

## ANGEL OF VALOR

Level 8 ♦ Angel

AC  
25

FORT  
21

REF  
21

WILL  
25

SPEED  
F8

HP  
55  
BLOOD  
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.

*"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

SPEED  
F8

HP  
105  
BLOOD  
50

### 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.

### 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

SPEED  
4

HP  
50  
BLOOD  
25

### 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.

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## BRALANI

Level 9 ♦ Eladrin • Fey • Noble

CR  
3

AC  
23

FORT  
21

REF  
21

WILL  
21

SPEED  
F6

HP  
60  
BLOOD  
30

### 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.

*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

SPEED  
7

HP  
65  
BLOOD  
30

### 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.

*"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

SPEED  
B6

HP  
90  
BLOOD  
45

### 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.

*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

SPEED  
7

HP  
95  
BLOOD  
45

### 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.

### 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

SPEED  
4

HP  
45  
BLOOD  
20

### 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.

*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

### 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.

SPEED  
6  
HP  
55  
BLOOD  
25

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## DEATHJUMP SPIDER

Level 4 ♦ Spider • Beast

AC  
18  
FORT  
16  
REF  
16  
WILL  
16

### 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.

SPEED  
6  
HP  
35  
BLOOD  
15

*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

### 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.

SPEED  
5  
HP  
80  
BLOOD  
40

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## DEFIANT RAKE

Level 5 ♦ Human • Martial

AC  
19  
FORT  
16  
REF  
20  
WILL  
16

### 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.

SPEED  
6  
HP  
40  
BLOOD  
20

*"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

### 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.

SPEED  
8  
HP  
40  
BLOOD  
20

*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

### 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.

SPEED  
7  
HP  
50  
BLOOD  
25

*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

### 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.

SPEED  
6  
HP  
45  
BLOOD  
20

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## DWARF SHIELDMAIDEN

Level 12 ♦ Dwarf • Martial

AC  
27  
FORT  
24  
REF  
20  
WILL  
20

### 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.

SPEED  
5  
HP  
75  
BLOOD  
35

*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.  
❖ *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.

**CHAMPION POWERS** ☐ ☐ ☐

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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.

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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.

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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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