

Cleric of Order

24

COMMANDER 5

POINTS

LVL: 4 SPD: 6
 AC: 16 HP: 25

MELEE ATTACK: +4 (5)

RANGED ATTACK: —

TYPE: Humanoid (Human)

COMMANDER EFFECT: Followers rallied by this creature can take their turn normally if they rally successfully.

SPECIAL ABILITIES: Turn Undead 4 ☐.

SPELLS: 1st—*command* ☐☐ (range 6; Stun; DC 13), *shield of faith* ☐ (touch; +2 AC); 2nd—*major resistance* ☐☐ (touch; Save +3).



Cleric of Yondalla

14

COMMANDER 3

POINTS

LVL: 2 SPD: 3
 AC: 23 HP: 15

MELEE ATTACK: +0 (5)


RANGED ATTACK: —

TYPE: Small Humanoid (Halfling)

COMMANDER EFFECT: Attack +2 against larger creatures. **WARBAND BUILDING:** Halflings of any faction are legal in your warband.

SPECIAL ABILITIES: Save +4; Turn Undead 2 ☐.

SPELLS: 1st—*cure light wounds* ☐☐ (touch; heal 5 hp), *magic weapon* ☐ (touch; attack +1, ignore DR).



Dwarf Axefighter

12

POINTS

LVL: 3 SPD: 4
 AC: 19 HP: 30

MELEE ATTACK: +7 (10)

RANGED ATTACK: —


TYPE: Humanoid (Dwarf)

SPECIAL ABILITIES: Cleave; Save +4.

01/80 •

DUNGEONS & DRAGONS

©2003 Wizards



Ember, Human Monk

18

POINTS

LVL: 6 SPD: 10
 AC: 20 HP: 35

MELEE ATTACK: +7/+7 (5 magic)

RANGED ATTACK: —

TYPE: Humanoid (Human)

SPECIAL ABILITIES: **Unique.** Deflect Arrows (+4 AC against ranged attacks); **Mobility** (+4 AC against attacks of opportunity); **Save +4**; **Stunning Attack** ☐☐ (DC 15).

02/80 •

DUNGEONS & DRAGONS

©2003 Wizards



Evoker's Apprentice

10

POINTS

LVL: 1 SPD: 6
 AC: 12 HP: 5

MELEE ATTACK: +0 (5)

RANGED ATTACK: —


TYPE: Humanoid (Human)

SPELLS: 1st—*magic missile* ☐ (sight; 5 damage), *magic weapon* ☐ (touch; attack +1, ignore DR).

03/80 •

DUNGEONS & DRAGONS

©2003 Wizards



Halfling Veteran

11

POINTS

LVL: 5 SPD: 4
 AC: 19 HP: 35

MELEE ATTACK: +9/+9 (5)


RANGED ATTACK: —

TYPE: Small Humanoid (Halfling)

04/80 •

DUNGEONS & DRAGONS

©2003 Wizards



Hound Archon

31

POINTS

LVL: 6 SPD: 8
 AC: 19 HP: 35

MELEE ATTACK: +8/+3 (10)

RANGED ATTACK: —

TYPE: Outsider


SPECIAL ABILITIES: DR 5; Spell Resistance.

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

05/80 •

DUNGEONS & DRAGONS

©2003 Wizards



Human Commoner

3

POINTS

LVL: 1 SPD: 6
 AC: 10 HP: 5

MELEE ATTACK: +0 (5)

RANGED ATTACK: —


TYPE: Humanoid (Human)

SPECIAL ABILITIES: Difficult 7.

06/80 •

DUNGEONS & DRAGONS

©2003 Wizards



Large Earth Elemental

35

POINTS

LVL: 8 SPD: 4
 AC: 18 HP: 70

MELEE ATTACK: +4/+4 (25)

RANGED ATTACK: —

TYPE: Large Elemental

SPECIAL ABILITIES: Difficult 12. Requires Commander Ally. Burrow 4; Cleave; DR 5; Melee Reach 2.

07/80 •

DUNGEONS & DRAGONS

©2003 Wizards

08/80 •


DUNGEONS & DRAGONS

©2003 Wizards

09/80 •

DUNGEONS & DRAGONS

©2003 Wizards




Man-at-Arms

3 POINTS

IVL: 1 SPD: 4
AC: 19 HP: 5

MELEE ATTACK: +3 (5)
RANGED ATTACK: —
TYPE: Humanoid (Human)



Sun Soul Initiate

8 POINTS

IVL: 3 SPD: 8
AC: 15 HP: 15

MELEE ATTACK: +3/+3 (5)
RANGED ATTACK: —
TYPE: Humanoid (Human)
SPECIAL ABILITIES: **Deflect Arrows** (+4 AC against ranged attacks); **Mobility** (+4 AC against attacks of opportunity); **Save +4**; **Stunning Attack** □ (DC 13).




Sword of Heironeous

29 POINTS

IVL: 5 SPD: 4
AC: 20 HP: 35

MELEE ATTACK: +8 (10 magic)
RANGED ATTACK: —
TYPE: Humanoid (Human)
COMMANDER EFFECT: +1 AC.
SPECIAL ABILITIES: **Fearless**; **Smite Evil** +5 □.
SPELLS: 2nd—*cure moderate wounds* □ (touch; heal 10 hp).




Tordek, Dwarf Fighter

5 POINTS

IVL: 1 SPD: 4
AC: 17 HP: 15

MELEE ATTACK: +5 (5)
RANGED ATTACK: —
TYPE: Humanoid (Dwarf)
SPECIAL ABILITIES: **Unique. Save +4.**



Jozan, Cleric of Pelor

4 POINTS

IVL: 1 SPD: 4
AC: 16 HP: 10

MELEE ATTACK: +2 (5)
RANGED ATTACK: —
TYPE: Humanoid (Human)
SPECIAL ABILITIES: **Unique. Turn Undead** 2 □.
SPELLS: 1st—*command* □ (range 6; Stun; DC 13), *cure light wounds* □ (touch; heal 5 hp).



Arcane Archer

48 POINTS

IVL: 8 SPD: 6
AC: 17 HP: 40

MELEE ATTACK: +8/+3 (5)
RANGED ATTACK: +13/+13/+8 (5 magic)
TYPE: Humanoid (Elf)
COMMANDER EFFECT: Followers with ranged attacks gain ranged attack +2, **Selective Shot** 2.
SPECIAL ABILITIES: **Precise Shot**; **Selective Shot** 2 (this creature can target each ranged attack against the nearest or second-nearest enemy).




Axe Sister

21 POINTS

IVL: 5 SPD: 8
AC: 15 HP: 50

MELEE ATTACK: +10 (15)
RANGED ATTACK: —
TYPE: Humanoid (Human)
SPECIAL ABILITIES: **Whirlwind Attack** (on its turn, if this creature moves no more than 1 square, it can make one melee attack against every enemy creature it threatens).




Centaur

20 POINTS

IVL: 4 SPD: 10
AC: 15 HP: 25

MELEE ATTACK: +7/+3 (10)
RANGED ATTACK: +5 (10)
TYPE: Large Monstrous Humanoid



Cleric of Corellon Larethian

25 POINTS

IVL: 4 SPD: 6
AC: 16 HP: 25

MELEE ATTACK: +5 (5)
RANGED ATTACK: —
TYPE: Humanoid (Elf)
COMMANDER EFFECT: Elf followers gain **Save +4**.
SPECIAL ABILITIES: **Turn Undead** 4 □.
SPELLS: 1st—*bless* □ (your warband; attack +1), *magic weapon* □□ (touch; attack +1, ignore DR); 2nd—*hold person* □□ (sight; Humanoids only, Paralysis; DC 14), *cure moderate wounds* □ (touch; heal 10 hp).

CG Crested Felldrake 5 POINTS

IVL: 2 SPD: 8
AC: 15 HP: 15

MELEE ATTACK: +3 (5)
RANGED ATTACK: —
TYPE: Small Dragon

SPECIAL ABILITIES: Difficult 3.

CG Devis, Half-Elf Bard 6 POINTS

IVL: 3 SPD: 6
AC: 16 HP: 15

MELEE ATTACK: +3 (5)
RANGED ATTACK: —
TYPE: Humanoid (Elf)

SPECIAL ABILITIES: Unique. Countersong.

SPELLS: Sorcerer Spells: 1st—□□ cure light wounds (touch; heal 5 hp), lesser confusion (range 6; Confusion, ends after target creature's next activation; DC 13).

CG Elf Archer 10 POINTS

IVL: 1 SPD: 6
AC: 15 HP: 10

MELEE ATTACK: +2 (5)
RANGED ATTACK: +4/+4 (5)
TYPE: Humanoid (Elf)

19/80 • DUNGEONS & DRAGONS ©2003 Wizards

CG Elf Pyromancer 32 POINTS

IVL: 6 SPD: 6
AC: 13 HP: 20

MELEE ATTACK: +3 (5)
RANGED ATTACK: —
TYPE: Humanoid (Elf)

SPELLS: 1st—lesser fire orb □□□ (range 6; 5 fire damage, ignore Spell Resistance); 2nd—resist energy □ (touch; target creature gains Resist 10 to energy type of your choice), scorching ray □□ (range 6; 15 fire damage); 3rd—fireball □ (sight; radius 4; 20 fire damage; DC 15), protection from energy □ (touch; target creature gains Immune to energy type of your choice)

20/80 • DUNGEONS & DRAGONS ©2003 Wizards

CG Elf Ranger COMMANDER 2 21 POINTS

IVL: 2 SPD: 6
AC: 16 HP: 15

MELEE ATTACK: +3/+3 (5)
RANGED ATTACK: +5 (5)
TYPE: Humanoid (Elf)

COMMANDER EFFECT: Followers with ranged attacks gain ranged attack +1.

21/80 • DUNGEONS & DRAGONS ©2003 Wizards

CG Gnome Recruit 3 POINTS

IVL: 1 SPD: 4
AC: 16 HP: 5

MELEE ATTACK: +2 (5)
RANGED ATTACK: —
TYPE: Small Humanoid (Gnome)

22/80 • DUNGEONS & DRAGONS ©2003 Wizards

CG Human Wanderer 13 POINTS

IVL: 3 SPD: 6
AC: 15 HP: 20

MELEE ATTACK: +4/+4 (5)
RANGED ATTACK: +5 (5)
TYPE: Humanoid (Human)

23/80 • DUNGEONS & DRAGONS ©2003 Wizards

CG Krusk, Half-Orc Barbarian 16 POINTS

IVL: 3 SPD: 8
AC: 14 HP: 35

MELEE ATTACK: +10 (15)
RANGED ATTACK: —
TYPE: Humanoid (Orc)

SPECIAL ABILITIES: Unique. Difficult 1.


24/80 • DUNGEONS & DRAGONS ©2003 Wizards

CG Lidda, Halfling Rogue 4 POINTS

IVL: 1 SPD: 4
AC: 16 HP: 5

MELEE ATTACK: +1 (5)
RANGED ATTACK: +4 (5)
TYPE: Small Humanoid (Halfling)

SPECIAL ABILITIES: Unique. Hide; Slow Ranged Attack; Sneak Attack +5.



Nebin,
Gnome Illusionist

18
POINTS

LVL: 4 SPD: 4
 AC: 15 HP: 20


MELEE ATTACK: +2 (5)

RANGED ATTACK: —

TYPE: Small Humanoid (Gnome)

SPECIAL ABILITIES: Unique.

SPELLS: 1st—*color spray* □□ (cone; Stun; DC 13),
magic weapon □ (touch; attack +1, ignore DR);
 2nd—*blur* □□ (touch; target creature gains
 Conceal 6), *Melf's acid arrow* □ (sight; 10 acid
 damage, ignore Spell Resistance).



Vadania,
Half-Elf Druid

22
POINTS

LVL: 3 SPD: 4
 AC: 18 HP: 20

MELEE ATTACK: +4 (5)

RANGED ATTACK: —

TYPE: Humanoid (Elf)

COMMANDER EFFECT: Animal and Magical
Beast followers gain Save +2.

SPECIAL ABILITIES: Unique. **Beastmaster 2.**

SPELLS: 1st—*magic fang* □□ (touch, Animal or
 Magical Beast only; attack +1, ignore DR), *produce
 flame* □ (sight; 5 fire damage); 2nd—*cat's grace* □
 (touch; +2 AC, ranged attack +2), *flame blade* □ (self;
 melee attack +5, melee damage becomes 5 fire).



Wild Elf
Barbarian

13
POINTS

LVL: 2 SPD: 8
 AC: 12 HP: 25

MELEE ATTACK: +6 (5)

RANGED ATTACK: +3 (5)

TYPE: Humanoid (Elf)



28/80 • DUNGEONS & DRAGONS

©2003 Wizards



Wood Elf
Skirmisher

18
POINTS

LVL: 3 SPD: 6
 AC: 13 HP: 20

MELEE ATTACK: +5 (5)

RANGED ATTACK: +6/+6 (5)


TYPE: Humanoid (Elf)

SPECIAL ABILITIES: Precise Shot.



29/80 • DUNGEONS & DRAGONS

©2003 Wizards



Azer Raider

5
POINTS

LVL: 2 SPD: 6
 AC: 19 HP: 10

MELEE ATTACK: +3 (5 + 5 fire)

RANGED ATTACK: —


TYPE: Outsider

SPECIAL ABILITIES: Immune Fire;
Vulnerable Cold.



30/80 • DUNGEONS & DRAGONS

©2003 Wizards



Half-Orc Monk

17
POINTS

LVL: 4 SPD: 8
 AC: 14 HP: 25

MELEE ATTACK: +7/+7 (10 magic)

RANGED ATTACK: —


TYPE: Humanoid (Orc)

SPECIAL ABILITIES: Deflect Arrows
 (+4 AC against ranged attacks); Save +4;
 Stunning Attack □ (DC 14).



31/80 • DUNGEONS & DRAGONS

©2003 Wizards



Dire Boar

23
POINTS

LVL: 7 SPD: 8
 AC: 15 HP: 50

MELEE ATTACK: +12 (15)

RANGED ATTACK: —


TYPE: Large Animal

SPECIAL ABILITIES: Difficult 20. **Death Strike**
 (when this creature's hp are reduced to 0 or lower,
 it may immediately make one melee attack).



32/80 • DUNGEONS & DRAGONS

©2003 Wizards



Lizardfolk

5
POINTS

LVL: 2 SPD: 6
 AC: 17 HP: 10

MELEE ATTACK: +2 (5)


RANGED ATTACK: —

TYPE: Humanoid (Reptilian)



33/80 • DUNGEONS & DRAGONS

©2003 Wizards



Shambling Mound

30
POINTS

LVL: 8 SPD: 4
 AC: 20 HP: 60

MELEE ATTACK: +11 (15)

RANGED ATTACK: —

TYPE: Large Plant

SPECIAL ABILITIES: Difficult 8. Immune
 Electricity; Melee Reach 2.



34/80 • DUNGEONS & DRAGONS

©2003 Wizards



35/80 • DUNGEONS & DRAGONS

©2003 Wizards



36/80 • DUNGEONS & DRAGONS

©2003 Wizards

ANY

Wolf 5 POINTS

IVL: 2 SPD: 10
AC: 14 HP: 15

MELEE ATTACK: +3 (5)
RANGED ATTACK: —
TYPE: Animal

SPECIAL ABILITIES: Difficult 20. **Stunning Attack** \square (DC 13).

CG/CE

Thri-Kreen Ranger 11 POINTS

IVL: 4 SPD: 8
AC: 17 HP: 20

MELEE ATTACK: +6/+0 (10/5 + Poison)
RANGED ATTACK: —
TYPE: Monstrous Humanoid

SPECIAL ABILITIES: **Deflect Arrows** (+4 AC against ranged attacks); **Immune Sleep**; **Poison** (Paralysis; DC 11).

LE

Barghest 27 POINTS

IVL: 6 SPD: 6
AC: 18 HP: 35

MELEE ATTACK: +9/+4 (10/5)
RANGED ATTACK: —
TYPE: Outsider

SPECIAL ABILITIES: Difficult 5. DR 5; **Feed** 10 (whenever this creature destroys a Humanoid, it immediately gains +10 hp).

37/80 • DUNGEONS & DRAGONS ©2003 Wizards

LE

Bearded Devil 34 POINTS

IVL: 6 SPD: 8
AC: 17 HP: 60

MELEE ATTACK: +11/+6 (10)
RANGED ATTACK: —
TYPE: Outsider

SPECIAL ABILITIES: Difficult 7. DR 5; **Immune** Fire, Poison; **Resist** 5 Acid, Cold; **Spell Resistance**.

38/80 • DUNGEONS & DRAGONS ©2003 Wizards

LE

Displacer Beast 27 POINTS

IVL: 6 SPD: 8
AC: 16 HP: 50

MELEE ATTACK: +9/+9 (10)
RANGED ATTACK: —
TYPE: Large Magical Beast

SPECIAL ABILITIES: Difficult 4. **Conceal** 11; **Melee Reach** 2.

39/80 • DUNGEONS & DRAGONS ©2003 Wizards

LE

Goblin Sneak 6 POINTS

IVL: 1 SPD: 6
AC: 17 HP: 5

MELEE ATTACK: +2 (5)
RANGED ATTACK: +4 (5)
TYPE: Small Humanoid (Goblinoid)

SPECIAL ABILITIES: **Slow Ranged Attack**; **Sneak Attack** +5.

40/80 • DUNGEONS & DRAGONS ©2003 Wizards

LE

Half-Orc Fighter 21 POINTS
COMMANDER 3

IVL: 2 SPD: 4
AC: 18 HP: 20

MELEE ATTACK: +7 (10)
RANGED ATTACK: —
TYPE: Humanoid (Orc)

COMMANDER EFFECT: Melee attack +2.

41/80 • DUNGEONS & DRAGONS ©2003 Wizards

LE

Hell Hound 10 POINTS

IVL: 4 SPD: 8
AC: 16 HP: 20

MELEE ATTACK: +5 (5 + 5 fire)
RANGED ATTACK: —
TYPE: Outsider

SPECIAL ABILITIES: **Breath Weapon** \square (replaces attacks: cone; 5 fire damage; DC 13); **Immune** Fire; **Vulnerable** Cold.

42/80 • DUNGEONS & DRAGONS ©2003 Wizards

LE

Human Blackguard 46 POINTS
COMMANDER 6

IVL: 9 SPD: 4
AC: 20 HP: 70

MELEE ATTACK: +14/+9 (10 magic)
RANGED ATTACK: —
TYPE: Humanoid (Human)

COMMANDER EFFECT: Tyrannical Morale +4.

SPECIAL ABILITIES: **Sneak Attack** +5; **Smite** Good +10 \square .

SPELLS: 1st—*cure moderate wounds* \square (touch; heal 10 hp), *doom* \square (sight; attack -2; DC 13).

LE **Human Executioner** 15 POINTS

IVL: 4 SPD: 6
AC: 13 HP: 30

MELEE ATTACK: +8 (15)
RANGED ATTACK: —
TYPE: Humanoid (Human)

SPECIAL ABILITIES: **Executioner's Blade** (melee attack +4 and melee damage +5 against creatures that are out of command or routing).

LE **Human Thug** 4 POINTS

IVL: 2 SPD: 4
AC: 16 HP: 15

MELEE ATTACK: +4 (5)
RANGED ATTACK: —
TYPE: Humanoid (Human)

LE **Kobold Warrior** 3 POINTS

IVL: 1 SPD: 6
AC: 15 HP: 5

MELEE ATTACK: +0 (5)
RANGED ATTACK: —
TYPE: Small Humanoid (Reptilian)

SPECIAL ABILITIES: **Cowardly** (if this creature does not have an ally within 6 squares of it when an ally is destroyed, it routs).

46/80 • DUNGEONS & DRAGONS ©2003 Wizards

LE **Medusa** 62 POINTS

IVL: 6 SPD: 6
AC: 15 HP: 35

MELEE ATTACK: +5/+3 (5/5 + Poison)
RANGED ATTACK: +9/+4 (5)
TYPE: Monstrous Humanoid

SPECIAL ABILITIES: **Difficult 3. Gaze Attack** (replaces attacks: range 6; affects only living creatures, destroys nearest target creature and turns it into a statue; DC 15); **Poison** (5 damage whenever poisoned creature activates; DC 14).

47/80 • DUNGEONS & DRAGONS ©2003 Wizards

LE **Mind Flayer** 35 POINTS
COMMANDER 4

IVL: 8 SPD: 6
AC: 15 HP: 45

MELEE ATTACK: +8/+8 (5)
RANGED ATTACK: —
TYPE: Aberration

COMMANDER EFFECT: Enemy creatures gain Morale Save —4.

SPECIAL ABILITIES: **Mind Blast** (replaces attacks: cone; Stun; DC 17); **Rend +15** (if this creature hits one creature with two melee attacks on the same turn, damage +15 to second attack); **Spell Resistance**.

48/80 • DUNGEONS & DRAGONS ©2003 Wizards

LE **Mummy** 36 POINTS

IVL: 8 SPD: 4
AC: 20 HP: 55

MELEE ATTACK: +11 (15)
RANGED ATTACK: —
TYPE: Undead

SPECIAL ABILITIES: **Difficult 5. Aura of Fear 2** (enemies in squares threatened by this creature gain Morale Save —2); **DR 5; Vulnerable Fire**.

49/80 • DUNGEONS & DRAGONS ©2003 Wizards

LE **Wight** 13 POINTS

IVL: 4 SPD: 6
AC: 15 HP: 25

MELEE ATTACK: +3 (5 + Level Drain)
RANGED ATTACK: —
TYPE: Undead

SPECIAL ABILITIES: **Blind-Fight; Level Drain** (whenever this creature's melee attack deals damage to a living creature, the damaged creature gains attack —1 and save —1, and this creature gains +5 hp).

50/80 • DUNGEONS & DRAGONS ©2003 Wizards

LE **Wraith** 29 POINTS

IVL: 5 SPD: F8
AC: 15 HP: 30

MELEE ATTACK: +10 (5 + Constitution Drain)
RANGED ATTACK: —
TYPE: Undead

SPECIAL ABILITIES: **Incorporeal. Constitution Drain** (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 gains +5 hp; DC 14); **Flight**.


51/80 • DUNGEONS & DRAGONS ©2003 Wizards

LE/CE **Owlbear** 22 POINTS

IVL: 5 SPD: 6
AC: 15 HP: 50


MELEE ATTACK: +9/+9 (10)
RANGED ATTACK: —
TYPE: Large Magical Beast

SPECIAL ABILITIES: **Difficult 20. Rend +15** (if this creature hits one creature with two melee attacks on the same turn, damage +15 to second attack).


Skeleton
4 POINTS


IVL: 1 **SPD:** 4
AC: 17 **HP:** 5

MELEE ATTACK: +1 (5)
RANGED ATTACK: —
TYPE: Undead
SPECIAL ABILITIES: Immune Cold.


Troglodyte Zombie
10 POINTS


IVL: 4 **SPD:** 3
AC: 16 **HP:** 30

MELEE ATTACK: +3 (5)
RANGED ATTACK: —
TYPE: Undead


Wolf Skeleton
9 POINTS

IVL: 2 **SPD:** 10
AC: 15 **HP:** 15

MELEE ATTACK: +2 (5)
RANGED ATTACK: —
TYPE: Undead
SPECIAL ABILITIES: Immune Cold.


Zombie
4 POINTS

IVL: 2 **SPD:** 3
AC: 11 **HP:** 15

MELEE ATTACK: +2 (5)
RANGED ATTACK: —
TYPE: Undead



Cleric of Gruumsh
 COMMANDER 3
 21 POINTS

IVL: 4 **SPD:** 4
AC: 16 **HP:** 20

MELEE ATTACK: +6 (10)
RANGED ATTACK: —
TYPE: Humanoid (Orc)

COMMANDER EFFECT: Followers gain Cleave.
WARBAND BUILDING: Orcs and Half-Orcs of any faction are legal in your warband.

SPELLS: 1st—*doom* □□□ (sight; attack -2; DC 13); 2nd—*inflict moderate wounds* □□ (touch; 10 damage; DC 14), *bear's endurance* □ (touch; target living creature gains +10 hp).


Drow Archer
14 POINTS

IVL: 2 **SPD:** 6
AC: 17 **HP:** 15

MELEE ATTACK: +3 (5)
RANGED ATTACK: +7 (5)
TYPE: Humanoid (Elf)

SPECIAL ABILITIES: Precise Shot; Spell Resistance.


Drow Cleric of Lolth
 COMMANDER 5
 42 POINTS

IVL: 6 **SPD:** 4
AC: 19 **HP:** 35

MELEE ATTACK: +5 (5)
RANGED ATTACK: —
TYPE: Humanoid (Elf)

COMMANDER EFFECT: Followers deal melee damage +5 to flanked creatures.

SPECIAL ABILITIES: Conceal 6; Spell Resistance.

SPELLS: 1st—*cause fear* □ (range 6; target creature of level 5 or below makes a morale save), *magic weapon* □□ (touch; attack +1, ignore DR); 2nd—*inflict moderate wounds* □□□ (touch; 10 damage; DC 14); 3rd—*slashing darkness* □□□ (sight; 10 damage, or heal undead 10 hp).


Drow Fighter
10 POINTS

IVL: 3 **SPD:** 6
AC: 19 **HP:** 25

MELEE ATTACK: +4 (10)
RANGED ATTACK: —
TYPE: Humanoid (Elf)


SPECIAL ABILITIES: Spell Resistance.


Ghoul
14 POINTS

IVL: 2 **SPD:** 6
AC: 14 **HP:** 15

MELEE ATTACK: +4 (5 + Ghoul Touch)
RANGED ATTACK: —
TYPE: Undead

SPECIAL ABILITIES: Difficult 3. Ghoul Touch (Paralysis, does not affect Elves; DC 12).




Gnoll
3
POINTS

IVL: 2
SPD: 6

AC: 15
HP: 10

MELEE ATTACK: +1 (10)
RANGED ATTACK: —
TYPE: Humanoid (Gnoll)




Half-Orc Assassin
15
POINTS

IVL: 6
SPD: 6

AC: 18
HP: 25

MELEE ATTACK: +6/+6 (5)
RANGED ATTACK: —
TYPE: Humanoid (Orc)

SPECIAL ABILITIES: **Hide**; **Sidestep** (if this creature moves only 1 square, it does not draw attacks of opportunity and can make a full attack); **Sneak Attack +15**.




Human Bandit
3
POINTS

IVL: 1
SPD: 6

AC: 16
HP: 5

MELEE ATTACK: +2 (5)
RANGED ATTACK: —
TYPE: Humanoid (Human)

64/80
DUNGEONS & DRAGONS
©2003 Wizards



Hyena
4
POINTS

IVL: 2
SPD: 10

AC: 14
HP: 15

MELEE ATTACK: +3 (5)
RANGED ATTACK: —
TYPE: Animal

SPECIAL ABILITIES: **Difficult 20**.

65/80
DUNGEONS & DRAGONS
©2003 Wizards



Kuo-Toa
5
POINTS


IVL: 2
SPD: 4

AC: 16
HP: 10

MELEE ATTACK: +3 (5)
RANGED ATTACK: +2, range 6 □ (5)
TYPE: Monstrous Humanoid (Aquatic)

SPECIAL ABILITIES: **Immune Paralysis**, **Poison**; **Resist 5 Electricity**.

66/80
DUNGEONS & DRAGONS
©2003 Wizards



Large Fire Elemental
50
POINTS


IVL: 8
SPD: 10

AC: 19
HP: 60

MELEE ATTACK: +10/+10 (10 + 5 fire)
RANGED ATTACK: —
TYPE: Large Elemental

SPECIAL ABILITIES: **Difficult 12**. **Requires Commander Ally**. **DR 5**; **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); **Vulnerable Cold**.

67/80
DUNGEONS & DRAGONS
©2003 Wizards



Minotaur
17
POINTS


IVL: 6
SPD: 6

AC: 14
HP: 40

MELEE ATTACK: +7/+2 (20)
RANGED ATTACK: —
TYPE: Large Monstrous Humanoid

SPECIAL ABILITIES: **Difficult 4**. **Powerful Charge** (melee damage +5 when charging); **Melee Reach 2**.

68/80
DUNGEONS & DRAGONS
©2003 Wizards



Ogre
13
POINTS


IVL: 4
SPD: 6

AC: 16
HP: 30

MELEE ATTACK: +8 (15)
RANGED ATTACK: —
TYPE: Large Giant

SPECIAL ABILITIES: **Melee Reach 2**.

69/80
DUNGEONS & DRAGONS
©2003 Wizards




Orc Archer
8
POINTS

IVL: 2
SPD: 6

AC: 13
HP: 10

MELEE ATTACK: +5 (5)
RANGED ATTACK: +3 (5)
TYPE: Humanoid (Orc)



Orc Berserker

8 POINTS

IVL: 1

SPD: 8

AC: 12

HP: 15

MELEE ATTACK: +6 (15)
RANGED ATTACK: —
TYPE: Humanoid (Orc)
SPECIAL ABILITIES: Difficult 3. Fearless.



Orc Spearfighter

5 POINTS


IVL: 2

SPD: 6

AC: 14

HP: 15

MELEE ATTACK: +5 (10)
RANGED ATTACK: —
TYPE: Humanoid (Orc)



Orc Warrior

3 POINTS

IVL: 1

SPD: 6

AC: 13


HP: 5

MELEE ATTACK: +4 (10)
RANGED ATTACK: —
TYPE: Humanoid (Orc)

73/80

DUNGEONS & DRAGONS

©2003 Wizards



Tiefling Captain

21 POINTS

IVL: 3

SPD: 6

AC: 16

HP: 30

MELEE ATTACK: +6 (10)
RANGED ATTACK: —
TYPE: Outsider
COMMANDER EFFECT: Score critical hits with melee attacks on a roll of 19 or 20.
SPECIAL ABILITIES: Blind-Fight; Conceal 6; Resist 5 Cold, Electricity, Fire.

74/80

DUNGEONS & DRAGONS

©2003 Wizards



Troll

27 POINTS

IVL: 6

SPD: 6

AC: 16


HP: 60

MELEE ATTACK: +9/+9 (10)
RANGED ATTACK: —
TYPE: Large Giant
SPECIAL ABILITIES: Difficult 5. Reach Attack 2; Regeneration 5 (this creature heals 5 hp at the start of its turn); Rend 15 (if this creature hits one creature with two melee attacks on the same turn, damage +15 to second attack); Vulnerable Fire.

75/80

DUNGEONS & DRAGONS

©2003 Wizards



Umber Hulk

30 POINTS

IVL: 8

SPD: 4

AC: 18


HP: 70

MELEE ATTACK: +11/+11 (15)
RANGED ATTACK: —
TYPE: Large Aberration
SPECIAL ABILITIES: Difficult 7. Burrow 4; Gaze Attack (replaces attacks: range 6; Confusion; DC 15); Melee Reach 2.

76/80

DUNGEONS & DRAGONS

©2003 Wizards



Werewolf

14 POINTS

IVL: 3

SPD: 6

AC: 16


HP: 20

MELEE ATTACK: +4/+4 (5)
RANGED ATTACK: —
TYPE: Humanoid (Human, Shapechanger)
SPECIAL ABILITIES: Difficult 4. Blind-Fight; DR 5.

77/80

DUNGEONS & DRAGONS

©2003 Wizards



Worg

11 POINTS

IVL: 4

SPD: 10

AC: 14

HP: 30

MELEE ATTACK: +7 (10)
RANGED ATTACK: —
TYPE: Magical Beast
SPECIAL ABILITIES: Difficult 4.

78/80

DUNGEONS & DRAGONS

©2003 Wizards

79/80

DUNGEONS & DRAGONS

©2003 Wizards

80/80

DUNGEONS & DRAGONS

©2003 Wizards