

ALUSAIR OBARSKYR 46 POINTS
 LG COMMANDER 6

LEVEL 7 **MELEE ATTACK** +12/+7 (10 magic)
TYPE Humanoid (Human)

SPEED 4 **COMMANDER EFFECT** Followers that activate within 6 squares of this commander gain **Powerful Charge +10** (Melee damage +10 when charging) until end of turn.

AC 23

HP 65 **SPECIAL ABILITIES** **Unique** (Only 1 of this creature in your warband)

(Alusair Obarskyr is higher-level on the D&D Roleplaying side.)

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ANVIL OF THUNDER 25 POINTS
 LG

LEVEL 6 **MELEE ATTACK** +9/+9 (10 magic/5 magic)
TYPE Humanoid (Dwarf)

SPEED 4 **SPECIAL ABILITIES** **Anvil of Thunder** (Stun enemy hit by both this creature's melee attacks in the same turn; DC 15)
Save +4

AC 18

HP 60

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CELESTIAL BLACK BEAR 9 POINTS
 LG

LEVEL 3 **MELEE ATTACK** +6/+6 (5)
TYPE Magical Beast

SPEED 8 **SPECIAL ABILITIES** **Resist 5 Acid, Cold, Electricity**
Smite Evil +5 □ (Melee damage +5 against evil enemies)
Spell Resistance (May ignore spells unless the caster rolls 11+)

AC 13

HP 20

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CLERIC OF ST. CUTHBERT 29 POINTS
 LG COMMANDER 3

LEVEL 3 **MELEE ATTACK** +5 (5 magic)
TYPE Humanoid (Human)

SPEED 4 **COMMANDER EFFECT** **Vengeance** (Followers gain melee damage +5 if opponents have destroyed at least 2 of your creatures)

AC 20

HP 25 **SPECIAL ABILITIES** **Smite Evil +5** □ (Melee damage +5 against evil enemies)
Turn Undead 4 □

SPELLS
 1st—*cause fear* □□ (range 6; target creature of level 5 or below makes a morale save)
 2nd—*deific vengeance* □□ (range 6; 10 damage, or 20 damage to Undead; DC 14)

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DRAGON SAMURAI 60 POINTS
 LG

LEVEL 9 **MELEE ATTACK** +11/+11/+6 (10 magic + 5 fire)
TYPE Humanoid (Human)

SPEED 4 **SPECIAL ABILITIES** **Breath Weapon** □ (Replaces attacks: cone; 20 fire damage; DC 16)
Resist Fire 5

AC 24

HP 80

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EXORCIST OF THE SILVER FLAME 38 POINTS
 LG COMMANDER 5

LEVEL 6 **MELEE ATTACK** +10/+5 (10 magic)
RANGED ATTACK +7 (5)
TYPE: Humanoid (Human)

SPEED 4 **COMMANDER EFFECT** **Cleansing Flame** (Followers gain attack +1, or attack +4 against enemies with DR)

AC 19

HP 40 **SPECIAL ABILITIES** **Fearless** (Always succeeds on morale saves)
Lay on Hands 15 □ (Touch; heal 15 hp)
Save +4
Smite Evil +15 □ (Melee damage +15 against evil enemies)
Turn Evil Outsider 3 □ (As Turn Undead, but evil Outsiders only)

SPELLS: 1st—magic weapon □ (touch; +1 attack, ignore DR)

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HILL DWARF WARRIOR 4 POINTS
 LG

LEVEL 2 **MELEE ATTACK** +4 (5)
TYPE Humanoid (Dwarf)

SPEED 4 **SPECIAL ABILITIES** **Save +4**

AC 17

HP 15

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MAN-AT-ARMS 3 POINTS
 LG

LEVEL 1 **MELEE ATTACK** +3 (5)
TYPE Humanoid (Human)

SPEED 4

AC 19

HP 5

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RHEK 22 POINTS
 LG

LEVEL 5 **MELEE ATTACK** +10 (10)
TYPE Monstrous Humanoid

SPEED 4 **SPECIAL ABILITIES** **Powerful Charge +10** (Melee damage +10 when charging)
Resounding Blow (If this creature scores a critical hit, Stun that enemy)
Smite Chaos +5 □□ (Melee damage +5 against chaotic enemies)

AC 23

HP 40

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WARFORGED HERO 36 POINTS
LG

LEVEL 8
MELEE ATTACK +14/+9 (10 magic)

TYPE Construct (Living Construct)

SPEED 4

AC 22

HP 80

SPECIAL ABILITIES
DR 5
Living Construct (Has only Immune Level Drain, Paralysis, Poison, Sleep)
Powerful Charge +5 (Melee damage +5 when charging)
Stable Footing (Difficult terrain does not slow this creature's movement)



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AASIMAR FAVORED SOUL 20 POINTS
LG/CG

LEVEL 5
MELEE ATTACK +8 (5)

TYPE Outsider

SPEED 4

AC 16

HP 40

SPECIAL ABILITIES
Illuminator (Creatures within 6 squares do not benefit from Conceal, Hide, or Invisible)
Resist 5 Acid, Cold, Electricity
Resist 10 Fire
Save +4

SPELLS
Sorcerer Spells
1st—□□□□ *bless* (your warband; attack +1), *cure light wounds* (touch; heal 5 hp), *magic weapon* (touch; +1 attack, ignore DR)
2nd—□□□ *sound burst* (range 6; radius 2; 5 sonic damage and Stun; DC 14 negates)



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ADVENTURING WIZARD 36 POINTS
CG

LEVEL 7
MELEE ATTACK +2 (5)

TYPE Humanoid (Human)

SPEED 6

AC 17

HP 25

SPELLS
2nd—*Bigby's slapping hand* □□ (sight; target creature provokes attacks of opportunity from all creatures that threaten its square; DC 20)
3rd—*empowered magic missile* □□ (sight; 15 damage)
4th—*blast of flame* □ (cone; 30 fire damage, ignore Spell Resistance; DC 16)



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BARIAUR RANGER 16 POINTS
CG

LEVEL 5
MELEE ATTACK +9/+9 (10 magic/5 magic)

RANGED ATTACK +8 (5)

SPEED 8

AC 17

HP 30

TYPE Outsider

SPECIAL ABILITIES
Aberration Foe (Damage +5 against Aberrations)
Spell Resistance (May ignore spells unless the caster rolls 11+)



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CLERIC OF GARL GLITTERGOLD 31 POINTS
CG
COMMANDER 3

LEVEL 5
MELEE ATTACK +5 (5 magic)

TYPE: Small Humanoid (Gnome)

SPEED 5

AC 18

HP 35

COMMANDER EFFECT
Enemies within 6 squares that miss with a ranged or melee attack cannot make any other attacks that turn.

WARBAND BUILDING: Gnomes of any faction are legal in your warband.

SPECIAL ABILITIES
Dodge Giants +4 (+4 AC against Giants)
Turn Undead 5 □

SPELLS
1st—*sanctuary* □ (touch; target creature cannot be attacked until its next turn), *nimbus of light* □□ (range 6; 10 damage)
3rd—*ring of blades* □ (self; any creature that activates when adjacent to this creature takes 10 damage, ignore Spell Resistance)



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CROW SHAMAN 26 POINTS
CG

LEVEL 5
MELEE ATTACK +2 (5)

RANGED ATTACK +4, range 6 (5)

SPEED 8

AC 14

HP 40

TYPE: Humanoid (Human)

SPECIAL ABILITIES
Chastise Spirits □ (Replaces attacks: Elemental, Fey, and Incorporeal creatures within 6 squares take 20 damage; DC 17)
Mobility (+4 AC against attacks of opportunity)

SPELLS: Sorcerer Spells
1st—□□□□ *cure light wounds* (touch; heal 5 hp), *snake's swiftness* (range 6; target creature may make an immediate attack)
2nd—□□□ *cat's grace* (touch; +2 AC, ranged attack +2)
3rd—□□ *swift fly* (self; gain Flight this turn, speed F8, swift action)



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ELF WARRIOR 4 POINTS
CG

LEVEL 1
MELEE ATTACK +2 (5)

RANGED ATTACK +3 (5)

SPEED 6

AC 15

HP 5

TYPE: Humanoid (Elf)



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FRENZIED BERSERKER 52 POINTS
CG

LEVEL 8
MELEE ATTACK +14/+9 (30 magic)

TYPE Humanoid (Human)

SPEED 8

AC 10

HP 90

SPECIAL ABILITIES
Aura of Fear 2 (Enemies in squares threatened by this creature gain morale save -2)
Burnout (This creature takes 5 damage whenever it activates)
Death Strike (When its hp are reduced to 0 or lower, this creature may make one immediate melee attack)
Fearless (Always succeeds on morale saves)



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HALF-ELF BOW INITIATE 43 POINTS
CG

LEVEL 8
MELEE ATTACK +9/+4 (5)

RANGED ATTACK +14/+14/+9 (10 magic)

SPEED 6

AC 19

HP 70

TYPE Humanoid (Elf)

SPECIAL ABILITIES
Precise Shot (When this creature shoots into melee, the defender doesn't get the AC bonus)
Ranged Precision +5 (On its turn, if this creature makes a single ranged attack at an enemy within 6 squares, damage +5 on that attack)



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LONGTOOTH BARBARIAN 27 POINTS

CG

LEVEL 5

MELEE ATTACK
+10/+4 (15 magic/10)

TYPE
Humanoid
(Shapechanger, Shifter)

SPEED 9

AC 14

HP 65



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SHARN CUTTHROAT 9 POINTS

CG

LEVEL 4

MELEE ATTACK
+8 (5)

RANGED ATTACK
+8, range 6 (5)

TYPE
Humanoid
(Changeling, Shapechanger)

SPEED 6

AC 16

HP 20

SPECIAL ABILITIES
Hide
Melee Sneak Attack +5
Ranged Sneak Attack +5
Sidestep (On its turn, if it moves only 1 square, this creature can make all its attacks and does not draw attacks of opportunity)



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VALENAR COMMANDER 38 POINTS

CG

COMMANDER 4

LEVEL 6

MELEE ATTACK
+10/+10 (10 magic)

TYPE
Humanoid (Elf)

COMMANDER EFFECT
Followers making ranged attacks can target any noncommander enemy.

SPEED 6

AC 18

HP 45



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FORMIAN WARRIOR 16 POINTS

LG/LE

LEVEL 4

MELEE ATTACK
+7/+5 (10 + Poison/5)

TYPE
Outsider

SPEED 8

SPECIAL ABILITIES
Immune Cold, Poison
Poison (5 damage whenever poisoned creature activates; DC 14)
Resist 10 Electricity, Fire, Sonic
Spell Resistance (May ignore spells unless the caster rolls 11+)

AC 19

HP 25



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ETHEREAL FILCHER 10 POINTS

CG/CE

LEVEL 5

MELEE ATTACK
+2 (5)

TYPE
Aberration

SPEED 8

SPECIAL ABILITIES:
Filch (Replaces attacks: touch; Humanoid or Monstrous Humanoid only, attack -2, melee damage -5 [minimum 5], then Ethereal Filcher is eliminated)

AC 18

HP 20



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RYLD ARGITH 55 POINTS

CG/CE

COMMANDER 4

LEVEL 8

MELEE ATTACK
+13/+8 (15 magic)

TYPE: Humanoid (Drow, Elf)

COMMANDER EFFECT: Good Humanoid followers gain melee attack +2. Evil Humanoid followers gain Keen Critical 19 (Scores critical hits on melee attack rolls of natural 19 and 20).

SPEED 6

AC 19

HP 75

SPECIAL ABILITIES: Unique (Only 1 of this creature in your warband)
Improved Initiative 8 (Commander rating counts as 8 for initiative checks)
Keen Critical 19 (Scores critical hits on melee attack rolls of natural 19 and 20)
Melee Sneak Attack +5
Spell Resistance (May ignore spells unless the caster rolls 11+)

(Ryld Argith is higher-level on the D&D Roleplaying side.)



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WYVERN 36 POINTS

CG/CE

LEVEL 7

MELEE ATTACK
+10/+8/+8 (10 + Poison/10/10)

TYPE
Large Dragon

SPEED F4

SPECIAL ABILITIES
Flight
Incited (Each round, this creature must activate before any nonincited creatures in its warband)
Poison (5 damage whenever poisoned creature activates; DC 17)

AC 18

HP 60



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ACHAIERAI 29 POINTS

LE

LEVEL 6

MELEE ATTACK
+9/+4 (10/15)

TYPE
Large Outsider

SPEED 10

SPECIAL ABILITIES
Black Cloud ☐ (Replaces attacks: 10 damage and Confusion, all living creatures within 2 squares except Achaierais; save against Confusion at the end of each affected creature's turn, DC 15)
Melee Reach 2
Spell Resistance (May ignore spells unless the caster rolls 11+)

AC 21

HP 40



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BLADEBEARER HOBGOBLIN 21 POINTS

LE

LEVEL 4

MELEE ATTACK
+8/+8 (10 magic)

TYPE
Humanoid
(Goblinoid, Hobgoblin)

SPEED 6

SPECIAL ABILITIES
Executioner's Blade (Melee attack +4 and melee damage +5 against creatures that are out of command or routing)

AC 17

HP 40



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DEKANTER GOBLIN 5 POINTS

LEVEL 2

MELEE ATTACK +4 (5)

TYPE Humanoid (Dekanter Goblin, Goblinoid)

SPEED 4

SPECIAL ABILITIES **Regeneration 5** (This creature heals 5 hp at the start of its turn) **Resist 5 Cold**

AC 15

HP 15



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DESTRACHAN 26 POINTS

LEVEL 8

MELEE ATTACK +9 (10)

TYPE Large Aberration

SPEED 6

SPECIAL ABILITIES **Blast Defenses** □ (Replaces attacks: cone; -4 AC; DC 15) **Blast Flesh** □□□ (Replaces attacks: cone; 15 sonic damage; DC 15) **Blindsight**

AC 19

HP 60



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EMERALD CLAW SOLDIER 6 POINTS

LEVEL 2

MELEE ATTACK +3 (5)

RANGED ATTACK +2 (5)

TYPE Humanoid (Human)

SPEED 4

SPECIAL ABILITIES **Slow Ranged Attack** (Can't make a ranged attack and move in the same turn)

AC 17

HP 15



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FIENDISH DIRE WEASEL 8 POINTS

LEVEL 3

MELEE ATTACK +6 (5 + Blood Drain)

TYPE Magical Beast

SPEED 8

SPECIAL ABILITIES **Blood Drain** (5 damage to living creature; DC 15) **Cannot Rally** **Resist 5 Cold, Fire** **Spell Resistance** (May ignore spells unless the caster rolls 11+)

AC 16

HP 15



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GREEN DRAGON 28 POINTS

LEVEL 8

MELEE ATTACK +10/+8/+8 (5)

TYPE Dragon

SPEED F12

SPECIAL ABILITIES **Flight** **Breath Weapon** □ (Replaces attacks: cone; 15 acid damage; DC 16) **Immune Acid**

AC 17

HP 70



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HALF-ELF HEXBLADE 33 POINTS

LEVEL 7

MELEE ATTACK +12/+7 (10 magic)

TYPE Humanoid (Elf)

SPEED 6

SPECIAL ABILITIES **Hexblade's Curse** □□ (Swift action: sight; attack -4, save -4, damage -5 [minimum 5]; DC 19)

AC 17

SPILLS **1st—phantom threat** □ (range 6; whenever target is attacked in melee, the attacker is considered to be flanking it; DC 13)

HP 45



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HALF-ILLITHID LIZARDFOLK 13 POINTS

LEVEL 3

MELEE ATTACK +6 (10)

TYPE Aberration (Reptilian)

SPEED 6

SPECIAL ABILITIES **Mind Blast** □ (Replaces attacks: cone; Stun; DC 15) **Spell Resistance** (May ignore spells unless the caster rolls 11+)

AC 18

HP 25



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HOOK HORROR 39 POINTS

LEVEL 10

MELEE ATTACK +13/+13 (10)

TYPE Large Aberration

SPEED 4

SPECIAL ABILITIES **Blindsight** **Feast** (When it reduces a living enemy to 0 hp, this creature makes a morale save) **Melee Reach 2** **Rend +20** (If this creature hits one enemy with both melee attacks on the same turn, damage +20 to second attack)

AC 22

HP 65



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IRON COBRA 14 POINTS

LEVEL 2

MELEE ATTACK +2 (5 + Poison)

TYPE Construct

SPEED 6

SPECIAL ABILITIES **Command Dependent** (Speed 0 instead of 2 when out of command) **DR 5** (Takes 5 less damage from nonmagical melee and ranged attacks) **Fearless** (Always succeeds on morale saves) **Poison** (5 damage whenever poisoned creature activates; DC 14) **Spell Resistance** (May ignore spells unless the caster rolls 11+)

AC 17

HP 30



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KOBOLD CHAMPION **11** POINTS

LE

LEVEL 3 **MELEE ATTACK**
+6 (5)

TYPE
Small Humanoid (Kobold, Reptilian)

SPEED 4

SPECIAL ABILITIES
Brittle Morale (Fails morale saves if out of command)

AC 24

HP 20



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KOBOLD SORCERER **20** POINTS

LE **COMMANDER 1**

LEVEL 5 **MELEE ATTACK**
-2 (5)

TYPE
Small Humanoid (Kobold, Reptilian)

SPEED 6

COMMANDER EFFECT
Kobold followers gain **Conceal 6**.

SPECIAL ABILITIES
Willing to Follow (This commander can benefit from the Commander Effects of other commanders in your warband as though it were a follower)

HP 25

SPELLS
Sorcerer Spells
1st—□□□ *magic missile* (sight; 5 damage), *magic weapon* (touch; +1 attack, ignore DR)
2nd—□ *fireburst* (each adjacent creature; 15 fire damage, can cast while adjacent to enemy; DC 14)



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MIND FLAYER **38** POINTS

LE **TELEPATH**

LEVEL 8 **MELEE ATTACK**
+8/+8 (5)

TYPE
Aberration

SPEED 6

SPECIAL ABILITIES
Mind Blast (Replaces attacks: cone; Stun; DC 17)
Psychic Scream □ (Replaces attacks: enemy noncommander creatures are out of command until end of round)
Render +15 (If this creature hits one creature with both melee attacks on the same turn, damage +15 to second attack)
Spell Resistance (May ignore spells unless the caster rolls 11+)



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MONGRELFOLK **3** POINTS

LE

LEVEL 1 **MELEE ATTACK**
+0 (5)

TYPE
Humanoid (Goblinoid, Kobold, Mongrelfolk, Orc)

SPEED 4

SPECIAL ABILITIES
Cave Setup (May set up on any Cave tile instead of your assembly tile)

AC 13

HP 5



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MYCONID GUARD **9** POINTS

LE

LEVEL 4 **MELEE ATTACK**
+5 (5 + Pacification Spores)

TYPE
Plant

SPEED 4

SPECIAL ABILITIES
Pacification Spores (Living creature can't make melee or ranged attacks until after its next turn; DC 15)

AC 12

HP 25



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SAHUAGIN RANGER **15** POINTS

LE

LEVEL 4 **MELEE ATTACK**
+10 (10 magic)

TYPE
Monstrous Humanoid

SPEED 6

SPECIAL ABILITIES
Elf Bane (Melee attack +2, melee damage +10 against Elves)
Save +4



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SILENT WOLF GOBLIN **12** POINTS

LE

LEVEL 3 **MELEE ATTACK**
+3/+3 (5)

TYPE
Small Humanoid (Goblin, Goblinoid)

SPEED 7

SPECIAL ABILITIES
Melee Sneak Attack +5

AC 17

HP 20



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SKULLSPLITTER **28** POINTS

LE **COMMANDER 2**

LEVEL 4 **MELEE ATTACK**
+9 (15)

TYPE
Humanoid (Human)

SPEED 6

COMMANDER EFFECT
Tyrannical Morale +4

SPECIAL ABILITIES
Executioner's Blade (Melee attack +4 and melee damage +5 against creatures that are out of command or routing)

AC 16

HP 40



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FLESH GOLEM **51** POINTS

LE/CE

LEVEL 9 **MELEE ATTACK**
+10 (15)

TYPE
Large Construct

SPEED 6

SPECIAL ABILITIES
Requires Instruction (This creature acts as though confused if it activates when out of command)
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Fearless (Always succeeds on morale saves)
Melee Reach 2
Spell Resistance All (Ignores all spells)



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CARRION TRIBE BARBARIAN **12** POINTS

LEVEL 3 **MELEE ATTACK** +8 (10)
TYPE Humanoid (Human)

SPEED 8

AC 10

HP 45



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CHOKER **14** POINTS

LEVEL 3 **MELEE ATTACK** +6 (5 + Constrict)
TYPE Small Aberration

SPEED 4 **SPECIAL ABILITIES** **Cave Setup** (May set up on any Cave tile instead of your assembly tile)
Constrict (Large or smaller creature skips next turn; DC 13)
Dual Activation (Can take 2 turns in each round; each turn counts as one of your activations in that phase)
Hide
Melee Reach 2



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CHUUL **51** POINTS

LEVEL 11 **MELEE ATTACK** +12/+12 (10)
TYPE Large Aberration

SPEED 6 **SPECIAL ABILITIES** **Blind-Fight**
Immune Poison
Paralyzing Rend +15 (If this creature hits one enemy with both melee attacks on the same turn, Paralysis, DC 19; damage +15 to second attack)
Save = 10 (Add 10 instead of level to saves)



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FIENDISH GIANT PRAYING MANTIS **33** POINTS

LEVEL 8 **MELEE ATTACK** +7/+7 (20 magic)
TYPE Large Magical Beast

SPEED F4 **SPECIAL ABILITIES** **DR 5** (Takes 5 less damage from nonmagical melee and ranged attacks)
Incited (Each round, this creature must activate before any nonincited creatures in its warband)
Resist 5 Cold, Fire
Spell Resistance (May ignore spells unless the caster rolls 11+)



(This creature is lower-level on the D&D Roleplaying side.)

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GIBBERING MOUTHER **26** POINTS

LEVEL 4 **MELEE ATTACK** +4/+4/+4/+4 (5)
TYPE Aberration

SPEED 2 **SPECIAL ABILITIES** **Always Out of Command**
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Swallow Whole (Destroy Medium or smaller creature hit by 3 of this creature's melee attacks in the same turn; DC 14)
Gibbering □ (Swift action: Confusion, all creatures within 6 squares except Gibbering Mouters; DC 13, save at the end of each affected creature's turn)
Immune Critical Hits, Flanking
Wandering Monster (Sets up on a random feature tile instead of your assembly tile)



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GNOLL **3** POINTS

LEVEL 2 **MELEE ATTACK** +1 (10)
TYPE Humanoid (Gnoll)

SPEED 6

AC 15

HP 10



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GNOLL SKELETON **5** POINTS

LEVEL 2 **MELEE ATTACK** +3 (5)
TYPE Undead

SPEED 6 **SPECIAL ABILITIES** **Fearless** (Always succeeds on morale saves)
Immune Cold



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ICE TROLL **31** POINTS

LEVEL 5 **MELEE ATTACK** +8 (20)
TYPE Large Giant

SPEED 4 **SPECIAL ABILITIES** **Double Damage from Acid, Fire**
Immune Cold
Melee Reach 2
Regeneration 5 (This creature heals 5 hp at the start of its turn)



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MAD SLASHER **9** POINTS

LEVEL 4 **MELEE ATTACK** +6 (5)
TYPE Aberration

SPEED 8 **SPECIAL ABILITIES** **Incited** (Each round, this creature must activate before any nonincited creatures in its warband)
Whirlwind Attack (On its turn, if this creature moves no more than 1 square, it can make a separate melee attack against each enemy creature in a square it threatens)



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MOUNTAIN ORC **12** POINTS

CE

LEVEL 2 **MELEE ATTACK**
+8 (15)

TYPE
Humanoid (Orc)

SPEED 8 **SPECIAL ABILITIES**
Save +4

AC 11

HP 30



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OGRE ZOMBIE **29** POINTS

CE

LEVEL 8 **MELEE ATTACK**
+9 (20)

TYPE
Large Undead

SPEED 4 **SPECIAL ABILITIES**
Fearless (Always succeeds on morale saves)
Inhibited (Each round, this creature cannot activate until after all noninhibited creatures in its warband)
Melee Reach 2

AC 15

HP 55



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ORC SERGEANT **24** POINTS

CE
COMMANDER 2

LEVEL 3 **MELEE ATTACK**
+7 (15)

TYPE
Humanoid (Orc)

SPEED 6 **COMMANDER EFFECT**
Orc and Goblinoid followers gain attack +2.

AC 15 **WARBAND BUILDING:**
Orcs and Goblinoids of any faction are legal in your warband.

HP 30



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TAER **8** POINTS

CE

LEVEL 2 **MELEE ATTACK**
+3 (10)

TYPE
Giant

SPEED 6 **SPECIAL ABILITIES**
Double Damage from Fire
Immune Cold
Stench (Adjacent living creatures without Stench gain attack -2, save -2, and -2 AC)

AC 12

HP 15



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YUAN-TI ABOMINATION **48** POINTS

CE
COMMANDER 4

LEVEL 9 **MELEE ATTACK**
+13/+7 (10/10 + 10 acid + Poison)

TYPE
Large Monstrous Humanoid

SPEED 6 **COMMANDER EFFECT**
The DC of followers' Poison increases by 4.

AC 21 **SPECIAL ABILITIES**
Blind-Fight
Melee Reach 2
Poison (5 damage whenever poisoned creature activates; DC 17)
Spell Resistance (May ignore spells unless the caster rolls 11+)

HP 65

SPELLS: 1st—*cause fear* ☐☐ (range 6; target creature of level 5 or below makes a morale save)
3rd—*suggestion* ☐ (range 6; Confusion, save at the end of affected creature's turn; DC 16)



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YUAN-TI HALFBLOOD **28** POINTS

CE

LEVEL 7 **MELEE ATTACK**
+10/+4 (5/5 + 10 acid + Poison)

RANGED ATTACK
+9/+4 (5)

TYPE
Monstrous Humanoid

SPEED 6 **SPECIAL ABILITIES**
Blind-Fight
Hide
Poison (5 damage whenever poisoned creature activates; DC 14)
Spell Resistance (May ignore spells unless the caster rolls 11+)

HP 40

SPELLS
1st—*cause fear* ☐ (range 6; target creature of level 5 or below makes a morale save)
3rd—*suggestion* ☐ (range 6; Confusion, save at the end of affected creature's turn; DC 16)



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