EPIC BLADEBEARER

Level 14 ✦ Hobgoblin • Martial

CR 1

AC 28
FORT 27
REF 27
WILL 25
SPEED 7
HP 90
BLOOD 45

ATTACKS

⊕ **Shortswords:** +20 vs. AC; 20 damage AND 5 ongoing damage (save ends).

↶ **Spinning Cuts:** *Minor action, once per turn:* (burst 2) Automatic hit; 5 damage. After all attacks are resolved, this creature shifts up to 2 squares.

POWERS

Dual Sword Defense: *Use when this creature is hit by a* ✧ *attack:* Roll 1d20. If the result equals or exceeds the base damage of that attack, that attack misses instead.

CHAMPION POWERS ☐

❖ *Use when an ally takes damage:* This creature makes a ⊕ attack as an immediate action.

❖ *Use at start of this creature's turn:* Hobgoblin allies have +2 attack until end of round.

❖ *For use with Bladebearer Hobgoblin*

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EPIC KOBOLD CHAMPION

Level 12 ✦ Kobold • Stealth

CR 2

AC 26
FORT 21
REF 26
WILL 22
SPEED 6
HP 65
BLOOD 30

ATTACKS

⊕ **Inspired Attack:** +16 vs. AC, +1 attack for each Kobold ally within 6 squares; 15 damage.

POWERS

Conceal 11

Supershifty: *Move action:* This creature shifts up to its current speed.

Sneak Attack 10: +10 damage against targets that grant this creature combat advantage.

Inspired Leadership: Lower level Kobold allies have +2 attack.

CHAMPION POWERS ☐ ☐

❖ *Use at start of round:* All Kobolds in your warband have +2 speed until end of round.

❖ *Use when you win initiative:* All Kobolds in your warband have Phasing until end of round.

❖ *For use with Kobold Champion*

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DDM Guild Epic Promos 2015
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