

## ACHERON GOBLIN

Level 2 ♦ Goblin • Martial

**AC** 17  
**ATTACKS**  
⊕ **Axe**: +8 vs. AC; 10 damage.

**FORT** 15  
**POWERS**  
**Goblin Bolstered**: +2 Attack, +5 Damage, and +2 to all defenses while adjacent to a Goblin ally.

**REF** 15  
**WILL** 15

**SPEED** 5

**HP** 30

**BLOOD** 15

*From his fortress in Clangor, Maglubiyet sends forth goblin forces against the neighboring orcs.*

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## AIR GENASI SWASHBUCKLER

Level 10 ♦ Elemental • Martial

**AC** 24  
**ATTACKS**  
⊕ **Cutlass**: +15 vs. AC; 15 damage.

**FORT** 22  
**POWERS**  
**Opportunity Attacker**: +5 Damage with ⊕ attacks on other creature's turns.

**Bounding Assault**: Replaces move action: Move up to twice its current speed.  
  **Lucky**: Use after this creature misses with an attack or fails a saving throw: Re-roll that attack roll or saving throw instead.

**Retributive Strike**: Use after an adjacent enemy resolves an attack against this creature: Make 1 ⊕ attack against that enemy as an immediate action.

**REF** 22  
**WILL** 22

**SPEED** F6

**HP** 70

**BLOOD** 35

*Air genasi are the inheritors of the sky, the wind, and the air of the world.*

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## ARCADIAN HIPPOGRIFF

Level 10 ♦ Magical Beast (Mount)

**AC** 26  
**ATTACKS**  
⊕ **Claw**: +15 vs. AC; 15 damage.

⊕ **Dual Talons**: Usable on charge. Make 2 ⊕ attacks against the same target.

**FORT** 24  
**POWERS**  
**Martial Mount**: Can have a Medium or smaller Martial creature as a rider.

**Elude Chance**: Use when this creature or its rider makes a ⊕ attack: That attack's attack roll is a natural 10.

**Smite Evil 10**: Use when this creature or its rider declares an attack against an Evil target: +10 Damage on that attack.

**REF** 24  
**WILL** 24

**SPEED** F7

**HP** 75

**BLOOD** 35

*It strikes with a knight's conviction and a zephyr's grace.*

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## BLOOD OF VOL CULTIST

Level 6 ♦ Human • Divine

**AC** 20  
**ATTACKS**  
⊕ **Mace and Dagger**: +10 vs. AC; 10 damage AND ongoing 5 damage.

**FORT** 18  
**POWERS**  
**Devotee of Undead**: +5 Damage while an Undead champion ally is in play.

**REF** 18  
**WILL** 18  
**Undead Bolstered**: +2 Attack and +5 Damage while adjacent to an Undead ally.

**SPEED** 5

**HP** 45

**BLOOD** 20

*The Blood of Vol appears to be a religion devoted to the literal and figurative meaning of blood.*

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## BLUESPAWN STORMLIZARD

Level 10 ♦ Dragon • Magical Beast • Spawn

**AC** 25  
**ATTACKS**  
⊕ **Goring Horn**: +13 vs. AC; 15 damage.

⊕ **Lightning Breath**: (line 10) +13 vs. Fortitude; 20 lightning damage. On miss, 10 lightning damage. ⊕ when this creature first becomes bloodied.

⊕ **Stormburst**: (burst 2) +11 vs. Fortitude; 10 thunder damage.

**FORT** 23  
**POWERS**  
**Resist 10 Lightning**; **Resist 10 Thunder**

**REF** 23  
**WILL** 23  
**Gathering Storm**: +2 Attack and +5 Damage with Stormburst while within 5 squares of another Bluespawn Stormlizard. +4 Attack and +10 Damage with Stormburst while within 5 squares of 2 or more Bluespawn Stormlizards instead.

**SPEED** 7  
**Powerful Charge**: +10 Damage while charging.

**HP** 65

**BLOOD** 30

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## BRALANI ELADRIN

Level 8 ♦ Eladrin • Fey

**AC** 24  
**ATTACKS**  
⊕ **Scimitar**: +14 vs. AC; 15 damage.

↘ **Longbow**: (sight) +14 vs AC; 15 damage.

⊕ **Whirlwind Blast**: (line 10) +12 vs. Reflex; 15 damage AND push target up to 2 squares. On miss, 5 damage. ⊕ when this creature hits with a ↘ attack.

**FORT** 22  
**POWERS**  
**Deflect Arrows**: +2 to all defenses against ↘ attacks.

**REF** 22  
**WILL** 22  
**Draw First Blood**: +10 Damage against undamaged targets.

**SPEED** F6

**HP** 65

**BLOOD** 30

*Wild at heart, a bralani takes feral pleasure in the slaughter of the wicked.*

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## CELESTIAL GIANT STAG BEETLE

Level 8 ♦ Magical Beast • Planar

**AC** 24  
**ATTACKS**  
⊕ **Slicing Mandibles**: +15 vs. AC; 15 damage AND Immobilized.

⊕ **Lightning Burst**: (burst 1) +12 vs. Fortitude; 10 lightning damage.

**FORT** 24  
**POWERS**  
**Resist 10 Lightning**  
**Predatory**: +10 Damage with ⊕ attacks against Medium or smaller targets.

**REF** 20  
**WILL** 20  
 **Defensive Shock**: Use when this creature takes damage: Make 1 Lightning Burst attack as an immediate action.

**SPEED** 5

**HP** 50

**BLOOD** 25

*This sacred scarab answers the call of the valiant.*

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## CENTAUR WAR HULK

Level 12 ♦ Centaur • Fey

**AC** 24  
**ATTACKS**  
⊕ **Halberd**: (reach 2) +15 vs. AC; 25 damage.

⊕ **Whirling Blade**: (burst 2, enemy targets only) +15 vs. AC; 20 damage.

**FORT** 24  
**POWERS**  
**Ponderous**: Cannot shift.  
**Powerful Charge**: +10 Damage while charging.

**REF** 20  
**WILL** 24

**SPEED** 7

**HP** 75

**BLOOD** 35

*War hulks never lead centaur tribes, but they make excellent guardians for those who do.*

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## CHASME

Level 11 ♦ Demon

AC 23  
FORT 21  
REF 21  
WILL 21  
SPEED F8  
HP 65  
BLOOD 30

**ATTACKS**  
⊕ **Claws:** +17 vs. AC; 20 damage.  
⊖ **Droning Wings:** (burst 3, non-Demon targets only) +15 vs. Will; Stunned (save ends; also ends if affected creature becomes 4 or more squares away from this creature). ⊕ when this creature first becomes bloodied.

**POWERS**  
Resist 10 Lightning

*The drone of a chasme's wings saps strength and courage from even the stoutest heart.*

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## DEMONIC GNOLL PRIESTESS

Level 7 ♦ Demon • Gnoll

AC 23  
FORT 19  
REF 19  
WILL 19  
SPEED 6  
HP 55  
BLOOD 25

**ATTACKS**  
⊕ **Axe:** +12 vs. AC; 15 damage.  
⊖ **Demonic Bolt:** (range 5) +14 vs. Fortitude; 10 necrotic damage AND Dazed.

**POWERS**  
**Blindsight 5:** Ignores Conceal on creatures within 5 squares; treats invisible creatures within 5 squares as visible.  
**Dark Blessing:** +5 Damage with ⊕ attacks against Good targets.  
**Leader of the Pack:** (Aura) Gnoll allies have +2 Attack and +5 Damage.

*The strength of their demon prince pours forth from gnoll priestesses, bringing their cruelty and savagery to the fore.*

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## DOOMGUARD

Level 7 ♦ Human • Martial

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

**ATTACKS**  
⊕ **Short Swords:** +12 vs. AC; 15 damage.  
⊕ **Thrust and Rend:** +10 vs. AC; 10 damage AND *Followup:* +10 vs. AC; 10 damage.

**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.  
**Press the Advantage:** (Aura 2) Allies in aura have +5 Damage with ⊕ attacks against bloodied targets.

*The members of the Doomguard know dissolution to be triumphant, and hasten the living toward that end.*

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## DRAGONMARK HEIR OF DENEITH

Level 9 ♦ Human • Martial

AC 25  
FORT 21  
REF 21  
WILL 25  
SPEED 6  
HP 65  
BLOOD 30

**ATTACKS**  
⊕ **Axe:** +14 vs. AC; 15 damage.  
⊕ **Covering Attack:** +15 vs. AC; 15 damage AND 1 adjacent ally shifts up to 2 squares as a free action.

**POWERS**  
**Sneak Attack 10:** +10 Damage against targets granting it combat advantage.  
**Bodyguard:** *Use when an enemy targets an adjacent ally with an attack:* Redirect that attack to this creature as an immediate action.  
⊖ **Protection from Energy:** *Minor action:* This creature or 1 adjacent ally gains Resist 10 Acid, Cold, Fire, Lightning, or Thunder until end of battle.

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## DWARF SNIPER

Level 10 ♦ Dwarf • Martial

AC 22  
FORT 20  
REF 20  
WILL 20  
SPEED 6  
HP 50  
BLOOD 25

**ATTACKS**  
⊕ **Axe:** +12 vs. AC; 15 damage.  
⊖ **Crossbow:** (sight) +12 vs. AC; 15 damage.  
⊖ **Explosive Bolts:** (sight) +10 vs. Reflex; 15 damage AND each enemy and ally adjacent to target takes 10 thunder damage.

**POWERS**  
Scout  
**Aimed Shot:** *Replaces move action:* +4 Attack and +5 Damage on this creature's next ⊖ attack this turn.

*Dwarf legions advance under a hail of iron and fire.*

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## EARTH ELEMENT GARGOYLE

Level 10 ♦ Elemental • Magical Beast

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

**ATTACKS**  
⊕ **Claws:** +12 vs. AC; 15 damage.

**POWERS**  
Resist 5 All  
**Delayed Appearance:** Starts off the battle map.  
**Ambush:** *Minor action:* Choose 1 enemy that does not have line of sight to this creature. Until end of turn, this creature has +10 Damage with ⊕ attacks against that creature.  
⊖ **Awaken:** *Use at start of round:* Put this creature in your start area or in a space containing statue terrain (until it moves, this creature can occupy that space).  
⊖ **Earthglide:** *Use at start of this creature's turn:* This creature has Burrow until end of turn.

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## ELF DRAGONKITH

Level 11 ♦ Elf • Martial

AC 25  
FORT 23  
REF 23  
WILL 23  
SPEED 5  
HP 70  
BLOOD 35

**ATTACKS**  
⊕ **Longsword:** +18 vs. AC; 15 + 5 radiant damage.

**POWERS**  
⊖ **Aid Dragon:** *Minor action:* 1 condition on an adjacent Dragon ally ends, or 1 adjacent Dragon ally heals 10 HP.  
**Dragon Bolstered:** +5 Damage while within 5 squares of a Dragon champion ally.  
⊖ **Dragon Rider:** *Use during your set-up:* Choose 1 non-Mounted Large or larger Dragon ally. That ally can be a mount for this creature until end of battle.

*"The dragons have given me a gift. Feel their wrath in the touch of my blade!"— Ekelior Arazain, elf dragonkith*

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## ELF WARMAGE

Level 11 ♦ Elf • Arcane

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

**ATTACKS**  
⊕ **Shocking Grasp:** +13 vs. AC or +13 vs. Reflex; 15 lightning damage.  
⊖ **Thunder Lance:** (range 10) +13 vs. Reflex; 15 thunder damage.  
⊖ **Acid Breath:** (blast 5) +13 vs. Reflex; 15 acid damage.  
⊖ **Blast of Flame:** (blast 5) +13 vs. Reflex; 15 fire damage.

**POWERS**  
⊖ **Ring of Blades:** *Use at start of an adjacent enemy's turn:* That enemy takes 10 damage.  
⊖ **Sudden Empower:** *Use when this creature declares an attack action:* +10 Damage on each attack in that attack action.

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## ETHEREAL MARAUDER

Level 5 ♦ Magical Beast

AC 19  
FORT 17  
REF 17  
WILL 17  
SPEED 7  
HP 40  
BLOOD 20

**ATTACKS**  
⊕ **Hooked Maw:** +10 vs. AC; 15 damage.  
⊕ **Snatch Prey:** (Small or smaller target only) +8 vs. Reflex; 10 damage AND this creature shifts up to its current speed. Hit or miss, place target in any legal space adjacent to this creature after resolving attack.

**POWERS**  
☐ **Phase Out:** Use at start of this creature's turn: This creature has Insubstantial and Phasing until end of turn.

*"What was that? And where's Lidda?"  
—Miale, adventuring wizard*

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## FIENDISH SNAKE

Level 2 ♦ Beast • Serpent

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

**ATTACKS**  
⊕ **Bite:** +7 vs. AC; 5 damage AND ongoing 5 poison damage (save ends).

**POWERS**  
**Fluid Movement:** Ignores the extra cost for entering difficult terrain.  
☐ **Intensify Venom:** *Minor action:* 1 enemy within 5 squares taking ongoing poison damage takes 10 poison damage.

*The denizens of the nether realms are the favored minions of conjurers.*

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## FIRE GIANT FORGEPRIEST

Level 15 ♦ Giant • Fire

AC 28  
FORT 28  
REF 24  
WILL 24  
SPEED 6  
HP 95  
BLOOD 45

**ATTACKS**  
⊕ **Maul:** (reach 2) +20 vs. AC; 25 damage.  
☐ **Flame Wave:** (burst 2) +18 vs. Reflex; 10 fire damage AND ongoing 10 fire damage (save ends) AND push target up to 2 squares. ☹ when this creature first becomes bloodied.

**POWERS**  
**Resist 30 Fire**  
☐ **Hot Iron:** Use when this creature hits with a ⊕ attack: Target also takes ongoing 10 fire damage (save ends). ☹ when this creature first becomes bloodied.

*Burning with rage and hard as iron, forgepriests bring the might of Surtur, god of fire giants, to bear on their foes.*

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## FREE LEAGUE RANGER

Level 8 ♦ Human • Martial

AC 19  
FORT 17  
REF 17  
WILL 17  
SPEED 6  
HP 45  
BLOOD 20

**ATTACKS**  
⊕ **Greatsword:** +13 vs. AC; 20 damage.  
☞ **Longbow:** (sight) +15 vs. AC; 15 damage.

**POWERS**  
**Free League Training:** +5 Damage against Civilization or Evil targets.  
☐ **Zealous Follower:** Use during your set-up: 1 champion ally's Champion Rating is increased by 1 until this creature is destroyed. (When this creature is destroyed, that ally loses 1 use of champion powers if any remain.)

*The Free League is a faction of independent Outlanders who keep trade fair in Sigil—by whatever means necessary.*

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## GITHYANKI DRAGON KNIGHT

Level 16 ♦ Dragon • Githyanki • Mounted

CR 1

AC 29  
FORT 28  
REF 28  
WILL 28  
SPEED F8  
HP 95  
BLOOD 45

**ATTACKS**  
⊕ **Greatsword:** (reach 2) +22 vs. AC; 20 damage.  
⊕ **Crowdfighter:** Make 2 ⊕ attacks, each against a different target.  
☐ **Fiery Breath:** (blast 5) +20 vs. Reflex; 25 fire damage. On miss, 10 fire damage. ☹ when this creature first becomes bloodied.

**POWERS**  
**Resist 5 Fire**  
**Cavalry 5:** +5 Damage with ⊕ attacks against non-Mounted targets.

**CHAMPION POWERS** ☐  
♦ Use at start of round: Each Dragon ally and each Githyanki ally has +4 Attack and +10 Damage until end of round.  
♦ Use before taking your first turn of a round: At end of round, the player whose warband destroys the highest-level enemy this round scores 15 VP.

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## GNOLL BARBARIAN

Level 6 ♦ Gnoll • Primal

AC 15  
FORT 14  
REF 14  
WILL 14  
SPEED 7  
HP 65  
BLOOD 30

**ATTACKS**  
⊕ **Greataxe:** +10 vs. AC; 20 damage.

**POWERS**  
**Bloodrage 5:** +5 Damage while bloodied.  
**Murderous:** Cannot move or attack a non-bloodied target while adjacent to a bloodied enemy.

*Gnolls see no tribute to their demon lord more fitting than the blood of a fallen enemy.*

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## GNOME TRICKSTER

Level 7 ♦ Gnome • Stealth

AC 21  
FORT 19  
REF 19  
WILL 19  
SPEED 6  
HP 50  
BLOOD 25

**ATTACKS**  
⊕ **Hammer:** +12 vs. AC; 10 damage.

**POWERS**  
**Sneak Attack 10:** +10 Damage against targets granting it combat advantage.  
**Bag of Tricks:** Replaces attack action: Choose 1 effect:  
☐ **Invisibility:** This creature or 1 ally within 5 squares of this creature is invisible until end of its next turn; also ends after it makes an attack.  
☐ **Slide:** Slide 1 enemy or ally within 5 squares of this creature up to 2 squares.  
☐ **Snake's Swiftmess:** Nearest ally within line of sight of this creature makes 1 ⊕ attack as an immediate action.  
☐ **Disguise Self:** Use during your set-up: This creature is invisible to enemies until after it first makes an attack.

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## GREEN SLAAD

Level 11 ♦ Slaad • Chaos

AC 25  
FORT 23  
REF 23  
WILL 23  
SPEED 6  
HP 60  
BLOOD 30

**ATTACKS**  
⊕ **Claw:** (reach 2) +16 vs. AC; 20 damage.  
☐ **Cacophony:** (blast 3) +14 vs. Will; 20 psychic damage AND push target up to 5 squares.  
☐ **Chaos Hammer:** (radius 2 within 5) +14 vs. Fortitude; 15 thunder damage AND Dazed.  
☐ **Fireball:** (radius 2 within 10) +14 vs. Reflex; 20 fire damage. On miss, 10 fire damage.

**POWERS**  
**Entropic Spirit:** At start of battle, this creature's Cacophony, Chaos Hammer, Fireball, and Skein of Shadow count as used.  
**Shape Chaos:** Use at start of this creature's turn: Roll 1d20. On 1-5, recharge Cacophony. On 6-10, recharge Chaos Hammer. On 11-15, recharge Fireball. On 16-20, recharge Skein of Shadow.  
☐ **Skein of Shadow:** *Minor action:* This creature has Conceal 11 until start of its next turn.

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## GREENSPAWN SNEAK

Level 2 ♦ Dragon • Spawn • Stealth

AC 18  
FORT 16  
REF 16  
WILL 16  
SPEED 6  
HP 20  
BLOOD 10

**ATTACKS**  
⊕ **Spawnblades:** +7 vs. AC; 10 damage.  
☐ ↗ **Spit Poison:** (range 5) +8 vs. AC; 10 poison damage.

**POWERS**  
**Scout**  
**Hide:** If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.  
**Sneak Attack 5:** +5 Damage against targets granting it combat advantage.

*"What we see, so sees the Dragon Queen. What we hear, she hears. What we kill, she leaves to us to eat."*

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## HALF-ORC SPY

Level 7 ♦ Half-Orc • Stealth

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

**ATTACKS**  
⊕ **Wounding Dagger:** +14 vs. AC; 10 damage AND ongoing 5 damage.

**POWERS**  
**Scout**  
**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.  
☐ **Disguise Self:** Use during your set-up: This creature is invisible to enemies until it makes an attack.  
☐☐ **Enemy Battle Plans:** Use at start of round: If this creature occupies a victory area, you roll 1 extra d20 to determine initiative this round.

*Rocks crumble, geodes crack, and skulls shatter beneath its iron mauls.*

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## HAMMERER

Level 6 ♦ Construct

AC 19  
FORT 17  
REF 17  
WILL 17  
SPEED 6  
HP 45  
BLOOD 20

**ATTACKS**  
⊕ **Hammer:** +11 vs. AC; 20 damage.

**POWERS**  
**Immune Dazed; Immune Stunned**  
☐ **Ready Hammer:** Use when an enemy enters an adjacent square: Make 1 ⊕ attack against that enemy as an immediate action. ⊕ at end of this creature's turn if this creature did not attack on that turn.

*Rocks crumble, geodes crack, and skulls shatter beneath its iron mauls.*

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## HARMONIUM GUARD

Level 8 ♦ Human • Martial

AC 24  
FORT 20  
REF 20  
WILL 20  
SPEED 5  
HP 55  
BLOOD 25

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

**POWERS**  
**Awareness:** Can make opportunity attacks against enemies for shifting out of an adjacent square.  
**Harmonious Defense:** (Aura 5) Allies in aura have +1 to all defenses. Allies in aura that have not yet taken a turn this round have +2 to all defenses instead.  
☐ **Harmonious Attack:** Use at end of this creature's turn: This creature does not count towards the number of creatures you can activate this turn.  
☐ **Pin:** Use when this creature declares an attack: If that attack hits, target is also Immobilized until end of its next turn.

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## HELLCAT

Level 7 ♦ Magical Beast

AC 23  
FORT 21  
REF 21  
WILL 21  
SPEED 7  
HP 65  
BLOOD 30

**ATTACKS**  
⊕ **Bite and Claw:** +13 vs. AC; 20 damage.  
☐ ⊕ **Pouncing Rend:** Usable on charge. Make 2 ⊕ attacks against the same target. ⊕ at start of this creature's turn if no enemy is adjacent to it.

**POWERS**  
**Blindsight:** Ignores Conceal and treats invisible creatures as visible.  
**Spirit Stalk:** Has Conceal 6 against adjacent enemies and is invisible to non-adjacent enemies.

*Hellcats are invisible in any amount of light. You see their glowing outline only when it's pitch black.*

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## HERO OF VALHALLA

Level 2 ♦ Human • Primal

AC 16  
FORT 14  
REF 14  
WILL 14  
SPEED 7  
HP 30  
BLOOD 25

**ATTACKS**  
⊕ **Longsword:** +8 vs. AC; 15 damage.

**POWERS**  
☐ **Savage Frenzy 10:** Use when this creature first hits with a ⊕ attack: This creature gains 10 HP.  
☐ **Valhalla Bound:** Use when this creature destroys an enemy: Until end of battle, opponents score 0 VP instead of this creature's cost for destroying this creature.

*For the wild men of the north, the highest virtue in battle is ferocity and a reckless disregard for one's own safety.*

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## HORNED DEVIL

Level 11 ♦ Devil

AC 27  
FORT 25  
REF 25  
WILL 25  
SPEED F6  
HP 90  
BLOOD 45

**ATTACKS**  
⊕ **Spiked Chain:** (reach 4) +18 vs. AC; 20 damage AND Dazed.  
⊕ **Ensnare:** (reach 4) +16 vs. Reflex; 20 damage AND Immobilized AND pull target to a space adjacent to this creature.

**POWERS**  
**Resist 10 Fire**  
☐ **Dimension Door:** Replaces move action: Teleport up to 10 squares. ⊕ when this creature first becomes bloodied.

*Horned devils give the phrase "give them hell" new meaning.*

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## HOWLER

Level 8 ♦ Demon

AC 22  
FORT 20  
REF 20  
WILL 20  
SPEED 8  
HP 70  
BLOOD 35

**ATTACKS**  
⊕ **Bite:** +15 vs. AC; 20 damage.  
☐ ⊕ **Mind-Numbing Howl:** (blast 5) +15 vs. Will; Confused (save ends). ⊕ when this creature first becomes bloodied.

**POWERS**  
**Quills 10:** Attacker takes 10 damage whenever this creature is hit with a ⊕ attack.

*Only the maddening winds of Pandemonium can drown out the baneful wail of a howler.*

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## ICE DEVIL

Level 14 ♦ Devil • Cold

AC 28  
FORT 26  
REF 26  
WILL 26  
SPEED 7  
HP 85  
BLOOD 40

**ATTACKS**  
⊕ **Cold Iron Spear:** (reach 2) +21 vs. AC; 15 + 5 cold damage AND Slowed.  
☐ **← Cone of Cold:** (blast 5) +17 vs. Reflex; 20 cold damage AND Immobilized.  
☐ **❄ Ice Storm:** (radius 2 within sight) +19 vs. AC; 20 cold damage AND Slowed.

**POWERS**  
**Resist 20 Cold; Resist 20 Poison**  
☐ **Ice Flow:** Use when this creature damages an enemy or ally with an attack: Slide that enemy or ally up to 2 squares.

*As brutal as a blizzard and cold as death, it performs its Blood War missions with ruthless efficiency.*

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## KARSITE FIGHTER

Level 8 ♦ Human • Martial

AC 22  
FORT 20  
REF 20  
WILL 20  
SPEED 5  
HP 55  
BLOOD 25

**ATTACKS**  
⊕ **Sword:** +14 vs. AC; 15 damage AND Magic Drain.

**POWERS**  
**Dead Magic Zone:** +4 to all defenses against attacks by Arcane enemies and allies. Whenever an Arcane enemy or ally misses this creature with an attack, this creature heals 10 HP.  
**Magic Drain:** (Condition) Affected creature has -5 Damage until end of battle. An Arcane creature is Weakened until end of battle instead.

*Incapable of casting spells, karsites relish slaying anyone who uses magic.*

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## KOBOLD MONK

Level 2 ♦ Kobold • Ki

AC 18  
FORT 18  
REF 18  
WILL 18  
SPEED 7  
HP 20  
BLOOD 10

**ATTACKS**  
⊕ **Iron Fist:** +7 vs. AC; 10 damage.  
☐ **↓ Jump Kick:** Usable on charge. Usable only if this creature has moved 1 or more squares from its starting position this turn. +7 vs. AC; 15 damage AND this creature shifts up to 2 squares. ⤴ at start of this creature's turn if no enemy is adjacent to it.

**POWERS**  
**Deflect Arrows:** +2 to all defenses against ↗ attacks.

*Few would suspect a mere kobold to have the discipline to walk the path of true enlightenment.*

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## KOLYARUT

Level 12 ♦ Construct • Planar • Law

AC 27  
FORT 24  
REF 24  
WILL 24  
SPEED 6  
HP 70  
BLOOD 35

**ATTACKS**  
⊕ **Sword:** +19 vs. AC; 10 + 5 radiant damage AND this creature heals 10 HP.  
☐ **↓ Mark of Justice:** +17 vs. Will; Immobilized (save ends) AND this creature and each ally has +2 Attack and +5 Damage against target until end of battle.  
↗ **Enervation Ray:** (sight) +17 vs. Reflex; 5 damage AND Weakened (save ends).

**POWERS**  
**Immune Immobilized; Immune Poison**  
**Impose Order:** +5 Damage against Borderlands targets.

*A dire fate awaits those who break bargains and abandon oaths.*

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## LARGE WATER ELEMENTAL

Level 10 ♦ Elemental • Aquatic

AC 22  
FORT 24  
REF 20  
WILL 20  
SPEED 5  
HP 80  
BLOOD 40

**ATTACKS**  
⊕ **Slam:** (reach 2) +13 vs. AC; 25 damage.  
☐ **↓ Drown:** (reach 2, living target only) +11 vs. Fortitude; 25 damage AND Helpless (save ends).

**POWERS**  
**Defensive Advantage:** Never grants combat advantage.  
**Fluid Movement:** Ignores the extra cost for entering difficult terrain.  
**Cleave:** Use when this creature destroys an enemy with a ⊕ attack: Make 1 ⊕ attack as an immediate action.  
☐ **Tidal Surge:** Use at start of this creature's turn: Move up to its speed as a free action. ⤴ at end of this creature's turn if it occupies river terrain.

*The illend are the guardians of the Infinite Staircase.*

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## LILLEND

Level 11 ♦ Planar

AC 25  
FORT 23  
REF 23  
WILL 23  
SPEED 7  
HP 75  
BLOOD 35

**ATTACKS**  
⊕ **Scimitar:** (reach 2) +15 vs. AC; 20 damage.  
☐ ☐ ↗ **Beguile:** (range 5) +14 vs. Will; Dominated (save ends).  
☐ ☐ **← Entrancing Music:** (burst 3, enemy targets only) +13 vs. Will; Immobilized.

**POWERS**  
**Immune Poison**  
☐ ☐ **Revitalize:** Minor action: 1 ally within 5 squares of this creature heals 15 HP. End 1 effect or condition on that ally.

*The illend are the guardians of the Infinite Staircase.*

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## LIVING FLAMING SPHERE

Level 6 ♦ Ooze • Fire

AC 22  
FORT 20  
REF 20  
WILL 20  
SPEED 7  
HP 50  
BLOOD 25

**ATTACKS**  
⊕ **Scorch:** +9 vs. Reflex; 10 fire damage AND ongoing 5 fire damage.  
← **Flashfire:** (burst 2) +11 vs. Reflex; 20 fire damage AND ongoing 10 fire damage. Hit or miss, this creature is destroyed after resolving all attacks.

**POWERS**  
**Immune Fire; Vulnerable 10 Cold**  
**Blindsight:** Ignores Conceal and treats invisible creatures as visible.  
**Defensive Advantage:** Never grants combat advantage.  
**Fire Shield 10:** Attacker takes 10 fire damage whenever this creature is hit by a ⊕ attack.

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## LORD OF BLADES

Level 13 ♦ Warforged • Construct • Martial (Unique)

AC 27  
FORT 25  
REF 25  
WILL 25  
SPEED 5  
HP 85  
BLOOD 40

**ATTACKS**  
⊕ **Sword:** +18 vs. AC; 15 damage.  
⊕ **Slashing Blades:** Make 2 ⊕ attacks.

**POWERS**  
**Human Slayer:** +10 Damage against Human targets.  
**Bladed Carapace:** Attacker takes 5 damage whenever this creature is missed by a ⊕ attack.  
☐ **Juggernaut:** Use when this creature declares a charge: +2 Speed and +10 Damage until end of that charge. ⤴ when a Warforged ally is destroyed.

**CHAMPION POWERS** ☐ ☐  
❖ Use at start of round: Each Construct ally and each Warforged ally has +2 Attack and +10 Damage until end of round.  
❖ Use when a Construct or Warforged ally destroys an enemy: That ally heals 30 HP.  
**Warband Building:** Construct creatures of any faction and alignment are legal in your warband.

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## MARILITH

Level 10 ♦ Demon • Martial

AC 24  
FORT 23  
REF 23  
WILL 23  
SPEED 7  
HP 100  
BLOOD 50

**ATTACKS**  
⊕ **Scimitar**: (reach 2) +18 vs. AC; 15 damage.  
⊕ **Shroud of Steel**: Make 2 ⊕ attacks. Hit or miss, this creature has +4 AC until start of its next turn after resolving all attacks.  
⊕ **Weapon Dance**: (reach 2) +18 vs. AC; 10 damage AND this creature shifts up to 1 square AND make 1 Weapon Dance attack (maximum 6 per turn).

**POWERS**  
**Hacking Blades**: Use when an enemy misses this creature with a ⊕ attack: Make 1 ⊕ attack against that enemy as an immediate action.

*Many arms, many deaths.*

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## MAUG

Level 11 ♦ Construct

AC 24  
FORT 22  
REF 22  
WILL 22  
SPEED 6  
HP 85  
BLOOD 40

**ATTACKS**  
⊕ **Slam**: (reach 2) +16 vs. AC; 25 damage.  
⊕ **Pound**: (reach 2) +14 vs. AC; 30 damage AND Dazed.

**POWERS**  
**Immune Poison; Immune Stunned**  
**Solid Footing**: Not affected by forced-movement effects of enemies.

*Initially cannon fodder for an ancient war, the maug established a fortress on Thuldadin and now hire themselves to any who can afford them.*

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## MEDIUM COPPER DRAGON

Level 8 ♦ Dragon

AC 23  
FORT 21  
REF 21  
WILL 21  
SPEED F8  
HP 55  
BLOOD 25

**ATTACKS**  
⊕ **Bite**: +15 vs. AC; 15 damage.  
☐ ⊕ **Acid Breath**: (line 10) +13 vs. Reflex; 20 acid damage. ☹ when this creature first becomes bloodied.  
☐ ⊕ **Slowing Breath**: (blast 3) +13 vs. Fortitude; Slowed (save ends).

**POWERS**  
**Resist 10 Acid**  
☐ **Dragon Subcommander**: Use during your set-up: Choose 1 Dragon champion ally. That ally's Champion rating is increased by 1 until this creature is destroyed. (When this creature is destroyed, that ally loses 1 use of champion powers if any remain.)

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## MERCYKILLER

Level 6 ♦ Human • Martial

AC 22  
FORT 20  
REF 20  
WILL 20  
SPEED 6  
HP 45  
BLOOD 20

**ATTACKS**  
⊕ **Mancatcher**: (reach 2) +13 vs. AC; 15 damage AND Medium or smaller target is Immobilized.

**POWERS**  
**Killer Instinct**: +4 Attack and +5 Damage against bloodied targets.  
**Murderous**: Cannot move or attack a non-bloodied target while adjacent to a bloodied enemy.

*"It's like this, berk: You break the law, I break you."  
—Dek Drothlek, Mercykiller*

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## MEZZODEMON

Level 11 ♦ Demon

AC 27  
FORT 23  
REF 23  
WILL 23  
SPEED 6  
HP 70  
BLOOD 35

**ATTACKS**  
⊕ **Trident**: +18 vs. AC; 15 damage.  
☐ ⊕ **Poison Cloud**: (burst 2) +16 vs. Fortitude; 20 poison damage. Hit or miss, each adjacent creature takes ongoing 10 poison damage (save ends) after resolving all attacks. ☹ when this creature first becomes bloodied.

**POWERS**  
**Resist 10 Poison**  
☐ **Skewering Tines**: Use when this creature hits with a ⊕ attack: Target is also Immobilized (save ends). ☹ at end of this creature's turn if no Immobilized enemy is adjacent to it.

*No one knows for sure who started the Blood War, but yugoloths seem happy to see it continue.*

♦ For use with Blood War 41/60: Mezzoloth

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## ORC WIZARD

Level 8 ♦ Orc • Arcane

AC 18  
FORT 16  
REF 16  
WILL 16  
SPEED 6  
HP 50  
BLOOD 25

**ATTACKS**  
⊕ **Staff**: +10 vs. AC; 10 damage.  
⌘ **Spectral Ram**: (range 5) +12 vs. Fortitude; 15 damage AND push target up to 2 squares. On critical hit, target is also Stunned.  
☐ ⊕ **Flame Shroud**: (burst 2) +12 vs. Reflex; 20 fire damage.

**POWERS**  
☐ **Dolorous Edge**: *Minor action*: 1 adjacent ally scores critical hits on attack rolls of natural 18-20 with ⊕ attacks until end of battle.

*"Would it comfort you if I yelled 'Grog smash' while you burned beneath my arcane fire?"  
—Grog of the Third Eye, orc wizard*

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## OWLBEAR RAGER

Level 9 ♦ Magical Beast • Rage

AC 21  
FORT 21  
REF 17  
WILL 17  
SPEED 6  
HP 75  
BLOOD 35

**ATTACKS**  
⊕ **Ripping Beak**: (reach 2) +12 vs. AC; 15 damage.  
⊕ **Hug**: (reach 2, Immobilized or Helpless target only) automatic hit; target takes 20 damage.  
☐ ⊕ **Rending Grab**: (reach 2) +10 vs. Reflex; 10 damage AND pull target adjacent to this creature AND *Followup*: +10 vs. Fortitude; 20 damage AND Immobilized (ends if target becomes non-adjacent to this creature). ☹ if no Immobilized enemy is adjacent to this creature.

**POWERS**  
**Bloodrage 5**: +5 Damage with ⊕ attacks while bloodied.

*When isn't an owlbear raging?*

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## PHOERA

Level 6 ♦ Magical Beast • Fire

AC 20  
FORT 18  
REF 18  
WILL 18  
SPEED F6  
HP 45  
BLOOD 20

**ATTACKS**  
⊕ **Fiery Touch**: +9 vs. Reflex; 10 damage AND ongoing 5 fire damage (save ends).  
☐ ☐ ⊕ **Fiery Tail**: Move up to its current speed and make 1 ⊕ attack against each enemy occupying squares entered during that move.

**POWERS**  
**Immune Fire; Vulnerable 10 Cold**  
**Fire Healing 5**: Heals 5 HP whenever subjected to fire damage.  
**Fire Shield 5**: Attacker takes 5 fire damage whenever this creature is hit with a ⊕ attack.

*A phoera rises from the ashes of a phoelarch, but remembers nothing of its progenitor's proud defense of freedom.*

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## PIT FIEND

Level 16 ♦ Demon

CR 3

AC 28  
FORT 27  
REF 27  
WILL 27  
SPEED F6  
HP 120  
BLOOD 60

**ATTACKS**  
Ⓢ **Claw:** (reach 2) +20 vs. AC; 10 + 10 fire damage.  
Ⓢ **Tail Sting:** (reach 2) +20 vs. AC; 15 damage AND *Followup:* +18 vs. AC; ongoing 10 poison damage (save ends).

**POWERS**  
**Resist 20 Fire**  
**Aura of Fire 10:** (Aura 1) Enemies that start a turn in aura take 10 fire damage.

**CHAMPION POWERS** □ □ □  
❖ *Use at any time during this creature's turn:* Slide 1 level 15 or lower Devil ally up to 5 squares, then destroy that ally. Each enemy and ally adjacent to the space that ally occupied takes 15 fire damage.  
❖ *Use when an ally is destroyed:* That ally is not destroyed instead. It is destroyed at end of its next turn or if it takes damage.

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## RED HAND WAR SORCERER

Level 10 ♦ Hobgoblin • Goblin • Arcane

AC 21  
FORT 19  
REF 19  
WILL 19  
SPEED 6  
HP 45  
BLOOD 20

**ATTACKS**  
Ⓢ **Staff:** +11 vs. AC; 10 + 5 fire damage.  
□ □ Ⓢ **Lightning Bolt:** (line 12) +13 vs. Fortitude; 20 lightning damage. On miss, 10 lightning damage.  
Ⓢ **Mantle of Flame:** (burst 1) +14 vs. Fortitude; 15 fire damage.  
□ □ Ⓢ **Ice Burst:** (radius 1, nearest) +14 vs. AC; 20 cold damage.

**POWERS**  
**Precise Casting:** Can ignore any number of allies in area when making a Ⓢ or Ⓢ attack.  
□ **Defensive Flame:** *Use when an enemy enters an adjacent square:* Make 1 **Mantle of Flame** attack including that enemy in its area as an immediate action.

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## SHADOWDANCER

Level 7 ♦ Human • Shadow

AC 20  
FORT 19  
REF 19  
WILL 19  
SPEED 7  
HP 50  
BLOOD 25

**ATTACKS**  
Ⓢ **Short Sword:** +12 vs. AC; 15 damage.

**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.  
□ **Defensive Roll:** *Use when this creature is hit by a Ⓢ or Ⓢ attack:* That attack is a miss instead.  
□ □ **Shadow Jump:** *Minor action:* Teleport up to 10 squares, must end in space adjacent to a wall.

*Where shadows fall, so do killing strokes.*

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## SKELETAL REAPER

Level 6 ♦ Undead

AC 18  
FORT 16  
REF 16  
WILL 16  
SPEED F6  
HP 55  
BLOOD 25

**ATTACKS**  
Ⓢ **Scythe:** +9 vs. AC; 15 damage.  
Ⓢ **Deathly Touch:** +7 vs. Fortitude; Weakened AND Immobilized.

**POWERS**  
**Immune Poison; Vulnerable 5 Radiant**  
**Keen Scythe:** Deals triple damage instead of double damage whenever scoring a critical hit.  
□ **Death Focus:** *Minor action:* Choose 1 enemy within line of sight of this creature. This creature has +2 Attack and +5 Damage against that enemy until end of battle. Ⓢ when that enemy is destroyed.

*This twisted animation of a bralani eladrin was once a champion of hope and freedom—but is now a scion of fear and pain.*

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## SOLAR

Level 15 ♦ Angel • Planar

CR 2

AC 30  
FORT 26  
REF 26  
WILL 26  
SPEED F6  
HP 90  
BLOOD 45

**ATTACKS**  
Ⓢ **Greatsword:** (reach 2) +22 vs. AC; 20 damage.  
Ⓢ **Longbow:** (sight) +22 vs. AC; 15 damage.  
□ Ⓢ **Slaying Arrow:** (sight, bloodied target only) +18 vs. Fortitude; target is destroyed.

**CHAMPION POWERS** □ □ □  
❖ *Use at start of round:* If you win initiative this round, each Good enemy and ally has +2 AC until end of round. Otherwise, each Good enemy and ally has +2 Attack until end of round.  
❖ *Use when an Evil enemy targets an ally with an attack:* That ally has +4 AC until end of round.

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## SOLDIER OF BYTOPIA

Level 5 ♦ Gnome • Martial

AC 21  
FORT 17  
REF 17  
WILL 17  
SPEED 5  
HP 40  
BLOOD 20

**ATTACKS**  
Ⓢ **Gnome Pick:** +12 vs. AC; 10 damage.

**POWERS**  
**Retributive Strike:** *Use after an adjacent enemy resolves an attack against this creature:* Make 1 Ⓢ attack against that enemy as an immediate action.

*Every Bytopian soldier has two sides: one that abhors violence, and another that embraces it.*

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## SOULKNIFE INFILTRATOR

Level 7 ♦ Human • Psionic • Stealth

AC 21  
FORT 19  
REF 19  
WILL 19  
SPEED 6  
HP 50  
BLOOD 25

**ATTACKS**  
Ⓢ **Psiblades:** +12 vs. AC; 15 damage.  
Ⓢ **Hurled Psiblade:** (range 10, nearest) +12 vs. AC; 15 damage.

**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 5:** +5 Damage against targets granting it combat advantage.  
□ □ **Neural Feedback:** *Use when this creature declares an attack:* +2 Attack and +10 psychic Damage on that attack.

*"What better assassin than one who appears unarmed?"—Yoffred the Black, soulknife infiltrator*

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## STORM SILVERHAND

Level 11 ♦ Human • Arcane (Unique)

CR 2

AC 24  
FORT 23  
REF 23  
WILL 23  
SPEED 6  
HP 70  
BLOOD 35

**ATTACKS**  
Ⓢ **Longsword:** +18 vs. AC; 20 damage.  
□ Ⓢ **Silverfire:** (line 5) Automatic hit; 20 damage.  
□ Ⓢ **Confusion:** (radius 2 within sight) +16 vs. Will; Confused (save ends).

**POWERS**  
**Immune Lightning**  
□ □ **Healing Wings:** *Replaces attack action:* 1 adjacent ally heals 10 HP and has Flight until end of its next turn.

**CHAMPION POWERS** □ □ □  
❖ *Use after an enemy within 5 squares of this creature uses a champion power:* That enemy is Dazed.  
❖ *Use at start of round:* Each Human ally and each Elf ally has +2 Attack and +5 Damage until end of round.  
**Warband Building:** Non-Evil Human and Elf creatures of any faction are legal in your warband.

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## SUCCUBUS

Level 10 ♦ Devil

AC 23  
FORT 23  
REF 23  
WILL 23  
SPEED F6  
HP 65  
BLOOD 30

**ATTACKS**

- ⚔ **Raking Claws:** +13 vs. AC; 10 + 10 poison damage.
- ⚔ **Kiss of the Succubus:** +13 vs. Will; 10 poison damage AND Weakened (save ends).
- ☞ **Beguile:** (range 5) +13 vs. Will; Dominated (save ends).

**POWERS**

Resist 10 Fire; Vulnerable 5 Radiant

- ☞ **Disguise Self:** Use during your set-up: This creature is invisible to enemies until after it makes an attack.
- ☞ **False Tears:** Use when an enemy targets this creature with a ⚔ attack: That attack misses. Recharge this creature's Beguile or Lure.
- ☞ **Lure:** Use at start of enemy's turn: If that enemy is within 10 squares of this creature, its first action on its turn must be a move action. If it can, it must end that move adjacent to this creature; otherwise, it loses its move action this turn.

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## THUNDERTUSK CAVALRY

Level 10 ♦ Dwarf • Martial • Mounted

AC 23  
FORT 20  
REF 20  
WILL 20  
SPEED 6  
HP 65  
BLOOD 30

**ATTACKS**

- ⚔ **Hoof and Tusk:** +15 vs. AC; 20 damage AND push target up to 1 square.
- ⚔ **Axe:** +17 vs. AC; 15 damage.
- ☞ **Quick Axe:** Minor action: Make 1 Axe attack. ☞ when this creature first becomes bloodied.

**POWERS**

- ☞ **Persistent Rider:** Use when this creature is destroyed: Put a Dwarf creature with cost 19 or less in the space this creature occupied before being destroyed. That creature must be legal in your warband and is considered activated this round.

*The great boar charges, the hammer falls, and blood soaks the battlefield.*

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## VALENAR NOMAD CHARGER

Level 8 ♦ Elf • Martial • Mounted

AC 24  
FORT 22  
REF 22  
WILL 22  
SPEED 7  
HP 70  
BLOOD 35

**ATTACKS**

- ⚔ **Double Scimitar:** +15 vs. AC; 15 damage.
- ☞ **Valenar Bladebearer:** +17 vs. AC; 25 damage. ☞ at start of this creature's turn if no enemy is adjacent to it.

**POWERS**

- Keen Critical 19:** Scores critical hits on attack rolls of natural 19-20.
- Mobile Melee Attack 3:** Use after this creature resolves a ⚔ attack: Shift up to 3 squares as an immediate action.

*The Valaes Tairn value their horses and their ancestors above all else.*

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## VLAAKITH THE LICH QUEEN

Level 13 ♦ Githyanki • Undead (Unique)

CR 2

AC 27  
FORT 25  
REF 25  
WILL 25  
SPEED 6  
HP 80  
BLOOD 40

**ATTACKS**

- ⚔ **Greatsword:** +16 vs. AC; 15 damage.
- ☞ **Doom Touch:** +15 vs. Fortitude; 10 necrotic damage AND Helpless (save ends).
- ☞ **Disintegrate:** (range 5) +15 vs. Fortitude; 25 damage AND ongoing 10 damage (save ends).
- ☞ **Lightning Orb:** (range 5) +15 vs. Reflex; 15 lightning damage.

**POWERS**

**Immune Poison**

**CHAMPION POWERS** ☞ ☞

- ♦ **Use at start of round:** This creature and each Undead enemy and ally, each Githyanki enemy and ally, and each Dragon enemy and ally has +2 Attack and +10 Damage until end of round.
- ♦ **Use when a Githyanki or Dragon ally misses with an attack:** Re-roll that attack roll instead.

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## BLOOD WAR



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