

60 DRAGON SAMURAI

ATTACK ACTIONS

⊕ Unerring Sword: +18 vs AC; 20 Damage; rolls of natural 1 are not automatic misses with this attack

☐ Flame Breath: (blast 3) +16 vs DEF (Ref); 20 fire Damage, 10 fire on miss

LEVEL 13

AC 27

DEF 25

SPEED 6

HP 80

ABILITIES
Human • Martial
Single Combatant: +4 AC and +4 DEF while only 1 enemy is adjacent to this creature.

SPECIAL POWERS
Strength of the Ancients: While this creature is not Bloodied, Dragon allies have +4 Attack.
☐ Warrior Spirit: Use at start of round; this creature has Multi-Activation 2 (Activates twice per round) until end of round. RECHARGE when first Bloodied.

©2009 Wizards **DUNGEONS & DRAGONS** 5/60

12 PSEUDODRAGON

ATTACK ACTIONS

⊕ Sting: +8 vs AC; 10 Damage AND Followup
Followup: +6 vs DEF (Fort); Helpless (save ends)

LEVEL 3

AC 20

DEF 18

SPEED F7

HP 25

ABILITIES
Dragon
Flight
+4 DEF (Fort)
Hide

SPECIAL POWERS
Cohort: Use when this creature renders an enemy Helpless; choose 1 Arcane ally within 6 squares. RECHARGE 1 attack action or special power of that creature that recharges.
Pseudodragons seem playful and harmless—until their “game” is to put you to sleep in front of a hydra’s lair.

©2008 Wizards **DUNGEONS & DRAGONS** 22/60

12 PSEUDODRAGON

ATTACK ACTIONS

⊕ Sting: +8 vs AC; 10 Damage AND Followup
Followup: +6 vs DEF (Fort); Helpless (save ends)

LEVEL 3

AC 20

DEF 18

SPEED F7

HP 25

ABILITIES
Dragon
Flight
+4 DEF (Fort)
Hide

SPECIAL POWERS
Cohort: Use when this creature renders an enemy Helpless; choose 1 Arcane ally within 6 squares. RECHARGE 1 attack action or special power of that creature that recharges.
Pseudodragons seem playful and harmless—until their “game” is to put you to sleep in front of a hydra’s lair.

©2008 Wizards **DUNGEONS & DRAGONS** 22/60

12 PSEUDODRAGON

ATTACK ACTIONS

⊕ Sting: +8 vs AC; 10 Damage AND Followup
Followup: +6 vs DEF (Fort); Helpless (save ends)

LEVEL 3

AC 20

DEF 18

SPEED F7

HP 25

ABILITIES
Dragon
Flight
+4 DEF (Fort)
Hide

SPECIAL POWERS
Cohort: Use when this creature renders an enemy Helpless; choose 1 Arcane ally within 6 squares. RECHARGE 1 attack action or special power of that creature that recharges.
Pseudodragons seem playful and harmless—until their “game” is to put you to sleep in front of a hydra’s lair.

©2008 Wizards **DUNGEONS & DRAGONS** 22/60

SNIG, WORG RIDER
Level 11 • Goblin • Martial • Mounted (Unique) **CR 1**

ATTACKS

⊕ Battleaxe: +16 vs. AC; 20 damage.
⊕ Mounted Attack: Move up to its current speed and make 1 ⊕ attack at any time during that move.

POWERS
Strength in Numbers 2: Your warband’s creature limit is increased by 2.
Devoted Followers: Use when an enemy targets this creature with an attack: Redirect that attack to 1 adjacent active Goblin ally as in immediate action.

CHAMPION POWERS ☐

◆ Use at start of any creature’s turn: Up to 2 Goblin allies within line of sight of this creature move to a space adjacent to this creature.
◆ Use at start of round: This creature and each Goblin ally have +2 Attack and +5 Damage until end of round.
Warband Building: Goblin creatures of any faction and alignment are legal in your warband.

AC 25
FORT 23
REF 23
WILL 23
SPEED 8
HP 70
BLOOD 35

©2008 Wizards 40/60 + **42**

48 VALOROUS PRINCE

ATTACK ACTIONS

⊕ Longsword: +18 vs AC; 20 Damage
⊕ Radiant Scepter: +16 vs DEF (Fort); 20 radiant Damage, ignore Insubstantial

LEVEL 11

AC 27

DEF 23

SPEED 6

HP 70

ABILITIES
Human • Martial
Unique

SPECIAL POWERS
Chivalrous Fighter: +2 ⊕ Attack and +5 ⊕ Damage against higher-level targets; -2 ⊕ Attack and -5 ⊕ Damage against lower-level targets.
To Me: Minor action; each ally within 6 squares of this creature can choose to be pulled adjacent to it; this movement provokes opportunity attacks.
CHAMPION 2 ☐☐

- Use at start of round. Lower-level allies have Resist 5 All until end of round.
- Use at start of round. Lower-level allies have Chivalrous Fighter until end of round.

©2009 Wizards **DUNGEONS & DRAGONS** 10/60

14 MILITIA ARCHER

ATTACK ACTIONS

⊕ Dagger: +7 vs AC; 10 Damage
↗ Bow: (range 10) +8 vs AC; 15 Damage

LEVEL 4

AC 17

DEF 15

SPEED 6

HP 40

ABILITIES
Human • Martial

SPECIAL POWERS
Coordinating Shot: If this creature hits an enemy with a ↗ attack, allies have +1 Attack against that enemy until end of round.

CHAMPION 2

- Use at start of a round. Allies have +2 Attack against higher-level enemies.
- Use before an ally makes a ↗ attack. Double that attack’s range.

© Wizards 02/08 **DUNGEONS & DRAGONS** 7/60