

## SHADE KNIGHT

Level 11 ♦ Human • Shadow

CR  
1

### 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.

AC  
26

FORT  
23

REF  
23

WILL  
23

SPEED  
7

HP  
55

BLOOD  
25

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45

## 81 ASPECT OF NERULL

LEVEL  
16

AC  
33

DEF  
27

SPEED  
7

HP  
90

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- ⚔ **Vicious Scythe:** +23 vs. AC; 25 necrotic Damage; scores criticals on rolls of natural 19+
- ⚔ **Wounding Touch:** +20 vs. DEF (Fort); 15 necrotic Damage AND Dazed (save ends)



### ABILITIES

Evil • Immortal  
Reach 2

### SPECIAL POWERS

- Devastating Critical:** Whenever this creature scores a critical, the target is also Weakened until this creature is eliminated.
- ☐ **Nerull's Boundless Grasp:** Immediate, when a Bloodied enemy attacks an ally; that enemy has ongoing 15 necrotic Damage. RECHARGE when no creature is affected by this power.

## DELVER SERGEANT

Level 4 ♦ Human • Martial

CR  
1

### ATTACKS

- ⚔ **Longsword:** +11 vs. AC; 10 damage
- ⚔ **Torch:** +7 vs. Reflex; 5 damage AND 5 ongoing fire damage.

### POWERS

**Illuminator:** While within 6 squares of this creature, invisible creatures are visible, and creatures do not benefit from Conceal.

### CHAMPION POWERS

- ♦ **Use when this creature occupies a victory area.** Use a champion power of an allied champion as if this creature had that power.
- ♦ **Use at start of this creature's turn.** You may take a turn with 1 additional creature this turn.

AC  
18

FORT  
17

REF  
17

WILL  
17

SPEED  
6

HP  
45

BLOOD  
20

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## 36 UMBER HULK DELVER

LEVEL  
10

AC  
25

DEF  
22

SPEED  
4

HP  
70

### ATTACK ACTIONS

- ⚔ **Claw:** +17 vs. AC; 20 Damage
- ☐ **Confusing Gaze:** (range 6) +13 vs. DEF (Will); Confused (save ends); RECHARGE when this creature takes damage



### ABILITIES

Magical Beast  
Burrow  
Blindsight: Ignores Conceal; treats invisible creatures as visible.  
Reach 2

### SPECIAL POWERS

- Prey on the Weak-Minded:** Use when a Confused enemy activates within Reach. Make a ⚔ attack against that creature.
- ☐ **Sapper:** Use when this creature enters a Large or smaller enemy's space; +13 vs. DEF (Fort); Stunned.

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## 19 ROT SCARAB SWARM

LEVEL  
5

AC  
19

DEF  
17

SPEED  
5

HP  
35

### ATTACK ACTIONS

- ⚔ **Bite:** +11 vs. AC; 5 Damage AND Stunned



### ABILITIES

Vermin • Swarm  
Stable Footing: Difficult terrain does not slow this creature's movement.  
Formless: Half damage from ⚔ and ⚔ attacks.  
Reach 0: This creature's ⚔ attacks can only attack creatures in its space.

### SPECIAL POWERS

- Infest:** Can enter an enemy creature's space and can end its move in a space occupied by a non-Swarm creature.
- ☐ **Swarm Attack:** Immediate, when a creature activates while this creature shares its space; activating creature is Stunned.

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## POTION OF FORESIGHT

Level 1-8 ♦ Underdark

### POWERS

- ☐ **Quaff Potion:** Use at start of an enemy's turn, only while this creature is not adjacent to enemy: This creature shifts up to 2 squares as a free action.

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+4