

 **Cleric of Lathander** 27  
COMMANDER 4 POINTS

LVL: 5 SPD: 4  
AC: 17 HP: 30

**MELEE ATTACK:** +6 (5)

**RANGED ATTACK:** —

**TYPE:** Humanoid (Human)

**COMMANDER EFFECT:** Followers gain Morale Save +4 on rally attempts; successfully rallied followers heal 10 hp.

**SPECIAL ABILITIES:** Turn Undead 5 □□□; Undead Slayer (Melee damage +10 against Undead)

**SPELLS:** 1st—*magic weapon* □□□ (touch; attack +1, ignore DR); 2nd—*cure moderate wounds* □□□ (touch; heal 10 hp); 3rd—*searing light* □□ (sight; 10 damage, or 20 damage against Undead)

 **Dalelands Militia** 7  
POINTS

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

**MELEE ATTACK:** +2 (5)

**RANGED ATTACK:** +3 (5)

**TYPE:** Humanoid (Human)

 **Gold Dwarf Fighter** 29  
POINTS

LVL: 6 SPD: 4  
AC: 21 HP: 50

**MELEE ATTACK:** +9/+9 (10 magic)

**RANGED ATTACK:** —

**TYPE:** Humanoid (Dwarf)

**SPECIAL ABILITIES:** Aberration Bane (Melee attack +2, melee damage +10 against Aberrations); Cleave; Save +4

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 **Human Dragonslayer** 32  
POINTS

LVL: 7 SPD: 4  
AC: 20 HP: 55

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

**RANGED ATTACK:** —

**TYPE:** Humanoid (Human)

**SPECIAL ABILITIES:** Aura of Courage 4 (Adjacent allies gain Morale Save +4); Dragon Foe (Melee damage +5 against Dragons); Fearless

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 **Large Silver Dragon** 122  
POINTS

LVL: 16 SPD: F9  
AC: 24 HP: 150

**MELEE ATTACK:** +17/+12/+12 (15/10/10)

**RANGED ATTACK:** —

**TYPE:** Large Dragon

**SPECIAL ABILITIES:** Breath Weapon □ (Replaces attacks: cone; 35 cold damage; DC 21); Breath Weapon □ (Replaces attacks: cone; Paralysis; DC 21); Flight; Immune Acid, Cold; Vulnerable Fire

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 **Medium Earth Elemental** 13  
POINTS

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

**MELEE ATTACK:** +8 (10)

**RANGED ATTACK:** —

**TYPE:** Elemental

**SPECIAL ABILITIES:** Requires Commander. Burrow 4; Cleave; Pushback (When this creature's melee attack deals damage to a smaller creature, it may push the smaller creature 1 square)

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 **Paladin of Torm** 51  
COMMANDER 5 POINTS

LVL: 7 SPD: 6  
AC: 21 HP: 50

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

**RANGED ATTACK:** —

**TYPE:** Humanoid (Human)

**COMMANDER EFFECT:** Followers gain melee attack +2, or melee attack +4 against evil creatures.

**SPECIAL ABILITIES:** Fearless; Evil Slayer (Melee damage +10 against evil creatures); Save +4; Turn Undead 4 □

**SPELLS:** 3rd—*cure serious wounds* □ (touch; heal 20 hp)

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 **Soldier of Cormyr** 11  
POINTS

LVL: 3 SPD: 4  
AC: 23 HP: 25

**MELEE ATTACK:** +6 (5)

**RANGED ATTACK:** —

**TYPE:** Humanoid (Human)

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 **Healer** 12  
POINTS

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

**MELEE ATTACK:** +1 (5)

**RANGED ATTACK:** —

**TYPE:** Humanoid (Human)

**SPECIAL ABILITIES:** Healing Hands (Whenever this creature casts a spell that heals, it heals +5 hp over printed amount)

**SPELLS:** 1st—*cure light wounds* □□□ (touch; heal 5 hp); 2nd—*cure moderate wounds* □□□ (touch; heal 10 hp); *remove paralysis* □ (range 6; radius 2; remove Paralysis from allies)

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**Mialee, Elf Wizard** **6**  
 POINTS  
 LG/CG

LVL: 1    SPD: 6  
AC: 13    HP: 5

**MELEE ATTACK:** +0 (5)  
**RANGED ATTACK:** —  
**TYPE:** Humanoid (Elf)

**SPECIAL ABILITIES:** Unique

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


**Catfolk** **5**  
 POINTS  
 CG

LVL: 1    SPD: 8  
AC: 15    HP: 5

**MELEE ATTACK:** +3 (5)  
**RANGED ATTACK:** +3 (5)  
**TYPE:** Humanoid (Catfolk)


**Champion of Eilistraee** **48**  
 POINTS  
 CG  
 COMMANDER 4

LVL: 8    SPD: 6  
AC: 22    HP: 60

**MELEE ATTACK:** +13/+8 (15 magic)  
**RANGED ATTACK:** —  
**TYPE:** Humanoid (Elf)

**COMMANDER EFFECT:** Followers wielding  
 swords (see D&D Quick Reference) gain melee  
 attack +2 and +2 AC. **WARBAND BUILDING:**  
 Drow followers (see D&D Quick Reference) of  
 any faction are legal in your warband.

**SPECIAL ABILITIES:** **Turn Shapechanger**  
 4 □ (As Turn Undead, but affects Shapechangers  
 instead); **Turn Undead** 3 □


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**Cleric of Kord** **32**  
 POINTS  
 CG  
 COMMANDER 1

LVL: 4    SPD: 8  
AC: 13    HP: 45

**MELEE ATTACK:** +13 (20 magic)  
**RANGED ATTACK:** —  
**TYPE:** Humanoid (Orc)

**COMMANDER EFFECT:** Followers gain  
 melee attack +2, or melee attack +4 against lawful  
 creatures.

**SPELLS:** 1st—*cause fear* □ (range 6; target creature  
 of level 5 or below makes a morale save), *cure light  
 wounds* □□ (touch; heal 5 hp)


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**Drizzt,  
Drow Ranger** **87**  
 POINTS  
 CG  
 COMMANDER 3

LVL: 12    SPD: 8  
AC: 21    HP: 90

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

**COMMANDER EFFECT:** Unique followers gain  
 attack +3, damage +5, and save +3. **WARBAND  
 BUILDING:** Unique LG creatures are legal in  
 your warband.

**SPECIAL ABILITIES:** **Unique. Blind-Fight;**  
**Conceal 6; Mobility; Scout; Spell Resistance**

(Drizzt is higher-level on the D&D Quick Reference side.)


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**Evermeet Wizard** **39**  
 POINTS  
 CG

LVL: 5    SPD: 7  
AC: 13    HP: 20

**MELEE ATTACK:** +7 (10 electricity)  
**RANGED ATTACK:** —  
**TYPE:** Humanoid (Elf)

**SPELLS:** 1st—*benign transposition* □□ (range 6;  
 two allies switch position), *mage armor* □ (self; +4  
 AC); 2nd—*Melf's acid arrow* □□□ (sight; 10 acid  
 damage, ignore Spell Resistance); 3rd—*summon  
 monster III* □□ (Animals or Elementals with total  
 cost 15 or less)


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**Graycloak Ranger** **15**  
 POINTS  
 CG

LVL: 4    SPD: 6  
AC: 17    HP: 25

**MELEE ATTACK:** +5 (5)  
**RANGED ATTACK:** +10/+10 (5)  
**TYPE:** Humanoid (Elf)

**SPECIAL ABILITIES:** **Giant Foe** (Damage +5  
 against Giants); **Hide; Minions** (1 Wolf with  
 cost 5; treat this Wolf as if it did not have the  
 Difficult ability)

**SPELLS:** 1st—*magic fang* □ (touch, Animal or  
 Magical Beast only; attack +1, ignore DR)


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**Halfling Ranger** **23**  
 POINTS  
 CG

LVL: 6    SPD: 6  
AC: 19    HP: 50

**MELEE ATTACK:** +8/+3 (5)  
**RANGED ATTACK:** +12/+12 (5 magic)  
**TYPE:** Small Humanoid (Halfling)

**SPECIAL ABILITIES:** **Precise Shot; Save +4;**  
**Scout; Undead Foe** (Damage +5 against Undead)


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**Halfling Wizard** **19**  
 POINTS  
 CG

LVL: 3    SPD: 4  
AC: 14    HP: 15

**MELEE ATTACK:** +1 (5)  
**RANGED ATTACK:** —  
**TYPE:** Small Humanoid (Halfling)

**SPECIAL ABILITIES:** 1st—*mage armor* □ (self;  
 +4 AC), *magic missile* (unlimited uses) (sight; 5  
 damage), *magic weapon* □□ (touch; attack +1,  
 ignore DR); 2nd—*scorching ray* □□ (range 6; 15  
 fire damage)


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CG **Ialdabode, Human Psion** **5** POINTS

LVL: 2 SPD: 6  
AC: 13 HP: 10

MELEE ATTACK: +3 (5)  
RANGED ATTACK: +4 (5)  
TYPE: Humanoid (Human)

SPECIAL ABILITIES: **Unique. Slow Ranged Attack**

SPELLS: Psionics 4 pp—*inertial armor* 1 pp (self; +4 AC), *mind thrust* 2 pp (sight; 10 damage; DC 13 negates), *psionic daze* 1 pp (range 6; Stun Humanoid of level 4 or below; DC 13)

CG **Moon Elf Fighter** **49** POINTS  
COMMANDER 5

LVL: 9 SPD: 9  
AC: 22 HP: 65

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

COMMANDER EFFECT: Followers that start their turns within 6 squares of this commander gain **Tactics** (Activating this creature does not count against your limit of activating two creatures per phase).

CG **Ragnara, Psychic Warrior** **7** POINTS

LVL: 3 SPD: 6  
AC: 19 HP: 20

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

SPECIAL ABILITIES: **Unique. Smite +10** □

SPELLS: Psionics 3 pp—*burst* 1 pp (self; +2 speed this turn, swift action), *offensive precognition* 1 pp (self; attack +1)

CG **Unicorn** **21** POINTS

LVL: 4 SPD: 12  
AC: 18 HP: 40

MELEE ATTACK: +11 (15)  
RANGED ATTACK: —  
TYPE: Large Magical Beast

SPECIAL ABILITIES: **Aura of Protection from Evil** (This creature and adjacent creatures gain +2 AC against evil creatures); **Immune Confusion, Dominate, Poison**

SPELLS: 1st—*cure light wounds* □□□ (touch; heal 5 hp); 4th—*neutralize poison* □ (touch; remove Poison, and target creature gains Immune Poison)

LG/LE **Githzerai** **5** POINTS

LVL: 1 SPD: 6  
AC: 17 HP: 5

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

SPELLS: 1st—*daze* □□□ (range 6; Stun Humanoid of level 4 or below; DC 12)

ANY **Sage** **5** POINTS

LVL: 4 SPD: 6  
AC: 10 HP: 20

MELEE ATTACK: +1 (5)  
RANGED ATTACK: —  
TYPE: Humanoid (Human)

CG/CE **Clay Golem** **56** POINTS

LVL: 11 SPD: 4  
AC: 22 HP: 90

MELEE ATTACK: +14/+14 (20)  
RANGED ATTACK: —  
TYPE: Large Construct

SPECIAL ABILITIES: **Requires Instruction** (This creature is confused if it activates when out of command). DR 5; **Melee Reach 2**; **Spell Resistance All**

CG/CE **Half-Orc Barbarian** **12** POINTS

LVL: 2 SPD: 8  
AC: 14 HP: 25

MELEE ATTACK: +7 (15)  
RANGED ATTACK: —  
TYPE: Humanoid (Orc)

SPECIAL ABILITIES: **Difficult 2**

CG/CE **Wereboar** **16** POINTS

LVL: 4 SPD: 6  
AC: 18 HP: 35

MELEE ATTACK: +6 (10)  
RANGED ATTACK: —  
TYPE: Humanoid (Human, Shapechanger)

SPECIAL ABILITIES: **Difficult 4. Death Strike** (When this creature's hp are reduced to 0 or lower, it may make one immediate melee attack); DR 5



## Aspect of Bane 106 POINTS

LVL: 14 SPD: 6  
AC: 22 HP: 120

**MELEE ATTACK:** +21/+16 (15 magic)

**RANGED ATTACK:** —

**TYPE:** Large Outsider

**SPECIAL ABILITIES:** **Aura of Fear 8** (Enemies in squares threatened by this creature gain Morale Save -8); **DR 5; Melee Reach 2**



## Bone Devil 74 POINTS

LVL: 10 SPD: F8  
AC: 25 HP: 95

**MELEE ATTACK:** +14/+12 (10/10 + Poison)

**RANGED ATTACK:** —

**TYPE:** Large Outsider

**SPECIAL ABILITIES:** **Aura of Fear 2** (Enemies in squares threatened by this creature gain Morale Save -2); **DR 5; Flight; Immune Fire, Poison; Melee Reach 2; Poison** (5 damage whenever poisoned creature activates; DC 20); **Resist 10 Acid, Cold; Spell Resistance**



## Dark Moon Monk 15 POINTS

LVL: 5 SPD: 8  
AC: 16 HP: 30

**MELEE ATTACK:** +4/+4 (5)

**RANGED ATTACK:** +5, range 6 (5)

**TYPE:** Humanoid (Human)

**SPECIAL ABILITIES:** **Deflect Arrows** (+4 AC against ranged attacks); **Mobility** (+4 AC against attacks of opportunity); **Save +4; Stunning Attack** □ (DC 13)

**SPELLS:** **Sorcerer Spells 1st**—□□□□ *magic weapon* (touch; attack +1, ignore DR), *true strike* (self; next attack, attack +20 and automatically succeeds against Conceal)

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## Dread Guard 14 POINTS

LVL: 5 SPD: 4  
AC: 17 HP: 45

**MELEE ATTACK:** +5 (10)

**RANGED ATTACK:** —

**TYPE:** Construct

**SPECIAL ABILITIES:** **Requires Commander. Resist 10 Cold, Fire**

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## Duergar Warrior 4 POINTS

LVL: 1 SPD: 4  
AC: 17 HP: 10

**MELEE ATTACK:** +2 (5)

**RANGED ATTACK:** —

**TYPE:** Humanoid (Dwarf)

**SPECIAL ABILITIES:** **Conceal 6; Immune Paralysis, Poison**

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## Erinyes 72 POINTS

LVL: 9 SPD: F6  
AC: 24 HP: 85

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

**RANGED ATTACK:** —

**TYPE:** Outsider

**SPECIAL ABILITIES:** **DR 5; Flight; Immune Fire, Poison; Resist 10 Acid, Cold; Spell Resistance**

**SPELLS:** 3rd—*charm monster* □□ (range 6; Confusion, ends after target creature's next turn; DC 19); 4th—*dimension door* □□ (self; place this creature in any space it can see at least part of), *unholy blight* □□ (sight; radius 4; good creatures take 15 damage and gain attack -2; DC 19)

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## Gauth 39 POINTS

LVL: 6 SPD: F3  
AC: 19 HP: 45

**MELEE ATTACK:** -3 (5)

**RANGED ATTACK:** —

**TYPE:** Aberration

**SPECIAL ABILITIES:** **Eye Ray** (Replaces attacks: sight; Paralysis; DC 14); **Eye Ray** (Replaces attacks: sight; 15 fire damage); **Flight; Gaze Attack** (Replaces attacks: range 6; Stun; DC 14); **Selective Targeting 2** (This creature can target its Eye Rays and Gaze Attack against the nearest or second-nearest enemy or ally); **Simultaneous Attack** (This creature can use both Eye Rays and Gaze Attack if it does not move)

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## Human Cleric of Bane 57 POINTS

LVL: 5 SPD: 4  
AC: 20 HP: 30

**MELEE ATTACK:** +7 (10 magic)

**RANGED ATTACK:** —

**TYPE:** Humanoid (Human)

**COMMANDER EFFECT:** Followers gain melee attack +4 and melee damage +5 against creatures that are out of command or routing.

**SPECIAL ABILITIES:** **Smite +5** □

**SPELLS:** 1st—*magic weapon* □□□ (touch; attack +1, ignore DR); 2nd—*sound burst* □□□ (range 6; radius 2; 5 sonic damage and Stun; DC 14); 3rd—*summon monster III* □□ (1 evil Elemental or evil Outsider with cost 15 or less)

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## Nothic 10 POINTS

LVL: 5 SPD: 6  
AC: 15 HP: 40

**MELEE ATTACK:** +7 (5)

**RANGED ATTACK:** —

**TYPE:** Aberration

**SPECIAL ABILITIES:** **Blindsight; Gaze Attack** (Replaces attacks: range 6; 5 damage; DC 16)

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LE **Red Wizard** 63 POINTS  
COMMANDER 3

LVL: 6 SPD: 6  
AC: 13 HP: 30

MELEE ATTACK: +2 (5)

RANGED ATTACK: —

TYPE: Humanoid (Human)

COMMANDER EFFECT: Whenever followers cast spells that deal damage, they deal damage +5 over printed amount. **WARBAND BUILDING:** CE spellcasters are legal in your warband.

SPECIAL ABILITIES: **Spell Penetration** (Roll twice to overcome Spell Resistance); **Sudden Empower** □ (Damage +10, 1 spell that deals damage)

SPELLS: 1st—*mage armor* □ (self; +4 AC), *magic missile* □□ (sight; 5 damage); 2nd—*scorching ray* □□□ (range 6; 15 fire damage); 3rd—*fireball* □□ (sight; radius 4; 20 fire damage; DC 15), *lightning bolt* □ (line; 20 electricity damage; DC 15)

LE **Snig the Axe** 20 POINTS  
COMMANDER 0

LVL: 3 SPD: 6  
AC: 18 HP: 25

MELEE ATTACK: +7 (10 magic)

RANGED ATTACK: +7, range 6 (5)

TYPE: Small Humanoid (Goblinoid)

COMMANDER EFFECT: Small followers gain melee damage +5.

SPECIAL ABILITIES: **Unique Minions** (3 Small Goblinoids with cost 3 each)

LE **Xill** 15 POINTS

LVL: 5 SPD: 8  
AC: 20 HP: 30

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

RANGED ATTACK: —

TYPE: Outsider

SPECIAL ABILITIES: **Mobility** (+4 AC against attacks of opportunity); **Planewalk** (This creature may start phased out; on round 4 or later, if you win initiative, it may use a move action to return to play in any legal position); **Spell Resistance**

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LE **Zhentarim Fighter** 7 POINTS

LVL: 2 SPD: 4  
AC: 19 HP: 25

MELEE ATTACK: +6 (5)

RANGED ATTACK: —

TYPE: Humanoid (Human)

SPECIAL ABILITIES: **Phalanx Fighting** (+2 AC when adjacent to an ally with Phalanx Fighting)

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LE/CE **Gravehound** 11 POINTS

LVL: 4 SPD: 8  
AC: 15 HP: 25

MELEE ATTACK: +6 (5 + Stun)

RANGED ATTACK: —

TYPE: Undead

SPECIAL ABILITIES: **Stun** (DC 16)

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LE/CE **Ochre Jelly** 19 POINTS

LVL: 6 SPD: 2  
AC: 4 HP: 70

MELEE ATTACK: +5 (10 + 5 acid)

RANGED ATTACK: —

TYPE: Large Ooze

SPECIAL ABILITIES: **Difficult 20**; **Strikeback** (Whenever this creature takes damage, it may make one immediate melee attack); **Wandering Monster** (Instead of placing this creature on your assembly tile at the start of the battle, place it on a random feature tile)

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LE/CE **Warrior Skeleton** 3 POINTS

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

MELEE ATTACK: +1 (5)

RANGED ATTACK: —

TYPE: Undead

SPECIAL ABILITIES: **Immune Cold**

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CE **Abyssal Eviscerator** 29 POINTS

LVL: 4 SPD: 6  
AC: 20 HP: 40

MELEE ATTACK: +10/+10 (10)

RANGED ATTACK: —

TYPE: Outsider

SPECIAL ABILITIES: **Blind-Fight**; **Immune Poison**; **Rend +5**; **Resist 10 Acid, Cold, Electricity, Fire**

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CE **Aspect of Demogorgon** 101 POINTS

LVL: 11 SPD: 7  
AC: 24 HP: 105

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

RANGED ATTACK: —

TYPE: Large Outsider

SPECIAL ABILITIES: **Blindsight** DR 5; **Dual Activation** (This creature can take two turns in each round; each turn counts as one of your activations in that phase); **Immune Electricity, Poison**; **Melee Reach 2**; **Resist 10 Acid, Cold, Fire**

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### Aspect of Loth

75  
POINTS

LVL: 14    SPD: 8  
AC: 21    HP: 105

**MELEE ATTACK:** +18/+13 (10 magic)

**RANGED ATTACK:** —

**TYPE:** Large Outsider

**SPECIAL ABILITIES:** **Blindsight**

**CG Foe** (Damage +5 against CG creatures);

**DR 5; LE Foe** (Damage +5 against LE creatures);

**LG Slayer** (Damage +10 against LG creatures);

**Melee Reach 3; Spell Resistance**



### Aspect of Orcus

91  
POINTS

LVL: 9    SPD: F4  
AC: 21    HP: 100

**MELEE ATTACK:** +16/+11 (20 magic)

**RANGED ATTACK:** —

**TYPE:** Large Outsider

**SPECIAL ABILITIES:** **Blindsight**

**Cleave; Death Blow** □ (As Death Attack

but no sneak attack required; DC 17); **DR 5;**

**Flight; Immune Electricity, Poison; Melee**

**Reach 2; Resist 10 Acid, Cold, Fire**



### Cultist of the Dragon

29  
POINTS

LVL: 4    SPD: 6  
AC: 13    HP: 20

**MELEE ATTACK:** +3 (5 magic)

**RANGED ATTACK:** —

**TYPE:** Humanoid (Human)

**SPELLS:** **Sorcerer Spells** 1st—□□□□ *lesser fire orb* (range 6; 5 fire damage, ignore Spell Resistance), *Mordenkainen's buzzing bee* (sight; target noncommander creature can't be put under command and can't cast spells; DC 13); 2nd—□□ *summon monster II* (evil Outsiders with total cost 10 or less)

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### Cursed Spirit

11  
POINTS

LVL: 3    SPD: F6  
AC: 13    HP: 20

**MELEE ATTACK:** +8 (5 magic)

**RANGED ATTACK:** —

**TYPE:** Undead

**SPECIAL ABILITIES:** **Incorporeal. Curse Aura**

(Adjacent enemies gain save -2); **Flight**

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### Drow Sergeant

16  
POINTS

LVL: 2    SPD: 7  
AC: 19    HP: 20

**MELEE ATTACK:** +6 (5)

**RANGED ATTACK:** —

**TYPE:** Humanoid (Elf)

**COMMANDER EFFECT:** Level 1 followers gain

melee damage +5.

**SPECIAL ABILITIES:** **Conceal 6; Spell Resistance**

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### Githyanki Fighter

35  
POINTS

LVL: 7    SPD: 6  
AC: 18    HP: 50

**MELEE ATTACK:** +9/+4 (20 magic)

**RANGED ATTACK:** —

**TYPE:** Humanoid (Extrplanar)

**SPECIAL ABILITIES:** **Mobility** (+4 AC against attacks of opportunity); **Spell Resistance; Spring Attack**

**SPECIAL ABILITIES:** 1st—*magic missile* □ (sight; 5 damage); 2nd—*blur* □ (touch; target creature gains Conceal 6); 4th—*dimension door* □ (self; place this creature in any space it can see at least part of)

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### Gnoll Archer

7  
POINTS

LVL: 2    SPD: 6  
AC: 13    HP: 10

**MELEE ATTACK:** +2 (10)

**RANGED ATTACK:** +1 (5)

**TYPE:** Humanoid (Gnoll)

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### Hill Giant

55  
POINTS

LVL: 12    SPD: 6  
AC: 20    HP: 100

**MELEE ATTACK:** +8 (40)

**RANGED ATTACK:** +8 □ (15)

**TYPE:** Large Giant

**SPECIAL ABILITIES:** **Difficult 5. Cleave;** **Melee Reach 2; Pushback** (When this creature's melee attack deals damage to a smaller creature, it may push the smaller creature 1 square)

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### Medium Fire Elemental

11  
POINTS

LVL: 4    SPD: 10  
AC: 17    HP: 25

**MELEE ATTACK:** +6 (5 + 5 fire)

**RANGED ATTACK:** —

**TYPE:** Elemental

**SPECIAL ABILITIES:** **Difficult 4. Requires Commander. Immune Fire; Mobility** (+4 AC against attacks of opportunity); **Vulnerable Cold**

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 **Orc Champion** **39**  
POINTS

LVL: 7    SPD: 9  
AC: 15    HP: 80

**MELEE ATTACK:** +13/+8 (25 magic)

**RANGED ATTACK:** —

**TYPE:** Humanoid (Orc)

**SPECIAL ABILITIES:** Cleave

 **Orc Raider** **12**  
POINTS

LVL: 3    SPD: 9  
AC: 15    HP: 25

**MELEE ATTACK:** +10 (10)

**RANGED ATTACK:** —

**TYPE:** Humanoid (Orc)

**SPECIAL ABILITIES:** Sneak Attack +5

 **Vampire Aristocrat** **57**  
COMMANDER 3 POINTS

LVL: 7    SPD: 7  
AC: 21    HP: 55

**MELEE ATTACK:** +12 (10 magic + Energy Drain)

**RANGED ATTACK:** —

**TYPE:** Undead

**COMMANDER EFFECT:** Enemies that fail morale saves are destroyed.

**SPECIAL ABILITIES:** DR 5; **Energy Drain** (Whenever this creature's melee attack deals damage to a living creature, the damaged creature gains attack -1 and save -1, and this creature gains +5 hp); **Mobility** (+4 AC against attacks of opportunity); **Resist 10 Cold, Electricity**

**SPELLS:** Sorcerer Spells 1st—□□□□ *expeditious retreat* (self; speed +6), *magic missile* (sight; 5 damage)

 **Vrock** **79**  
POINTS

LVL: 10    SPD: F6  
AC: 22    HP: 115

**MELEE ATTACK:** +14/+14 (15)

**RANGED ATTACK:** —

**TYPE:** Large Outsider

**SPECIAL ABILITIES:** Difficult 6; DR 5; **Flight**; **Immune Electricity, Poison; Melee Reach 2; Resist 10 Acid, Cold, Fire; Spell Resistance; Spores** □ (Swift action: adjacent enemies and allies; Poison, 10 damage); **Stunning Screech** □ (Replaces attacks: adjacent enemies and allies; Stun; DC 22)

 **Young Minotaur** **13**  
POINTS

LVL: 3    SPD: 6  
AC: 16    HP: 30

**MELEE ATTACK:** +6 (15)

**RANGED ATTACK:** —

**TYPE:** Monstrous Humanoid

**SPECIAL ABILITIES:** Difficult 3. **Powerful Charge** +5

 **Yuan-Ti Pureblood** **11**  
POINTS

LVL: 4    SPD: 6  
AC: 18    HP: 20

**MELEE ATTACK:** +5 (5)

**RANGED ATTACK:** —

**TYPE:** Monstrous Humanoid

**SPECIAL ABILITIES:** **Blind-Fight; Spell Resistance**

**SPELLS:** 1st—*cause fear* □ (range 6; target creature of level 5 or below makes a morale save), *charm person* □ (range 6; Confusion, Humanoid only, ends after target creature's next turn; DC 13)