

ARCADIAN AVENGER 31 POINTS

LG

LEVEL (SAVE) 8

MELEE ATTACK +10/+10 (10 magic)

TYPE Outsider

SPEED F6

SPECIAL ABILITIES Flight

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

AC 19

HP 65

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

Wrath +5 (After any ally has been destroyed, this creature gets melee damage +5 for the rest of the skirmish)

The laws of heaven are not easily ignored.

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BRASS GOLEM 67 POINTS

LG

LEVEL (SAVE) 8

MELEE ATTACK +19 (20 magic)

TYPE Large Construct

SPEED 6

SPECIAL ABILITIES Requires Commander

Construct Traits

Fearless

Immune Fire

Melee Reach 2

Powerful Charge +20 (Melee damage +20 when charging)

Spell Resistance All (Ignores all spells)

HP 90

Slow but unwavering, a brass golem tirelessly slays its master's foes.

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CHAMPION OF DOL DORN 42 POINTS

LG

LEVEL (SAVE) 11

MELEE ATTACK +14/+9 (15 magic)

TYPE Humanoid – Dwarf

SPEED 4

SPECIAL ABILITIES Blessing of Dol Dorn (Attack +2 against lawful enemies, damage +5 against chaotic enemies)

Feat of Strength (Swift: Melee damage +10 until end of turn, and push Large or smaller enemy up to 1 square on hit)

Provoke (Swift: Adjacent enemies must choose this creature as the target of all their melee attacks until the beginning of this creature's next turn)

AC 20

HP 95

Dol Dorn is Eberron's god of strength at arms. His worshipers aspire to physical prowess and perfection.

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DEEP LEGIONNAIRE 7 POINTS

LG

LEVEL (SAVE) 3

MELEE ATTACK +4 (5)

TYPE Small Humanoid – Gnome

SPEED 4

SPECIAL ABILITIES Conceal 6

Phalanx Fighting (+2 AC while adjacent to an ally with Phalanx Fighting)

Stonebond (On its turn, if this creature does not move, it gains DR 5 until the beginning of its next turn)

Stonestep (Swift: Place this creature in any square up to 4 squares away that it can see at least part of)

AC 20

HP 25

Deep gnomes counter their small stature with rigid discipline and staunch loyalty to their own kind.

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DELVER SERGEANT 15 POINTS

LG

COMMANDER 3

LEVEL (SAVE) 3

MELEE ATTACK +4 (5 fire)

TYPE Humanoid – Human

SPEED 6

COMMANDER EFFECT Efficient Orders (Each phase, 1 creature that activates within 6 squares does not count against your limit of 2 activations per phase.)

SPECIAL ABILITIES Illuminator (Creatures within 6 squares do not benefit from Conceal, Hide, or Invisible)

Persistent (This creature can act normally on any turn that it rallies)

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

AC 14

HP 20

Fear not the darkness.

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EARTH MEPHIT 13 POINTS

LG

LEVEL (SAVE) 3

MELEE ATTACK +4 (5 + Ensnare)

TYPE Small Outsider

SPEED F6

SPECIAL ABILITIES Flight

Breath Weapon (Replaces attacks: cone; 10 damage + Ensnare)

Ensnare (Entangle for 1 turn; DC 12)

AC 18

HP 15

As grim and unyielding as the earth, with rocks for brains.

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GUARD OF MITHRAL HALL 19 POINTS

LG

LEVEL (SAVE) 7

MELEE ATTACK +8 (10)

TYPE Humanoid – Dwarf

SPEED 4

SPECIAL ABILITIES Noble Sacrifice (If this creature is destroyed, 1 ally within line of sight can make an immediate melee attack)

Phalanx Fighting (+2 AC while adjacent to an ally with Phalanx Fighting)

AC 20

HP 45

"I live to serve my King and will die to save him."

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GUARDIAN NAGA 47 POINTS

LG

COMMANDER 4

LEVEL (SAVE) 11

MELEE ATTACK +12 (10 + Poison)

TYPE Large Aberration

SPEED 6

COMMANDER EFFECT Followers get save +1 and gain Immune Flanking.

SPECIAL ABILITIES Death Burst (10 damage, or 20 damage to evil creatures; DC 19)

Immune Poison

Poison (5 damage whenever poisoned creature activates; DC 17)

SORCERER SPELLS

4th— cure critical wounds (touch; heal 30 hp);

3rd— lightning bolt (line 12; 20 electricity damage; DC 15);

2nd— battering ram (range 6; 5 damage and push target creature 1 square, can cast while adjacent to enemy)

AC 18

HP 60

As pure and holy as other nagas are evil, guardians protect those unable to protect themselves.

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KALASHTAR BODYGUARD 35 POINTS

LG

LEVEL (SAVE) 7

MELEE ATTACK +10 (10 magic)

RANGED ATTACK +9, range 6 (10 magic)

TYPE Humanoid – Kalashtar

SPEED 6

SPECIAL ABILITIES Bodyguard (Whenever an enemy attacks an adjacent ally, you can choose to have it attack this creature instead)

Bold (Has Fearless while under command)

Lucky Weapon (When this creature attacks, roll 1d20 twice and take the higher result)

Psychic Strike +10 (On its turn, if it does not move, this creature gets damage +10)

AC 17

HP 65

What better bodyguard than one who appears unarmed?

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LARGE GOLD DRAGON 140 POINTS

LG

LEVEL (SAVE) 13

MELEE ATTACK +20/+18/+18 (15 magic)

TYPE Large Dragon

SPEED F8

SPECIAL ABILITIES  Flight

Breath Weapon (Replaces attacks: cone; 40 fire damage; DC 22)

Breath Weapon (Replaces attacks: cone; Weaken [attack -2, damage -5 (minimum 5)]; DC 22)

AC 23

HP 160

Double Damage from Cold

Dragon's Hoard (Allies get attack +2, magic damage, +1 AC)

Immune Fire

Wrath +5 (After any ally has been destroyed, this creature gets melee damage +5 for the rest of the skirmish)

No heart is more true, no honor more pure, and no wrath more deadly than that of the gold dragon.

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LARGE GOLD DRAGON EPIC 250 POINTS

LG

LEVEL (SAVE) 14

MELEE ATTACK +22/+20/+20 (20 magic)

TYPE Large Dragon

SPEED F10

SPECIAL ABILITIES  Flight

Breath Weapon (Replaces attacks: cone; 50 fire damage; DC 24)

Breath Weapon (Replaces attacks: cone; Weaken [attack -2, damage -5 (minimum 5)]; DC 24)

AC 25

HP 200

Double Damage from Cold

Dragon's Hoard (Allies get attack +2, magic damage, +1 AC)

Immune Fire

Wrath +10 (After any ally has been destroyed, this creature gets melee damage +10 for the rest of the skirmish)

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SHADOWBANE INQUISITOR 36 POINTS

LG

LEVEL (SAVE) 8

MELEE ATTACK +12/+7 (10 magic)

TYPE Humanoid - Human

SPEED 4

SPECIAL ABILITIES  Destroy Corrupt (Melee attack +2, melee damage +5 against enemies previously hit by this creature's Smite) Fearless

Melee Sneak Attack +10

Smite +10 (Melee damage +10)

AC 23

HP 60

SPELLS 1st—*resurgence* (immediate: any ally within 6 squares; reroll 1 save that ally just failed, can cast while adjacent to enemy)

He names the guilty with the blade of his sword.

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VALIANT CAVALRY 32 POINTS

LG

LEVEL (SAVE) 6

MELEE ATTACK +10 (15)

TYPE Large Mounted Humanoid - Human

SPEED 8

SPECIAL ABILITIES  Bold (Has Fearless while under command) Melee Reach 2

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

Persistent (This creature can act normally on any turn that it rallies)

Skirmish +5 (Damage +5 if this creature has moved at least 2 squares this turn)

"On for life and honor! On for blood and vengeance!"

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GREYHAWK CITY MILITIA SERGEANT 13 POINTS

LG/CG

COMMANDER 3

LEVEL (SAVE) 4

MELEE ATTACK +5 (10)

TYPE Humanoid - Human

SPEED 6

COMMANDER EFFECT Followers get save +2.

SPECIAL ABILITIES Melee Reach 2

Persistent (This creature can act normally on any turn that it rallies)

Trip (Replaces attacks: touch; Stun; DC 12)

HP 20

The streets of Greyhawk hold wonders unimaginable. Just don't try to take anything you can't pay for.

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RAISTLIN MAJERE 26 POINTS

LG/CG

LEVEL (SAVE) 6

MELEE ATTACK +3 (5 magic)

TYPE Humanoid - Human

SPEED 6

SPECIAL ABILITIES  Unique, Independent

Debilitating Magic (Whenever this creature casts a spell, it can take 5 damage to either get damage +5 with that spell or increase that spell's DC by 4)

Devoted Companions (Whenever an enemy attacks this creature, you can choose 1 adjacent Unique Humanoid ally as the target instead)

Perfect Targeting (This creature's spells can target any enemy or ally within range and line of sight)

AC 16

HP 35

SPELLS 2nd—*hold person* (sight; Paralysis, Humanoids only; DC 14); *scorch* (line 12; 15 fire damage; DC 14); 1st—*magic missile* [unlimited] (sight; 5 damage, ignore Incorporeal); *ray of enfeeblement* (range 6; attack -2, damage -5 [minimum 5]); *sleep* (sight; radius 4; Sleep; DC 13)

"Power is what I have long sought—and still seek."

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DARKMANTLE 6 POINTS

CG

LEVEL (SAVE) 1

MELEE ATTACK +5 (10 + Constrict)

TYPE Small Magical Beast

SPEED F6

SPECIAL ABILITIES  Flight

Blindsight

Constrict (Medium or smaller creature skips next turn; DC 13)

Hide

Wandering Monster (Sets up on a random victory area instead of your start area)

AC 17

HP 10

These stealthy predators lurk motionless in deep caverns, resembling stalactites until prey passes beneath.

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DIGESTER 39 POINTS

CG

LEVEL (SAVE) 6

MELEE ATTACK +11 (10)

TYPE Magical Beast

SPEED 9

SPECIAL ABILITIES  Acidic Spit (Replaces attacks: touch; 35 acid damage; DC 17)

Breath Weapon (Replaces attacks: cone; 20 acid damage; DC 17)

Immune Acid

AC 17

HP 70

Rumored to be products of arcane experimentation, digesters are twisted perversions of natural predators.

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DIRE TIGER 60 POINTS

CG

LEVEL (SAVE) 8

MELEE ATTACK +17/+17 (15)

TYPE Large Animal

SPEED 8

SPECIAL ABILITIES  Feral Surge (Swift: This creature can move up to its Speed)

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)

AC 17

HP 120

They embody the untamed vengeance of the natural world.

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GIANT EAGLE 18 POINTS

CG

LEVEL (SAVE) 4
MELEE ATTACK +7 (10)
 TYPE Large Magical Beast

SPEED F12
SPECIAL ABILITIES
Flight
Flyby Attack (This creature can move up to its Speed and make a single melee attack at any point during its move)
Power Dive 15 ☐ (Replaces turn: This creature can move up to twice its Speed, but at least 1 square, then deal 15 damage to 1 adjacent enemy at the end of its move; DC 17)

AC 15
 HP 30

These intelligent birds ally with elves in defense of the wild places of the world.

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GREATER BASILISK 54 POINTS

CG

LEVEL (SAVE) 8
MELEE ATTACK +13 (15)
 TYPE Large Magical Beast

SPEED 6
SPECIAL ABILITIES
Blind-Fight
Petrifying Gaze (Replaces attacks: range 6; destroy target living creature and replace it with a statue; DC 16)
Horrid Fascination (Enemies within 6 squares that have line of sight to this creature must choose this creature as the target of all their spells and ranged attacks instead of targeting the nearest enemy or ally. This ability does not affect spells with a range of touch or self.)

AC 16
 HP 85

How horrid its gaze.

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HALFLING TOMBSEEKER 25 POINTS

CG

LEVEL (SAVE) 7
MELEE ATTACK +9/+9 (5 magic)
 TYPE Small Humanoid – Halfling

SPEED 6
SPECIAL ABILITIES
Agile (This creature's movement never provokes attacks of opportunity)
Hide
Loot (Replaces attacks, use only while this creature is on one of your victory areas: Score 5 victory points. Only 1 creature in your warband can use Loot each round.)
Melee Sneak Attack +10
Scout
Stable Footing (Not slowed by difficult terrain)

AC 16
 HP 45

*"I happen to have a fresh stock of beautiful relics from the ancient caliphate of Karrokaun. Would you care to buy?"
 —Bim Togglebolt, halfling merchant*

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HIEROPHANT OF THE SEVENTH WIND 47 POINTS

CG
 COMMANDER 3

LEVEL (SAVE) 8
MELEE ATTACK +8/+8 (10 magic)
 TYPE: Humanoid – Human

SPEED F6
COMMANDER EFFECT
 Each follower that hits 1 enemy with 2 or more of its melee attacks on the same turn gets damage +10 to the second attack.
Warband Building: Elementals and Magical Beasts of any alignment are legal in your warband.

AC 16
 HP 65

SPECIAL ABILITIES
Flight. Beastmaster 10; **Elemental Master** 10 (As Beastmaster, but Elementals only); **Nature's Loyalty** (Animal, Elemental, and Magical beast followers within line of sight get morale save +4); **Rend** +10; **Wolf Form** ☐ (Swift: Attack +2, damage +5; cannot cast spells. These effects last until this creature ends them as a swift action.)

SPELLS
 4th—**spark of life** ☐ (sight; target creature loses Undead Traits and Construct Traits, ignore Spell Resistance; DC 18); 3rd—**cure serious wounds** ☐☐ (touch; heal 20 hp); **legion's magic fang** ☐ (your warband; attack +1, Animal or Magical Beast only, ignore DR)

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VERDANT REAVER 34 POINTS

CG

LEVEL (SAVE) 6
MELEE ATTACK +8/+8 (15)
 TYPE Large Plant

SPEED 6
SPECIAL ABILITIES
Plant Traits
Melee Reach 2
Rend +10 (If this creature hits 1 enemy with both melee attacks on the same turn, damage +10 to second attack)
Verdant Growth (Enemies treat squares adjacent to this creature as difficult terrain)
Woodland Stride (Not slowed by forest terrain)

AC 16
 HP 65

"We have long ignored the sleeping might of the forest, as we steal at will from nature's bounty. Soon will that toll come due." —Alatha, sage of Mistdale

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WARPRIEST OF VANDRIA 40 POINTS

CG
 COMMANDER 4

LEVEL (SAVE) 10
MELEE ATTACK +11/+6 (10 magic)
 TYPE: Humanoid – Elf

SPEED 4
COMMANDER EFFECT
 Followers with ranged attacks gain Sidestep.

AC 18
 HP 70

SPECIAL ABILITIES
Sidestep (On its turn, if it moves only 1 square, this creature can make all its attacks and does not draw attacks of opportunity)
Single Combatant (+4 AC if only 1 enemy is adjacent)

SPELLS
 5th—**mass cure light wounds** ☐ (self and allies within 6 squares; heal 15 hp); 3rd—**searing light** ☐☐ (sight; 10 damage, or 20 damage to Undead); 2nd—**cat's grace** ☐☐ (touch; +2 AC, ranged attack +2)

Vandria Gilmadrith, war goddess of the elves, carries the bright sword of righteous elven wrath.

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WILD MAGE 29 POINTS

CG

LEVEL (SAVE) 7
MELEE ATTACK +3 (5)
 TYPE: Humanoid – Human

SPEED 6
SPECIAL ABILITIES
Wild Magic Aura (Whenever this creature or any creature within 2 squares casts a damaging spell, roll 1d20 and adjust the spell's damage as indicated)
 1–5: No damage
 6–10: Normal damage
 11–18: Damage +5
 19–20: Double damage

AC 14
 HP 30

Wild Magic Surge (Whenever this creature's Wild Magic Aura increases the damage dealt by a spell, this creature gets +5 hp)

SORCERER SPELLS
 4th—☐ **forcewave** (cone; 10 damage and push affected Large or smaller creatures up to 3 squares; DC 18); 3rd—☐☐ **hailstones** (sight; 15 cold damage to target enemy and 1 other enemy within 6 squares and line of sight of target; DC 15); 2nd—☐☐ **fireburst** (each adjacent creature; 15 fire damage, can cast while adjacent to enemy; DC 14), **ice knife** (sight; 10 cold damage, –2 AC)

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WULFGAR 54 POINTS

CG
 COMMANDER 1

LEVEL (SAVE) 8
MELEE ATTACK +16/+11 (25 magic)
RANGED ATTACK +14, range 12 (15 magic)
 TYPE: Humanoid – Human

SPEED 8
COMMANDER EFFECT
 Each follower without Fearless that succeeds on a morale check can make 1 immediate melee attack against 1 adjacent enemy.

AC 14
 HP 110

SPECIAL ABILITIES
Unique
Bite of Aegis-Fang ☐ (Replaces attacks: line 12; 15 magic damage; DC 17 negates)
Willing to Follow Heroes (This commander can benefit from the Commander Effects of other Unique commanders in your warband as though it were a follower)

The king of Mithral Hall, Bruenor Battlehammer, forged the mighty hammer Aegis-Fang for his adoptive son Wulfgar.

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WULFGAR 54 POINTS

CG
 COMMANDER 2
 EPIC 156 POINTS

LEVEL (SAVE) 12
MELEE ATTACK +22/+17 (30 magic)
RANGED ATTACK +18, range 12 (25 magic)
 TYPE: Humanoid – Human

SPEED 8
COMMANDER EFFECT
 Each follower without Fearless that succeeds on a morale check can make 1 immediate melee attack against 1 adjacent enemy.

AC 17
 HP 250

SPECIAL ABILITIES
Unique. Battle Cry ☐ (Replaces attacks: Each adjacent enemy must make a morale save); **Bite of Aegis-Fang** ☐ (Replaces attacks: line 12; 25 magic damage; DC 22 negates)
Hurling Charge (This creature can make its ranged attack against a creature it charges during its charge movement before it makes its melee attack)
Willing to Follow Heroes (This commander can benefit from the Commander Effects of other Unique commanders in your warband as though it were a follower)

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ASPECT OF LOVIATAR **81** POINTS

LEVEL (SAVE) 9

MELEE ATTACK +16/+16/+11 (15 magic + 5 cold)

TYPE Outsider

SPEED 6

SPECIAL ABILITIES **Aura of Pain** (Adjacent living creatures take an additional 5 damage whenever they are hit by a melee attack)

AC 21

HP 115

Immune Pain (Immune to special abilities and spells that affect living creatures only)

Melee Reach 3

SPELLS 4th—*ripping pain* (sight; Paralysis, living creatures only; target takes 10 damage each time it fails a save against this Paralysis; DC 18)

To know her is to suffer.

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ASSASSIN **29** POINTS

LEVEL (SAVE) 7

MELEE ATTACK +10/+10 (5 magic)

TYPE Humanoid – Human

SPEED 6

SPECIAL ABILITIES **Death Attack** (Declare before attack: An enemy damaged by this creature's Sneak Attack is destroyed; DC 15)

AC 20

HP 65

Hide **Melee Sneak Attack** +15

"I usually only murder when paid—but you seem down on your luck, so I'll kill you for free."

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BLUESPAWN AMBUSER **15** POINTS

LEVEL (SAVE) 4

MELEE ATTACK +8 (10)

TYPE Magical Beast – Dragon – Spawn

SPEED 4

SPECIAL ABILITIES **Burrow** 4 **Augmented Electricity Burst** (Replaces attacks: Adjacent creatures take 10 electricity damage + 5 additional electricity damage for each Spawn adjacent to this creature; DC 16)

AC 18

HP 30

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

Tight-knit packs of bluespawn ambushers form some of the Dark Queen's deadliest legions.

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DREAD WRAITH **70** POINTS

LEVEL (SAVE) 8

MELEE ATTACK +14 (10 magic + Constitution Drain)

TYPE Large Undead

SPEED F8

SPECIAL ABILITIES **Flight** **Incorporeal** **Undead Traits** **Constitution Drain** +5 (Whenever this creature's melee attack deals damage to a living creature, the damaged creature must make a save, or it takes damage +5 and this creature gets +5 hp; DC 20)

AC 19

HP 70

Fearless **Melee Reach** 2

Fear given will, hate given form.

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EXARCH OF TYRANNY **54** POINTS

LEVEL (SAVE) 8

MELEE ATTACK +13/+13 (15 magic)

TYPE Humanoid – Human

SPEED 6

SPECIAL ABILITIES **Cleave** **Revel in Brutality** (Whenever its melee attack destroys an enemy, this creature gets +10 hp)

AC 24

HP 75

Ring of Blades 5 (Any creature that activates while adjacent to this creature takes 5 damage)

The brutal god Hextor gifts his followers with the means to kill and honors them for every death they cause.

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GREATER BARGHEST **35** POINTS

LEVEL (SAVE) 9

MELEE ATTACK +13/+8 (15 magic)

TYPE Large Outsider

SPEED 8

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

AC 20

HP 70

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

Feed 10 (Whenever this creature destroys a Humanoid, it immediately gets +10 hp)

Barghests feast on blood and souls, growing stronger with every screaming death.

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GREENSPAWN ZEALOT **33** POINTS

LEVEL (SAVE) 6

MELEE ATTACK +12/+7 (10 magic)

TYPE Monstrous Humanoid – Dragon – Spawn

SPEED 5

SPECIAL ABILITIES **Crusade** +10 (During setup, choose a creature type. All creatures in your warband with Crusade get melee damage +10 against that creature type.)

AC 21

HP 50

Will of Tiamat (Adjacent Spawn get morale save +4)

Zealotry (Immediate: Reroll 1 save this creature just failed; can use when routing)

For greenspawn zealots, the Dark Queen's plot is a holy crusade.

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HOBGOBLIN MARSHAL **22** POINTS

LEVEL (SAVE) 3

MELEE ATTACK +7 (15)

TYPE Humanoid – Goblinoid – Hobgoblin

SPEED 6

COMMANDER EFFECT Goblinoid followers get Speed +2.

AC 16

HP 30

SPECIAL ABILITIES **Motivate** (Replaces attacks: 1 ally within 6 squares can immediately move up to its Speed)

Prioritize Orders (This creature adds the Commander ratings of every allied commander within line of sight to its morale saves)

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

Unlike most goblinoid rabble, hobgoblin legions efficiently cut down less disciplined armies.

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ICE MEPHIT **13** POINTS

LEVEL (SAVE) 3

MELEE ATTACK +4 (5 cold + Freeze)

TYPE Small Outsider

SPEED F7

SPECIAL ABILITIES **Flight** **Breath Weapon** (Replaces attacks: cone, 10 cold damage + Freeze)

AC 18

HP 15

Cold Healing 5 (This creature heals 5 hp each time it is subjected to cold damage)

Freeze (Inhibited for 1 turn; DC 12)

Immune Cold

As cold and cruel as winter, with frostbit souls.

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KOBOLD TRAPMAKER **10** POINTS

LEVEL (SAVE) **4**

MELEE ATTACK +1 (5)

RANGED ATTACK +0 (5)

SPEED **6**

TYPE Small Humanoid – Kobold – Reptilian

AC **14**

SPECIAL ABILITIES **Jittery** (Must make a morale save after being attacked)

Set Trap (Replaces attacks: Place a trap counter in an adjacent square; on its turn, any creature that moves into the counter's square or any square adjacent to the counter, or that activates within these squares, triggers the trap's effect; once it is triggered, remove the counter from the battle map)

Crushing Stone (20 damage to triggering creature; DC 15 negates)

Fearful in battle, swift in retreat, deadly in disregard.

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LADY VOL **98** POINTS

COMMANDER 4

LEVEL (SAVE) **10**

MELEE ATTACK +18/+18 (20 magic)

TYPE: Undead – Dragon – Elf

SPEED **F8**

COMMANDER EFFECT Followers gain Death Burst 15 (15 damage; DC 15).

AC **23**

SPECIAL ABILITIES **Flight, Undead Traits**

Aura of Fear 3 (Enemies in squares threatened by this creature get morale save –3)

Breath Weapon (Replaces attacks: cone; 25 acid damage; DC 18)

Fearless; Immune Acid

SORCERER SPELLS

4th— **forcewave** (cone; 10 damage and push affected Large or smaller creatures up to 3 squares; DC 18)

3rd— **oppressive will** (swift: adjacent creatures skip their next turn, can cast while adjacent to enemy; DC 16)

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MEDUSA ARCHER **43** POINTS

LEVEL (SAVE) **6**

MELEE ATTACK +5/+3 (5/5 + Poison)

RANGED ATTACK +11 (10 magic)

SPEED **6**

TYPE Monstrous Humanoid

SPECIAL ABILITIES **Archer's Eye** (This creature can make an immediate ranged attack against an enemy that successfully saves against its Gaze Attack)

Petrifying Gaze (Replaces attacks: range 6; destroy target living creature and replace it with a statue; DC 15)

Poison (5 damage whenever poisoned creature activates; DC 14)

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

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MIND FLAYER LICH **63** POINTS

LEVEL (SAVE) **10**

MELEE ATTACK +12/+12 (10 magic + Paralysis)

TYPE: Undead – Aberration

SPEED **6**

SPECIAL ABILITIES **Undead Traits; Fearless**

Immune Cold, Electricity

Mind Blast (Replaces attacks: cone; Stun; DC 18); **Paralysis** (DC 18)

Rend +15 (If this creature hits 1 enemy with both melee attacks on the same turn, damage +15 to second attack)

Spell Resistance

SPELLS

4th—**Evard's black tentacles** (sight; radius 2; Entangle, ignore Spell Resistance; DC 16), empowered **Melf's acid arrow** (sight, 20 acid damage, ignore Spell Resistance)

3rd—empowered **magic missile** (sight; 15 damage, ignore Incorporeal)

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NOBLE SALAMANDER **53** POINTS

LEVEL (SAVE) **8**

MELEE ATTACK +18/+13 (15 magic + 5 fire)

TYPE Large Outsider

SPEED **6**

SPECIAL ABILITIES **Cleave**

Double Damage from Cold

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

Immune Fire

Melee Reach 3

SPELLS

4th—**swift fireburst** (swift: each adjacent creature; 15 fire damage, can cast while adjacent to enemy)

*"All will burn at my whim."
—Kevris K'tael, noble salamander*

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PRISONER **5** POINTS

LEVEL (SAVE) **3**

MELEE ATTACK —

TYPE Humanoid – Human

SPEED **4**

SPECIAL ABILITIES **Bound** (Cannot attack, and does not threaten adjacent squares)

Chained (At the end of each round, this creature must be adjacent to a non-Prisoner ally, or it is eliminated and the opponent scores 10 extra victory points)

Objective (Scores double victory points for occupying victory areas)

Freedom cannot be destroyed. Hope cannot be enslaved.

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SKELETAL COURSER **28** POINTS

LEVEL (SAVE) **4**

MELEE ATTACK +10 (10)

TYPE Large Mounted Undead

SPEED **8**

SPECIAL ABILITIES **Undead Traits**

Cavalry +5 (Melee damage +5 against non-Mounted enemies)

Fearless

Melee Reach 2

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

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

Death rides a pale horse.

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TRAINED CARRION CRAWLER **28** POINTS

LEVEL (SAVE) **6**

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

TYPE Large Aberration

SPEED **6**

SPECIAL ABILITIES **Opportune Paralysis** (Whenever this creature flanks an enemy that it hits with its melee attack, the DC of its Paralysis increases by 2)

Paralysis (DC 15)

The difficulty of keeping a carrion crawler in check is offset by its deadly ability to paralyze foes.

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KRENSHAR **7** POINTS

LEVEL (SAVE) **2**

MELEE ATTACK +2 (5)

TYPE Magical Beast

SPEED **8**

SPECIAL ABILITIES **Cause Fear** (range 6; target creature of level 5 or below makes a morale save; Krenshars are immune to this effect)

Hobgoblins and other warlike humanoids sometimes use these creatures as vicious scouts.

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LIFELEECH OTYUGH 45 POINTS

LE/CE

LEVEL (SAVE) 6

MELEE ATTACK +14/+14 (10 + Constrict)

TYPE Large Aberration

SPEED 6

SPECIAL ABILITIES **Constrict** (Smaller creature skips next turn; DC 16)

AC 19

HP 95

Lifeleech Aura (Whenever a creature within 4 squares gets hit points, this creature gets an equal number of hit points [maximum 95 hp])

Melee Reach 2



These disgusting horrors have been warped by arcane magic to feed on the energy of nearby healing spells.

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BABAU 29 POINTS

CE

LEVEL (SAVE) 7

MELEE ATTACK +9/+9 (10 + 5 acid)

TYPE Outsider

SPEED 6

SPECIAL ABILITIES **Hide**

AC 17

HP 65

Melee Sneak Attack +10

Protective Slime 5 (Any adjacent enemy that hits this creature with a melee attack takes 5 acid damage)



These demons of corruption and rot serve their masters ably as assassins.

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BERSERK FLESH GOLEM 47 POINTS

CE

LEVEL (SAVE) 9

MELEE ATTACK +10/+10 (20)

TYPE Large Construct

SPEED 6

SPECIAL ABILITIES **Wild** (Always out of command)

AC 16

HP 80

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

Fearless

Melee Reach 2

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

Spell Resistance All (Ignores all spells)



Once a golem goes berserk, only its creator has even a chance to reestablish control.

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CARNAGE DEMON 10 POINTS

CE

LEVEL (SAVE) 3

MELEE ATTACK +6 (10)

TYPE Outsider

SPEED 6

SPECIAL ABILITIES **Carnage** (Melee damage +10 if at least one other creature named Carnage Demon is within 6 squares)

AC 13

HP 20

Immune Fire

Mob 2 (Every 2 creatures named Carnage Demon count as 1 creature for the purpose of warband construction)

Squad Activation (All creatures in your warband named Carnage Demon must activate as a single activation)



Screaming hordes of reckless hate, they tear into foes without thought.

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CEREBRILITH 65 POINTS

CE

LEVEL (SAVE) 9

MELEE ATTACK +14/+9 (15 + Psychic Drain)

TYPE Large Outsider

SPEED 6

SPECIAL ABILITIES DR 5; **Immune Electricity, Poison; Melee Reach 2**

AC 19

HP 105

Psionic Cleave (Whenever its melee attack or Psionics destroys a living enemy, this creature can use 1 Psionics power as a swift action)

Psychic Drain (Whenever its melee attack hits a living enemy, this creature gets +2 pp)

SPELLS **Psionics** 6 pp—*ego whip* 3 pp (sight; level -2; DC 15 negates), *id insinuation* 3 pp (any commander within 6 squares; Commander -2 [minimum 0]), *mind thrust* 4 pp (range 6; 35 damage, living creatures only; DC 15 negates)



Unlike the cursed driders of other worlds, Eberon's scorpions are descended from drow blessed by the scorpion god Vulkuro.

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CLAWBORN SCORROW 32 POINTS

CE

LEVEL (SAVE) 8

MELEE ATTACK +12/+12/+10 (15/15/5 + Poison)

TYPE Large Aberration – Drow

SPEED 8

SPECIAL ABILITIES **Grab and Sting** (If this creature hits 1 enemy with its first 2 melee attacks on the same turn, its attack roll for the third attack is a natural 20)

Poison (5 damage whenever poisoned creature activates; DC 16)

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



Unlike the cursed driders of other worlds, Eberon's scorpions are descended from drow blessed by the scorpion god Vulkuro.

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DRACOTAUR RAGER 44 POINTS

CE

LEVEL (SAVE) 7

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

TYPE Large Dragon

SPEED 10

SPECIAL ABILITIES **Rage +5** (When this creature's hp are reduced to half or below, it gets melee damage +5)

AC 18

HP 95

Spit Fire ☐ (Swift: range 6; 15 fire damage)



Dracotaurs respect power above all, revering true dragons and despising enemies that fall before them in battle.

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DROW ENFORCER 16 POINTS

CE

LEVEL (SAVE) 5

MELEE ATTACK +10 (10)

TYPE Humanoid – Drow – Elf

SPEED 6

SPECIAL ABILITIES **Conceal 6**

AC 18

HP 35

Riposte (Once per turn, this creature can make 1 immediate melee attack against an enemy that attacks it)

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



Drow have little to fear from other races, but much to fear from one another.

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FROST GIANT JARL 102 POINTS

CE

COMMANDER 2

LEVEL (SAVE) 10

MELEE ATTACK +17/+12 (25 + 10 cold)

TYPE Large Giant

SPEED 8

COMMANDER EFFECT Followers get melee damage +5 against enemies with Immune Fire or Resist Fire.

AC 18

HP 145

SPECIAL ABILITIES **Cleave**

Double Damage from Fire

Icequake Hammer ☐ (Replaces attacks: Other creatures within 2 squares take 25 cold damage and are stunned; DC 19)

Immune Cold

Melee Reach 2

Stunning Rend (If this creature hits 1 enemy with both melee attacks on the same turn, Stun that enemy; DC 19)



His is the rule of ice and malice.

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GNOLL CLAW FIGHTER 24 POINTS

CE

LEVEL (SAVE) 3
MELEE ATTACK
 +9/+9 (10)
 TYPE
 Humanoid – Gnoll

SPEED 8
SPECIAL ABILITIES
Fearless
Pounce (This creature can use all its melee attacks when charging)
Rage +5 (When this creature's hp are reduced to half or below, it gets melee damage +5)
Rend +10 (If this creature hits 1 enemy with both melee attacks on the same turn, damage +10 to second attack)



Gnolls with a touch of fiendish or draconic blood sometimes turn their natural advantages to frenzied, hand-to-hand combat.

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KUO-TOA HUNTER 9 POINTS

CE

LEVEL (SAVE) 4
MELEE ATTACK
 +7 (10)
RANGED ATTACK
 +7, range 6 (5)

SPEED 6
 TYPE
 Monstrous Humanoid – Aquatic

AC 14
SPECIAL ABILITIES
Hunter +5 (Melee damage +5 unless more than 1 enemy is adjacent)
Immune Paralysis, Poison
Resist 10 Electricity



Kuo-toas are a fallen people, their great empires long ago lost to cruel decadence and ancient hubris.

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KUO-TOA WHIP 25 POINTS

CE

COMMANDER 2

LEVEL (SAVE) 6
MELEE ATTACK
 +8 (5 + 5 electricity)

SPEED 6
 TYPE: Monstrous Humanoid – Aquatic
COMMANDER EFFECT
 Aquatic followers who activate within 6 squares get Speed +1; this Commander Effect stacks with those of other Kuo-Toa Whips.

AC 15
SPECIAL ABILITIES
Group Command (Creatures under command by multiple Kuo-Toa Whips can add the Commander ratings of all those commanders when making morale saves); **Immune Paralysis, Poison**; **Resist 10 Electricity**; **Lightning Bolt** (Line 12; 10 electricity damage; DC 13; damage +5 and +1 DC for each additional Kuo-Toa Whip within 6 squares [maximum 20 damage]); **Willing to Follow Kuo-Toa** (This commander can benefit from the Commander Effects of other Kuo-Toa Whips in your warband as though it were a follower)

HP 45
SPELLS
 2nd—**sound burst** (range 6; radius 2; 5 sonic damage and Stun; DC 14)



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LARGE CHAOS BEAST 26 POINTS

CE

LEVEL (SAVE) 6
MELEE ATTACK
 +10/+10 (5 + Corporeal Instability)

SPEED 4
 TYPE
 Large Outsider

AC 16
SPECIAL ABILITIES
Corporeal Instability (Level –2, living creatures only, this ability stacks with itself; a creature whose level is reduced to 0 by this attack is destroyed; DC 15 negates)
Immune Pain (Immune to special abilities and spells that affect living creatures only)
Melee Reach 2



"That thing's just wrong." —Lidda, halfling rogue

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LARGE SHADOW DRAGON 48 POINTS

CE

LEVEL (SAVE) 9
MELEE ATTACK
 +12/+10/+10 (15)

SPEED F8
 TYPE
 Large Dragon

AC 16
SPECIAL ABILITIES
Flight
Breath Weapon (Replaces attacks: cone; 25 damage, save –2; DC 15)
Conceal 6
Hide
Melee Sneak Attack +5
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)



Shallarinath, the Elven name for shadow dragons, means simply "eaters of hope."

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LARGE WHITE DRAGON 32 POINTS

CE

LEVEL (SAVE) 8
MELEE ATTACK
 +10/+8/+8 (15)

SPEED F12
 TYPE
 Large Dragon

AC 16
SPECIAL ABILITIES
Flight
Breath Weapon (Replaces attacks: cone; 20 cold damage; DC 16)
Double Damage from Fire
Fighty (Morale save –4 when out of command)
Immune Cold



Being the weakest of the true dragons means only that they are slightly less deadly.

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ORC BANEBREAK RIDER 52 POINTS

CE

LEVEL (SAVE) 8
MELEE ATTACK
 +15/+10 (20)

SPEED 8
 TYPE
 Large Mounted Humanoid – Orc

AC 15
SPECIAL ABILITIES
Cavalry +10 (Melee damage +10 against non-Mounted enemies)
Pushback 2 (When this creature's melee attack deals damage to a smaller creature, it can push the smaller creature up to 2 squares)
Stable Footing (Not slowed by difficult terrain)
Trample 20 (Can move through 1 smaller enemy's space to deal 20 damage; DC 21)



"You keep your clever strategies. We will charge. We will destroy. This is the way of the banebreak."
 —Urush Onetusk, orc banebreak rider

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SHADOW 17 POINTS

CE

LEVEL (SAVE) 3
MELEE ATTACK
 +7 (5 magic + Shadow Drain)

SPEED F8
 TYPE
 Undead

AC 13
SPECIAL ABILITIES
Flight
Incorporeal
Undead Traits
Fearless
Shadow Drain (Living creatures get attack –2, damage –5 [minimum 5])



Shadows beget shadows. —Elven proverb

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