Angel of Vengeance

LG

74 POINTS

LEVEL (SAVE) 11

SPEED F6

AC 23

HP 85

MELEE ATTACK
+18/+13 (20 magic)

TYPE
Outsider

SPECIAL ABILITIES
Flight
Blindsight
DR 5; Fearless
Bolstering Presence (Allies within line of sight get morale save +4)
Back in Action ❑ (Immediate: 1 attempt to rally a creature automatically succeeds)
Melee Reach 2
Word of Truth ❑ (Replaces attacks: Enemies within 2 squares take 15 sonic damage and are stunned; DC 19)

When vitality cracks the silence of centuries, does the stone yet recall bird nests and rain?

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Animated Statue

LG

10 POINTS

LEVEL (SAVE) 5

SPEED 4

AC 21

HP 30

MELEE ATTACK
+6 (5 magic)

TYPE
Construct

SPECIAL ABILITIES
Construct Traits
Fearless
Statue (Can start off the battle map; before rolling initiative for a round, you may place this creature in any square that contains a statue. Can occupy statue squares but cannot score victory points while in a statue square.)

When vitality cracks the silence of centuries, does the stone yet recall bird nests and rain?

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Dwarf Brawler

LG

23 POINTS

LEVEL (SAVE) 8

SPEED 6

AC 16

HP 55

MELEE ATTACK
+11/+11 (10 + Bully)

TYPE
Humanoid – Dwarf

SPECIAL ABILITIES
Bully (Push an enemy with fewer hp up to 1 square)
Fearless
Stunning Rend (If this creature hits 1 enemy with 2 melee attacks on the same turn, Stun that enemy; DC 18)

If he gets a grip, he executes the triangle choke, disrupting the blood supply to his foe's brain.

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Dwarf Maulfighter

LG

40 POINTS

LEVEL (SAVE) 11

SPEED 4

AC 21

HP 80

MELEE ATTACK
+13/+8 (20 magic)

TYPE
Humanoid – Dwarf

SPECIAL ABILITIES
Resounding Blow (If this creature scores a critical hit, Stun that enemy)
Stunning Cleave ❑ (When this creature's melee attack destroys an enemy, Stun all enemies adjacent to that enemy, use after enemy is destroyed; DC 18)

"Come a little closer and say that."

4/60 ◆ Dungeons & Dragons ©2007 Wizards

Human Cleric of Bahamut

LG

31 POINTS

LEVEL (SAVE) 7

SPEED 4

AC 22

HP 60

MELEE ATTACK
+11/+6 (10 magic)

TYPE
Humanoid – Human

SPECIAL ABILITIES
Divine Fortune ❑ (Immediate: self; save +4 on 1 save)
Piercing Critical (Quadruple damage instead of double on a critical hit)

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

"In the Platinum Dragon's service, I reward fealty and deal justice by divine decree."

5/60 ◆ Dungeons & Dragons ©2007 Wizards

Macetail Behemoth

LG

40 POINTS

LEVEL (SAVE) 10

SPEED 6

AC 22

HP 70

MELEE ATTACK
+14 (25)

TYPE
Large Animal

SPECIAL ABILITIES
Macetail Sweep ❑ (Replaces attacks: Stun, all adjacent enemies; DC 18)

One devastating sweep of its tail pulps flesh and splinters bone.

6/60 ★ Dungeons & Dragons ©2007 Wizards

Militia Archer

LG

COMMANDER 2

14 POINTS

LEVEL (SAVE) 4

SPEED 6

AC 16

HP 30

MELEE ATTACK
+2 (5)

RANGED ATTACK
+6 (10)

TYPE
Humanoid – Human

COMMANDER EFFECT
Followers get attack +2 against higher-level enemies.

SPECIAL ABILITIES
Coordinated Shot (This creature's ranged attacks ignore cover from its allies)
Willing to Follow (This commander can benefit from the Commander Effects of other commanders in your warband as though it were a follower)

Her arrows punch through living flesh, demonscale, and orc platemail with equal ease.

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Sphinx

LG

35 POINTS

LEVEL (SAVE) 8

SPEED F8

AC 21

HP 50

MELEE ATTACK
+11/+11 (10 magic)

TYPE
Large Magical Beast

SPECIAL ABILITIES
Flight
Pounce (This creature can use all its melee attacks when charging)
Rend +10 (If this creature hits 1 enemy with 2 melee attacks on the same turn, damage +10 to second attack)
Riddle of the Sphinx (Replaces attacks: range 6; target enemy can take no actions on its turn; DC 18, save at the end of each of target enemy's turns)

"Ten nails, ten lies, ten pallbearers true; take a little, leave a little, yet it hangs askew."

8/60 ★ Dungeons & Dragons ©2007 Wizards

Thundertusk Boar

LG

24 POINTS

LEVEL (SAVE) 7

SPEED 8

AC 18

HP 50

MELEE ATTACK
+12 (15)

TYPE
Large Animal

SPECIAL ABILITIES
Death Strike (When this creature's hp are reduced to 0 or lower, it can make 1 immediate melee attack)
Dwarf Mount (Can have a Medium or smaller Dwarf creature as a rider)
Rabid Charger (When charging with a rider, the rider and this creature can each make 1 melee attack)

PLACE RIDER HERE

9/60 ◆ Dungeons & Dragons ©2007 Wizards

Bruenor Battlehammer

LG/CG — COMMANDER 5 — 53 POINTS

LEVEL (SAVE) 10 — SPEED 6 — AC 21 — HP 100

MELEE ATTACK
+15/+10 (15 magic)

TYPE
Humanoid – Dwarf

COMMANDER EFFECT
Dwarf followers get Speed +2.

SPECIAL ABILITIES
Unique
Cleave
Dodge Giants +4 (+4 AC against Giants)
Hard to Kill 5 ❑ (When this creature would be reduced to 0 hp or fewer, it instead has 5 hp remaining on a roll of 5+)
Keen Critical 19 (Scores critical hits on melee attack rolls of 19 and 20)
Willing to Follow Drizzt (This commander can benefit from the Commander Effect of a commander in your warband whose name contains Drizzt as though it were a follower)

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Bruenor Battlehammer

EPIC 195 POINTS

LG/CG — COMMANDER 5

LEVEL (SAVE) 13 — SPEED 6 — AC 23 — HP 165

MELEE ATTACK
+19/+14 (20 magic)

TYPE
Humanoid – Dwarf

COMMANDER EFFECT
Dwarf followers get Speed +2.

SPECIAL ABILITIES
Unique
Cleave
Dodge Giants +4 (+4 AC against Giants)
Hard to Kill 5 ❑ (When this creature would be reduced to 0 hp or fewer, it instead has 5 hp remaining on a roll of 5+)
Keen Critical 17 (Scores critical hits on melee attack rolls of 17, 18, 19, and 20)
Willing to Follow Drizzt (This commander can benefit from the Commander Effect of a commander in your warband whose name contains Drizzt as though it were a follower)

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Farmer

LG/CG — 3 POINTS

LEVEL (SAVE) 1 — SPEED 6 — AC 14 — HP 5

MELEE ATTACK
+1 (5)

TYPE
Humanoid – Human

"You call this a fair fight?
You with a sword and I, a hoe?"

11/60 ● DUNGEONS & DRAGONS ©2007 Wizards

Merchant Guard

LG/CG — 8 POINTS

LEVEL (SAVE) 3 — SPEED 4 — AC 19 — HP 20

MELEE ATTACK
+5 (5)

TYPE
Humanoid – Human

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)

He's paid well to forget fear, even in the face of a dragon's fiery charge.

12/60 ● DUNGEONS & DRAGONS ©2007 Wizards

Warhorse

LG/CG — 16 POINTS

LEVEL (SAVE) 4 — SPEED 8 — AC 17 — HP 30

MELEE ATTACK
+6/+6 (5)

TYPE
Large Animal

SPECIAL ABILITIES
Human Mount (Can have a Medium or smaller Human creature as a rider)
Charger +10 (When charging with a rider, this creature's rider gets damage +10)

PLACE RIDER HERE

13/60 ◆ DUNGEONS & DRAGONS ©2007 Wizards

Black Woods Dryad

CG — 16 POINTS

LEVEL (SAVE) 4 — SPEED 8 — AC 16 — HP 35

MELEE ATTACK
+9 (15)

TYPE
Fey – Plant

SPECIAL ABILITIES
Plant Traits
Immune Pushback
Roots of the Earth (Nonflying enemies cannot move out of squares adjacent to this creature)
Woodland Stride (Not slowed by forest terrain)

The heartwood's spawn knows love, but 'ware her eternal embrace.

14/60 ● DUNGEONS & DRAGONS ©2007 Wizards

Cliffwalk Archer

CG — 36 POINTS

LEVEL (SAVE) 7 — SPEED 8 — AC 17 — HP 60

MELEE ATTACK
+11 (15 magic)

RANGED ATTACK
+13/+13 (10 magic)

TYPE
Humanoid – Shapechanger – Shifter

SPECIAL ABILITIES
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)
Shot on the Run (Replaces turn: This creature can move up to its Speed and make a single ranged attack at any point during its move)

The archer looses mid-leap. The arrow finds his foe's heart as his feet find the ravine's opposite side.

15/60 ◆ DUNGEONS & DRAGONS ©2007 Wizards

Elf Conjurer

CG — 32 POINTS

LEVEL (SAVE) 7 — SPEED F6 — AC 18 — HP 35

MELEE ATTACK
+5 (5 magic)

TYPE
Humanoid – Elf

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

SPELLS
3rd—*curse of arrow attraction* ❑ (sight; –4 AC against ranged attacks), *dispel magic* ❑ (sight or any ally in line of sight; remove 1 ongoing spell from target creature), *Melf's unicorn arrow* ❑❑ (sight, 15 damage and push target creature up to 3 squares)
1st—*Kelgore's fire bolt* ❑❑ (sight; 20 fire damage; DC 13; 5 fire damage instead if caster fails to overcome Spell Resistance, no save)

16/60 ★ DUNGEONS & DRAGONS ©2007 Wizards

Elf Conjurer

EPIC 200 POINTS

CG

LEVEL (SAVE) 11 — SPEED F8 — AC 22 — HP 95

MELEE ATTACK
+14 (15 magic + Force Blade)

TYPE
Humanoid – Elf

SPECIAL ABILITIES
Flight
Force Blade (This creature's melee attacks ignore Incorporeal)
Greater Dimension Door (Replaces move: On its turn, place this creature in any space up to 10 squares away)
Immune Sleep
Perfect Targeting (This creature's spells can target any enemy or ally within range and line of sight)
Spell Penetration

SPELLS
7th—*stun ray* ❑ (range 6; Stun target creature)
6th—empowered *orb of force* ❑❑ (range 6; 40 damage; DC 21; ignore Incorporeal and Spell Resistance)
3rd—*dispel magic* [unlimited] (sight or any ally in line of sight; remove 1 ongoing spell from target creature), *Melf's unicorn arrow* [unlimited] (sight, 15 damage and push target creature up to 3 squares)

16/60 ★ DUNGEONS & DRAGONS ©2007 Wizards

Eternal Blade

CG — COMMANDER 4 — 54 POINTS

LEVEL (SAVE) 9 — SPEED 6 — AC 17 — HP 75

MELEE ATTACK
+11/+6 (15 magic)

TYPE
Humanoid – Elf

COMMANDER EFFECT
Followers get save +4.

SPECIAL ABILITIES
Bounding Assault ❑ (Replaces turn: This creature can move up to twice its Speed, then make a single melee attack at the end of its move)
Eternal Training ❑ (Choose a creature type; this creature gets attack +2 and damage +10 against enemies with that type for the rest of the skirmish)
Immune Sleep
Improved Initiative 8 (Commander rating counts as 8 for initiative checks)
Moment of Perfect Mind ❑ (Immediate: self; 1 save automatically succeeds)

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Halfling Enchanter

CG — 23 POINTS

LEVEL (SAVE) 5 — SPEED 6 — AC 17 — HP 20

MELEE ATTACK
+2 (5)

TYPE
Small Humanoid – Halfling

SPECIAL ABILITIES
Mirror Image ❑❑❑
(Whenever an attack would hit this creature, the attack misses instead on a roll of 11+)

SPELLS
3rd—*hesitate* ❑❑ (sight; on its turn, target creature can only move; DC 15, save at the end of each of target creature's turns)
2nd—*vertigo* ❑ (sight; creature cannot move on its turn; DC 14, save at the end of each of target creature's turns)
1st—*whelm* ❑❑❑ (sight; 10 damage, living creature only; DC 13 negates)

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Halfling Rogue

CG — 13 POINTS

LEVEL (SAVE) 5 — SPEED 6 — AC 20 — HP 25

MELEE ATTACK
+9 (5)
RANGED ATTACK
+12, range 6 (5)

TYPE
Small Humanoid – Halfling

SPECIAL ABILITIES
Hide
Melee and Ranged Sneak Attack +10
Tumble ❑❑ (Swift: Until the end of its turn, this creature's movement does not provoke attacks of opportunity)

"I swear, he was standing right over there!"
—Hogarth Miekelsson, befuddled merchant

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Gelatinous Cube

ANY — 28 POINTS

LEVEL (SAVE) 4 — SPEED 3 — AC 4 — HP 55

MELEE ATTACK
+2 (5 + 5 acid + Paralysis)

TYPE
Large Ooze

SPECIAL ABILITIES
Wild (Always out of command)
Ooze Traits
Engulf (Replaces attacks: Destroy all adjacent paralyzed creatures)
Fearless
Immune Electricity
Paralysis (DC 20)
Spasm (Replaces attacks: Paralysis, all adjacent creatures; DC 13)
Wandering Monster (Sets up on a random victory area instead of your start area)

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Mercenary General

ANY — COMMANDER 4 — 42 POINTS

LEVEL (SAVE) 9 — SPEED 7 — AC 15 — HP 85

MELEE ATTACK
+13/+8 (15 magic)

TYPE
Humanoid – Human

COMMANDER EFFECT
Commanders in your warband gain Fearless.

SPECIAL ABILITIES
Unique
Drillmaster (Lawful creatures in your warband with cost 15 or less get Speed +4; chaotic creatures in your warband with cost 15 or less get save +4)
Entourage (Creatures in your warband with the same name as this creature's Minion get attack +4)
Fervor (Morale save +4 while another commander is in your warband)
Minion (1 Humanoid or Monstrous Humanoid with cost 12 or less)
Peerless Rider (Attack +2 and damage +5 while a rider)

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Visejaw Crocodile

ANY — 24 POINTS

LEVEL (SAVE) 5 — SPEED 4 — AC 16 — HP 60

MELEE ATTACK
+7 (15 + Visejaw)

TYPE
Large Animal

SPECIAL ABILITIES
Natural Soul
(Melee attack +2 and melee damage +5 when under command by a commander with Beastmaster)
Visejaw (A Large or smaller enemy hit by this creature's melee attack cannot move on that enemy's next turn)

"He thought to use its hide for new boots.
He didn't reckon on the critter's steel-trap bite."
—Merryth Farpacer, seasoned adventurer

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Capricious Copper Dragon

CG/CE — 58 POINTS

LEVEL (SAVE) 9 — SPEED F9 — AC 21 — HP 100

MELEE ATTACK
+13/+11/+11 (15)

TYPE
Large Dragon

SPECIAL ABILITIES
Flight
Breath Weapon ❑ (Replaces attacks: line 12; 20 acid damage; DC 17)
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 17)
Immune Acid
Hoardkeeper +10 (While this creature occupies one of your victory areas, you score 10 extra victory points for each enemy destroyed)
Multiple Threats (All enemies adjacent to this creature are considered to be flanked)

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Tiefling Cleric

CG/CE — 24 POINTS

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

MELEE ATTACK
+6 (10)

TYPE
Humanoid – Outsider

SPECIAL ABILITIES
Resist 5 Cold, Electricity, Fire
Undead Slayer +10
(Melee damage +10 against Undead)

SPELLS
3rd—*searing light* ❑❑ (sight; 10 damage, or 20 damage to Undead)
2nd—*sound burst* ❑❑ (range 6; radius 2; 5 sonic damage and Stun; DC 14 negates)
1st—*command* ❑❑ (range 6; Stun; DC 13)

"Many fear me, but none more so than the already dead."

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Tiefling Rogue

CG/CE — 11 POINTS

LEVEL (SAVE) 5 — SPEED 6 — AC 17 — HP 25

MELEE ATTACK
+5/+5 (5 magic)

TYPE
Humanoid – Outsider

SPECIAL ABILITIES
Hide
Melee Sneak Attack +5
Mobility (+4 AC against attacks of opportunity)
Resist 5 Cold, Electricity, Fire
Sidestep (On its turn, if it moves no more than 1 square, this creature can make all its attacks and does not provoke attacks of opportunity)

"Few fear me—they don't survive long enough."

 ©2007 Wizards

Astral Stalker

45 POINTS

LE

LEVEL (SAVE) 9

SPEED 8

AC 23

HP 75

MELEE ATTACK +13/+13 (10 magic)

RANGED ATTACK +10 (10 magic + Paralytic Poison)

TYPE
Outsider

SPECIAL ABILITIES
Hide
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Hunter's Claws (Melee damage +5 against poisoned enemies)
Melee and Ranged Sneak Attack +10
Paralytic Poison (Speed –2; DC 19)

These ruthless hunters stalk prey across the planes, measuring status by the quarry they have vanquished.

 ©2007 Wizards

Blood of Vol Fanatic

30 POINTS

LE

LEVEL (SAVE) 6

SPEED 6

AC 18

HP 65

MELEE ATTACK +12/+7 (10 magic)

TYPE
Humanoid – Human

SPECIAL ABILITIES
Devotee of Undead (Melee damage +5 when a follower of an Undead commander)
Fearless
Rage +5 (While this creature's hp are half its starting total or below, it gets damage +5)

From blood, power. From power, dominion.
—The Tenets of Vol

 ©2007 Wizards

Guardian Mummy

32 POINTS

LE

LEVEL (SAVE) 6

SPEED 6

AC 20

HP 55

MELEE ATTACK +11 (15)

TYPE
Undead

SPECIAL ABILITIES
Undead Traits
Aura of Fear 2 (Enemies in squares threatened by this creature get morale save –2)
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Double Damage from Fire
Fearless
Mummy Rot ❑❑ (Use after hit is determined; target takes 15 damage at the start of its next turn and gets save –2; DC 21)

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Manticore Sniper

29 POINTS

LE

LEVEL (SAVE) 6

SPEED F8

AC 17

HP 60

MELEE ATTACK +10 (10)

RANGED ATTACK +8/+8/+8 (5)

TYPE
Large Magical Beast

SPECIAL ABILITIES
Flight
Guided Sniper (This creature gains Perfect Targeting [This creature's ranged attacks can target any enemy or ally within range and line of sight] while it has a rider)
Humanoid Mount (Can have a Medium or smaller Humanoid creature as a rider)
Precise Shot
Spike Volley ❑❑ (Replaces attacks: sight; radius 2; 15 damage; DC 18)

PLACE RIDER HERE

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Nightmare

44 POINTS

LE

LEVEL (SAVE) 8

SPEED F8

AC 22

HP 75

MELEE ATTACK +13/+13 (10 magic + 5 fire)

TYPE:
Large Outsider

SPECIAL ABILITIES
Flight
Blink Out ❑❑ (Swift: Until the end of its turn, this creature gains Incorporeal)
Concealing Mount (This creature's rider gains Smoke)
Humanoid Mount (Can have a Medium or smaller Humanoid creature as a rider)
Smoke (Conceal 6, or Conceal 11 against nonadjacent enemies)

PLACE RIDER HERE

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Osyluth

56 POINTS

LE

LEVEL (SAVE) 10

SPEED 8

AC 22

HP 95

MELEE ATTACK +14/+12 (10 magic/ 10 magic + Virulent Poison)

TYPE
Large Outsider – Devil

SPECIAL ABILITIES
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Fearsome Presence 2 (Enemies in line of sight get morale save –2)
Immune Fire, Poison
Melee Reach 2
Spell Resistance (May ignore spells unless the caster rolls 11+)
Virulent Poison (10 damage whenever poisoned creature activates; DC 20)

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Osyluth

EPIC 167 POINTS

LE

LEVEL (SAVE) 11

SPEED 8

AC 25

HP 110

MELEE ATTACK +16/+14 (20 magic/ 10 magic + Virulent Poison)

TYPE
Large Outsider – Devil

SPECIAL ABILITIES
Aura of Unlife (Whenever a living creature is destroyed within 6 squares, this creature gains 30 hp)
DR 10
Fearsome Presence 2 (Enemies in line of sight get morale save –2)
Immune Fire, Poison
Melee Reach 2
Spell Resistance
Teleportation 6 (Swift: Place this creature in any space up to 6 squares away that it can see at least part of)
Virulent Poison (10 damage whenever poisoned creature activates; DC 20)

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Rot Scarab Swarm

19 POINTS

LE

LEVEL (SAVE) 2

SPEED 4

AC 14

HP 25

MELEE ATTACK +12 (5 + Stun)

TYPE: Vermin – Swarm

SPECIAL ABILITIES
Vermin Traits; Fearless
Infest (This creature can enter an enemy creature's space and can end its move in a space occupied by a non-Swarm creature)
Devour (A stunned creature that activates when this creature occupies its space takes 15 damage)
Formless (Damage to this creature from melee and ranged attacks is reduced to 5)
Mob 2 (Every 2 creatures named Rot Scarab Swarm count as 1 creature for the purpose of warband construction); **Squad Activation**
No Reach (Can't make attacks of opportunity); **Stun** (DC 13); **Swarm** (Whenever this creature would be eliminated, you may choose to eliminate 1 adjacent ally named Rot Scarab Swarm instead)

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Sahuagin

13 POINTS

LE

LEVEL (SAVE) 5

SPEED 6

AC 16

HP 35

MELEE ATTACK +7/+7 (5)

TYPE
Monstrous Humanoid

SPECIAL ABILITIES
Blood Frenzy ❑ (If this creature succeeds on a morale save, it gets damage +5 for the rest of the skirmish)
Rend +5 (If this creature hits 1 enemy with 2 melee attacks on the same turn, damage +5 to second attack)

Its hunger is a void within, inconsolable.

 ©2007 Wizards

Sahuagin Baron

LE

COMMANDER 5

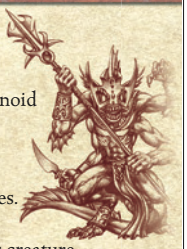
42 POINTS

LEVEL (SAVE) 8

SPEED 6

AC 19

HP 75



MELEE ATTACK
+13/+13 (15 magic)

TYPE
Large Monstrous Humanoid

COMMANDER EFFECT
Sahuagin and Aquatic followers get damage +5 against wounded enemies.

SPECIAL ABILITIES
Blood Frenzy ❑ (If this creature succeeds on a morale save, it gets damage +5 for the rest of the skirmish)
Melee Reach 2
Rend +15 (If this creature hits 1 enemy with 2 melee attacks on the same turn, damage +15 to second attack)

He knows the murky, tentacled secrets the deep sea hides.

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Shadar-Kai Assassin

LE

24 POINTS

LEVEL (SAVE) 7

SPEED 6

AC 16

HP 50

MELEE ATTACK
+12 (10 magic)

TYPE
Humanoid – Fey

SPECIAL ABILITIES
Hide
Melee Reach 2
Melee Sneak Attack +10
Shadow Life (Save +4 against special abilities and spells that affect only living creatures)

He steps from the shadows to deliver a message: Bid this world farewell.

35/60 ◆ Dungeons & Dragons ©2007 Wizards

Shadow Mastiff

LE

17 POINTS

LEVEL (SAVE) 4

SPEED 10

AC 15

HP 30

MELEE ATTACK
+7 (10)

TYPE
Outsider

SPECIAL ABILITIES
Conceal 11
Frightful Baying (Enemies within 6 squares get morale save –2)
Stunning Attack ❑ (DC 15)

The worst thing about shadow mastiffs isn't their howling, but their panting while they invisibly stalk you.

36/60 ◆ Dungeons & Dragons ©2007 Wizards

Spined Devil

LE

27 POINTS

LEVEL (SAVE) 6

SPEED 6

AC 21

HP 50

MELEE ATTACK
+8 (10 + 5 fire)
RANGED ATTACK
+12 (5 + 5 fire + Painful Spines)

TYPE
Outsider – Devil

SPECIAL ABILITIES
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Immune Fire, Poison
Painful Spines (Speed –2, living creatures only; DC 13)
Stench (Adjacent living creatures without Stench get attack –2, save –2, and –2 AC)

These cruel fiends delight in esoteric methods of torture.

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Blade Spider

LE/CE

31 POINTS

LEVEL (SAVE) 8

SPEED 6

AC 19

HP 75

MELEE ATTACK
+12 (15 + Wounding Poison)

TYPE
Large Magical Beast – Spider

SPECIAL ABILITIES
Blindsight
Deadly Blades (Once per turn, after this creature attacks a flanked target, it can make 1 additional attack against the same target)
Web (Replaces attacks: range 6; Entangle; DC 17)
Wounding Poison (5 damage whenever poisoned creature activates, and poisoned creature cannot be healed for the rest of the skirmish; DC 17)

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Boneshard Skeleton

LE/CE

7 POINTS

LEVEL (SAVE) 4

SPEED 6

AC 16

HP 20

MELEE ATTACK
+6 (5)

TYPE
Undead

SPECIAL ABILITIES
Undead Traits
Death Burst 15 (15 damage; DC 14)
Fearless

Cursed to detonate upon destruction, boneshards are little more than walking bombs.

39/60 ● Dungeons & Dragons ©2007 Wizards

Cyclops

LE/CE

42 POINTS

LEVEL (SAVE) 8

SPEED 8

AC 21

HP 95

MELEE ATTACK
+15 (20)

TYPE
Large Giant

SPECIAL ABILITIES
Blindsight
Melee Reach 3
Perfect Charge (Can charge any enemy within range and line of sight instead of the nearest)
Powerful Charge +10 (Melee damage +10 when charging)

"I heard that single eye sees more than all ours put together."—Tordek, dwarf fighter

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Demonweb Swarm

LE/CE

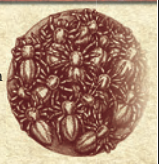
10 POINTS

LEVEL (SAVE) 4

SPEED 6

AC 15

HP 10



MELEE ATTACK
+5 (5 + Poison)

TYPE: Vermin – Spider – Swarm

SPECIAL ABILITIES
Vermin Traits; Fearless
Immune Entangle
Infest (This creature can enter an enemy creature's space and can end its move in a space occupied by a non-Swarm creature)
Formless (Damage to this creature from melee and ranged attacks is reduced to 5)
Mob 3 (Every 3 creatures named Demonweb Swarm count as 1 creature for the purpose of warband construction); **Squad Activation**
No Reach
Poison (5 damage whenever poisoned creature activates; DC 12)
Stable Footing (Not slowed by difficult terrain)
Swarm (Whenever this creature would be eliminated, you may choose to eliminate 1 adjacent ally named Demonweb Swarm instead)
Swarm Attack ❑❑ (Replaces attacks: Poison, each creature that is adjacent or in a square occupied by this creature)

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Flame Snake

LE/CE

8 POINTS

LEVEL (SAVE) 4

SPEED 8

AC 14

HP 20

MELEE ATTACK
+6 (5 + 5 fire + Fiery Poison)
RANGED ATTACK
+9, range 6 (10 fire)

TYPE
Magical Beast

SPECIAL ABILITIES
Fiery Poison (5 fire damage whenever poisoned creature activates; DC 15)

Its venom boils and smolders, bursting into flame when exposed to air or the flesh of its prey.

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Naga

LE/CE

31 POINTS

LEVEL (SAVE) 8

SPEED 6

AC 17

HP 60

MELEE ATTACK
+12 (10 magic + Dream Poison)

TYPE
Large Aberration

SPECIAL ABILITIES
Dream Poison (On its next turn, poisoned creature can activate only on a roll of 6+; DC 17)
Oracle's Insight +3 (+3 to your initiative checks)
Oracle of Victory (Score 5 extra victory points at the end of each round in which this creature occupies one of your victory areas)

The naga knows where the threads of chance diverge, where they converge, and where they unravel.

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Bar-Lgura

CE

36 POINTS

LEVEL (SAVE) 7

SPEED 8

AC 17

HP 55

MELEE ATTACK
+12/+12 (15)

TYPE
Large Outsider – Demon

SPECIAL ABILITIES
Abduct ❑
(Replaces attacks: Place this creature and 1 adjacent enemy in any victory area)
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Immune Electricity, Poison
Melee Reach 2
Spell Resistance (May ignore spells unless the caster rolls 11+)

Their brutish appearance belies a cruel intelligence and a love of ambush tactics.

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Drider

CE

26 POINTS

LEVEL (SAVE) 6

SPEED 8

AC 17

HP 55

MELEE ATTACK
+8 (15 + Poison)

RANGED ATTACK
+5 (5)

TYPE
Large Aberration – Drow

SPECIAL ABILITIES
Conceal 6
Poison (5 damage whenever poisoned creature activates; DC 16)
Spell Resistance
Wall Walker (This creature is considered to have Flight as long as it begins its move in a square bordered by a wall)
Web (Replaces attacks: range 6; Entangle; DC 15)

SPELLS
3rd—*lightning bolt* ❑ (line 12; 20 electricity damage; DC 15)
1st—*faerie fire* ❑ (range 6; affected creature loses Conceal), *magic missile* ❑❑ (sight; 5 damage, ignore Incorporeal)

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Drow Blademaster

CE

COMMANDER 2

22 POINTS

LEVEL (SAVE) 5

SPEED 6

AC 17

HP 45

MELEE ATTACK
+9 (10)

TYPE
Humanoid – Drow – Elf

COMMANDER EFFECT
Drow and Spider followers get damage +5.

SPECIAL ABILITIES
Conceal 6
Immune Sleep
Sleep Poison ❑ (Sleep, first enemy damaged by this creature's melee attack; DC 14)
Spell Resistance (May ignore spells unless the caster rolls 11+)
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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Drow Spider Priestess

CE

COMMANDER 4

43 POINTS

LEVEL (SAVE) 8

SPEED 6

AC 17

HP 60

MELEE ATTACK
+10/+5 (10 magic)

TYPE
Humanoid – Drow – Elf

COMMANDER EFFECT
Drow and Spider followers get attack +2, and the DCs of their special abilities and spells increase by 2.

SPECIAL ABILITIES
Aura of Doom (Adjacent enemies get attack –2)
Conceal 6; Immune Sleep
Spell Resistance (May ignore spells unless the caster rolls 11+)

SPELLS
4th—*unholy blight* ❑ (sight; radius 4; good creatures take 15 damage and get attack –2; DC 16)
3rd—*bestow curse* ❑ (sight; attack –4, save –4; DC 15)
2nd—*inflict moderate wounds* ❑ (touch; 10 negative damage; DC 14), *sound burst* ❑ (range 6; radius 2; 5 sonic damage and Stun; DC 14 negates)

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Ettercap Webspinner

CE

12 POINTS

LEVEL (SAVE) 5

SPEED 6

AC 14

HP 25

MELEE ATTACK
+6/+6 (10/5 + Poison)

TYPE
Aberration – Spider

SPECIAL ABILITIES
Poison (5 damage whenever poisoned creature activates; DC 15)
Web (Replaces attacks: range 6; Entangle; DC 13)
Web Walker (Attack +2 against entangled enemies)

Ettercaps whisper of the mythical Webmarrow, where souls writhe as they are slowly devoured.

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Feral Troll

CE

28 POINTS

LEVEL (SAVE) 6

SPEED 6

AC 16

HP 60

MELEE ATTACK
+9/+9 (10)

TYPE
Large Giant

SPECIAL ABILITIES
Double Damage from Fire
Humanoid Killer (On its turn, this creature cannot attack a non-Humanoid if a Humanoid enemy is within its Melee Reach)
Feral Regeneration 20 ❑ (Immediate: This creature heals 20 hp)
Feral Surge ❑ (Swift: This creature can move up to its Speed)
Melee Reach 2
Rend +15 (if this creature hits 1 enemy with 2 melee attacks on the same turn, damage +15 to second attack)

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Fire Archon

CE

37 POINTS

LEVEL (SAVE) 8

SPEED 8

AC 15

HP 70

MELEE ATTACK
+14/+9
(15 magic + 5 fire)

TYPE
Elemental

SPECIAL ABILITIES
Elemental Traits
Death Burst 15 Fire (DC 16)
Fireburst ❑❑ (Swift: Each adjacent creature takes 10 fire damage)
Immune Fire

The Elemental Chaos defends its borders with warriors of flame and iron.

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Large Fire Elemental

CE

31 POINTS

LEVEL (SAVE) 8

SPEED 10

AC 18

HP 60

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

TYPE
Large Elemental

SPECIAL ABILITIES
Requires Commander
Elemental Traits
Double Damage from Cold
Fire Shield 5 (Any creature that hits this creature with a melee attack takes 5 fire damage)
Immune Fire
Melee Reach 2
Mobility (+4 AC against attacks of opportunity)

Even the ravenous flame can be tamed by an icy will.

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Ogre Brute

28 POINTS

CE

LEVEL (SAVE) 5

SPEED 6

AC 14

HP 65

MELEE ATTACK
+11 (20 + Pushback)

TYPE
Large Giant

SPECIAL ABILITIES
Melee Reach 2
Overwhelming Size (Attack +2, damage +5 against smaller enemies)
Pushback (Push smaller creature 1 square)

Bred for battle, ogre brutes are ideal shock troops that can survive a direct charge into the enemy line.

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Rage Drake

65 POINTS

CE

LEVEL (SAVE) 9

SPEED 10

AC 20

HP 125

MELEE ATTACK
+16/+16 (20)

TYPE
Large Dragon

SPECIAL ABILITIES
Immune Paralysis, Sleep
Orc Mount (Can have a Medium or smaller Orc creature as a rider)
Pounce; Rend +15
Rage (While this creature's hp are half its starting total or below, it gets damage +5)
Raging Mount (While this creature's hp are half its starting total or below, its rider gains Rage)
Stunning Attack ❑ (DC 19)

PLACE RIDER HERE

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Ravenous Ghoul

8 POINTS

CE

LEVEL (SAVE) 3

SPEED 8

AC 14

HP 35

MELEE ATTACK
+4 (5 + Ghoul Touch)

TYPE
Undead

SPECIAL ABILITIES
Undead Traits
Fearless
Ghoul Touch (Paralysis, does not affect Elves; DC 12)
Ravenous Feast (Replaces attacks: 30 damage to 1 adjacent paralyzed creature)

A diet of corpses and Shadow's chill touch can change a man into a unutterably hungry monster.

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Shrieking Harpy

21 POINTS

CE

LEVEL (SAVE) 7

SPEED F6

AC 13

HP 30

MELEE ATTACK
+9 (15)

TYPE
Monstrous Humanoid

SPECIAL ABILITIES
Flight
Harpy Shriek ❑❑ (Replaces attacks: cone; 15 sonic damage; DC 14)
Lure ❑ (Immediate: range 6; if not already adjacent to this creature, target must move to a square adjacent to this creature before taking any other actions; this effect ends if no path to an adjacent square is available on target's turn)

They can croon a soothing chant one moment and emit a flesh-rending scream the next.

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Snaketongue Cultist

COMMANDER 2

17 POINTS

CE

LEVEL (SAVE) 5

SPEED 6

AC 14

HP 35

MELEE ATTACK
+5 (5)

TYPE
Humanoid – Human

COMMANDER EFFECT
Monstrous Humanoid followers with Poison get attack +2, and the DCs of their Poison increase by 2.

SPECIAL ABILITIES
Poison Touch (Replaces attacks: touch; 5 damage, and 5 damage whenever poisoned creature activates; DC 15)
Willing to Follow (This commander can benefit from the Commander Effects of other commanders in your warband as though it were a follower)

SPELLS
1st—*magic fang* ❑ (touch; attack +1, Animal or Magical Beast only, ignore DR), *snake's swiftness* ❑ (range 6; target creature can make an immediate attack)

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Umber Hulk Delver

36 POINTS

CE

LEVEL (SAVE) 8

SPEED 4

AC 18

HP 70

MELEE ATTACK
+11/+11 (15)

TYPE
Large Aberration

SPECIAL ABILITIES
Burrow 4
Blindsight
Gaze Attack (Replaces attacks: range 6; Confusion; DC 15)
Melee Reach 2
Prey on the Weak-Minded (Attack +4, damage +5 against stunned or confused enemies)
Sapper ❑❑ (When this creature moves into a Large or smaller enemy's space, Stun that enemy; DC 19)

"Don't look into its eyes!"—Mialee, elf wizard

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Werewolf Champion

39 POINTS

CE

LEVEL (SAVE) 7

SPEED 8

AC 15

HP 60

MELEE ATTACK
+11/+6 (20)

TYPE
Humanoid – Human – Shapechanger

SPECIAL ABILITIES
Bloodrage ❑ (If this creature takes damage, it gets melee attack +4 and melee damage +10 until the end of the skirmish)
Cleave

Not just another townsfolk.

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Yuan-Ti Champion of Zehir

36 POINTS

CE

LEVEL (SAVE) 9

SPEED 6

AC 21

HP 65

MELEE ATTACK
+13/+10 (15 magic/ 10 + 10 acid + Poison)

TYPE
Large Monstrous Humanoid

SPECIAL ABILITIES
Blind-Fight
Entwine ❑ (On its turn, if this creature does not move and damages a smaller target with its melee attack, the target creature cannot move or be moved until the end of its next turn; DC 17)
Melee Reach 2
Poison (5 damage whenever poisoned creature activates; DC 17)
Spell Resistance (May ignore spells unless the caster rolls 11+)

Zehir, the serpentine deity of lies and darkness, finds his greatest champions among the yuan-ti.

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Yuan-Ti Champion of Zehir

EPIC 188 POINTS

CE

LEVEL (SAVE) 10

SPEED 8

AC 23

HP 145

MELEE ATTACK
+18/+18/+16 (20 magic/ 20 magic/20 acid + Dread Poison)

TYPE
Large Monstrous Humanoid

SPECIAL ABILITIES
Blind-Fight
Entwine (On its turn, if this creature does not move and damages a smaller target with its melee attack, the target creature cannot move or be moved until the end of its next turn)
Melee Reach 2
Dread Poison (20 damage whenever poisoned creature activates; DC 20)
Spell Resistance (May ignore spells unless the caster rolls 11+)

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CE

Yuan-Ti Malison

26 POINTS

LEVEL (SAVE) 8

SPEED 6

AC 20

HP 50

MELEE ATTACK
+9 (5 + Poison)

RANGED ATTACK
+10/+10 (10)

TYPE
Monstrous Humanoid

SPECIAL ABILITIES
Blind-Fight
Poison (5 damage whenever poisoned creature activates; DC 14)
Snake Charmer (Snakes and Yuan-Ti in this creature's warband get attack +2 and save +2)
Spell Resistance (May ignore spells unless the caster rolls 11+)

SPELLS
1st—*cause fear* ❑❑ (range 6; target creature of level 5 or below makes a morale save), *magic weapon* ❑❑ (touch; attack +1, ignore DR)

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