

ARCADIAN HIPPOGRIFF 37 POINTS

LG

LEVEL (SAVE) 6

MELEE ATTACK +9/+9 (15 magic)

TYPE Large Magical Beast

SPEED F8

SPECIAL ABILITIES Flight

Elude Chance ☐☐☐☐
(Immediate: This creature's next melee attack roll is a natural 10)

AC 18

Smite Chaos +15 ☐
(Melee damage +15 against chaotic enemies)

HP 70

It strikes with a knight's conviction and a zephyr's grace.

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CELESTIAL GIANT STAG BEETLE 26 POINTS

LG

LEVEL (SAVE) 7

MELEE ATTACK +10 (20)

TYPE Large Magical Beast – Vermin

SPEED 4

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

AC 19

Immune Electricity

Smite Evil +10 ☐ (Melee damage +10 against evil enemies)

Spell Resistance (May ignore spells unless the caster rolls 11+)

Trample 10 (Can move through 1 smaller enemy's space to deal 10 damage; DC 19)

HP 50

Vermin Traits

This sacred scarab answers the call of the valiant.

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DWARF SNIPER 34 POINTS

LG

LEVEL (SAVE) 11

MELEE ATTACK +9 (10)

RANGED ATTACK +13 (10 magic)

TYPE Humanoid – Dwarf

SPEED 4

SPECIAL ABILITIES Scout

Coordinated Shot (This creature's ranged attacks ignore cover from its allies)

Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus)

Explosive Bolts ☐☐ (Ranged damage +10 fire; all creatures adjacent to an enemy hit by this attack take 5 fire damage)

HP 60

Dwarf legions advance under a hail of iron and fire.

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ELF DRAGONKITH 38 POINTS

LG

LEVEL (SAVE) 9

MELEE ATTACK +12/+7 (15 magic)

TYPE Humanoid – Elf

SPEED 4

SPECIAL ABILITIES Cleave

Dragon Bolstered (Attack +2 and damage +5 while an allied Dragon is adjacent)

AC 23

Mighty Attack +10 ☐☐
(Melee damage +10 for one attack; use after hit is determined)

HP 70

Reclaim – Mighty Attack (Whenever this creature destroys an evil creature, it gains 1 additional use of its Mighty Attack ability)

Resist 5 Fire

*"The dragons have given me a gift. Feel their wrath in the touch of my blade!"
—Ekelior Arazain, elf dragonkith*

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ELF WARMAGE 42 POINTS

LG

LEVEL (SAVE) 8

MELEE ATTACK +7 (5 magic)

TYPE Humanoid – Elf

SPEED 6

SPECIAL ABILITIES Sudden Empower ☐ (Damage +10, 1 spell that deals damage)

AC 19

SORCERER SPELLS

4th—☐☐☐☐ blast of flame (cone; 30 fire damage, ignore Spell Resistance; DC 16), maximized shocking grasp (touch; 30 electricity damage)

3rd—☐☐☐☐ acid breath (cone; 10 acid damage, ignore Spell Resistance; DC 15), ring of blades (self; any creature that activates when adjacent to this creature takes 10 damage, ignore Spell Resistance), sound lance (range 6; 20 sonic damage; DC 15)

HP 40

Behold: the mighty artillery of the elven army.

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HALF-ORC SPY 26 POINTS

LG

LEVEL (SAVE) 8

MELEE ATTACK +9/+4 (10 magic)

TYPE Humanoid – Orc

SPEED 4

SPECIAL ABILITIES Scout

Disguise Self (Until it attacks or casts a spell, this creature has Invisible)

Enemy Battle Plans (Your warband gets attack +2 against enemies in any victory area)

Melee Sneak Attack +5

HP 40

A dozen disguises conceal a hundred secrets.

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HAMMERER 16 POINTS

LG

LEVEL (SAVE) 5

MELEE ATTACK +10 (15)

TYPE Construct

SPEED 4

SPECIAL ABILITIES Construct Traits

Fearless

AC 21

HP 30

Rocks crumble, geodes crack, and skulls shatter beneath its iron mauls.

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HARMONIUM GUARD 27 POINTS

LG

COMMANDER 3

LEVEL (SAVE) 6

MELEE ATTACK +11/+6 (10 magic)

TYPE Humanoid – Human

SPEED 4

COMMANDER EFFECT +1 AC, or +3 AC to followers that haven't yet activated this turn.

AC 20

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 45

SPELLS

1st—charm person ☐ (range 6; Confusion, Humanoid only, ends after target creature's next turn; DC 13)

"The law makes uncaged animals into men. It must be respected, not feared." —Harmonium truism

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KOLYARUT 45 POINTS

LG

LEVEL (SAVE) 10

MELEE ATTACK +13/+8 (10 magic + Life Drain)

TYPE Construct

SPEED 6

SPECIAL ABILITIES Construct Traits

DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)

Enervation Ray (Replaces attacks: sight; attack –2 and save –2)

Fearless

Life Drain 10 (If target is a living creature, this creature gets +10 hp [maximum 70 hp])

AC 21

HP 70

SPELLS

5th—hold monster ☐ (sight; Paralysis; DC 17)

A dire fate awaits those who break bargains and abandon oaths.

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SOLAR **105** POINTS

LG **COMMANDER 5**

LEVEL (SAVE) **12**

MELEE ATTACK +17/+12/+7 (25 magic)

RANGED ATTACK +17 (10 magic)

SPEED **F8**

TYPE: Large Outsider

COMMANDER EFFECT Followers get +2 AC against evil enemies and gain immunity to enemy spells of 2nd level or lower.

AC **19**

HP **105**

SPECIAL ABILITIES
Flight
Immune Acid, Cold
Melee Reach 2
Slaying Arrow ☐ (Replaces attacks: Make a ranged attack roll; if successful, destroy creature with 100 or fewer hp; DC 20, 10 damage instead on successful save)

The greatest of all angels, and the pure perfection that evil dreads.

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SOLAR **284** POINTS

LG **COMMANDER 6**

LEVEL (SAVE) **15**

MELEE ATTACK +22/+17/+12 (40 magic)

RANGED ATTACK +22 (20 magic)

SPEED **F8**

TYPE: Large Outsider

COMMANDER EFFECT Followers get +4 AC against evil enemies and gain immunity to enemy spells of 3rd level or lower.

AC **25**

HP **210**

SPECIAL ABILITIES
Flight
Blindsight
Globe of Invulnerability (Immune to enemy spells of 3rd level or lower)
Immune Acid, Cold
Melee Reach 2
Slaying Arrow ☐ (Replaces attacks: Make a ranged attack roll; if successful, destroy creature with 100 or fewer hp; DC 20, 10 damage instead on successful save)

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SOLDIER OF BYTOPIA **12** POINTS

LG

LEVEL (SAVE) **4**

MELEE ATTACK +5 (10)

TYPE Small Humanoid – Gnome

SPEED **4**

SPECIAL ABILITIES
Retributive Strike ☐ (Immediate: This creature may make a melee attack against an enemy within its Melee Reach that attacks it)

AC **19**

HP **20**

Every Bytopian soldier has two sides: one that abhors violence, and another that embraces it.

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THUNDERTUSK CAVALRY **44** POINTS

LG

LEVEL (SAVE) **7**

MELEE ATTACK +14/+14 (20)

TYPE Large Mounted Humanoid – Dwarf

SPEED **6**

SPECIAL ABILITIES
Death Strike (When this creature's hp are reduced to 0 or lower, it can make 1 immediate melee attack)
Mounted Melee Attack (This creature can move at double speed and make a single melee attack at any point during its move)
Pushback (When this creature's melee attack deals damage to a smaller creature, it may push the smaller creature 1 square)

AC **22**

HP **75**

The great boar charges, the hammer falls, and blood soaks the battlefield.

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AIR GENASI SWASHBUCKLER **36** POINTS

CG

LEVEL (SAVE) **8**

MELEE ATTACK +15/+10 (10 magic)

TYPE Outsider

SPEED **F6**

SPECIAL ABILITIES
Flight
Improved Flanking (Melee attack +4 against flanked enemies instead of +2)
Lucky ☐ (Immediate: Reroll 1 attack or save)
Mobility (+4 AC against attacks of opportunity)
Retributive Strike ☐ (Immediate: This creature may make a melee attack against an enemy within its Melee Reach that attacks it)

AC **18**

HP **75**

Air genasi are the inheritors of the sky, the wind, and the air of the world.

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BRALANI ELADRIN **35** POINTS

CG

LEVEL (SAVE) **6**

MELEE ATTACK +11/+6 (10 magic)

RANGED ATTACK +11/+6 (10 magic)

SPEED **F8**

TYPE: Outsider

SPECIAL ABILITIES
Flight
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Evil Foe +5 (Damage +5 against evil enemies)
Immune Electricity
Resist 10 Cold, Fire
Spell Resistance (May ignore spells unless the caster rolls 11+)
Whirlwind Blast ☐ (Replaces attacks: line 12; 20 damage and push affected creatures 1 square; DC 16)

AC **20**

HP **55**

Wild at heart, a bralani takes feral pleasure in the slaughter of the wicked.

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CENTAUR WAR HULK **58** POINTS

CG

LEVEL (SAVE) **8**

MELEE ATTACK +14 (30)

TYPE Large Monstrous Humanoid

SPEED **8**

SPECIAL ABILITIES
Melee Reach 2
Powerful Charge +10 (Melee damage +10 when charging)
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)

AC **20**

HP **75**

War hulks never lead centaur tribes, but they make excellent guardians for those who do.

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FREE LEAGUE RANGER **25** POINTS

CG **COMMANDER 2**

LEVEL (SAVE) **6**

MELEE ATTACK +8 (5)

RANGED ATTACK +10 (5 magic)

SPEED **8**

TYPE Humanoid – Human

COMMANDER EFFECT Followers get attack +2 against creatures that are under command.

AC **16**

HP **40**

SPECIAL ABILITIES
Lawful Foe +5 (Damage +5 against Lawful enemies)
Outsider Foe +5 (Damage +5 against Outsider enemies)
Initiative Surge ☐ (+4 to your initiative roll this round; use before rolling for initiative)
Willing to Follow (This commander can benefit from the Commander Effects of other commanders in your warband as though it were a follower)

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GNOME TRICKSTER **27** POINTS

CG

LEVEL (SAVE) **7**

MELEE ATTACK +8/+8 (5 magic)

TYPE: Small Humanoid – Gnome

SPEED **6**

SPECIAL ABILITIES
Combat Casting (Can cast spells while adjacent to enemies);
Conceal 6; Disguise Self (Until it attacks or casts a spell, this creature has Invisible);
Dodge Giants +4 (+4 AC against Giants);
Melee Sneak Attack +10

SPILLS
3rd—distract ☐ (sight; target creature gains Inhibited; DC 15); **invisibility sphere** ☐ (radius 2; self and allies gain Invisible until they attack or cast a spell)
2nd—snake's swiftness ☐ (range 6; target creature may make an immediate attack)
1st—slide ☐ (range 6; slide target creature 1 square)

AC **16**

HP **50**

A gnome can't hope to win a stand-up fight, but guile and subtlety more than compensate for physical disadvantages.

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CG **HERO OF VALHALLA** **11 POINTS**

LEVEL (SAVE) **2**

MELEE ATTACK +6 (15)

TYPE Humanoid – Human

SPEED **8**

SPECIAL ABILITIES **Bravado** (When an enemy creature fails a morale save, this creature gains Fearless unless already routing)

AC **16**

HP **20**

Savage Frenzy +10 (This creature gets +10 hp the first time it hits with a melee attack)

For the wild men of the north, the highest virtue in battle is ferocity and a reckless disregard for one's own safety.

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CG **LILLEND** **44 POINTS**

LEVEL (SAVE) **7**

MELEE ATTACK +11/+6 (15 magic)

TYPE Large Outsider

SPEED **F10**

SPECIAL ABILITIES **Flight** **Beguile** (Replaces attacks: range 6; target living enemy takes an immediate turn under your control, which does not count against your limit of activating 2 creatures per phase, even if it has already been activated this round; this does not count as your opponent's activation of this creature this round; DC 16)

AC **17**

HP **45**

Melee Reach 2

SORCERER SPELLS 2nd—**hold person** (sight; Paralysis, Humanoids only; DC 14), **sound burst** (range 6; radius 2; 5 sonic damage and Stun; DC 14 negates)

1st—**remove fear** (range 6; automatically rally routing creature)

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CG **MEDIUM COPPER DRAGON** **32 POINTS**

LEVEL (SAVE) **8**

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

TYPE Dragon

SPEED **F8**

SPECIAL ABILITIES **Flight** **Breath Weapon** (Replaces attacks: line; 20 acid damage; DC 15)

AC **18**

HP **60**

Breath Weapon (Replaces attacks: cone; Slow [Gain Slow Attack (Can't attack and move on the same turn) and can't make more than 1 attack per turn]; DC 15)

Immune Acid, Paralysis, Sleep

"Admit it, that was funny! Where's your sense of humor?"
—Vaerikorth, copper dragon

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CG **PHOERA** **19 POINTS**

LEVEL (SAVE) **3**

MELEE ATTACK +4 (5 + 5 fire)

TYPE Magical Beast

SPEED **F8**

SPECIAL ABILITIES **Flight** **Double Damage from Cold** **Fiery Tail** (Replaces attacks: Creatures whose space this creature moves through this turn take 15 fire damage; DC 14)

AC **16**

HP **20**

Fire Healing 5 (This creature heals 5 hp each time it is subjected to fire damage)

Fire Shield 5 (Any creature that hits this creature with a melee attack takes 5 fire damage)

Immune Fire

A phoera rises from the ashes of a phoelarch, but remembers nothing of its progenitor's proud defense of freedom.

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CG **SHADOWDANCER** **28 POINTS**

LEVEL (SAVE) **7**

MELEE ATTACK +13 (10 magic)

TYPE Humanoid – Human

SPEED **8**

SPECIAL ABILITIES **Defensive Roll** (Immediate: Take no damage from a melee or ranged attack)

Hide **Shadow Jump** (Swift: Place this creature in any space bordered by a wall that it can see at least part of; can be used only when this creature is in a space bordered by a wall)

HP **60**

Melee Sneak Attack +10

Where shadows fall, so do killing strokes.

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CG **STORM SILVERHAND** **57 POINTS**

COMMANDER 4

LEVEL (SAVE) **11**

MELEE ATTACK +14/+9 (15 magic)

RANGED ATTACK +14/+9 (5 magic)

TYPE Humanoid – Human

SPEED **6**

COMMANDER EFFECT Human and Elf followers gain Fearless.

WARBAND BUILDING LG Humans and Elves are legal in your warband.

SPECIAL ABILITIES **Unique; Countersong; Electricity Healing 10** (This creature heals 10 hp each time it is subjected to electricity damage)

Immune Electricity **Silver Fire 20** (Replaces attacks: line 12; 20 damage)

SORCERER SPELLS 4th—**confusion** (sight; radius 2; Confusion, save at the end of each affected creature's turn; DC 16)

3rd—**cure serious wounds** (touch; heal 20 hp), **fly** (touch; target creature gains Flight)

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CG **STORM SILVERHAND** **EPIC 178 POINTS**

COMMANDER 6

LEVEL (SAVE) **15**

MELEE ATTACK +18/+13 (20 magic + 5 electricity)

RANGED ATTACK +18/+13 (15 magic)

TYPE Humanoid – Human

SPEED **6**

COMMANDER EFFECT Human and Elf followers gain Fearless.

WARBAND BUILDING LG Humans and Elves are legal in your warband.

SPECIAL ABILITIES **Unique; Electricity Healing 10** (This creature heals 10 hp each time it is subjected to electricity damage); **Immune Electricity; Improved Countersong; Silver Fire 30** (Replaces attacks: line 12; 30 damage)

SORCERER SPELLS 5th—**hold monster** (sight; Paralysis; DC 17); 4th—**confusion** (sight; radius 2; Confusion, save at the end of each affected creature's turn; DC 16); 3rd—**cure serious wounds** (touch; heal 30 hp), **fly** (touch; target creature gains Flight)

AC **22**

HP **205**

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CG **VALENAR NOMAD CHARGER** **36 POINTS**

LEVEL (SAVE) **6**

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

TYPE Large Mounted Humanoid – Elf

SPEED **I2**

SPECIAL ABILITIES **Human Foe +5** (Damage +5 against Human enemies)

Keen Critical 18 (Scores critical hits on melee attack rolls of natural 18, 19, and 20)

Mobility (+4 AC against attacks of opportunity)

Mounted Melee Attack (This creature can move at double speed and make a single melee attack at any point during its move)

Valenar Bladebearer (Melee attack +2 and melee damage +5; 1 attack)

The Valaes Tairn value their horses and their ancestors above all else.

AC **18**

HP **65**

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LG/LE **DRAGONMARK HEIR OF DENEITH** **34 POINTS**

LEVEL (SAVE) **9**

MELEE ATTACK +11/+6 (10 magic)

TYPE Humanoid – Human

SPEED **6**

SPECIAL ABILITIES **Bodyguard** (If an adjacent creature in your warband would take damage from an attack, this creature can take the damage instead)

Bold (Has Fearless while under command)

Melee Sneak Attack +10

Sidestep (On its turn, if it moves only 1 square, this creature can make all its attacks and does not draw attacks of opportunity)

SPELLS 3rd—**protection from energy** (touch; target creature gains Immune to energy type of your choice)

House Deneith supplies guards and mercenaries to all Khorvaire.

AC **20**

HP **55**

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MAUG **41 POINTS**

LG/LE

LEVEL (SAVE) 8

SPEED 6

AC 21

HP 75

MELEE ATTACK +11/+11 (20)

TYPE Large Construct

SPECIAL ABILITIES Construct Traits Fearless

Melee Reach 2

Spell Resistance (May ignore spells unless the caster rolls 11+)



Initially brought to Acheron as cannon fodder for an ancient war, the maug established a fortress on Thuldadin and now hire themselves to any who can afford them.

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LIVING FLAMING SPHERE **26 POINTS**

CG/CE

LEVEL (SAVE) 7

SPEED 8

AC 13

HP 45

MELEE ATTACK +4 (10 fire)

TYPE Ooze

SPECIAL ABILITIES Double Damage from Cold Fearless

Fiery Trample 10 (Can move through 1 enemy's space to deal 10 fire damage; DC 14)

Fire Shield 10 (Any enemy that hits this creature with a melee attack takes 10 fire damage)

Immune Fire

Ooze Traits



This spell, cast at the moment of the Mourning, now drifts over ruined Cyre incinerating all it encounters.

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ACHERON GOBLIN **7 POINTS**

LE

LEVEL (SAVE) 4

SPEED 4

AC 19

HP 30

MELEE ATTACK +5 (5)

TYPE Small Humanoid – Goblinoid

SPECIAL ABILITIES Goblinoid Bolstered (Attack +2 and damage +5 if an allied Goblinoid is adjacent)

Goblin Squad (Whenever this creature attacks an enemy that is adjacent to an allied Goblinoid, it does not count against your limit of activating 2 creatures per phase)



The first layer of Acheron is the realm of Maglubiyet. From his fortress in Clangor, he sends forth goblin forces against the neighboring orcs.

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BLOOD OF VOL CULTIST **18 POINTS**

LE

LEVEL (SAVE) 4

SPEED 6

AC 16

HP 25

MELEE ATTACK +6 (5 + Bleed)

TYPE Humanoid – Human

SPECIAL ABILITIES Bleed 5 (Living creatures only; 5 damage whenever affected creature activates, until it gains hit points)

Devotee of Undead (Melee damage +5 when a follower of an Undead commander)

Undead Bolstered (Attack +2 and damage +5 while an allied Undead is adjacent)



The Blood of Vol appears to be a religion devoted to the literal and figurative meaning of blood.

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BLUESPAWN STORMLIZARD **39 POINTS**

LE

LEVEL (SAVE) 6

SPEED 8

AC 23

HP 70

MELEE ATTACK +13 (20)

TYPE Large Magical Beast – Dragon – Spawn

SPECIAL ABILITIES Electricity Link □□ (Swift: a line between this creature and any other Bluespawn Thunderlizard within 12 squares; 10 electricity damage; DC 19)

Immune Electricity, Paralysis, Sleep

Lightning Bolt □ (Replaces attacks: line 12; 20 electricity damage; DC 19)

Powerful Charge +10 (Melee damage +10 when charging)

Tiamat's Blessing – Electricity (Adjacent Spawn gain Immune Electricity)



Bluespawn stormlizards combine the strength of a dragon with the fury of a storm.

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FIRE GIANT FORGEPRIEST **84 POINTS**

LE

LEVEL (SAVE) 10

SPEED 6

AC 23

HP 150

MELEE ATTACK +20/+15 (20 magic +10 fire)

TYPE Large Giant

SPECIAL ABILITIES Cleave

Double Damage from Cold

Forge Blessing (Creatures in your warband deal magic damage)

Immune Fire

Melee Reach 2



Burning with rage and as hard as iron, forgepriests bring the might of Surtur, god of fire giants, to bear on their foes.

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GREENSPAWN SNEAK **6 POINTS**

LE

LEVEL (SAVE) 2

SPEED 6

AC 19

HP 10

MELEE ATTACK +4/+4 (5)

RANGED ATTACK +6 □ (5 acid)

TYPE Small Monstrous Humanoid – Dragon – Spawn

SPECIAL ABILITIES Scout Hide

Immune Paralysis, Sleep

Melee and Ranged Sneak Attack +5



"What we see, so sees the Dragon Queen. What we hear, she hears. What we kill, she leaves to us to eat."

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HELLCAT **43 POINTS**

LE

LEVEL (SAVE) 8

SPEED 8

AC 21

HP 60

MELEE ATTACK +13/+13 (10)

TYPE Large Outsider – Devil

SPECIAL ABILITIES Blindsight Conceal 11

DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)

Pounce (This creature can use all its melee attacks when charging)

Rend +10 (If this creature hits 1 enemy with both melee attacks on the same turn, damage +10 to second attack)

Resist 10 Fire

Spell Resistance (May ignore spells unless the caster rolls 11+)



Hellcats are invisible in any amount of light. You only see their glowing outline when it's pitch black.

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HORNED DEVIL **83 POINTS**

LE

LEVEL (SAVE) 10

SPEED F6

AC 23

HP 135

MELEE ATTACK +16 (25 magic + Stun)

TYPE Large Outsider – Devil

SPECIAL ABILITIES Flight

DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)

Immune Fire, Poison

Melee Reach 4

Stun (DC 18)

SPELLS 4th—dimension door □ (self; place this creature in any space it can see at least part of)



Horned devils give the phrase "give them hell" new meaning.

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HORNED DEVIL **EPIC** 247 POINTS

LEVEL (SAVE) **12**

MELEE ATTACK +21/+16 (25 magic + Stun/25 magic)

TYPE Large Outsider – Devil

SPEED **F6**

AC **26**

HP **190**

SPECIAL ABILITIES
Flight
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Immune Fire, Poison
Melee Reach 4
Spell Resistance (May ignore spells unless the caster rolls 11+)
Stun (DC 24)

SPELLS
 4th—*swift dimension door* (swift; self; place this creature in any space it can see at least part of)

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ICE DEVIL **74** POINTS

LEVEL (SAVE) **10**

MELEE ATTACK +15 (15 magic + Slow)

TYPE Large Outsider – Devil

SPEED **8**

AC **22**

HP **110**

SPECIAL ABILITIES
DR 5
Immune Cold, Poison
Melee Reach 2
Slow (Gain Slow Attack [Can't attack and move on the same turn and can't make more than 1 attack per turn] until the end of its next activation; DC 17)

SPELLS
 5th—*cone of cold* (cone; 30 cold damage; DC 17)
 4th—*ice storm* (sight; radius 4; 20 cold damage, ignore Spell Resistance)

As brutal as a blizzard and cold as death, an ice devil performs its Blood War missions with ruthless efficiency.

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ICE DEVIL **EPIC** 214 POINTS

LEVEL (SAVE) **11**

MELEE ATTACK +17/+12 (20 magic + Slow)

TYPE Large Outsider – Devil

SPEED **8**

AC **25**

HP **150**

SPECIAL ABILITIES
DR 5
Immune Cold, Poison
Melee Reach 2
Slow (Gain Slow Attack [Can't attack and move on the same turn and can't make more than 1 attack per turn] until the end of its next activation; DC 21)

Spell Resistance (May ignore spells unless the caster rolls 11+)

SPELLS
 5th—*cone of cold* (cone; 30 cold damage; DC 17)
 4th—*ice storm* (sight; radius 4; 20 cold damage, ignore Spell Resistance)

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KARSITE FIGHTER **26** POINTS

LEVEL (SAVE) **6**

MELEE ATTACK +9/+4 (10 magic + Magic Drain)

TYPE Humanoid – Human – Karsite

SPEED **4**

AC **18**

HP **45**

SPECIAL ABILITIES
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Magic Drain (Affected creature's damage loses magic and cannot gain magic; DC 15)
Spell Healing (Whenever its Spell Resistance prevents a spell from affecting it, this creature heals 10 hp)
Spell Resistance (May ignore spells unless the caster rolls 11+)

Incapable of casting spells, karsites relish slaying anyone who uses magic.

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KOBOLD MONK **5** POINTS

LEVEL (SAVE) **3**

MELEE ATTACK +2/+2 (5)

TYPE Small Humanoid – Kobold – Reptilian

SPEED **8**

AC **18**

HP **15**

SPECIAL ABILITIES
Deflect Arrows (+4 AC against ranged attacks)
Stunning Attack (DC 13)

Few would suspect a mere kobold to have the discipline to walk the path of true enlightenment.

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LARGE WATER ELEMENTAL **36** POINTS

LEVEL (SAVE) **8**

MELEE ATTACK +10/+10 (15)

TYPE Large Elemental

SPEED **4**

AC **20**

HP **70**

SPECIAL ABILITIES
Cleave
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Elemental Traits
Fire Slayer +10 (Damage +10 against enemies with Immune Fire)
Melee Reach 2

Water elementals crush life as easily as they quench fire.

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LORD OF BLADES **77** POINTS

LEVEL (SAVE) **10**

MELEE ATTACK +12/+12 (10 magic)

TYPE Construct – Living Construct

SPEED **4**

AC **21**

HP **80**

COMMANDER EFFECT
 Constructs and Living Constructs gain Powerful Charge +10. Living Constructs also gain Fearless.

WARBAND BUILDING
 Living Constructs of any faction are legal in your warband.

SPECIAL ABILITIES: **Cleave**; **DR 5**; **Extended Charge +2** (Speed +2 when charging); **Fearless**; **Humanoid Slayer +10** (Melee damage +10 against Humanoid enemies); **Living Construct** (Has only Immune Level Drain, Paralysis, Poison, Sleep); **Powerful Charge +10** (Melee damage +10 when charging); **Resist 10 Fire**

SPELLS: 4th—*repair critical damage* (touch; remove 30 damage, Constructs and Living Constructs only, ignore Spell Resistance); 2nd—*bane weapon augmentation* (touch; choose ranged attacks or melee attacks and a creature type; damage +10 with the chosen attack against the chosen creature type)

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MERCYKILLER **17** POINTS

LEVEL (SAVE) **4**

MELEE ATTACK +9 (10 + Mancatcher)

TYPE Humanoid – Human

SPEED **4**

AC **17**

HP **25**

SPECIAL ABILITIES
Humanoid Slayer +10 (Melee damage +10 against Humanoid enemies)
Killer Instinct +4 (Melee attack +4 against wounded creatures)
Mancatcher (Entangle as long as this creature does not move or attack another creature; DC 14)
Melee Reach 2
Murderous (When attacking, this creature cannot move or attack a nonwounded enemy if a wounded enemy is adjacent)

"It's like this, berk: You break the law, I break you."
 —Dek Drothlek, Mercykiller

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MEZZOLOTH **44** POINTS

LEVEL (SAVE) **8**

MELEE ATTACK +14 (20 magic)

TYPE Outsider – Yugoloth

SPEED **6**

AC **21**

HP **95**

SPECIAL ABILITIES
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Immune Acid, Poison
Spell Resistance (May ignore spells unless the caster rolls 11+)

SPELLS
 5th—*cloudkill* (sight; radius 4; 15 poison damage, ignore Spell Resistance; DC 17)

No one knows for sure who started the Blood War, but yugoloths seem happy to see it continue.

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PIT FIEND 105 POINTS
LE COMMANDER 4

LEVEL (SAVE) 11
SPEED F6
AC 23
HP 115

MELEE ATTACK +17/+17 (20 magic)
TYPE Large Outsider – Devil
COMMANDER EFFECT LE Outsider followers get melee damage +5 and gain Immune Fire.
SPECIAL ABILITIES **Flight**; **Aura of Fear 2** (Enemies in squares threatened by this creature get morale save –2); **Blind-Fight**; **DR 5**; **Immune Acid**, **Fire**, **Poison**; **Melee Reach 2**
SPELLS 7rd—**blasphemy** (good creatures of level 6 or lower within 4 squares are paralyzed, those of level 12 or lower within 4 squares are stunned, can cast while adjacent to enemy; DC 19) 3rd—**fireball** (sight; radius 4; 20 fire damage; DC 15)

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PIT FIEND 310 POINTS
LE COMMANDER 4

LEVEL (SAVE) 14
SPEED F6
AC 28
HP 225

MELEE ATTACK +26/+24 (25 magic/20 magic + Poison)
TYPE Large Outsider – Devil
COMMANDER EFFECT Followers get Immune Aura of Fear, Fire.
SPECIAL ABILITIES **Flight**; **Aura of Fear 5** (Enemies in squares threatened by this creature get morale save –5); **Blind-Fight**; **Cleave**; **DR 5**; **Immune Fire**, **Poison**; **Improved Initiative 8** (Commander rating counts as 8 for initiative checks); **Melee Reach 2**; **Poison** (10 damage whenever poisoned creature activates; DC 24); **Spell Resistance**
SPELLS 9th—**meteor swarm** (40 fire damage to all enemies in line of sight; DC 21); 7rd—**blasphemy** (good creatures of level 6 or lower within 4 squares are paralyzed, those of level 12 or lower within 4 squares are stunned, can cast while adjacent to enemy; DC 19); 3rd—**fireball** (unlimited uses) (sight; radius 4; 20 fire damage; DC 15)

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RED HAND WAR SORCERER 34 POINTS
LE COMMANDER 3

LEVEL (SAVE) 6
SPEED 6
AC 19
HP 35

MELEE ATTACK +5 (5)
TYPE Humanoid – Goblinoid – Hobgoblin
COMMANDER EFFECT Followers are immune to this creature's spells. Enemies get save –2 against spells.
SORCERER SPELLS 3rd—**lightning bolt** (line 12; 20 electricity damage; DC 15) 2nd—**fireburst** (each adjacent creature; 15 fire damage, can cast while adjacent to enemy; DC 14), **snowball swarm** (sight; radius 2; 10 cold damage; DC 14)

Beware the Red Hand, for it marks Tiamat's blessing.

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SOULKNIFE INFILTRATOR 24 POINTS
LE

LEVEL (SAVE) 8
SPEED 6
AC 16
HP 45

MELEE ATTACK +8/+8 (10 magic)
RANGED ATTACK +7, range 6 (10 magic)
TYPE Humanoid – Human
SPECIAL ABILITIES **Hide** **Sidestep** (On its turn, if it moves only 1 square, this creature can make all its attacks and does not draw attacks of opportunity) **Smite +10** (Melee damage +10) **Melee and Ranged Sneak Attack +10**
SPELLS **Psionics 2 pp**—**burst 1 pp** (swift: self; speed +2 this turn)

"What better assassin than one who appears unarmed?"
—Yoffred the Black, soulknife infiltrator

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CHASME 49 POINTS
CE

LEVEL (SAVE) 9
SPEED F10
AC 17
HP 75

MELEE ATTACK +7/+7 (15)
TYPE Large Outsider – Demon
SPECIAL ABILITIES **Flight** **DR 5** (Takes 5 less damage from nonmagical melee and ranged attacks) **Drone** (Replaces attacks: Sleep, all creatures within 3 squares; DC 16) **Immune Electricity**, **Sleep** **Spell Resistance** (May ignore spells unless the caster rolls 11+)

The drone of a chasme's wings saps strength and courage from even the stoutest heart.

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DEMONIC GNOLL PRIESTESS 28 POINTS
CE

LEVEL (SAVE) 8
SPEED 6
AC 14
HP 60

MELEE ATTACK +8 (10 magic)
TYPE Outsider – Gnoll
SPECIAL ABILITIES **DR 5**; **Incite Gnolls** (Gnolls in your warband get attack +2); **Resist 10 Cold**, **Fire**; **Smite Good +10** (Melee damage +10 against good enemies); **Spell Resistance** (May ignore spells unless the caster rolls 11+)
SPELLS 3rd—**blindsight** (touch; target creature gains Blindsight) 2nd—**demonic bolt** (range 6; 10 damage and Stun; DC 14), **spores of the vrock** (each adjacent creature; 10 damage and Poison, can cast while adjacent to enemy; DC 14) 1st—**sorrow** (range 6; living creature gets attack –3 and save –3; DC 13)

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DOOMGUARD 26 POINTS
CE COMMANDER 1

LEVEL (SAVE) 5
SPEED 6
AC 14
HP 50

MELEE ATTACK +6/+6 (10)
TYPE Humanoid – Human
COMMANDER EFFECT Followers get melee damage +5 against wounded creatures.
SPECIAL ABILITIES **Hide** **Rend +10** (If this creature hits 1 enemy with both melee attacks on the same turn, damage +10 to second attack) **Willing to Follow** (This commander can benefit from the Commander Effects of other commanders in your warband as though it were a follower)

The members of the Doomguard know dissolution to be triumphant, and hasten the living toward that end.

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EARTH ELEMENT GARGOYLE 23 POINTS
CE

LEVEL (SAVE) 6
SPEED F8
AC 19
HP 45

MELEE ATTACK +8/+6 (10)
TYPE Monstrous Humanoid
SPECIAL ABILITIES **Flight** **Blindsight** **Burrow 4** **DR 5** (Takes 5 less damage from nonmagical melee and ranged attacks) **Statue** (This creature may start off the battle grid; before rolling initiative for a round, you may place this creature in any square that contains a statue. This creature may occupy statue squares. It cannot score victory points while in a statue square.)

Adventurers worthy of the name never trust a statue.

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ETHEREAL MARAUDER 14 POINTS
CE

LEVEL (SAVE) 4
SPEED 8
AC 14
HP 25

MELEE ATTACK +6 (10)
TYPE Magical Beast
SPECIAL ABILITIES **Blink Out** (Swift: Until the end of its turn, this creature gains Incorporeal)

"What was that? And where's Lidda?"
—Mialec, adventuring wizard

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FIENDISH SNAKE 5 POINTS

CE

LEVEL (SAVE) 2

MELEE ATTACK
+4 (5 + Poison)

TYPE
Magical Beast

SPEED 6

SPECIAL ABILITIES
Poison (5 damage whenever poisoned creature activates; DC 11)

AC 16

Resist 5 Cold, Fire
Spell Resistance (May ignore spells unless the caster rolls 11+)

HP 10



These denizens of the nether realms are the favored minions of conjurers.

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GITHYANKI DRAGON KNIGHT 98 POINTS

CE

LEVEL (SAVE) 13

MELEE ATTACK
+14/+14 (20/20 magic)

TYPE
Large Mounted Outsider – Dragon

SPEED F8

SPECIAL ABILITIES
Flight
Breath Weapon ☐ (Replaces attacks: cone; 30 fire damage; DC 19)
Double Damage from Cold
Immune Fire, Paralysis, Sleep
Mounted Melee Attack (This creature can move at double speed and make a single melee attack at any point during its move)
Smite Good +15 ☐ (Melee damage +15 against good enemies)
Spell Resistance (May ignore spells unless the caster rolls 11+)



The ancient pact between red dragons and the powerful githyanki make enemies of both quake with fear.

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GNOLL BARBARIAN 21 POINTS

CE

LEVEL (SAVE) 4

MELEE ATTACK
+11 (20)

TYPE
Humanoid – Gnoll

SPEED 8

SPECIAL ABILITIES
Murderous (On its turn, this creature cannot move or attack a nonwounded enemy if a wounded enemy is adjacent)



Gnolls see no tribute to their demon lord more fitting than the blood of a fallen enemy.

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GREEN SLAAD 41 POINTS

CE

LEVEL (SAVE) 9

MELEE ATTACK
+14/+12 (10)

TYPE
Large Outsider

SPEED 6

SPECIAL ABILITIES
Disguise Self (Until it attacks or casts a spell, this creature has Invisible)
Immune Sonic
Melee Reach 2

SPELLS
When this creature casts a spell, roll 1d20. It must cast the indicated spell.
1–5: *skein of shadow* (self; until the end of its next turn, this creature has Conceal 11)
6–10: *chaos hammer* (sight; radius 4; lawful creatures take 20 damage; DC 16)
11–15: *fear* (cone; morale save)
16–20: *fireball* (sight; radius 4; 20 fire damage; DC 15)



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HOWLER 46 POINTS

CE

LEVEL (SAVE) 6

MELEE ATTACK
+10 (15 + Quills)

TYPE
Large Outsider

SPEED 10

SPECIAL ABILITIES
Quills (Attack –1 and save –1; this ability stacks with itself)
Mindnumbing Howl ☐ (Replaces attacks: cone; Confusion, until the end of affected creatures' next turn; DC 18)



Only the maddening winds of Pandemonium can drown out the baneful wail of a howler.

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MARILITH 73 POINTS

CE

LEVEL (SAVE) 10

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

TYPE
Large Outsider – Demon

SPEED 8

SPECIAL ABILITIES
Blindsight
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Enhanced Mobility 2 (This creature can move up to 2 squares on its turn and use all its melee attacks)
Immune Electricity, Fire, Poison
Melee Reach 2
Spell Resistance (May ignore spells unless the caster rolls 11+)



Many arms, many deaths.

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MARILITH EPIC 255 POINTS

CE

LEVEL (SAVE) 12

MELEE ATTACK
+20/+20/+20/+20/+20/+20 (20 magic)

TYPE
Large Outsider – Demon

SPEED 8

SPECIAL ABILITIES
Blindsight
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Enhanced Mobility 2 (This creature can move up to 2 squares on its turn and use all its melee attacks)
Immune Electricity, Fire, Poison
Melee Reach 2
Spell Resistance (May ignore spells unless the caster rolls 11+)



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ORC WIZARD 24 POINTS

CE

LEVEL (SAVE) 7

MELEE ATTACK
+5 (10 magic)

TYPE
Humanoid – Orc

SPEED 6

SPELLS
4th—**empowered fireburst** ☐ (each adjacent creature; 25 fire damage, can cast while adjacent to enemy; DC 16)
3rd—**dolorous blow** ☐ (touch; target creature scores critical hits on melee attack rolls of natural 18, 19, and 20)
2nd—**battering ram** ☐☐☐ (range 6; 5 damage and push target creature 1 square, can cast while adjacent to enemy)



“Would it comfort you if I yelled ‘Grog Smash’ while you burned beneath my arcane fire?”
—Grog of the Third Eye, orc wizard

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OWLBEAR RAGER 34 POINTS

CE

LEVEL (SAVE) 8

MELEE ATTACK
+12/+12 (10)

TYPE
Large Magical Beast

SPEED 6

SPECIAL ABILITIES
Aggression +10 (On its turn, this creature gets damage +10 whenever it is the first to activate in a round)
Murderous (On its turn, this creature cannot move or attack a nonwounded enemy if a wounded enemy is adjacent)
Rend +20 (If this creature hits 1 enemy with both melee attacks on the same turn, damage +20 to second attack)



“If your first blow does not kill, the owlbear will become enraged. Strike true if you value your life.”
—Ekelior Arazain, elf dragonkith

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SKELETAL REAPER
21 POINTS

LEVEL
(SAVE)
6

SPEED
F6

AC
17

HP
40

MELEE ATTACK
+7 (10)
TYPE
Undead
SPECIAL ABILITIES
Flight
Devastating Attack
(Quadruple damage instead of double damage on a critical hit)
Fearless
Immune Cold
Undead Traits



This twisted animation of a bralani eladrin was once a champion of hope and freedom—but is now a scion of fear and pain.


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SUCCUBUS
40 POINTS

LEVEL
(SAVE)
6

SPEED
F8

AC
20

HP
35

MELEE ATTACK
+7 (5)
TYPE: Outsider – Demon
SPECIAL ABILITIES
Flight; Beguile □□
(Replaces attacks: range 6; target living enemy takes an immediate turn under your control, which does not count against your limit of activating 2 creatures per phase, even if it has already been activated this round; this does not count as your opponent's activation of this creature this round; DC 16); **Disguise Self** (Until it attacks or casts a spell, this creature has Invisible); **DR 5; Immune Electricity; Poison; Spell Resistance**
SPELLS: 4th—*dimension door* □ (self; place this creature in any space it can see at least part of); 2nd—*beckon* □□ (range 6; on its next turn, if not already adjacent to this creature, target must move to a square adjacent to this creature before taking any other actions, Humanoids only; this effect ends if no path to an adjacent square is available on target's next turn; DC 14)




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VLAAKITH THE LICH QUEEN
79 POINTS
COMMANDER 3

LEVEL
(SAVE)
10

SPEED
6

AC
21

HP
95

MELEE ATTACK
+16 (10 magic + Paralysis)
TYPE
Undead
COMMANDER EFFECT
Undead followers and followers whose names contain Githyanki or Red Dragon get melee damage +5.
SPECIAL ABILITIES
Unique; DR 5; Fearless; Immune Cold, Electricity; Paralysis (DC 18); Spell Penetration (Roll twice to overcome Spell Resistance); **Spell Resistance** (May ignore spells unless the caster rolls 11+); **Undead Traits**
SPELLS
6th—*disintegrate* □ (sight; 60 damage; DC 18)
3rd—*empowered lesser orb of electricity* □□□ (range 6; 15 electricity damage, ignore Spell Resistance); *fireball* □ (sight; radius 4; 20 fire damage; DC 15)




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VLAAKITH THE LICH QUEEN
EPIC
275 POINTS
COMMANDER 4

LEVEL
(SAVE)
15

SPEED
6

AC
26

HP
180

MELEE ATTACK
+21/+16 (15 magic + Vorpall/10 magic + Paralysis)
TYPE: Undead
COMMANDER EFFECT
Undead followers and followers whose names contain Githyanki or Red Dragon get melee damage +10.
SPECIAL ABILITIES: **Unique; Aura of Fear 2** (Enemies in squares threatened by this creature get morale save –2); **Blindsight; Conceal 6; DR 10; Fearless; Immune Cold, Electricity; Paralysis (DC 23); Spell Penetration** (Roll twice to overcome Spell Resistance); **Spell Resistance; Undead Traits; Vorpall** (On a critical hit with this attack, the target creature is eliminated)
SPELLS: 9th—*wail of the banshee* □ (destroy living creatures within 6 squares with 50 or fewer hp, can cast while adjacent to enemy; DC 21); 7th—*finger of death* □ (range 6; destroy living creature; 25 damage instead on successful save; DC 19); 6th—*disintegrate* □□ (sight; 60 damage; DC 18)




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