

83 **LARGE RED DRAGON**

ATTACK ACTIONS

⊕ **Fiery Bite:** +18 vs AC; 10 + 10 fire Damage

⊕ **Draconic Fury:** 2 attacks, +18 vs AC each; 20 Damage each

☐ ⊕ **Fiery Breath:** (blast 5) +18 vs DEF (Ref); 30 fire Damage, 15 fire on miss. RECHARGE when first Bloodied.

LEVEL 15

AC 29

DEF 27

SPEED F8

HP 90



ABILITIES

Evil • Dragon

Flight; Reach 2

Resist 15 Fire

CHAMPION 2 ☐☐

- Use when any attack roll misses. Reroll that attack.
- Use before taking your first turn of a round. The player whose warband eliminates more enemies than any other this round scores +15 VP.

©2009 Wizards **DUNGEONS & DRAGONS** 55/60

32 **RED WYRMLING**

ATTACK ACTIONS

⊕ **Fiery Bite:** +16 vs AC; 10 + 5 fire Damage

☐ ⊕ **Fiery Breath:** (blast 5) +14 vs DEF (Ref); 20 fire Damage, 10 fire Damage on miss. RECHARGE when first Bloodied.

LEVEL 9

AC 24

DEF 22

SPEED F8

HP 60



ABILITIES

Evil • Dragon

Flight

Resist 5 Fire

SPECIAL POWERS

☐ **Battle-Crazed:** Use when first Bloodied; until end of round, make an immediate ⊕ attack whenever an adjacent ally is targeted by an attack.

☐ **Cleave:** Immediate, when this creature's ⊕ attack destroys an enemy; make a ⊕ attack.

©2009 Wizards **DUNGEONS & DRAGONS** 58/72

24 **SMALL WHITE DRAGON**

ATTACK ACTIONS

⊕ **Bite:** +13 vs AC; 10 + 5 cold Damage

☐ ⊕ **Frost Breath:** (blast 3) +11 vs DEF (Ref); 10 cold Damage. RECHARGE when first Bloodied.


LEVEL 6

AC 22

DEF 18

SPEED F6

HP 45



ABILITIES

Dragon

Flight

Resist 5 Cold

SPECIAL POWERS

☐ **Chill to the Bone:** Immediate, when this creature's attack roll is a natural 20; the target of that attack has Vulnerable 5 Cold until end of battle.

Freeze: While an enemy within 3 squares of this creature is Slowed, it is also Immobilized.

©2009 Wizards **DUNGEONS & DRAGONS** 59/60

31 **ICE TROLL**

ATTACK ACTIONS

⊕ **Maul:** +12 vs AC; 25 Damage

☐ ⊕ **Freezing Sweep:** (blast 3) +10 vs DEF (Fort); 20 + 10 cold Damage AND Slowed AND target has Vulnerable 5 All until end of its next turn. RECHARGE when this creature would take cold Damage.


LEVEL 9

AC 21

DEF 19

SPEED 6

HP 75



ABILITIES

Troll • Cold

Reach 2; Resist 10 Cold

Vulnerable 15 Acid, Fire

Iceblood: Whenever this creature takes fire damage, it has -2 Attack and -5 Damage until end of its next turn.

SPECIAL POWERS

Regeneration 10: Use at start of this creature's turn; this creature heals 10 HP.

©2009 Wizards **DUNGEONS & DRAGONS** 53/60

FROST GIANT

Level 17 ♦ Giant • Cold

ATTACKS

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

☐ ⊕ **Chilling Strike:** +20 vs. AC; 20 + 10 cold damage AND target takes 10 additional cold damage whenever it takes cold damage (save ends). ⊕ when this creature first becomes bloodied.

POWERS

Reach 2; Resist 15 Cold

Solid Footing: Not affected by forced-movement effects of enemies.

Death Strike: Use when this creature is destroyed: Make a ⊕ attack as an immediate action.

AC 29

FORT 27

REF 27

WILL 27

SPEED 7

HP 120

BLOOD 60

A bitter wind in life and death.

©2009 Wizards 16/40 ♦

104

25 **BLUE WYRMLING**

ATTACK ACTIONS

⊕ **Gore:** +14 vs AC; 10 + 5 lightning Damage

☐ ⊕ **Lightning Breath:** (line 6) +12 vs DEF (Ref); 15 lightning Damage, 5 lightning on miss. RECHARGE when first Bloodied.


LEVEL 7

AC 21

DEF 19

SPEED F7

HP 50



ABILITIES

Dragon

Flight

Resist 5 Lightning

SPECIAL POWERS

My Food: Use when this creature damages an enemy with Lightning Breath; charge that enemy.

©2009 Wizards **DUNGEONS & DRAGONS** 29/60

SHADOWDANCER

Level 7 ♦ Human • Shadow

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.

AC 20

FORT 19

REF 19

WILL 19

SPEED 7

HP 50

BLOOD 25

Where shadows fall, so do killing strokes.

©2008 Wizards 22/60 ♦

28

HOBGOBLIN WARCASTER

Level 3 ♦ Hobgoblin • Arcane • War

ATTACK ACTIONS

⊕ **Staff:** +10 vs. AC; 5 damage.

⊗ **Force Dart:** (range 6) +9 vs. Reflex; 10 damage, ignore Insubstantial.

⊗ **Force Slide:** (range 6) +9 vs. Fortitude; slide target up to 3 squares.

☐ ⊕ **Dragonfire Blast:** (blast 3) +9 vs. Reflex; 10 fire damage AND 5 ongoing fire damage (save ends). ⊕ when this creature first becomes bloodied.

AC 15

FORT 13

REF 13

WILL 17

SPEED 6

HP 30

BLOOD 15

Among hobgoblins, even magic is all about power and war.

©2008 Wizards 47/60 ♦

10

13 **MEDIUM WATER ELEMENTAL**

ATTACK ACTIONS

⊕ **Slam:** +12 vs AC; 10 Damage

☐ ⊕ **Crashing Wave:** (blast 3) +10 vs DEF (Fort); 10 Damage AND push 2 squares AND Dazed. RECHARGE when an enemy ends its turn adjacent to this creature.


LEVEL 5

AC 21

DEF 17

SPEED 4

HP 40



ABILITIES

Elemental

SPECIAL POWERS

Cleave: Immediate, when this creature's ⊕ attack destroys an enemy; make a ⊕ attack.

©2009 Wizards **DUNGEONS & DRAGONS** 36/60