
FORT 29
REF 29
WILL 29
- ⚔ Bite: +22 vs. AC; 30 damage.
 - ⚔ Predator's Claw: (Large or smaller target only) +22 vs. AC; 30 damage AND pull target adjacent to this creature AND Immobilized (save ends). ⚔ when no creature is affected by this creature's Predator's Claw.
 - ⚔ Frost Breath: (blast 5) +20 vs. Reflex; 35 cold damage, 15 cold damage on miss. ⚔ when this creature first becomes bloodied.

POWERS

- Reach 2; Resist 50 Cold*
- ⚔ Freezing Body: Use when an enemy starts its turn adjacent to this creature: That enemy takes 10 cold damage.
 - ⚔ Frigid Fury: Whenever this creature scores a critical hit: +30 cold damage on that attack.

SPEED F7

HP 180
BLOOD 90

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- CHAMPION POWERS**
- ❖ Use when any creature takes cold damage: That creature is Immobilized until end of round.
 - ❖ Use after rolling initiative, if you win and this is your only champion in play: You score 30 VP.

ELF ARCANE ARCHER

Level 13 ♦ Elf • Martial

ATTACK ACTIONS

- AC 27
FORT 25
REF 25
WILL 25
- ⚔ Short Sword: +17 vs. AC; 15 damage.
 - ⚔ Longbow: (sight) +17 vs. AC; 20 damage.
 - ⚔ Steel Rain: (blast 5) +13 vs. Reflex; 25 damage.

POWERS

- ⚔ Phase Arrow: Use when this creature makes a Longbow attack: That attack treats terrain that blocks line of sight as clear terrain. ⚔ at end of this creature's turn if it did not attack on that turn.

SPEED 6

HP 75
BLOOD 35

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"That rampart won't save you. Any of you."

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ENORMOUS CARRION CRAWLER

Level 17 ♦ Aberrant • Beast

AC 30
FORT 29
REF 29
WILL 29

ATTACK ACTIONS

Ⓢ **Bite:** +22 vs. AC; 25 damage.
Ⓡ **Scavenge:** Make 1 Ⓢ attack against each Helpless enemy within Reach.
Ⓡ **Tentacle Slap:** +19 vs. Fortitude; 15 poison damage AND Helpless (save ends).

POWERS
Reach 2

SPEED 6

HP 150
BLOOD 75

Where food is plentiful, carrion crawlers can grow to tremendous size.

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FEYBOUND HALFLING

Level 11 ♦ Halfling • Arcane

AC 25
FORT 23
REF 23
WILL 23

ATTACK ACTIONS

Ⓢ **Mace:** +16 vs. AC; 15 damage.
Ⓡ **Bewitching Blast:** (range 10) +15 vs. Will; 20 damage AND push target up to 1 square.
Ⓡ **Otherwind Stride:** (burst 1) +13 vs. Reflex; 15 damage. After resolving all attacks, this creature teleports up to 5 squares.

SPEED 4

HP 50
BLOOD 25

He heeds the call of the Feywild, and he pays the debts in the currency of the spirit.

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FIRE BAT

Level 5 ♦ Elemental • Fire

AC 19
FORT 17
REF 17
WILL 17

ATTACK ACTIONS

Ⓢ **Fiery Touch:** +8 vs. Reflex; 10 fire damage.
Ⓡ **Fiery Swoop:** Move up to 4 squares and make 1 Ⓢ attack against each enemy occupying squares entered during that move.

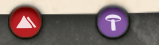
POWERS
Resist 10 Fire

SPEED F8

HP 40
BLOOD 20

When it lights up a cavern, you'll pray for the dark.

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FIRE GIANT RAIDER

Level 18 ♦ Giant • Fire

AC 32
FORT 31
REF 27
WILL 27

ATTACK ACTIONS

Ⓢ **Greatsword:** +24 vs. AC; 25 damage.
Ⓡ **Sweeping Sword:** Make up to 2 attacks, each against a different Medium or smaller target, +20 vs. AC; 25 damage.
Ⓡ **Iron Javelin:** (range 10, nearest) +22 vs. AC; 25 damage AND Slowed (save ends).

POWERS
Reach 2; Resist 30 Fire

Eyes on Me: Use when an enemy within Reach of this creature shifts or takes an attack action that doesn't include this creature as a target: This creature makes an opportunity attack against that enemy.

SPEED 6

HP 105
BLOOD 50

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FIRE TITAN

Level 21 ♦ Giant • Fire

AC 36
FORT 33
REF 33
WILL 33

ATTACK ACTIONS

Ⓢ **Greatsword:** +27 vs. AC; 30 fire damage.
Ⓡ **Hurl Lava:** (nearest) +24 vs. Reflex; 25 fire damage AND 10 ongoing fire damage (save ends) AND Immobilized.
Ⓡ **Burning Wave:** (burst 3) +24 vs. Reflex; 30 fire damage AND Immobilized AND target loses Flight until end of its next turn.

POWERS
Reach 3; Resist 40 Fire

Ⓡ **Primal Flame:** Use at start of this creature's turn: 1 creature adjacent to this creature loses Resist Fire and Immune Fire until end of its next turn. Ⓡ when this creature destroys an enemy.

HP 120
BLOOD 60

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FIST OF MORADIN

Level 4 ♦ Dwarf • Divine

AC 20
FORT 19
REF 19
WILL 19

ATTACK ACTIONS

Ⓢ **Mace:** +8 vs. AC; 10 damage AND this creature has +2 AC against target's attacks until end of this creature's next turn.
Ⓡ **Smite Unbeliever:** +8 vs. AC; 20 damage, 10 damage on miss. Ⓡ when an ally adjacent to this creature is hit by a Ⓡ attack.

POWERS
Aura of Protection: (Aura) Each ally within 5 squares of this creature has +1 to all defenses.

SPEED 5

HP 40
BLOOD 20

He carries in his heart the ancient might of the mountains. Like his god, he is a protector of his chosen people.

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FLAMESCORCHED KOBOLD

Level 4 ♦ Kobold

AC 18
FORT 18
REF 14
WILL 14

ATTACK ACTIONS

Ⓢ **Short Sword:** +8 vs. AC; 10 damage.
Ⓡ **Twin Strike:** Make 2 Ⓢ attacks.

POWERS

Combustible: Opponent scores 7 VP instead of this creature's point cost if it is destroyed by a Ⓡ or Ⓡ attack.

Evasive: Whenever this creature takes damage from a Ⓡ or Ⓡ attack: This creature takes half damage from that attack.

Mob Attack: Whenever this creature hits a target adjacent to 2 or more allies with Mob Attack with a Ⓡ attack: +5 Damage on that attack.

Shifty: Use at any time on this creature's turn, no more than once per turn: This creature shifts as a free action.

SPEED 6

HP 35
BLOOD 15

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FURIOUS OWLBEAR

Level 8 ♦ Beast

AC 19
FORT 21
REF 17
WILL 17

ATTACK ACTIONS

Ⓢ **Claw:** +11 vs. AC; 20 damage.
Ⓡ **Stunning Screech:** (burst 1) +9 vs. Fortitude; Stunned. This creature can use Stunning Screech as an immediate action when it first becomes bloodied.

POWERS
Reach 2
Enrage: Whenever this creature hits with a Ⓡ attack while it is bloodied: +20 Damage on that attack.

SPEED 7

HP 65
BLOOD 30

When isn't an owlbear furious?

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GALEB DUHR

Level 11 ♦ Elemental • Earth

AC 25
FORT 23
REF 23
WILL 23

ATTACK ACTIONS

⚔ **Fist:** +18 vs. AC; 20 damage.

☐ **Rolling Thunder:** Move exactly 4 squares, then make 1 attack, +16 vs. AC; 30 damage AND push target up to 2 squares. ⚡ at start of this creature's turn if no enemy is adjacent to it.

POWERS

☐☐ **Stone Transformation:** Use at any time: This creature has Resist 30 All until start of its next turn.

➡ **Tremorsense:** Ignores Conceal on creatures without Flight and treats invisible creatures without Flight as visible.

SPEED B4

HP 70
BLOOD 35

"That's how I roll."

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GNAW DEMON

Level 5 ♦ Demon

AC 19
FORT 18
REF 18
WILL 18

ATTACK ACTIONS

⚔ **Bite:** +10 vs. AC; 15 damage.

⚔ **Devour:** (bloodied target only) +12 vs. AC; 25 damage.

POWERS

☐ **Ankle Biter:** Use when an enemy starts its turn adjacent to this creature: That enemy has -2 Speed until end of turn.

☐ **Dinner's On:** Replaces move action: This creature teleports up to 10 squares to a space adjacent to a bloodied enemy.

SPEED F5

HP 40
BLOOD 20

The Abyss is always hungry.

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GOBLIN RUNNER

Level 1 ♦ Goblin

AC 17
FORT 15
REF 15
WILL 15

ATTACK ACTIONS

⚔ **Spear:** +6 vs. AC; 10 damage.

➡ **Thrown Spear:** (range 5, nearest) +6 vs. AC; 10 damage.

POWERS

☐ **Burst of Speed +3:** Use at any time on this creature's turn: +3 Speed until end of its turn.

☐ **Goblin Tactics:** Use after a ⚔ attack misses this creature: This creature shifts as a free action.

☐ **Quick-Footed:** Whenever this creature is targeted by an opportunity attack: +4 AC against that attack.

SPEED 7

HP 20
BLOOD 10

Like wasps, they're fast and twitchy, and they pack a nasty sting.

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GOLDEN WYVERN INITIATE

Level 9 ♦ Human

AC 21
FORT 20
REF 20
WILL 24

ATTACK ACTIONS

⚔ **Dragon Quarterstaff:** +12 vs. AC; 5 + 5 cold damage.

⚡ **Icy Exhalation:** (blast 5) +12 vs. Reflex; 15 cold damage.

☐ **Fireblast:** (radius 1 within 10) +12 vs. Reflex; 15 fire damage.

☐ **Ice Storm:** (radius 3 within 10) +12 vs. Reflex; 25 cold damage AND Slowed, 10 damage on miss.

SPEED 6

HP 40
BLOOD 20

POWERS

☐ **Golden Wyvern:** Can ignore up to 1 target in area when making a ⚡ or ☐ attack.

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HALF-ELF ASSASSIN

Level 5 ♦ Half-Elf • Martial

AC 21
FORT 19
REF 19
WILL 19

ATTACK ACTIONS

⚔ **Dagger:** +10 vs. AC; 10 damage.

☐ **Blood-Tempered Thrust:** (target this creature has damaged only) +12 vs. AC; 20 damage.

☐ **Streetwise:** Use only when this creature has combat advantage against target: Make 2 attacks, each against the same target, +9 vs. AC; 15 damage.

POWERS

➡ **Quick Step 2:** Can shift up to 2 squares.

SPEED 6

HP 40
BLOOD 20

He wields daggers with a surgeon's skill and a child's glee.

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HELLWASP

Level 4 ♦ Beast • Vermin

AC 17
FORT 14
REF 18
WILL 14

ATTACK ACTIONS

⚔ **Sting:** +9 vs. AC; 10 damage.

POWERS

☐ **Drone:** (Aura) Each adjacent enemy cannot make opportunity attacks.

☐ **Hellborn:** Whenever this creature hits a Good target: +5 damage on that attack.

SPEED F7

HP 35
BLOOD 15

"Some say a hellwasp's sting is as painful as a journey through the Nine Hells. Clearly they ain't been there!"—Borgald Marrson, retired adventurer

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HOBGOBLIN GUARD

Level 3 ♦ Hobgoblin • Goblin

AC 19
FORT 15
REF 15
WILL 15

ATTACK ACTIONS

⚔ **Heavy Spear:** +10 vs. AC; 10 damage.

POWERS

☐ **Jockey for Position:** Use after this creature hits with an opportunity attack: This creature shifts as a free action.

☐ **Phalanx Fighting:** Whenever this creature is targeted by an attack, if it is adjacent to an ally: +2 AC against that attack.

SPEED 5

HP 30
BLOOD 15

Their battle tactics mix discipline with a knack for improvisation.

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LIZARDFOLK RAIDER

Level 5 ♦ Lizardfolk

AC 18
FORT 17
REF 17
WILL 17

ATTACK ACTIONS

⚔ **Warhammer:** +10 vs. AC; 10 damage.

☐ **Swampland Vengeance:** +10 vs. AC; 20 damage AND Dazed.

POWERS

☐ **Experienced Raider:** Whenever this creature first enters difficult terrain on its turn: Roll 1d20. On 11-20, this creature ignores the extra cost for entering difficult terrain until end of turn.

☐ **Hammer and Shift:** Use after this creature hits with a ⚔ attack: This creature shifts as a free action.

SPEED 7

HP 40
BLOOD 20

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LURKING WRAITH

Level 8 ♦ Undead • Shadow

AC 19
FORT 21
REF 21
WILL 21
SPEED F6
HP 40
BLOOD 20

ATTACK ACTIONS

⊕ **Necrotic Touch:** +11 vs. Reflex; 15 necrotic damage AND Weakened.

POWERS

Phasing; Insubstantial; Resist 20 Necrotic; Vulnerable 10 Radiant

Strike from the Shadows: Whenever this creature hits a target that did not have line of sight to this creature at start of this creature's turn with a ⊕ attack: +15 necrotic damage on that attack.

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MIGHTY BLADEMASTER

Level 12 ♦ Human • Martial

AC 26
FORT 23
REF 23
WILL 23
SPEED 6
HP 90
BLOOD 45

ATTACK ACTIONS

⊕ **Greatsword:** +18 vs. AC; 30 damage.

⊕ **Sweeping Blow:** Make up to 2 attacks, each against a different target, +16 vs. AC; 30 damage.

POWERS

☐☐ **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.

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OCHRE JELLY

Level 3 ♦ Ooze

AC 13
FORT 13
REF 13
WILL 13
SPEED 4
HP 35
BLOOD 15

ATTACK ACTIONS

⊕ **Pseudopod:** +6 vs. AC; 15 acid damage.

⊕ **Envelop:** Provokes opportunity attack from target. +5 vs. Reflex; 15 acid damage AND 10 ongoing acid damage (save ends).

POWERS

Resist 20 Acid

☐ **Split:** Use when this creature becomes bloodied but not destroyed by an attack: Put a creature named Ochre Jelly in a space adjacent to this creature. That creature has no uses of Split (but can recharge it as normal). ⊕ when an Ooze creature adjacent to this creature is destroyed by a ⊕ or ⊗ attack.

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ORC ZOMBIE

Level 2 ♦ Undead

AC 11
FORT 12
REF 12
WILL 12
SPEED 4
HP 30
BLOOD 15

ATTACK ACTIONS

⊕ **Slam:** +5 vs. AC; 15 damage.

POWERS

Vulnerable 10 Radiant

Massive Damage: Whenever this creature takes 20 or more damage from a ⊕ attack: This creature is destroyed.

Zombie Grab: (Aura) Each adjacent Medium or smaller enemy is Immobilized while adjacent to 2 or more allies with Zombie Grab.

Bereft of higher thought, higher purpose, or anything resembling mercy

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PLAGUECHANGED GHOUL

Level 3 ♦ Undead

AC 16
FORT 17
REF 17
WILL 17
SPEED 6
HP 30
BLOOD 15

ATTACK ACTIONS

⊕ **Claw:** +8 vs. AC; 10 damage.

⊕ **Consume:** +5 vs. Reflex; 10 damage AND this creature heals 10 HP.

POWERS

Gut Maw: Use when an enemy misses this creature with a ⊕ attack: This creature makes a Consume attack against that enemy as a free action.

The Spellplague was the blue fire that came when the Weave failed. Some things it consumed, leaving nothing behind. Other things it ate, then spit back... changed.

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RAVENOUS DIRE RAT

Level 1 ♦ Beast • Rat

AC 14
FORT 12
REF 12
WILL 12
SPEED 6
HP 5
BLOOD —

ATTACK ACTIONS

⊕ **Bite:** +6 vs. AC; 5 damage.

POWERS

Agility: Use after this creature hits with a ⊕ attack: This creature shifts as a free action.

Bloodthirsty: Whenever this creature hits a bloodied target: +5 Damage on that attack.

Rats are sacred to Torog, the King That Crawls. Their presence signifies plague, decay, and collapse in decadent cities.

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ROPER

Level 14 ♦ Aberrant

AC 28
FORT 25
REF 25
WILL 25
SPEED 3
HP 105
BLOOD 55

ATTACK ACTIONS

⊕ **Bite:** +19 vs. AC; 20 damage.

⊕ **Tentacles:** Make up to 2 attacks, each against a different target within 4 squares of this creature, +17 vs. Fortitude; 10 damage AND Weakened.

⊗ **Reel In:** (range 10) +17 vs. Fortitude; 15 damage AND pull target up to 4 squares.

POWERS

Feed: Replaces attack action: This creature makes a ⊕ attack and a Bite, Tentacles, or Reel In attack.

☐ **Lashing Tentacles:** Use when this creature first becomes bloodied: This creature makes 2 Tentacles attacks as an immediate action.

Opportunity Reach 2: Can make opportunity attacks against enemies within 2 squares.

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SHADOW HULK

Level 16 ♦ Magical Beast

AC 30
FORT 27
REF 27
WILL 27
SPEED B6
HP 140
BLOOD 70

ATTACK ACTIONS

⊕ **Claw:** +22 vs. AC; 25 damage.

⊗ **Confusing Gaze:** (range 5) +19 vs. Will; Confused.

POWERS

Reach 3

Prey on the Weak-Minded: Use when a Confused enemy starts its turn within Reach of this creature: This creature makes a ⊕ attack against that enemy as a free action.

*"Attack! Before... Wait—who are you guys?"
—Brindi the Bold, last words*

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SHIFTER CLAW ADEPT

Level 9 ♦ Shifter • Humanoid

ATTACK ACTIONS

- AC 21
FORT 21
REF 25
WILL 21
- Ⓢ **Claw:** +14 vs. AC; 15 damage.
 - ☐ **Claw Frenzy:** +16 vs. AC; 10 damage AND make a Claw Frenzy attack against the same target.
 - ☐ **Spring Attack:** Move up to its current speed and make a Ⓢ attack at any time during the move. Ⓢ at start of this creature's turn if no enemy is adjacent to it.

POWERS

- SPEED 7
- Defensive Mobility:** Whenever this creature is targeted by an opportunity attack while moving: +5 AC against that attack.
 - Skirmish 5:** Whenever this creature hits with a Ⓢ attack, if it is 2 or more squares from its starting position this turn: +5 Damage on that attack.



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SHOCKTROOP DEVIL

Level 7 ♦ Devil

ATTACK ACTIONS

- AC 23
FORT 19
REF 19
WILL 19
- Ⓢ **Longsword:** +13 vs. AC; 15 damage.
 - ☐ **Shield Bash:** +9 vs. Fortitude; 10 damage AND Dazed AND *Followup*: +14 vs. AC; 15 damage.

POWERS

- SPEED 6
- Pursue:** Use after this creature makes an opportunity attack: This creature shifts as a free action.

SPEED 6

HP 50

BLOOD 25

At the forefront of the legions of the Nine Hells, shocktroop devils surge onto the battlefield like a blast of hellfire.



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SKULLCLEASE WARRIOR

Level 10 ♦ Human • Martial

ATTACK ACTIONS

- AC 26
FORT 22
REF 22
WILL 22
- Ⓢ **Battleaxe:** +17 vs. AC; 20 damage.
 - ☐ **Great Cleave:** +17 vs. AC; 30 damage AND each enemy adjacent to target takes 15 damage.

POWERS

- SPEED 6
- Skullcleaver:** Use after this creature scores a critical hit: This creature makes a Ⓢ attack against a different target as an immediate action.
 - ☐ **Unavoidable Strike:** Use when this creature declares a Ⓢ attack: That attack is a critical hit.

HP 80

BLOOD 40



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STORM GIANT THUNDERER

Level 17 ♦ Giant • Thunder

ATTACK ACTIONS

- AC 31
FORT 29
REF 29
WILL 29
- Ⓢ **Giant Maul:** +23 vs. AC; 20 + 10 lightning damage.
 - ☐ **Thunderbolt:** (range 10, nearest) +19 vs. Reflex; 25 thunder damage AND push target up to 1 square.
 - ☐ **Howling Winds:** (burst 3, Large or smaller targets only) +19 vs. Reflex; 15 damage AND push target up to 3 squares.

POWERS

- SPEED 7
- Reach 2; Resist 25 Lighting; Resist 25 Thunder**
 - ☐ **Storm Fury:** Use at any time: This creature has +4 AC and +4 Reflex against Ⓢ attacks until start of its next turn. Each square within 2 squares of this creature counts as difficult terrain to non-Giant and non-Thunder creatures until start of this creature's next turn.



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THUNDERBLAST CYCLONE

Level 21 ♦ Elemental

ATTACK ACTIONS

- AC 32
FORT 33
REF 37
WILL 33
- Ⓢ **Thunderclap:** +24 vs. Fortitude; 30 thunder damage.
 - ⚡ **Lightning Bolt:** (line 10) +21 vs. Reflex; 20 lightning damage, 10 lightning damage on miss.
 - ☐ **Lightning Storm:** (radius 4 within sight) +23 vs. Reflex; 40 lightning damage. Ⓢ when this creature first becomes bloodied.

POWERS

- SPEED 8
- Reach 3; Resist 40 Lighting; Resist 40 Thunder**

HP 130

BLOOD 65

The Elemental Chaos is an unending storm of raw creation and destruction. The thunderblast cyclone is the embodiment of that power.



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TIEFLING GLADIATOR

Level 13 ♦ Tiefling • Martial

ATTACK ACTIONS

- AC 29
FORT 26
REF 22
WILL 22
- Ⓢ **Longsword:** +19 vs. AC; 20 damage.
 - Ⓢ **Spinning Strike:** +16 vs. Reflex; 20 Damage AND if target is Medium or smaller, this creature and target switch positions.

POWERS

- SPEED 6
- Resist 15 Fire**
 - ☐ **Angry Reply:** Use at start of this creature's turn: Each condition and effect on this creature ends, then this creature heals 20 HP, then this creature takes an attack action as a free action. Ⓢ if that attack destroys a target.
 - ☐ **Cloying Darkness:** Use at any time: This creature has cover against attacks that target AC or Reflex until start of its next turn.

HP 85

BLOOD 40



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TOMBBOUND ARCANIST

Level 15 ♦ Half-Elf • Arcane

ATTACK ACTIONS

- AC 25
FORT 26
REF 26
WILL 30
- Ⓢ **Dagger:** +16 vs. AC; 10 damage.
 - ⚡ **Confusion:** (radius 2 within sight) +18 vs. Will; 15 psychic damage AND Confused.
 - ☐ **Rune of Terror:** (radius 1, nearest) +16 vs. Will; 25 damage AND target has -2 Fortitude, -2 Reflex, and -2 Will until end of its next turn.

SPEED 7

HP 55

BLOOD 25

"The secrets of the universe are mine for the taking—since someone had the foresight to write them down."



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VISCERAL DEVOURER

Level 7 ♦ Undead • Shadow

ATTACK ACTIONS

- AC 23
FORT 19
REF 19
WILL 19
- Ⓢ **Claw:** +11 vs. AC; 15 damage.
 - ☐ **Hungry Viscera:** +8 vs. Fortitude; 10 damage AND Immobilized. Ⓢ at end of this creature's turn if no enemy is adjacent to it.

POWERS

- SPEED 6
- Vulnerable 10 Radiant**
 - Devour Viscera:** Use when an Immobilized enemy starts its turn adjacent to this creature: That enemy takes 10 damage.
 - ☐ **Exoskeleton:** Use at any time: This creature takes 10 less damage from Ⓢ and Ⓢ attacks (min. 0) until end of its next turn.

HP 75

BLOOD 35

A mass murderer or worse in life, in death a visceral devourer continues its vile rampage.



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VORACIOUS ICE DEVIL

Level 20 ♦ Devil • Cold

ATTACK ACTIONS

- AC 33
FORT 32
REF 32
WILL 32
- Ⓢ **Spear:** +27 vs. AC; 20 + 10 cold damage AND Slowed.
 - ◀ **Cone of Cold:** (blast 5) +20 vs. Reflex; 25 cold damage AND Immobilized.
 - ❄️ **Ice Storm:** (radius 3 within 20) +20 vs. AC; 20 cold damage AND Slowed.

POWERS

Reach 3; Immune Cold; Immune Poison

➡️ **Blindsight:** Ignores Conceal; treats invisible creatures as visible.

🔴 **Unholy Cold Aura:** Use when a Slowed or Immobilized enemy starts its turn adjacent to this creature: That enemy takes 10 cold damage.

SPEED 8

HP 115
BLOOD 55

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XORN RAVAGER

Level 9 ♦ Aberrant • Earth

ATTACK ACTIONS

- AC 24
FORT 23
REF 19
WILL 19
- Ⓢ **Claw:** +14 vs. AC; 15 damage.
 - ⚡ **Earthy Maw:** (range 5, bloodied target only) +11 vs. Reflex; 30 damage. If target is destroyed by this attack, place this creature in a space occupied by target before being destroyed; otherwise, place this creature in a space adjacent to target.
 - ⚡ **Undermine:** Move up to its current speed and make 1 attack against each enemy without Flight occupying squares entered during that move, +11 vs. Fortitude; Stunned.

POWERS

👁️ **All-Around Vision:** Does not grant combat advantage for being flanked.

SPEED B5

HP 60
BLOOD 30

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YOUNG ADAMANTINE DRAGON

Level 7 ♦ Dragon

CR 1

ATTACK ACTIONS

- AC 24
FORT 21
REF 21
WILL 21
- Ⓢ **Adamantine Jaws:** +12 vs. AC; 20 damage.
 - ⚡ **Thundering Breath:** (blast 5) +12 vs. Fortitude; 20 thunder damage AND target has -2 AC until end of battle. Ⓞ when this creature first becomes bloodied.

POWERS

⚡ **Thundershock:** Use at start of this creature's turn on a turn immediately after a turn it used Thundering Breath, only if not bloodied: Each enemy and ally within 3 squares of this creature takes 10 thunder damage.

CHAMPION POWERS

- ❖ Use after an enemy makes an attack: Reroll that attack.
- ❖ Use when this creature or an ally scores a critical hit: That creature makes a Ⓢ attack as a free action.

SPEED F7

HP 75
BLOOD 35

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YUAN-TI ANATHEMA

Level 20 ♦ Yuan-Ti

CR 1

ATTACK ACTIONS

- AC 35
FORT 34
REF 34
WILL 34
- Ⓢ **Venom Bite:** +22 vs. Fortitude; 20 damage AND 20 ongoing poison damage (save ends).
 - ◀ **Hundreds of Snakes:** (burst 1, enemy targets only) +20 vs. Fortitude; 30 ongoing poison damage (save ends).

POWERS

Reach 3

🛑 **Immune Immobilized, Slowed, Stunned:** Not affected by Immobilized, Slowed, or Stunned conditions.

🐍 **Snake Form:** Can move through squares occupied by enemies.

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

SPEED 7

HP 210
BLOOD 105

CHAMPION POWERS

- ❖ Use at end of round: Each creature taking ongoing poison damage takes 25 damage.
- ❖ Use when a Yuan-Ti enemy or ally within 10 squares of this creature is destroyed: This creature heals 50 HP.

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