Caravan Guard

LG

5 POINTS

LEVEL (SAVE) 3

SPEED 4

AC 17

HP 20

MELEE ATTACK
+5 (5)

TYPE
Humanoid (Human)

SPECIAL ABILITIES
Bluster (Until 1 of your creatures is eliminated, this creature gets melee attack +2 and melee damage +5)

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Cleric of Dol Arrah

COMMANDER 7

LG

45 POINTS

LEVEL (SAVE) 8

SPEED 6

AC 20

HP 55

MELEE ATTACK
+11/+6 (10 magic)

TYPE
Humanoid (Human)

COMMANDER EFFECT
Followers whose names contain Fighter or Soldier gain Fearless.

SPECIAL ABILITIES
Aura of Protection from Evil (This creature and adjacent allies get +2 AC against evil creatures)

SPELLS
2nd—*deific vengeance* ❑❑❑ (range 6; 10 damage, or 20 damage to Undead; DC 14)
3rd—augmented *cure serious wounds* ❑❑ (touch; heal 30 hp)
4th—*dismissal* ❑ (range 6; destroy target Outsider or target summoned creature with 50 or fewer hp; DC 20)

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Dwarf Raider

LG

21 POINTS

LEVEL (SAVE) 8

SPEED 4

AC 18

HP 40

MELEE ATTACK
+6 (5)

RANGED ATTACK
+10 (10 magic)

TYPE
Humanoid (Dwarf)

SPECIAL ABILITIES
Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus)
Slow Ranged Attack (Can't make a ranged attack and move in the same turn)

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Dwarf Wizard

LG

21 POINTS

LEVEL (SAVE) 8

SPEED 4

AC 19

HP 30

MELEE ATTACK
+4 (5 magic)

TYPE
Humanoid (Dwarf)

SPECIAL ABILITIES
Magically Shielded (–4 AC when flanked)
Spell Immunity (*magic missile*)

SPELLS
1st—*lesser cold orb* (unlimited uses) (range 6; 5 cold damage, ignore Spell Resistance), *magic weapon* ❑ (touch; attack +1, ignore DR)
2nd—*Bigby's slapping hand* ❑❑❑ (sight; target creature provokes attacks of opportunity from all creatures that threaten its square; DC 20)

4/60 ◆ DUNGEONS & DRAGONS ©2005 Wizards

Justice Archon

LG

32 POINTS

LEVEL (SAVE) 6

SPEED F6

AC 19

HP 65

MELEE ATTACK
+10/+5 (10 magic **or** Justice Strike)

TYPE
Outsider

SPECIAL ABILITIES
Flight
Bold (Has Fearless when under command)
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Immune Electricity
Justice Strike (Deals damage equal to the printed damage of the target's first melee attack)

5/60 ◆ DUNGEONS & DRAGONS ©2005 Wizards

Mounted Paladin

LG

96 POINTS

LEVEL (SAVE) 14

SPEED 8

AC 25

HP 80

MELEE ATTACK
+18/+13 (20 magic)

TYPE
Large Mounted Humanoid (Human)

SPECIAL ABILITIES
Fearless
Lay on Hands 20 ❑ (Replaces attacks: touch; heal 20 hp)
Mounted Melee Attack (This creature can move at double speed and make a single melee attack at any point during its move)
Powerful Charge +20 (Melee damage +20 when charging)
Smite Evil +10 ❑❑❑ (Melee damage +10 against evil enemies)
Turn Undead 5 ❑❑

SPELLS
1st—*bless* ❑ (your warband; attack +1)

6/60 ★ DUNGEONS & DRAGONS ©2005 Wizards

Spiker Champion

LG

34 POINTS

LEVEL (SAVE) 6

SPEED 4

AC 22

HP 55

MELEE ATTACK
+11/+6 (10 magic)

TYPE
Outsider

SPECIAL ABILITIES
Resist Acid 5
Spiker Barbs (Whenever an enemy misses this creature with a melee attack, that enemy takes 5 magic damage)

7/60 ◆ DUNGEONS & DRAGONS ©2005 Wizards

Stone Giant

LG

81 POINTS

LEVEL (SAVE) 10

SPEED 6

AC 22

HP 120

MELEE ATTACK
+15/+10 (20)

RANGED ATTACK
+11 ❑❑ (20 + Rubble)

TYPE
Large Giant

SPECIAL ABILITIES
Melee Reach 2
Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus)
Rubble (Choose 1 square in the target's space; that square becomes difficult terrain for the rest of the skirmish)

8/60 ★ DUNGEONS & DRAGONS ©2005 Wizards

Sword Archon

COMMANDER 4

LG

82 POINTS

LEVEL (SAVE) 12

SPEED F8

AC 22

HP 70

MELEE ATTACK
+19 (25 magic + 5 fire)

TYPE
Large Outsider

COMMANDER EFFECT
Followers with Fearless get melee damage +5.

SPECIAL ABILITIES
Flight
Discorporating Dive (If this creature charges and damages an evil Outsider, destroy that creature; DC 17)
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Fearless
Immune Electricity
Melee Reach 2
Spell Resistance (May ignore spells unless the caster rolls 11+)

9/60 ★ DUNGEONS & DRAGONS ©2005 Wizards

Trumpet Archon

LG

128 POINTS

LEVEL (SAVE) 12

SPEED F8

AC 22

HP 125

MELEE ATTACK
+21/+16 (20 magic)

TYPE
Outsider

SPECIAL ABILITIES
Flight
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Herald (Your warband's Commander Effects affect followers within line of sight instead of 6 squares)
Immune Electricity
Spell Resistance (May ignore spells unless the caster rolls 11+)
Trumpet's Peal ❑ (Replaces attacks: Each wounded evil creature makes a morale save)

10/60 ★ DUNGEONS & DRAGONS ©2005 Wizards

Ulmo Lightbringer

LG

77 POINTS

LEVEL (SAVE) 13

SPEED 8

AC 25

HP 70

MELEE ATTACK
+18/+18/+13 (5 magic)

RANGED ATTACK
+19/+14 (5 magic)

TYPE
Small Humanoid (Halfling)

SPECIAL ABILITIES
Unique (Only 1 creature whose name contains Ulmo in your warband)
Deflect Arrows (+4 AC against ranged attacks)
Evade Damage (If this creature successfully saves against a damaging spell or special ability, it takes no damage)
Melee Sneak Attack +15
Mobility (+4 AC against attacks of opportunity)
Stunning Attack ❑❑ (DC 20)

11/60 ★ DUNGEONS & DRAGONS ©2005 Wizards

Village Priest

COMMANDER 3

LG

21 POINTS

LEVEL (SAVE) 3

SPEED 4

AC 15

HP 25

MELEE ATTACK
+3 (5)

TYPE
Humanoid (Human)

COMMANDER EFFECT
Followers whose names contain Guard or Militia get attack +4 and save +4.

SPECIAL ABILITIES
Turn Undead 3 ❑

SPELLS
1st—*bless* ❑ (your warband; attack +1), *magic weapon* ❑ (touch; attack +1, ignore DR)
2nd—*cure moderate wounds* ❑❑ (touch; heal 10 hp)

12/60 ◆ DUNGEONS & DRAGONS ©2005 Wizards

Werebear

LG

30 POINTS

LEVEL (SAVE) 7

SPEED 6

AC 17

HP 60

MELEE ATTACK
+13/+9 (15/10)

TYPE
Large Humanoid (Shapechanger)

SPECIAL ABILITIES
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Melee Reach 2

13/60 ◆ DUNGEONS & DRAGONS ©2005 Wizards

Archmage

CG

98 POINTS

LEVEL (SAVE) 10

SPEED F8

AC 20

HP 75

MELEE ATTACK
+8/+3 (10 magic)

TYPE: Humanoid (Human)

SPECIAL ABILITIES
Independent. Flight. Blindsight; Conceal 6; Quick Cast ❑ (Can cast 1 spell as a swift action); **Spell Penetration** (Roll twice to overcome Spell Resistance); **Spell Resistance**

SPELLS
3rd—empowered *magic missile* (unlimited uses) (sight; 15 damage)
4th—*dimension door* ❑❑ (self; place this creature in any space it can see at least part of), empowered *Melf's acid arrow* ❑❑ (sight; 20 acid damage, ignore Spell Resistance)
7th—*banishment* ❑ (range 6; destroy target Outsider or target summoned creature with 75 or fewer hp; DC 20), *Mordenkainen's sword* ❑❑ (range 6; 15 magic damage whenever target creature activates; can be cast multiple times on same creature)

14/60 ★ DUNGEONS & DRAGONS ©2005 Wizards

Celestial Pegasus

CG

32 POINTS

LEVEL (SAVE) 8

SPEED F10

AC 15

HP 75

MELEE ATTACK
+11/+11 (10 magic)

TYPE
Large Magical Beast

SPECIAL ABILITIES
Flight
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Resist 10 Acid, Cold, Electricity
Smite Evil +10 ❑ (Melee damage +10 against evil enemies)
Spell Resistance (May ignore spells unless the caster rolls 11+)

15/60 ★ DUNGEONS & DRAGONS ©2005 Wizards

Divine Crusader of Corellon

CG

79 POINTS

LEVEL (SAVE) 10

SPEED F6

AC 22

HP 85

MELEE ATTACK
+20/+15 (15 magic)

TYPE
Humanoid (Elf)

SPECIAL ABILITIES
Flight
Tactics (When activating this creature, choose whether it counts against your limit of activating 2 creatures per phase)

SPELLS
1st—*magic weapon* ❑❑ (touch; +1 attack, ignore DR)
2nd—*spiritual weapon* ❑❑ (sight; melee attack at +5 against target creature whenever it activates, 5 magic damage)

16/60 ★ DUNGEONS & DRAGONS ©2005 Wizards

Djinni

CG

45 POINTS

LEVEL (SAVE) 7

SPEED F8

AC 17

HP 45

MELEE ATTACK
+11 (15)

TYPE
Large Outsider

SPECIAL ABILITIES
Flight
Conceal 11
Fire Foe (Damage +5 against creatures with Immune Fire)
Immune Acid
Melee Reach 2
Whirlwind Attack (On its turn, if this creature moves no more than 1 square, it can make a separate melee attack against each enemy within its Melee Reach)

17/60 ★ DUNGEONS & DRAGONS ©2005 Wizards

Elf Swashbuckler

CG

21 POINTS

LEVEL (SAVE) 7

SPEED 7

AC 18

HP 45

MELEE ATTACK
+13/+8 (5 magic)

TYPE
Humanoid (Elf)

SPECIAL ABILITIES
Independent
Acrobatic Charge (Can charge through allies and terrain that slows movement)
Mobility (+4 AC against attacks of opportunity)
Seize the Initiative (On its turn, this creature gets melee damage +5 whenever it is the first to activate in a round)

18/60 ◆ DUNGEONS & DRAGONS ©2005 Wizards

Ghaele Eladrin
COMMANDER 4

CG — 124 POINTS

LEVEL (SAVE) 10 — SPEED F12 — AC 22 — HP 65

MELEE ATTACK
+21/+16 (20 magic)

RANGED ATTACK
+11/+11 (15 magic)

TYPE: Outsider

COMMANDER EFFECT
Whenever a follower's attack roll is a natural 19 or 20, that follower can activate 1 extra time this round.

SPECIAL ABILITIES
Flight. Blindsight; DR 5; Gaze Attack (Replaces attacks: range 6; morale save); **Immune Electricity; Improved Initiative 8** (Commander rating counts as 8 for initiative checks); **Resist 10 Cold, Fire; Spell Resistance**

SPELLS
3rd—*legion's magic weapon* ❑ (your warband; attack +1, ignore DR)
6th—empowered *cure critical wounds* ❑ (touch; heal 50 hp)

19/60 ★ Dungeons & Dragons ©2005 Wizards

Large Air Elemental

CG — 29 POINTS

LEVEL (SAVE) 8 — SPEED F10 — AC 18 — HP 60

MELEE ATTACK
+12 (10)

TYPE
Large Elemental

SPECIAL ABILITIES
Requires Commander
Flight
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)
Melee Reach 2
Whirlwind Attack (On its turn, if this creature moves no more than 1 square, it can make a separate melee attack against each enemy within its Melee Reach)

20/60 ◆ Dungeons & Dragons ©2005 Wizards

Large Copper Dragon

CG — 65 POINTS

LEVEL (SAVE) 10 — SPEED F9 — AC 20 — HP 95

MELEE ATTACK
+15/+10/+10 (5)

TYPE
Large Dragon

SPECIAL ABILITIES
Flight
Breath Weapon ❑ (Replaces attacks: line; 15 acid damage; DC 17)
Cunning Attack (Melee damage +5 against enemies that have not activated this round)
Immune Acid
Initiative Booster +3 (+3 to your initiative checks)

21/60 ★ Dungeons & Dragons ©2005 Wizards

Longstrider Ranger

CG — 34 POINTS

LEVEL (SAVE) 8 — SPEED 12 — AC 16 — HP 80

MELEE ATTACK
+13/+13 (10 magic)

TYPE
Humanoid (Shapechanger, Shifter)

SPECIAL ABILITIES
Death Strike (When this creature's hp are reduced to 0 or lower, it can make 1 immediate melee attack)
Evil Outsider Foe (Damage +5 against evil Outsiders)

22/60 ◆ Dungeons & Dragons ©2005 Wizards

Phoelarch

CG — 60 POINTS

LEVEL (SAVE) 7 — SPEED 6 — AC 18 — HP 50

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

TYPE
Monstrous Humanoid

SPECIAL ABILITIES
Death Burst (35 fire damage; DC 15)
Double Damage from Cold
Immune Fire, Poison
Spell Resistance (May ignore spells unless the caster rolls 11+)

SPELLS
4th—empowered *scorching ray* (unlimited uses) (range 6; 20 fire damage)

23/60 ★ Dungeons & Dragons ©2005 Wizards

Talenta Halfling

CG — 17 POINTS

LEVEL (SAVE) 4 — SPEED 7 — AC 16 — HP 40

MELEE ATTACK
+10 (10 magic)

RANGED ATTACK
+8, range 6 (5)

TYPE
Small Humanoid (Halfling)

SPECIAL ABILITIES
Hide
Melee Sneak Attack +5
Ranged Sneak Attack +5

24/60 ◆ Dungeons & Dragons ©2005 Wizards

Thorn

CG — 24 POINTS

LEVEL (SAVE) 6 — SPEED 4 — AC 19 — HP 35

MELEE ATTACK
+8 (5)

RANGED ATTACK
+ 6 (5 + Sleep Poison)

TYPE
Small Fey

SPECIAL ABILITIES
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Hide
Melee Sneak Attack +10
Sleep Poison (Sleep; DC 16)

25/60 ◆ Dungeons & Dragons ©2005 Wizards

Thri-Kreen Barbarian

CG — 55 POINTS

LEVEL (SAVE) 8 — SPEED 10 — AC 16 — HP 95

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

TYPE
Monstrous Humanoid (Thri-Kreen)

SPECIAL ABILITIES
Deflect Arrows (+4 AC against ranged attacks)
Disruptive (Until this creature makes a melee attack, you cannot add Commander ratings to your initiative rolls)
Immune Sleep
Paralyzing Bite (Replaces attacks: touch; Paralysis; DC 17)

26/60 ★ Dungeons & Dragons ©2005 Wizards

Wand Expert

CG — 33 POINTS

LEVEL (SAVE) 6 — SPEED 6 — AC 12 — HP 25

MELEE ATTACK
+2 (5)

TYPE
Humanoid (Elf)

SPECIAL ABILITIES
Acid Wand (Replaces attacks: sight; 10 acid damage)
Fire Wand (Replaces attacks: range 6; 15 fire damage, Spell Resistance applies)
Dual Wand (This creature can use both Wands if it does not move)

SPELLS
1st—*magic weapon* ❑❑ (touch; +1 attack, ignore DR)
2nd—*blur* ❑❑ (touch; target creature gains Conceal 6)

27/60 ◆ Dungeons & Dragons ©2005 Wizards

Weretiger

CG — 27 POINTS

LEVEL (SAVE) 7 | SPEED 8 | AC 16 | HP 50

MELEE ATTACK
+11/+6 (10)

TYPE
Large Humanoid (Shapechanger)

SPECIAL ABILITIES
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Hunter +5 (Melee damage +5 unless more than 1 enemy is adjacent)

28/60 ◆ Dungeons & Dragons ©2005 Wizards

Wild Elf Raider

CG — 6 POINTS

LEVEL (SAVE) 1 | SPEED 9 | AC 12 | HP 15

MELEE ATTACK
+5 (10)

TYPE
Humanoid (Elf)

SPECIAL ABILITIES
Bold (Has Fearless when under command)

29/60 ● Dungeons & Dragons ©2005 Wizards

Xeph Warrior

CG — 3 POINTS

LEVEL (SAVE) 1 | SPEED 8 | AC 15 | HP 5

MELEE ATTACK
+1 (5)

TYPE
Humanoid (Xeph)

SPECIAL ABILITIES
Powerful Charge +5 (Melee damage +5 when charging)

30/60 ● Dungeons & Dragons ©2005 Wizards

Dwarf Mercenary

LG/LE — 9 POINTS

LEVEL (SAVE) 6 | SPEED 4 | AC 21 | HP 20

MELEE ATTACK
+4 (10)

TYPE
Humanoid (Dwarf)

31/60 ● Dungeons & Dragons ©2005 Wizards

Blackscale Lizardfolk

CG/CE — 16 POINTS

LEVEL (SAVE) 4 | SPEED 8 | AC 16 | HP 25

MELEE ATTACK
+7/+5 (15/5)

TYPE
Large Monstrous Humanoid (Lizardfolk, Reptilian)

SPECIAL ABILITIES
Disruptive (Until this creature makes a melee attack, you cannot add Commander ratings to your initiative rolls)
Immune Dragon Breath Weapons
Melee Reach 2

32/60 ◆ Dungeons & Dragons ©2005 Wizards

Red Slaad

CG/CE — 44 POINTS

LEVEL (SAVE) 7 | SPEED 6 | AC 19 | HP 50

MELEE ATTACK
+11/+9 (15/5)

TYPE
Large Outsider

SPECIAL ABILITIES
Not Subject to Commander Effects
Chaotic Damage +5 (This round, if you won initiative, this creature gets melee damage +5)
Chaotic Regeneration 10 (This round, if you lost initiative, this creature heals 10 hp at the start of its turn)
Immune Sonic
Implant Egg ❑ (Melee damage +20 against spellcasters)
Melee Reach 2

33/60 ★ Dungeons & Dragons ©2005 Wizards

Scorpion Clan Drow Fighter

COMMANDER 2

CG/CE — 33 POINTS

LEVEL (SAVE) 5 | SPEED 6 | AC 16 | HP 45

MELEE ATTACK
+9 (10)

RANGED ATTACK
+9, range 6 (10)

TYPE
Humanoid (Drow, Elf)

COMMANDER EFFECT
Followers gain Precise Shot and get damage +5 when making attacks with range 6.

SPECIAL ABILITIES
Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus)
Spell Resistance (May ignore spells unless the caster rolls 11+)

34/60 ◆ Dungeons & Dragons ©2005 Wizards

Barbed Devil

LE — 89 POINTS

LEVEL (SAVE) 10 | SPEED 6 | AC 23 | HP 125

MELEE ATTACK
+18 (15)

TYPE
Outsider

SPECIAL ABILITIES
Barb Shield 5 (Wherever an enemy hits this creature with a melee attack, that enemy takes 5 damage)
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Frightful Impale ❑ (An enemy hit by this creature's melee attack makes a morale save)
Immune Fire, Poison
Resist 10 Acid, Cold
Spell Resistance (May ignore spells unless the caster rolls 11+)

SPELLS
3rd—*hold person* (unlimited uses) (sight; Paralysis, Humanoids only; DC 16)

35/60 ★ Dungeons & Dragons ©2005 Wizards

Chain Devil

LE — 45 POINTS

LEVEL (SAVE) 8 | SPEED 6 | AC 20 | HP 50

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

TYPE
Outsider

SPECIAL ABILITIES
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Immune Cold
Melee Reach 4

36/60 ★ Dungeons & Dragons ©2005 Wizards

Chraal

LE

35 POINTS

LEVEL (SAVE) 9

SPEED 8

AC 21

HP 85

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

TYPE
Large Elemental

SPECIAL ABILITIES
Requires Commander
Breath Weapon ❑
(Replaces attacks: cone; 20 cold damage; DC 19)
Death Burst (20 cold damage; DC 19)
Double Damage from Fire
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Immune Cold
Melee Reach 2

37/60 ◆ Dungeons & Dragons ©2005 Wizards

Direguard

LE

24 POINTS

LEVEL (SAVE) 6

SPEED 6

AC 16

HP 40

MELEE ATTACK
+8 (10)

TYPE
Undead

SPECIAL ABILITIES
Blink Out ❑
(On its turn, this creature gains Incorporeal)
Conceal 11
Fearless
Immune Cold

SPELLS
1st—*magic missile* ❑❑ (sight; 5 damage)

38/60 ● Dungeons & Dragons ©2005 Wizards

Efreeti

LE

42 POINTS

LEVEL (SAVE) 10

SPEED F6

AC 19

HP 65

MELEE ATTACK
+16/+11 (15 + 5 fire)

TYPE
Large Outsider

SPECIAL ABILITIES
Flight
Double Damage from Cold
Immune Fire
Melee Reach 2

SPELLS
1st—*produce flame* ❑❑ (sight **or** touch; 10 fire damage)
2nd—*scorching ray* ❑❑ (range 6; 15 fire damage)

39/60 ★ Dungeons & Dragons ©2005 Wizards

Flamebrother Salamander

LE

11 POINTS

LEVEL (SAVE) 4

SPEED 4

AC 19

HP 25

MELEE ATTACK
+6 (5 + 5 fire)

TYPE
Small Outsider

SPECIAL ABILITIES
Double Damage from Cold
Hide
Immune Fire

40/60 ◆ Dungeons & Dragons ©2005 Wizards

Ghostly Consort

LE

35 POINTS

LEVEL (SAVE) 5

SPEED F6

AC 20

HP 35

MELEE ATTACK
+4 (5)

TYPE
Undead

SPECIAL ABILITIES
Flight
Incorporeal
Fearless
Gaze Attack (Replaces attacks: range 6; 15 damage, living creatures only; DC 17)
Hide
Possession (Replaces attacks: touch; living target deals damage to itself with your choice of 1 of its own melee attacks; DC 20 negates)

41/60 ★ Dungeons & Dragons ©2005 Wizards

Hobgoblin Impaler

LE

9 POINTS

LEVEL (SAVE) 2

SPEED 4

AC 22

HP 15

MELEE ATTACK
+4 (5)

TYPE
Humanoid
(Goblinoid, Hobgoblin)

SPECIAL ABILITIES
Melee Sneak Attack +5
Mobility (+4 AC against attacks of opportunity)

42/60 ● Dungeons & Dragons ©2005 Wizards

Imp

LE

17 POINTS

LEVEL (SAVE) 3

SPEED F6

AC 20

HP 15

MELEE ATTACK
+7 (5 + Debilitating Poison)

TYPE
Tiny Outsider

SPECIAL ABILITIES
Flight
Conceal 11
Debilitating Poison (Attack –2, –2 AC; DC 13)
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Respawn (At the end of a turn in which this creature is eliminated, place 1 Imp on your assembly tile; that Imp cannot activate this round)
Tiny Reach (Can't make attacks of opportunity)

43/60 ◆ Dungeons & Dragons ©2005 Wizards

Kobold Soldier

LE

6 POINTS

LEVEL (SAVE) 2

SPEED 4

AC 20

HP 15

MELEE ATTACK
+5 (5 magic)

TYPE
Small Humanoid
(Kobold, Reptilian)

SPECIAL ABILITIES
Hard of Hearing
(Only a commander within 6 squares can rally this creature)

44/60 ● Dungeons & Dragons ©2005 Wizards

Mina, Dark Cleric

COMMANDER 6

LE

55 POINTS

LEVEL (SAVE) 8

SPEED 4

AC 21

HP 65

MELEE ATTACK
+11/+6 (10 magic + Death Kiss)

TYPE: Humanoid (Human)

COMMANDER EFFECT: Followers get melee attack +4 and damage +5 against enemies affected by *bestow curse.* WARBAND BUILDING: CE Dragons are legal in your warband.

SPECIAL ABILITIES
Unique. Death Kiss (Whenever Mina's melee attack destroys a living enemy, replace it with an Undead creature under your control with cost 5 or less, and Mina heals 5 hp)

SPELLS
3rd—*bestow curse* ❑❑❑ (sight; attack –4, save –4; DC 15)
4th—*castigate* ❑❑ (radius 2, centered on caster; 10 damage to other creatures, or 20 damage to CG creatures, can cast while adjacent to enemy; DC 16)

45/60 ★ Dungeons & Dragons ©2005 Wizards

Ogre Mage

LE

COMMANDER 3

44 POINTS

LEVEL (SAVE) 5

SPEED F8

AC 18

HP 35

MELEE ATTACK
+7 (20)

TYPE
Large Giant

COMMANDER EFFECT
Followers get melee attack +2 against noncommanders.

SPECIAL ABILITIES
Flight
Conceal 11; Melee Reach 2
Regeneration 5 (This creature heals 5 hp at the start of its turn)
Spell Resistance

SPELLS
1st—*charm person* ❑ (range 6; Confusion, Humanoids only, ends after target creature's next turn; DC 14), *sleep* ❑ (sight; radius 4; Sleep; DC 14)
5th—*cone of cold* ❑ (cone; 30 cold damage; DC 18)

46/60 ★ Dungeons & Dragons ©2005 Wizards

Orog Warlord

LE

COMMANDER 4

71 POINTS

LEVEL (SAVE) 9

SPEED 4

AC 21

HP 80

MELEE ATTACK
+16/+11 (15 magic)

TYPE
Humanoid (Orc)

COMMANDER EFFECT
Each turn, each follower gets melee attack +3 until it moves.

SPECIAL ABILITIES
Cleave
Chaos Foe (Damage +5 against chaotic creatures)
Minions (Up to 2 creatures of any faction, with total cost 15 or less, whose name contains Orc)
Resist 5 Cold, Fire

47/60 ★ Dungeons & Dragons ©2005 Wizards

Steel Predator

LE

94 POINTS

LEVEL (SAVE) 10

SPEED 10

AC 23

HP 100

MELEE ATTACK
+18/+16 (15 magic/10 magic)

TYPE
Large Outsider

SPECIAL ABILITIES
Arrogant
(Commander ratings don't add to this creature's morale saves)
Blindsight
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Immune Electricity, Sonic
Pounce (This creature can use all its melee attacks when charging)
Resist 20 Cold, Fire
Roar ❑ (Swift: cone; 40 sonic damage; DC 20)

48/60 ★ Dungeons & Dragons ©2005 Wizards

Vargouille

LE

12 POINTS

LEVEL (SAVE) 1

SPEED F4

AC 12

HP 5

MELEE ATTACK
+3 (5)

TYPE
Small Outsider

SPECIAL ABILITIES
Flight
Immune Paralysis
Vargouille's Shriek (Replaces attacks: Paralysis, all creatures within 6 squares; DC 12)

49/60 ◆ Dungeons & Dragons ©2005 Wizards

Skeletal Archer

LE/CE

5 POINTS

LEVEL (SAVE) 1

SPEED 6

AC 13

HP 5

MELEE ATTACK
+1 (5)

RANGED ATTACK
+1 (5)

TYPE
Undead

SPECIAL ABILITIES
Fearless
Immune Cold

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Abyssal Skulker

CE

7 POINTS

LEVEL (SAVE) 2

SPEED 8

AC 15

HP 10

MELEE ATTACK
+5 (5)

TYPE
Small Outsider

SPECIAL ABILITIES
Hide
Wandering Monster (Sets up on a random feature tile instead of your assembly tile)

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Bugbear Champion of Erythnul

CE

COMMANDER 2

34 POINTS

LEVEL (SAVE) 5

SPEED 6

AC 20

HP 40

MELEE ATTACK
+8 (10 magic)

TYPE
Humanoid
(Bugbear, Goblinoid)

COMMANDER EFFECT
After 2 or more enemy creatures have been eliminated, followers get melee damage +5.

SORCERER SPELLS
1st— ❑❑❑❑ *lesser frighten* (range 6; target creature with 30 or fewer hp makes a morale save), *magic weapon* (touch; attack +1, ignore DR)

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Feral Minotaur

CE

32 POINTS

LEVEL (SAVE) 6

SPEED 8

AC 14

HP 50

MELEE ATTACK
+11/+11 (15)

TYPE
Large Monstrous Humanoid

SPECIAL ABILITIES
Disruptive (Until this creature makes a melee attack, you cannot add Commander ratings to your initiative rolls)
Melee Reach 2
Pounce (This creature can use all its melee attacks when charging)
Powerful Charge +10 (Melee damage +10 when charging)
Regeneration 5 (This creature heals 5 hp at the start of its turn)

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Fiendish Dire Wolverine

CE

29 POINTS

LEVEL (SAVE) 5

SPEED 6

AC 16

HP 55

MELEE ATTACK
+10/+10 (10 magic)

TYPE
Large Magical Beast

SPECIAL ABILITIES
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Fearless
Furious Spirit (Until it makes a melee attack, this creature takes 5 damage at the end of its turn)
Spell Resistance (May ignore spells unless the caster rolls 11+)

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Hezrou

CE

COMMANDER 3

80 POINTS

LEVEL (SAVE) 10

SPEED 6

AC 21

HP 140

MELEE ATTACK
+11/+6 (20/10)

TYPE
Large Outsider

COMMANDER EFFECT
Frenzied Devotion
(Followers get melee attack +2 until a creature you activate this round does not make a melee attack)

SPECIAL ABILITIES
Demonmaster 10 (As Beastmaster, but evil Outsiders only)
Immune Electricity, Poison
Melee Reach 2
Resist 10 Acid, Cold, Fire
Spell Resistance (May ignore spells unless the caster rolls 11+)
Stench (Adjacent living creatures without Stench get attack –2, save –2, and –2 AC)

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Magmin

CE

11 POINTS

LEVEL (SAVE) 2

SPEED 6

AC 17

HP 10

MELEE ATTACK
+4 (5)

TYPE
Small Elemental

SPECIAL ABILITIES
Double Damage from Cold
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Fiery Aura 5 (Adjacent creatures take 5 fire damage when activating)
Immune Fire

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Ophidian

CE

5 POINTS

LEVEL (SAVE) 3

SPEED 4

AC 16

HP 15

MELEE ATTACK
+4/–1 (5)

TYPE
Monstrous Humanoid (Reptilian)

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Orc Wolf Shaman

CE

COMMANDER 3

47 POINTS

LEVEL (SAVE) 7

SPEED 8

AC 12

HP 75

MELEE ATTACK
+7 (15)

TYPE
Humanoid (Orc)

COMMANDER EFFECT
Animal and Magical Beast followers gain **Hunter +5** (Melee damage +5 unless more than 1 enemy is adjacent).

SPECIAL ABILITIES
Beastmaster 8; Chastise Spirits ❑ (Replaces attacks: Elemental, Fey, and Incorporeal creatures within 6 squares take 25 damage; DC 19); **Cleave**

SORCERER SPELLS
2nd— ❑❑ *hold animal* (sight; Paralysis, Animals and Magical Beasts only; DC 14)
3rd— ❑ *call lightning* (sight; 20 electricity damage, ignore Spell Resistance; DC 15, 20 electricity damage whenever target creature activates until its save succeeds)

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Troll Slasher

CE

28 POINTS

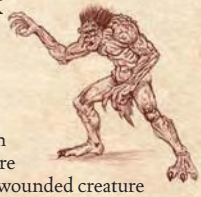
LEVEL (SAVE) 6

SPEED 6

AC 16

HP 65

MELEE ATTACK
+9/+9 (10)



TYPE
Large Giant

SPECIAL ABILITIES
Bloodthirsty (When attacking, this creature cannot choose a nonwounded creature as a target if a wounded creature is adjacent)
Double Damage from Fire
Melee Reach 2
Regeneration 5 (This creature heals 5 hp at the start of its turn)
Rend +15 (If this creature hits 1 enemy with both melee attacks on the same turn, damage +15 to second attack)

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Wrackspawn

CE

19 POINTS

LEVEL (SAVE) 4

SPEED 4

AC 14

HP 45

MELEE ATTACK
+8 (10 + Pain)

TYPE
Outsider

SPECIAL ABILITIES
Blindsight
Pain 10 (10 damage; DC 18)
Resist Fire 10

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