

 **Cleric of Moradin** **14**
POINTS

LVL: 2 SPD: 4
AC: 17 HP: 15

MELEE ATTACK: +3 (5)

RANGED ATTACK: —

TYPE: Humanoid (Dwarf)

SPECIAL ABILITIES: **Save +4; Turn Undead** 2 ☐

SPELLS: 1st—*command* ☐☐ (range 6; Stun; DC 13), *shield of faith* ☐☐ (touch; +2 AC)

 **Dwarven Defender** **55**
COMMANDER 4 POINTS

LVL: 8 SPD: 4
AC: 23 HP: 75

MELEE ATTACK: +13/+8 (10 magic)

RANGED ATTACK: —

TYPE: Humanoid (Dwarf)

COMMANDER EFFECT: +4 AC against creatures that have moved this turn.

SPECIAL ABILITIES: **Save +4; Defensive Stance** ☐ (At the start of its turn, this creature gains +2 AC, Save +2, and melee damage +5; the effect ends if this creature moves); **Giant Bane** (Melee attack +2, melee damage +10 against Giants)

 **Gnome Fighter** **6**
POINTS

LVL: 2 SPD: 3
AC: 21 HP: 20

MELEE ATTACK: +5 (5)

RANGED ATTACK: —

TYPE: Small Humanoid (Gnome)

 **Gold Champion** **51**
POINTS

LVL: 6 SPD: 4
AC: 25 HP: 60

MELEE ATTACK: +15/+10 (15 magic)

RANGED ATTACK: —

TYPE: Dragon

SPECIAL ABILITIES: **Breath Weapon** ☐ (Replaces attacks: cone; 25 fire damage; DC 16); **Immune Fire, Paralysis, Sleep**

 **Human Crossbowman** **7**
POINTS

LVL: 1 SPD: 4
AC: 16 HP: 10

MELEE ATTACK: +1 (5)

RANGED ATTACK: +3 (5)

TYPE: Humanoid (Human)

SPECIAL ABILITIES: **Slow Ranged Attack**

 **Lion Falcon Monk** **36**
POINTS

LVL: 8 SPD: 10
AC: 19 HP: 45

MELEE ATTACK: +6/+6 (10 magic)

RANGED ATTACK: —

TYPE: Humanoid (Human)

SPECIAL ABILITIES: **Independent. Deflect Arrows** (+4 AC against ranged attacks); **Fearless; Mobility** (+4 AC against attacks of opportunity); **Save +4; Smite +10** ☐☐; **Stunning Attack** ☐☐ (DC 17)

 **Purple Dragon Knight** **45**
COMMANDER 6 POINTS

LVL: 8 SPD: 4
AC: 22 HP: 65

MELEE ATTACK: +13/+8 (15 magic)

RANGED ATTACK: —

TYPE: Humanoid (Human)

COMMANDER EFFECT: Followers successfully rallied by this creature can take their turn normally.

SPELLS: 3rd—*fear* ☐ (cone; morale save)

 **Stalwart Paladin** **9**
POINTS

LVL: 2 SPD: 4
AC: 20 HP: 20

MELEE ATTACK: +5 (5)

RANGED ATTACK: —

TYPE: Humanoid (Human)

SPECIAL ABILITIES: **Fearless; Smite Evil +5** ☐

SPELLS: 1st—*cure light wounds* ☐ (touch; heal 5 hp)

 **Stonechild** **12**
POINTS

LVL: 2 SPD: 4
AC: 19 HP: 20

MELEE ATTACK: +6 (15)

RANGED ATTACK: +3, range 6 (Magic Stone)

TYPE: Outsider

SPECIAL ABILITIES: **Magic Stone** (5 magic damage; or 10 magic damage to Undead)

 **DUNGEONS & DRAGONS** ©2003 Wizards

 **DUNGEONS & DRAGONS** ©2003 Wizards

 **DUNGEONS & DRAGONS** ©2003 Wizards

 **Dwarven Werebear** **23**
POINTS

LG

LVL: 4 SPD: 4
AC: 17 HP: 30

MELEE ATTACK: +9 (15 magic)
RANGED ATTACK: —
TYPE: Humanoid (Dwarf, Shapechanger)
SPECIAL ABILITIES: DR 5; Save +4

 **Dire Lion** **32**
POINTS

LG/CG

LVL: 8 SPD: 8
AC: 15 HP: 60

MELEE ATTACK: +13/+13 (10)
RANGED ATTACK: —
TYPE: Large Animal
SPECIAL ABILITIES: Difficult 20. Pounce; Rend +5

 **Regdar, Human Fighter** **6**
POINTS

LG/CG

LVL: 1 SPD: 4
AC: 15 HP: 10

MELEE ATTACK: +4 (10)
RANGED ATTACK: —
TYPE: Humanoid (Human)
SPECIAL ABILITIES: Unique. Cleave

 **Bladesinger** **34**
POINTS

CG

LVL: 10 SPD: 8
AC: 21 HP: 55

MELEE ATTACK: +15/+10 (5 magic)
RANGED ATTACK: —
TYPE: Humanoid (Elf)

COMMANDER EFFECT: Followers that moved before attacking this turn gain attack +3.

SPECIAL ABILITIES: **Mobility** (+4 AC against attacks of opportunity); **Quick Cast** □ (This creature can cast one spell as a swift action); **Spellsong** (This creature can cast spells even when in a square threatened by an enemy)

SPELLS: 1st—*magic missile* □□□ (sight; 5 damage); 2nd—*daze monster* □□ (sight; Stun, creature of 6th level or lower; DC 14)

 **Brass Dragon** **48**
POINTS

CG

LVL: 10 SPD: F12
AC: 20 HP: 85

MELEE ATTACK: +10/+5/+5 (10/5/5)
RANGED ATTACK: —
TYPE: Dragon

SPECIAL ABILITIES: **Difficult 3. Breath Weapon** □ (Replaces attacks: line; 10 fire damage; DC 17); **Breath Weapon** □ (Replaces attacks: cone; Sleep; DC 17); **Flight**; **Immune Fire**; **Vulnerable Cold**

 **Copper Samurai** **32**
POINTS

CG

LVL: 7 SPD: 7
AC: 16 HP: 55

MELEE ATTACK: +10/+5 (10 magic)
RANGED ATTACK: +10/+5 (5)
TYPE: Humanoid (Human)

COMMANDER EFFECT: Followers that roll a natural 20 on an attack can immediately make another attack of the same type at their highest printed attack bonus.

SPECIAL ABILITIES: **Breath Weapon** □ (Replaces attacks: line; 10 acid damage; DC 13); **Dragon Bane** (Melee attack +2, melee damage +10 magic against Dragons); **Resist Acid 5**

 **Daring Rogue** **14**
POINTS

CG

LVL: 5 SPD: 7
AC: 17 HP: 25

MELEE ATTACK: +5/+5 (5 magic)
RANGED ATTACK: +6 (5)
TYPE: Humanoid (Human)

SPECIAL ABILITIES: **Hide**; **Mobility** (+4 AC against attacks of opportunity); **Sidestep**; **Slow Ranged Attack**; **Sneak Attack** +10

 **Drunken Master** **20**
POINTS

CG

LVL: 7 SPD: 8
AC: 16 HP: 50

MELEE ATTACK: +6/+6 (10 magic)
RANGED ATTACK: —
TYPE: Humanoid (Human)

SPECIAL ABILITIES: **Deflect Arrows** (+4 AC against ranged attacks); **Improved Mobility** (+8 AC against attacks of opportunity); **Save +4**; **Stagger** (This creature can charge even if it does not move in a straight line)

 **Dwarf Barbarian** **10**
POINTS

CG

LVL: 2 SPD: 6
AC: 10 HP: 25

MELEE ATTACK: +6 (10)
RANGED ATTACK: —
TYPE: Humanoid (Dwarf)

SPECIAL ABILITIES: **Powerful Charge** +5; **Save +8**

 ©2003 Wizards

 ©2003 Wizards

 ©2003 Wizards

CG **Elf Spearguard** 6 POINTS

LVL: 1 SPD: 7
AC: 17 HP: 10

MELEE ATTACK: +4 (10)

RANGED ATTACK: —

TYPE: Humanoid (Elf)

SPECIAL ABILITIES: Melee Reach 2

CG **Half-Elf Sorcerer** 14 POINTS

LVL: 2 SPD: 6
AC: 13 HP: 15

MELEE ATTACK: +0 (5)

RANGED ATTACK: —

TYPE: Humanoid (Elf)

SPELLS: Sorcerer Spells 1st—□□□□ *magic missile* (sight; 5 magic damage), *magic weapon* (touch; attack +1, ignore DR)

CG **Halfling Outrider** 29 POINTS

LVL: 6 SPD: 8
AC: 16 HP: 40

MELEE ATTACK: +11/+6 (10 magic)

RANGED ATTACK: +11/+6 (5 magic)

TYPE: Humanoid (Mounted Halfling)

SPECIAL ABILITIES: Powerful Charge +10; Save +4

CG **Kerwyn, Human Rogue** 7 POINTS

LVL: 3 SPD: 6
AC: 15 HP: 15

MELEE ATTACK: +6 (5)

RANGED ATTACK: —

TYPE: Humanoid (Human)

SPECIAL ABILITIES: Unique. Hide; Mobility (+4 AC against attacks of opportunity); Sneak Attack +5

CG **Medium Air Elemental** 18 POINTS

LVL: 4 SPD: F14
AC: 19 HP: 25

MELEE ATTACK: +8 (5)

RANGED ATTACK: —

TYPE: Elemental

SPECIAL ABILITIES: Difficult 4. Requires Commander. Flight; Whirlwind Attack □ (On its turn, if this creature moves no more than 1 square, it can make one melee attack against every enemy creature whose square it threatens)

CG **Silver Sorcerer** 49 POINTS

LVL: 7 SPD: 6
AC: 16 HP: 35

MELEE ATTACK: +9 (10 magic)

RANGED ATTACK: —

TYPE: Dragon

SPECIAL ABILITIES: Breath Weapon □ (Replaces attacks: cone; 25 cold damage; DC 14); Immune Cold

SPELLS: Sorcerer Spells 1st—□□□□ *lesser cold orb* (range 6; 5 cold damage, ignore Spell Resistance); 2nd—□□□□ *blur* (touch; target creature gains Conceal 6), *scare* (sight; radius 2; creatures of level 2 or below make a morale save); 3rd—□□□□ *lightning bolt* (line; 20 electricity damage; DC 15)

ANY **Barbarian Mercenary** 9 POINTS

LVL: 1 SPD: 8
AC: 10 HP: 20

MELEE ATTACK: +5 (15)

RANGED ATTACK: —

TYPE: Humanoid (Human)

SPECIAL ABILITIES: Difficult 2

ANY **Dire Ape** 25 POINTS

LVL: 5 SPD: 6
AC: 15 HP: 35

MELEE ATTACK: +8/+8 (10)

RANGED ATTACK: —

TYPE: Large Animal

SPECIAL ABILITIES: Difficult 20. Rend +20

ANY **Druid of Obad-Hai** 29 POINTS

LVL: 3 SPD: 6
AC: 14 HP: 20

MELEE ATTACK: +4 (5)

RANGED ATTACK: —

TYPE: Humanoid (Human)

SPELLS: 1st—*magic fang* □□□ (touch, Animal or Magical Beast only; attack +1, ignore DR); 2nd—*summon nature's ally II* □□ (Animals or Magical Beasts with a total cost of 10 or less)

LE **Baaz Draconian** 6 POINTS

LVL: 2 SPD: 6
AC: 17 HP: 20

MELEE ATTACK: +2 (5)

RANGED ATTACK: —

TYPE: Dragon

SPECIAL ABILITIES: **Stone Dead** (When this creature is reduced to 0 hp, it becomes a statue)

LE **Blue Wyrmling** 25 POINTS

LVL: 6 SPD: F8
AC: 16 HP: 45

MELEE ATTACK: +8/+6/+6 (5)

RANGED ATTACK: —

TYPE: Small Dragon

SPECIAL ABILITIES: **Breath Weapon** □ (Replaces attacks: line; 10 electricity damage; DC 14); **Flight**

LE **Cleric of Nerull** 28 POINTS
COMMANDER 3

LVL: 4 SPD: 4
AC: 18 HP: 30

MELEE ATTACK: +5 (5)

RANGED ATTACK: —

TYPE: Humanoid (Human)

COMMANDER EFFECT: Followers gain **Death Strike** (When this follower's hp are reduced to 0 or lower, it may make one immediate melee attack).

SPELLS: 1st—*cause fear* □□□ (range 6; target creature of level 5 or below makes a morale save); 2nd—*inflict moderate wounds* □□□ (touch; 10 negative damage; DC 14)

LE **Goblin Skirmisher** 3 POINTS

LVL: 1 SPD: 6
AC: 14 HP: 5

MELEE ATTACK: +2 (5)

RANGED ATTACK: +3; range 6 (5)

TYPE: Small Humanoid (Goblinoid)

LE **Goblin Warrior** 3 POINTS

LVL: 1 SPD: 6
AC: 15 HP: 5

MELEE ATTACK: +2 (5)

RANGED ATTACK: —

TYPE: Small Humanoid (Goblinoid)

LE **Hobgoblin Warrior** 3 POINTS

LVL: 1 SPD: 6
AC: 15 HP: 10

MELEE ATTACK: +2 (5)

RANGED ATTACK: —

TYPE: Humanoid (Goblinoid)

LE **Kapak Draconian** 11 POINTS

LVL: 2 SPD: 6
AC: 15 HP: 15

MELEE ATTACK: +2 (5 + Poison)

RANGED ATTACK: +3 (5)

TYPE: Dragon

SPECIAL ABILITIES: **Death Burst** (5 acid damage; DC 12); **Poison** (5 damage whenever poisoned creature activates; DC 12); **Sneak Attack** +5; **Spell Resistance**

LE **Kobold Skirmisher** 5 POINTS

LVL: 1 SPD: 6
AC: 15 HP: 5

MELEE ATTACK: +0 (5)

RANGED ATTACK: +3 (5)

TYPE: Small Humanoid (Reptilian)

SPECIAL ABILITIES: **Cowardly** (If this creature does not have an active ally within 6 squares of it when an ally is destroyed, it routs); **Slow Ranged Attack**

LE **Medium Water Elemental** 13 POINTS

LVL: 4 SPD: 4
AC: 19 HP: 30

MELEE ATTACK: +6 (10)

RANGED ATTACK: —

TYPE: Elemental

SPECIAL ABILITIES: **Difficult 4**. Requires **Commander**. **Cleave**

LE Salamander 32 POINTS

LVL: 9 SPD: 4
AC: 18 HP: 60

MELEE ATTACK: +11/+6 (10 + 5 fire)

RANGED ATTACK: —

TYPE: Outsider

SPECIAL ABILITIES: Cleave; DR 5; Immune Fire; Vulnerable Cold

LE Thayan Knight 30 POINTS

LVL: 7 SPD: 4
AC: 22 HP: 75

MELEE ATTACK: +12/+7 (10 magic)

RANGED ATTACK: —

TYPE: Humanoid (Human)

SPECIAL ABILITIES: Arrow Catching Shield (Enemy ranged attacks against adjacent creatures target this creature instead); Save +4

LE Urthok the Vicious 34 POINTS
COMMANDER 5

LVL: 6 SPD: 4
AC: 22 HP: 50

MELEE ATTACK: +11/+6 (10)

RANGED ATTACK: +8, range 6 □ (5)

TYPE: Humanoid (Goblinoid)

COMMANDER EFFECT: Followers gain melee attack +2; or Goblinoid followers gain melee attack +4. **WARBAND BUILDING:** Goblinoids of any faction are legal in your warband.

SPECIAL ABILITIES: Unique. **Hurling Charge** (This creature can make its ranged attack against a creature it charges during its charge movement before it makes its melee attack)

37/60 * DUNGEONS & DRAGONS ©2003 Wizards

LE Wererat 11 POINTS

LVL: 2 SPD: 6
AC: 17 HP: 10

MELEE ATTACK: +5 (5)

RANGED ATTACK: —

TYPE: Humanoid (Human, Shapechanger)

SPECIAL ABILITIES: DR 5; Hide

38/60 * DUNGEONS & DRAGONS ©2003 Wizards

LE/CE Carrion Crawler 19 POINTS

LVL: 3 SPD: 6
AC: 17 HP: 20

MELEE ATTACK: +6/+6 (5 + Paralysis)

RANGED ATTACK: —

TYPE: Large Aberration

SPECIAL ABILITIES: Difficult 20. Paralysis (DC 13); **Wandering Monster** (Instead of placing this creature on your assembly tile at the start of the battle, place it on a random feature tile)

39/60 * DUNGEONS & DRAGONS ©2003 Wizards

LE/CE Grimlock 7 POINTS

LVL: 2 SPD: 6
AC: 15 HP: 10

MELEE ATTACK: +4 (10)

RANGED ATTACK: —

TYPE: Monstrous Humanoid

SPECIAL ABILITIES: Blindsight

40/60 * DUNGEONS & DRAGONS ©2003 Wizards

CE Abyssal Maw 5 POINTS

LVL: 2 SPD: 6
AC: 15 HP: 10

MELEE ATTACK: +5 (15)

RANGED ATTACK: —

TYPE: Outsider

SPECIAL ABILITIES: Difficult 2. Immune Electricity, Poison; Resist 10 Acid, Cold, Fire

41/60 * DUNGEONS & DRAGONS ©2003 Wizards

CE Black Dragon 45 POINTS

LVL: 10 SPD: F9
AC: 19 HP: 85

MELEE ATTACK: +9/+4/+4 (10)

RANGED ATTACK: —

TYPE: Dragon

SPECIAL ABILITIES: Difficult 5. **Breath Weapon** □ (Replaces attacks: line; 15 acid damage; DC 17); **Flight**, Immune Acid

42/60 * DUNGEONS & DRAGONS ©2003 Wizards

CE Bright Naga 15 POINTS

LVL: 5 SPD: 8
AC: 15 HP: 35

MELEE ATTACK: +4 (10)

RANGED ATTACK: —

TYPE: Large Aberration

SPELLS: 1st—**burning hands** (unlimited uses) (cone; 5 fire damage; DC 13)

43/60 * DUNGEONS & DRAGONS ©2003 Wizards

44/60 * DUNGEONS & DRAGONS ©2003 Wizards

45/60 * DUNGEONS & DRAGONS ©2003 Wizards

 **Bugbear** 5
POINTS

LVL: 3 SPD: 6
AC: 17 HP: 15

MELEE ATTACK: +5 (5)
RANGED ATTACK: —
TYPE: Humanoid (Goblinoid)

 **Chitine** 7
POINTS

LVL: 2 SPD: 6
AC: 16 HP: 10

MELEE ATTACK: +1/+1/+1 (5)
RANGED ATTACK: —
TYPE: Small Monstrous Humanoid

 **Dretch** 14
POINTS

LVL: 2 SPD: 4
AC: 16 HP: 15

MELEE ATTACK: +4/+4 (5)
RANGED ATTACK: —
TYPE: Small Outsider
SPECIAL ABILITIES: **Difficult 6**, **DR 5**;
Immune Electricity, Poison; **Resist 10 Acid**,
Cold, **Fire**
SPELLS: 2nd—*scare* □ (sight; radius 2; creatures
of level 2 or below make a morale save)

 **Drow Warrior** 6
POINTS

LVL: 1 SPD: 6
AC: 16 HP: 5

MELEE ATTACK: +3 (5)
RANGED ATTACK: +2, range 6 (5 + Poison)
TYPE: Humanoid (Elf)

SPECIAL ABILITIES: **Poison** (5 damage
whenever poisoned creature activates; DC 13);
Slow Ranged Attack; **Spell Resistance**

 **Drow Wizard** 29
POINTS
COMMANDER 2

LVL: 4 SPD: 6
AC: 13 HP: 20

MELEE ATTACK: +1 (5)
RANGED ATTACK: —
TYPE: Humanoid (Elf)
COMMANDER EFFECT: Damage +5 when
making attacks of opportunity.
SPECIAL ABILITIES: **Conceal 6**; **Spell
Resistance**
SPELLS: 1st—*magic missile* □ (sight; 5 damage),
magic weapon □□ (touch; attack +1, ignore DR);
2nd—*Snilloc's snowball swarm* □□□ (sight; radius 2;
10 cold damage; DC 14)

 **Eye of Gruumsh** 44
POINTS
COMMANDER 1

LVL: 8 SPD: 8
AC: 11 HP: 90

MELEE ATTACK: +15/+15 (25 magic)
RANGED ATTACK: —
TYPE: Humanoid (Orc)
COMMANDER EFFECT: Orc followers gain
melee damage +5.
SPECIAL ABILITIES: **Immune Flanking**;
Vicious Attack (Whenever this creature hits with
a melee attack, it deals 5 magic damage to itself)

 **Gargoyle** 21
POINTS

LVL: 4 SPD: F8
AC: 16 HP: 35

MELEE ATTACK: +6/+4 (10)
RANGED ATTACK: —
TYPE: Monstrous Humanoid
SPECIAL ABILITIES: **DR 5**; **Flight**; **Hide**

 **Harpy** 15
POINTS

LVL: 7 SPD: F6
AC: 13 HP: 30

MELEE ATTACK: +7/+2 (5)
RANGED ATTACK: —
TYPE: Monstrous Humanoid
SPECIAL ABILITIES: **Difficult 2**, **Captivating
Song** □ (Replaces attacks: Stun, each living enemy
except creatures within 6 squares of an enemy
with Countersong; DC 13); **Flight**

 **Large Monstrous Spider** 11
POINTS

LVL: 4 SPD: 6
AC: 14 HP: 20

MELEE ATTACK: +4 (10 + Poison)
RANGED ATTACK: —
TYPE: Large Vermin
SPECIAL ABILITIES: **Difficult 20**, **Poison**
(5 damage whenever poisoned creature activates;
DC 13); **Web** (Replaces attacks: range 6; Entangle;
DC 13)

 **Large Red Dragon** **83**
POINTS

LVL: 13 SPD: F8
AC: 21 HP: 125

MELEE ATTACK: +14/+9/+9 (20/10/10)

RANGED ATTACK: —

TYPE: Large Dragon

SPECIAL ABILITIES: **Breath Weapon** □
(Replaces attacks: cone; 30 fire damage; DC 19);
Flight; **Immune Fire**; **Vulnerable Cold**

 **Ogre Ravager** **38**
POINTS

LVL: 9 SPD: 6
AC: 17 HP: 80

MELEE ATTACK: +10/+5 (30)

RANGED ATTACK: —

TYPE: Large Giant

SPECIAL ABILITIES: **Aura of Fear 2** (Enemies in squares threatened by this creature gain Morale Save -2); **Melee Reach 2**; **Resist Fire 10**; **Smite +10** □

 **Orc Druid** **27**
COMMANDER 2
POINTS

LVL: 5 SPD: 6
AC: 11 HP: 35

MELEE ATTACK: +6 (10)

RANGED ATTACK: —

TYPE: Humanoid (Orc)

COMMANDER EFFECT: Animal and Magical Beast followers gain attack +2.

SPECIAL ABILITIES: **Beastmaster 4**

SPELLS: 1st—*snake's swiftness* □□□ (range 6; target creature may make an immediate attack); 2nd—*warp wood* □□□ (range 6; target creature loses its ranged attack; DC 14); 3rd—*poison* □□ (touch; 5 damage whenever poisoned creature activates; DC 15)

 **Red Samurai** **40**
POINTS

LVL: 9 SPD: 8
AC: 14 HP: 75

MELEE ATTACK: +14/+9 (15 magic + 5 fire)

RANGED ATTACK: —

TYPE: Humanoid (Human)

SPECIAL ABILITIES: **Breath Weapon** □
(Replaces attacks: cone; 20 fire damage; DC 14);
Resist Fire 5

 **Small White Dragon** **24**
POINTS

LVL: 6 SPD: F12
AC: 16 HP: 45

MELEE ATTACK: +8/+3/+3 (5)

RANGED ATTACK: —

TYPE: Small Dragon

SPECIAL ABILITIES: **Difficult 5**; **Breath Weapon** □ (Replaces attacks: cone; 10 cold damage; DC 14); **Flight**; **Immune Cold**; **Vulnerable Fire**

 **Troglodyte** **7**
POINTS

LVL: 2 SPD: 6
AC: 15 HP: 15

MELEE ATTACK: +1/-1 (5)

RANGED ATTACK: —

TYPE: Humanoid (Reptilian)

SPECIAL ABILITIES: **Stench** (Adjacent creatures other than Troglodytes gain attack -2, save -2, and -2 AC)