



ARCADIAN AVENGER

31 POINTS

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)

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.

1/60 ♦

DUNGEONS & DRAGONS

©2007 Wizards



BRASS GOLEM

67 POINTS

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)



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

2/60 ♦

DUNGEONS & DRAGONS

©2007 Wizards



CHAMPION OF DOL DORN

42 POINTS

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)



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

3/60 ♦

DUNGEONS & DRAGONS

©2007 Wizards



DEEP LEGIONNAIRE

7 POINTS

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)



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

4/60 ♦

DUNGEONS & DRAGONS

©2007 Wizards



DELVER SERGEANT

15 POINTS

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)



Fear not the darkness.

5/60 ♦

DUNGEONS & DRAGONS

©2007 Wizards



EARTH MEPHIT

13 POINTS

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)



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

6/60 ♦

DUNGEONS & DRAGONS

©2007 Wizards



GUARD OF MITHRAL HALL

19 POINTS

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)



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

7/60 ♦

DUNGEONS & DRAGONS

©2007 Wizards



GUARDIAN NAGA

47 POINTS

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)



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

8/60 ♦

DUNGEONS & DRAGONS

©2007 Wizards



KALASHTAR BODYGUARD

35 POINTS

LEVEL (SAVE)

7

MELEE ATTACK
+10 (10 magic)

TYPE

Humanoid – Kalashtar

SPEED

6

RANGED ATTACK

+9, range 6 (10 magic)

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)



What better bodyguard than one who appears unarmed?

9/60 ♦

DUNGEONS & DRAGONS

©2007 Wizards

LARGE GOLD DRAGON 140 POINTS

LG

LEVEL (SAVE) 13

SPEED F8

AC 23

HP 160

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

TYPE
Large Dragon

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)
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.

10/60 * DUNGEONS & DRAGONS ©2007 Wizards

LARGE GOLD DRAGON EPIC 250 POINTS

LG

LEVEL (SAVE) 14

SPEED F10

AC 25

HP 200

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

TYPE
Large Dragon

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)
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)

10/60 * DUNGEONS & DRAGONS ©2007 Wizards

SHADOWBANE INQUISITOR 36 POINTS

LG

LEVEL (SAVE) 8

SPEED 4

AC 23

HP 60

MELEE ATTACK
+12/+7 (10 magic)

TYPE
Humanoid - Human

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)

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.

11/60 * DUNGEONS & DRAGONS ©2007 Wizards

VALIANT CAVALRY 32 POINTS

LG

LEVEL (SAVE) 6

SPEED 8

AC 18

HP 55

MELEE ATTACK
+10 (15)

TYPE
Large Mounted Humanoid - Human

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!"

12/60 * DUNGEONS & DRAGONS ©2007 Wizards

GREYHAWK CITY MILITIA SERGEANT 13 POINTS

LG/CG

LEVEL (SAVE) 4

SPEED 6

AC 15

HP 20

MELEE ATTACK
+5 (10)

TYPE
Humanoid - Human

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)

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

13/60 * DUNGEONS & DRAGONS ©2007 Wizards

RAISTLIN MAJERE 26 POINTS

LG/CG

LEVEL (SAVE) 6

SPEED 6

AC 16

HP 35

MELEE ATTACK
+3 (5 magic)

TYPE
Humanoid - Human

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)

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."

14/60 * DUNGEONS & DRAGONS ©2007 Wizards

DARKMANTLE 6 POINTS

CG

LEVEL (SAVE) 1

SPEED F6

AC 17

HP 10

MELEE ATTACK
+5 (10 + Constrict)

TYPE
Small Magical Beast

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)

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

15/60 * DUNGEONS & DRAGONS ©2007 Wizards

DIGESTER 39 POINTS

CG

LEVEL (SAVE) 6

SPEED 9

AC 17

HP 70

MELEE ATTACK
+11 (10)

TYPE
Magical Beast

SPECIAL ABILITIES
Acidic Spit ☐ (Replaces attacks: touch; 35 acid damage; DC 17)
Breath Weapon ☐ (Replaces attacks: cone; 20 acid damage; DC 17)
Hide
Immune Acid

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

16/60 * DUNGEONS & DRAGONS ©2007 Wizards

DIRE TIGER 60 POINTS

CG

LEVEL (SAVE) 8

SPEED 8

AC 17

HP 120

MELEE ATTACK
+17/+17 (15)

TYPE
Large Animal

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)

They embody the untamed vengeance of the natural world.

17/60 * DUNGEONS & DRAGONS ©2007 Wizards

GIANT EAGLE
18
POINTS

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.

18/60 ♦ ©2007 Wizards

GREATER BASILISK
54
POINTS

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.

19/60 ★ ©2007 Wizards

HALFLING TOMBSEEKER
25
POINTS

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 Toggelbolt, halfling merchant

20/60 ♦ ©2007 Wizards

HIEROPHANT OF THE SEVENTH WIND
47
POINTS
COMMANDER 3

LEVEL (SAVE)
8

MELEE ATTACK
+8/+8 (10 magic)

TYPE
Humanoid – Human

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.

SPEED
F6

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.)

AC
16

HP
65

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)

21/60 ★ ©2007 Wizards

VERDANT REAVER
34
POINTS

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

22/60 ♦ ©2007 Wizards

WARPRIEST OF VANDRIA
40
POINTS
COMMANDER 4

LEVEL (SAVE)
10

MELEE ATTACK
+11/+6 (10 magic)

TYPE
Humanoid – Elf

COMMANDER EFFECT
Followers with ranged attacks gain Sidestep.

SPEED
4

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)

AC
18

HP
70

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.

23/60 ♦ ©2007 Wizards

WILD MAGE
29
POINTS

LEVEL (SAVE)
7

MELEE ATTACK
+3 (5)

TYPE
Humanoid – Human

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

SPEED
6

AC
14

HP
30

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)

24/60 ♦ ©2007 Wizards

WULFGAR
54
POINTS
COMMANDER 1

LEVEL (SAVE)
8

MELEE ATTACK
+16/+11 (25 magic)

RANGED ATTACK
+14, range 12 (15 magic)

TYPE
Humanoid – Human

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

SPEED
8

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.

25/60 ★ ©2007 Wizards

WULFGAR
54
POINTS
COMMANDER 2
EPIC
156 POINTS

LEVEL (SAVE)
12

MELEE ATTACK
+22/+17 (30 magic)

RANGED ATTACK
+18, range 12 (25 magic)

TYPE
Humanoid – Human

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


SPEED
8

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)

25/60 ★ ©2007 Wizards


ASPECT OF LOVIATAR
81 POINTS

LEVEL (SAVE)
9

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

SPEED
6

TYPE
Outsider

AC
21

SPECIAL ABILITIES
Aura of Pain (Adjacent living creatures take an additional 5 damage whenever they are hit by a melee attack)
Immune Cold
Immune Pain (Immune to special abilities and spells that affect living creatures only)
Melee Reach 3

HP
115

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.

26/60 ★ DUNGEONS & DRAGONS ©2007 Wizards


ASSASSIN
29 POINTS

LEVEL (SAVE)
7

MELEE ATTACK
+10/+10 (5 magic)

SPEED
6

TYPE
Humanoid – Human

AC
20

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

HP
65

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

27/60 ♦ DUNGEONS & DRAGONS ©2007 Wizards


BLUESPAWN AMBUSER
15 POINTS

LEVEL (SAVE)
4

MELEE ATTACK
+8 (10)

SPEED
4

TYPE
Magical Beast – Dragon – Spawn

AC
18

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

HP
30

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

28/60 ● DUNGEONS & DRAGONS ©2007 Wizards


DREAD WRAITH
70 POINTS

LEVEL (SAVE)
8

MELEE ATTACK
+14 (10 magic + Constitution Drain)

SPEED
F8

TYPE
Large Undead

AC
19

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)
Fearless
Melee Reach 2

HP
70

Fear given will, hate given form.

29/60 ★ DUNGEONS & DRAGONS ©2007 Wizards


EXARCH OF TYRANNY
54 POINTS

LEVEL (SAVE)
8

MELEE ATTACK
+13/+13 (15 magic)

SPEED
6

TYPE
Humanoid – Human

AC
24

SPECIAL ABILITIES
Cleave
Revel in Brutality (Whenever its melee attack destroys an enemy, this creature gets +10 hp)
Ring of Blades 5 (Any creature that activates while adjacent to this creature takes 5 damage)

HP
75

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

30/60 ★ DUNGEONS & DRAGONS ©2007 Wizards


GREATER BARGHEST
35 POINTS

LEVEL (SAVE)
9

MELEE ATTACK
+13/+8 (15 magic)

SPEED
8

TYPE
Large Outsider

AC
20

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

HP
70

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

31/60 ♦ DUNGEONS & DRAGONS ©2007 Wizards


GREENSPAWN ZEALOT
33 POINTS

LEVEL (SAVE)
6

MELEE ATTACK
+12/+7 (10 magic)

SPEED
5

TYPE
Monstrous Humanoid – Dragon – Spawn


AC
21

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.)
Will of Tiamat (Adjacent Spawn get morale save +4)
Zealotry (Immediate: Reroll 1 save this creature just failed; can use when routing)

HP
50

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

32/60 ♦ DUNGEONS & DRAGONS ©2007 Wizards


HOBGOBLIN MARSHAL
22 POINTS

LEVEL (SAVE)
3

MELEE ATTACK
+7 (15)

SPEED
6

TYPE
Humanoid – Goblinoid – Hobgoblin

AC
16

COMMANDER EFFECT
Goblinoid followers get Speed +2.

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.

33/60 ● DUNGEONS & DRAGONS ©2007 Wizards


ICE MEPHIT
13 POINTS

LEVEL (SAVE)
3

MELEE ATTACK
+4 (5 cold + Freeze)

SPEED
F7

TYPE
Small Outsider

AC
18

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

HP
15

As cold and cruel as winter, with frostbit souls.

34/60 ♦ DUNGEONS & DRAGONS ©2007 Wizards

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)

HP
15

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

35/60 • DUNGEONS & DRAGONS® ©2007 Wizards

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

HP
110

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)

36/60 • DUNGEONS & DRAGONS® ©2007 Wizards

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)

AC
15

HP
35

37/60 • DUNGEONS & DRAGONS® ©2007 Wizards

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

AC
21

HP
70

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)

38/60 • DUNGEONS & DRAGONS® ©2007 Wizards

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

AC
18

HP
110

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

39/60 • DUNGEONS & DRAGONS® ©2007 Wizards

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)

AC
12

HP
30

Freedom cannot be destroyed. Hope cannot be enslaved.

40/60 • DUNGEONS & DRAGONS® ©2007 Wizards

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)

AC
17

HP
55

Death rides a pale horse.

41/60 • DUNGEONS & DRAGONS® ©2007 Wizards

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)

AC
17

HP
40

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

42/60 • DUNGEONS & DRAGONS® ©2007 Wizards

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)

AC
15

HP
10

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

43/60 • DUNGEONS & DRAGONS® ©2007 Wizards


LIFELEECH OTYUGH
25 POINTS

LEVEL (SAVE)

6

MELEE ATTACK

+14/+14 (10 + Constrict)

SPEED

6

TYPE

Large Aberration

SPECIAL ABILITIES

Constrict (Smaller creature skips next turn; DC 16)

AC

19

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

HP

95

Melee Reach 2



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

44/60 ★ DUNGEONS & DRAGONS ©2007 Wizards


BABAU
29 POINTS

LEVEL (SAVE)

7

MELEE ATTACK

+9/+9 (10 + 5 acid)

TYPE

Outsider

SPECIAL ABILITIES

Hide

Melee Sneak Attack +10

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

AC

17

HP

65



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

45/60 ♦ DUNGEONS & DRAGONS ©2007 Wizards


BERSERK FLESH GOLEM
47 POINTS

LEVEL (SAVE)

9

MELEE ATTACK

+10/+10 (20)

TYPE

Large Construct

SPECIAL ABILITIES

Wild (Always out of command)

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.

46/60 ★ DUNGEONS & DRAGONS ©2007 Wizards


CARNAGE DEMON
10 POINTS

LEVEL (SAVE)

3

MELEE ATTACK

+6 (10)

TYPE

Outsider

SPECIAL ABILITIES

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

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)

AC

13

HP

20



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

47/60 • DUNGEONS & DRAGONS ©2007 Wizards


CEREBRILITH
65 POINTS

LEVEL (SAVE)

9

MELEE ATTACK

+14/+9 (15 + Psychic Drain)

TYPE

Large Outsider

SPECIAL ABILITIES

DR 5; Immune Electricity, Poison; Melee Reach 2

Psychic 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)

AC

19

HP

105



Unlike the cursed droids of other worlds, Eberron's scorpions are descended from drow blessed by the scorpion god Vulkoor.

48/60 ♦ DUNGEONS & DRAGONS ©2007 Wizards


CLAWBORN SCORROW
32 POINTS

LEVEL (SAVE)

8

MELEE ATTACK

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

TYPE

Large Aberration – Drow

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 droids of other worlds, Eberron's scorpions are descended from drow blessed by the scorpion god Vulkoor.

49/60 ★ DUNGEONS & DRAGONS ©2007 Wizards


DRACOTAUR RAGER
44 POINTS

LEVEL (SAVE)

7

MELEE ATTACK

+13/+13/+8 (15)

TYPE

Large Dragon

SPECIAL ABILITIES

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

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

AC

18

HP

95



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

50/60 ★ DUNGEONS & DRAGONS ©2007 Wizards


DROW ENFORCER
16 POINTS

LEVEL (SAVE)

5

MELEE ATTACK

+10 (10)

TYPE

Humanoid – Drow – Elf

SPECIAL ABILITIES

Conceal 6

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+)

AC

18

HP

35



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

51/60 ♦ DUNGEONS & DRAGONS ©2007 Wizards


FROST GIANT JARL
102 POINTS

LEVEL (SAVE)

10

MELEE ATTACK

+17/+12 (25 + 10 cold)

TYPE: Large Giant

COMMANDER EFFECT

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

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.

52/60 ★ DUNGEONS & DRAGONS ©2007 Wizards

GNOLL CLAW FIGHTER
24 POINTS

LEVEL
(SAVE)
3

MELEE ATTACK
+9/+9 (10)

SPEED
8

TYPE
Humanoid – Gnoll

AC
12

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.

53/60 • ©2007 Wizards

KUO-TOA HUNTER
9 POINTS

LEVEL
(SAVE)
4

MELEE ATTACK
+7 (10)

SPEED
6

RANGED ATTACK
+7, range 6 (5)

AC
14

TYPE
Monstrous Humanoid – Aquatic

HP
25

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.

54/60 • ©2007 Wizards

KUO-TOA WHIP
25 POINTS

LEVEL
(SAVE)
6

MELEE ATTACK
+8 (5 + 5 electricity)

SPEED
6

TYPE
Monstrous
Humanoid – Aquatic

AC
15

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

HP
45

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)

SPILLS
2nd—sound burst (range 6; radius 2; 5 sonic damage and Stun; DC 14)

55/60 • ©2007 Wizards

LARGE CHAOS BEAST
26 POINTS

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

56/60 • ©2007 Wizards

LARGE SHADOW DRAGON
48 POINTS

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)

HP
75

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

57/60 • ©2007 Wizards

LARGE WHITE DRAGON
32 POINTS

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
Flighty (Morale save –4 when out of command)
Immune Cold

HP
80

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

58/60 • ©2007 Wizards

ORC BANEBREAK RIDER
52 POINTS

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

59/60 • ©2007 Wizards

SHADOW
17 POINTS

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])

HP
20

Shadows beget shadows. —Elven proverb

60/60 • ©2007 Wizards