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 **Bronze Wyrmling** **24**  
POINTS

LVL: 6    SPD: F8  
AC: 17    HP: 45

**MELEE ATTACK:** +7/+2/+2 (5)  
**RANGED ATTACK:** —  
**TYPE:** Small Dragon

**SPECIAL ABILITIES:** **Flight**, **Breath Weapon**  (Replaces attacks: line; 5 electricity damage; DC 14); **Breath Weapon**  (Replaces attacks: cone; living creatures immediately move as though routing, then the effect ends; DC 14); **Immune Electricity**

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 **Dwarf Sergeant** **30**  
COMMANDER 4 POINTS

LVL: 3    SPD: 4  
AC: 23    HP: 35

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

**COMMANDER EFFECT:** Dwarf followers gain +2 AC, or +4 AC against Giants.

**SPECIAL ABILITIES:** +4 AC against Giants; **Save +4**

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 **Standardbearer** **10**  
POINTS

LVL: 3    SPD: 4  
AC: 17    HP: 20

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

**SPECIAL ABILITIES:** **Countersong**; **Relay Orders** (This creature gains the highest Commander rating and each Commander Effect of creatures that have it under command); **Save +4**

**SPELLS:** 1st—*cure light wounds*  (touch; heal 5 hp)

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 **Stone Golem** **134**  
POINTS

LVL: 14    SPD: 4  
AC: 26    HP: 105

**MELEE ATTACK:** +18/+18 (20)  
**RANGED ATTACK:** —  
**TYPE:** Large Construct

**SPECIAL ABILITIES:** **Command Dependent** (This creature has speed 0 if it activates when out of command). **DR 5**; **Melee Reach 2**; **Slow Effect** (Enemies that are adjacent to this creature when they activate can't make more than one ranged or melee attack this turn; DC 17); **Spell Resistance All**

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 **Sword of Glory** **21**  
POINTS

LVL: 5    SPD: 4  
AC: 20    HP: 40

**MELEE ATTACK:** +8/+8 (10)  
**RANGED ATTACK:** —  
**TYPE:** Humanoid (Human)

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 **Warforged Fighter** **16**  
POINTS

LVL: 3    SPD: 4  
AC: 19    HP: 30

**MELEE ATTACK:** +7 (10 magic)  
**RANGED ATTACK:** —  
**TYPE:** Construct (Living)

**SPECIAL ABILITIES:** **Adamantine Laced 5** (Melee and ranged attacks deal 5 less damage to this creature); **Living Construct** (Has only Immune Level Drain, Paralysis, Poison, Sleep)

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 **Warmage** **22**  
POINTS

LVL: 4    SPD: 6  
AC: 18    HP: 20

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

**SPELLS:** **Sorcerer Spells** 1st— *lesser sonic orb* (range 6; 5 sonic damage, ignore Spell Resistance); 2nd— *fireburst* (each adjacent creature; 15 fire damage, can cast while adjacent to enemy; DC 14), *Melf's acid arrow* (sight; 10 acid damage, ignore Spell Resistance), *scorching ray* (range 6; 15 fire damage)

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 **Young Master** **44**  
COMMANDER 3 POINTS

LVL: 8    SPD: 10  
AC: 21    HP: 55

**MELEE ATTACK:** +8/+8 (10 magic)  
**RANGED ATTACK:** —  
**TYPE:** Humanoid (Human)

**COMMANDER EFFECT:** Followers gain attack +4 and damage +10 when using Stunning Attack.

**SPECIAL ABILITIES:** **Deflect Arrows** (+4 AC against ranged attacks); **Evade Damage** (If this creature successfully saves against a damaging spell or special ability, it takes no damage); **Mobility** (+4 AC against attacks of opportunity); **Save +4**; **Stunning Attack**  (DC 17); **Wholeness of Body**  (Replaces attacks: self; heal 15 hp)

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 **Aramil, Adventurer** **13**  
POINTS

LVL: 3    SPD: 6  
AC: 13    HP: 20

**MELEE ATTACK:** +1 (5)  
**RANGED ATTACK:** +5 (5)  
**TYPE:** Humanoid (Elf)

**SPECIAL ABILITIES:** **Unique**

**SPELLS:** **Sorcerer Spells** 1st— *mage armor* (self; +4 AC), *magic missile* (sight; 5 damage), *ray of enfeeblement* (range 6; attack -2, damage -5 [minimum 5])

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 **Eberk, Adventurer** **16**  
POINTS

LVL: 3    SPD: 4  
AC: 20    HP: 25

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

**SPECIAL ABILITIES:** **Unique. Save +4; Turn Undead 2** □

**SPELLS:** 1st—*cure light wounds* □□ (touch; heal 5 hp), *magic weapon* □ (touch; +1 attack, ignore DR); 2nd—*divine protection* □ (your warband; +1 AC, save +1); *spiritual weapon* □ (sight; melee attack at +5 against target creature whenever it activates, 5 damage)

 **Protectar** **7**  
POINTS

LVL: 2    SPD: F5  
AC: 18    HP: 15

**MELEE ATTACK:** +4 (5)  
**RANGED ATTACK:** —  
**TYPE:** Outsider

**SPECIAL ABILITIES:** **Flight**

**SPELLS:** 1st—*cure light wounds* □□□ (touch; heal 5 hp)

 **Regdar, Adventurer** **20**  
POINTS  
COMMANDER 2

LVL: 3    SPD: 4  
AC: 19    HP: 25

**MELEE ATTACK:** +7 (10)  
**RANGED ATTACK:** +6 (5)  
**TYPE:** Humanoid (Human)

**COMMANDER EFFECT:** Unique followers gain attack +2 and save +2. **WARBAND BUILDING:** Unique CG creatures and Unique LG creatures are legal in your warband.

**SPECIAL ABILITIES:** **Unique. Cleave**

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 **Basilisk** **27**  
POINTS

LVL: 6    SPD: 4  
AC: 16    HP: 45

**MELEE ATTACK:** +8 (10)  
**RANGED ATTACK:** —  
**TYPE:** Magical Beast

**SPECIAL ABILITIES:** **Difficult 20. Blind-Fight; Gaze Attack** (Replaces attacks: range 6; destroys nearest living target creature and turns it into a statue; DC 13)

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 **Deepshadow Elf** **22**  
POINTS

LVL: 7    SPD: 9  
AC: 18    HP: 25

**MELEE ATTACK:** +8/+5 (10 magic/5)  
**RANGED ATTACK:** +9 (5)  
**TYPE:** Humanoid (Elf)

**SPECIAL ABILITIES:** **Evade Damage** (If this creature successfully saves against a damaging spell or special ability, it takes no damage); **Sneak Attack +15**

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 **Fire Genasi Dervish** **30**  
POINTS

LVL: 6    SPD: 6  
AC: 18    HP: 50

**MELEE ATTACK:** +9 (10 magic)  
**RANGED ATTACK:** —  
**TYPE:** Outsider

**SPECIAL ABILITIES:** **Dual Activation** (This creature can take two turns in each round; each turn counts as one of your activations in that phase); **Mobility** (+4 AC against attacks of opportunity)

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 **Githyanki Renegade** **42**  
POINTS

LVL: 7    SPD: 6  
AC: 19    HP: 55

**MELEE ATTACK:** +12/+7 (15 magic)  
**RANGED ATTACK:** +11/+6 (5 magic)  
**TYPE:** Humanoid (Extraplanar)

**SPECIAL ABILITIES:** **Mobility** (+4 AC against attacks of opportunity); **Spell Resistance; Spring Attack; 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)

**SPELLS:** 2nd—*blur* □ (touch; target creature gains Conceal 6); 4th—*dimension door* □ (self; place this creature in any space it can see at least part of)

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 **Half-Giant Psychic Warrior** **42**  
POINTS

LVL: 7    SPD: 6  
AC: 15    HP: 55

**MELEE ATTACK:** +11 (25 magic)  
**RANGED ATTACK:** —  
**TYPE:** Giant

**SPECIAL ABILITIES:** **Cleave; Ghost Touch** (This creature's melee attacks ignore Incorporeal)

**SPELLS:** **Psionics** 19 pp—*biofeedback* 7 pp (self; gain DR 5), *dissolving weapon* 3 pp (self; damage +15 acid, next attack), *hustle* 3 pp (self; +6 speed this turn, swift action)

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 **Inspiring Marshal** **29**  
POINTS  
COMMANDER 4

LVL: 6    SPD: 7  
AC: 19    HP: 35

**MELEE ATTACK:** +7 (10 magic)  
**RANGED ATTACK:** —  
**TYPE:** Humanoid (Human)

**COMMANDER EFFECT:** Followers gain attack +3 on attacks of opportunity. Followers with ranged attacks gain ranged attack +1.

**SPECIAL ABILITIES:** **Grant Move Action** □ (Replaces attacks: active followers that are under command may move up to their speed as an immediate action)

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CG **Lidda, Adventurer** 9 POINTS

LVL: 3 SPD: 4  
AC: 19 HP: 15

**MELEE ATTACK:** +7 (5)

**RANGED ATTACK:** +7 (5)

**TYPE:** Small Humanoid (Halfling)

**SPECIAL ABILITIES:** **Unique.** **Hide;** **Mobility** (+4 AC against attacks of opportunity); **Sneak Attack** +5

CG **Medium Astral Construct** 10 POINTS

LVL: 2 SPD: 10  
AC: 18 HP: 30

**MELEE ATTACK:** +4 (5)

**RANGED ATTACK:** —

**TYPE:** Construct

**SPECIAL ABILITIES:** **Requires Commander**

CG **War Chanter** 30 POINTS  
COMMANDER 3

LVL: 6 SPD: 6  
AC: 15 HP: 25

**MELEE ATTACK:** +8/+8 (10 magic/5 magic)

**RANGED ATTACK:** —

**TYPE:** Humanoid (Human)

**COMMANDER EFFECT:** Followers gain save +4.

**SPECIAL ABILITIES:** **Improved Countersong**

**SPELLS:** **Sorcerer Spells** 1st—□□□ *cure light wounds* (touch; heal 5 hp), *Tasha's hideous laughter* (sight; Stun; DC 13)

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CG **Xeph Soulknife** 20 POINTS

LVL: 5 SPD: 10  
AC: 19 HP: 35

**MELEE ATTACK:** +5/+5 (10 magic)

**RANGED ATTACK:** +7, range 6 (10 magic)

**TYPE:** Humanoid (Xeph)

**SPECIAL ABILITIES:** **Smite** +10 □

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LG/LE **City Guard** 3 POINTS

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

**MELEE ATTACK:** +2 (5)

**RANGED ATTACK:** —

**TYPE:** Humanoid (Human)

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LG/LE **Crucian** 8 POINTS

LVL: 3 SPD: 4  
AC: 21 HP: 20

**MELEE ATTACK:** +5 (5)

**RANGED ATTACK:** —

**TYPE:** Humanoid (Reptilian)

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ANY **Dire Wolf** 22 POINTS

LVL: 6 SPD: 10  
AC: 14 HP: 45

**MELEE ATTACK:** +11 (15)

**RANGED ATTACK:** —

**TYPE:** Large Animal

**SPECIAL ABILITIES:** **Difficult 20.** **Stunning Attack** □ (DC 18)

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ANY **Mordenkainen the Mage** 69 POINTS  
COMMANDER 3

LVL: 9 SPD: 6  
AC: 17 HP: 55

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

**RANGED ATTACK:** —

**TYPE:** Humanoid (Human)

**COMMANDER EFFECT:** *Mordenkainen's Faithful Hound* (Enemies lose Conceal and take 5 magic damage whenever they activate).

**SPECIAL ABILITIES:** **Unique.** **Resist 15 Fire;** **Spell Penetration** (Roll twice to overcome Spell Resistance); **Sudden Empower** □ (Damage +10, 1 spell that deals damage)

**SPELLS:** 1st—*Mordenkainen's buzzing bee* □□□ (sight; target noncommander creature can't be put under command and can't cast spells; DC 13); 2nd—*scorching ray* □□□ (range 6; 15 fire damage); 3rd—*lightning bolt* □□ (line; 20 electricity damage; DC 15); 5th—*cone of cold* □ (cone; 30 cold damage; DC 17)

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CG/CE **Otyugh** 22 POINTS

LVL: 6 SPD: 4  
AC: 17 HP: 35

**MELEE ATTACK:** +4/+4 (5 + Constrict)

**RANGED ATTACK:** —

**TYPE:** Large Aberration

**SPECIAL ABILITIES:** **Difficult 5.** **Constrict** (Smaller creature skips next turn; DC 16); **Melee Reach 2;** **Wandering Monster** (Instead of placing this creature on your assembly tile at the start of the battle, place it on a random feature tile)

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**Bladeling Fighter**
21  
POINTS

LVL: 2    SPD: 6  
AC: 22    HP: 20

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

**SPECIAL ABILITIES:** DR 5; **Immune Acid**;  
**Razor Storm** □ (Replaces attacks: cone; 10 damage;  
 DC 15, then Bladeling Fighter gains -3 AC); **Resist**  
 5 **Cold**, **Fire**


**Blue**
5  
POINTS

LVL: 1    SPD: 6  
AC: 15    HP: 5

**MELEE ATTACK:** -2 (5)  
**RANGED ATTACK:** —  
**TYPE:** Small Humanoid (Goblinoid, Psionic)

**SPELLS:** **Psionics** 5 pp—*mind thrust* 1pp (sight;  
 5 damage; DC 13 negates), *psionic charm* 1 pp  
 (range 6; Confusion, Humanoid only, ends after  
 target creature's next turn; DC 13)


**Dire Rat**
4  
POINTS

LVL: 1    SPD: 8  
AC: 15    HP: 5

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

**SPECIAL ABILITIES:** **Difficult 20**. **Pack Attack**  
 +2 (This creature gains attack +2 for each allied  
 Dire Rat adjacent to target of this creature's attack);  
**Pack Hunter 3** (Treat this creature as under  
 command if it has line of sight to 3 other Dire Rats)


**Fire Giant**
117  
POINTS

LVL: 15    SPD: 6  
AC: 23    HP: 140

**MELEE ATTACK:** +20/+15 (25)  
**RANGED ATTACK:** —  
**TYPE:** Large Giant

**SPECIAL ABILITIES:** **Cleave**; **Immune Fire**;  
**Melee Reach 2**; **Powerful Charge +5**; **Save = 10**;  
**Vulnerable Cold**


**Hobgoblin Sergeant**
23  
POINTS  
 COMMANDER 3

LVL: 3    SPD: 4  
AC: 20    HP: 30

**MELEE ATTACK:** +7 (10 magic)  
**RANGED ATTACK:** +6, range 6 □ (5)  
**TYPE:** Humanoid (Goblinoid)

**COMMANDER EFFECT:** Followers gain melee  
 attack +1 for each active creature you control  
 adjacent to the follower's target.

**SPECIAL ABILITIES:** **Blind-Fight**


**King Snurre**
165  
POINTS  
 COMMANDER 4

LVL: 16    SPD: 6  
AC: 24    HP: 150

**MELEE ATTACK:** +22/+17 (25 magic + 10 fire)  
**RANGED ATTACK:** —  
**TYPE:** Large Giant

**COMMANDER EFFECT:** Followers gain  
**Pushback** (When this creature's melee attack  
 deals damage to a smaller creature, it may push  
 the smaller creature 1 square). **WARBAND**  
**BUILDING:** CE Giants are legal in your warband.

**SPECIAL ABILITIES:** **Unique**. **Cleave**;  
**Immune Fire**; **Melee Reach 2**; **Pushback**  
 (When this creature's melee attack deals damage  
 to a smaller creature, it may push the smaller  
 creature 1 square); **Save = 10**

(King Snurre is higher-level on the D&D Quick Reference side.)


**Lemure**
5  
POINTS

LVL: 2    SPD: 4  
AC: 14    HP: 10

**MELEE ATTACK:** +2 (5)  
**RANGED ATTACK:** —  
**TYPE:** Outsider

**SPECIAL ABILITIES:** **Difficult 20**. DR 5;  
**Fearless**; **Immune Confusion**, **Dominate**, **Fire**,  
**Incite**, **Poison**, **Sleep**; **Resist 10 Acid**, **Cold**


**Lizardfolk Rogue**
16  
POINTS

LVL: 4    SPD: 6  
AC: 17    HP: 30

**MELEE ATTACK:** +5/+5/+5 (5)  
**RANGED ATTACK:** —  
**TYPE:** Humanoid (Reptilian)

**SPECIAL ABILITIES:** **Sneak Attack +5**


**Lord Soth**
98  
POINTS  
 COMMANDER 6

LVL: 11    SPD: 4  
AC: 23    HP: 75

**MELEE ATTACK:** +11/+6 (25 magic)  
**RANGED ATTACK:** —  
**TYPE:** Undead

**COMMANDER EFFECT:** Followers that cause  
 a creature to rout with a melee attack can make  
 an immediate attack of opportunity against that  
 routing creature.

**SPECIAL ABILITIES:** **Unique**. **Abyssal Blast** □  
 (Replaces attacks: sight; radius 4; 30 fire damage;  
 DC 18); **Aura of Fear 3** (Enemies in squares  
 threatened by this creature gain morale save -3);  
**Blindsight**; **Cleave**; DR 5; **Immune Cold**,  
**Electricity**; **Spell Resistance**

(Lord Soth is higher-level on the D&D Quick Reference side.)


**Lemure**
5  
POINTS

LVL: 2    SPD: 4  
AC: 14    HP: 10

**MELEE ATTACK:** +2 (5)  
**RANGED ATTACK:** —  
**TYPE:** Outsider

**SPECIAL ABILITIES:** **Difficult 20**. DR 5;  
**Fearless**; **Immune Confusion**, **Dominate**, **Fire**,  
**Incite**, **Poison**, **Sleep**; **Resist 10 Acid**, **Cold**


**Lizardfolk Rogue**
16  
POINTS

LVL: 4    SPD: 6  
AC: 17    HP: 30

**MELEE ATTACK:** +5/+5/+5 (5)  
**RANGED ATTACK:** —  
**TYPE:** Humanoid (Reptilian)

**SPECIAL ABILITIES:** **Sneak Attack +5**


**Lord Soth**
98  
POINTS  
 COMMANDER 6

LVL: 11    SPD: 4  
AC: 23    HP: 75

**MELEE ATTACK:** +11/+6 (25 magic)  
**RANGED ATTACK:** —  
**TYPE:** Undead

**COMMANDER EFFECT:** Followers that cause  
 a creature to rout with a melee attack can make  
 an immediate attack of opportunity against that  
 routing creature.

**SPECIAL ABILITIES:** **Unique**. **Abyssal Blast** □  
 (Replaces attacks: sight; radius 4; 30 fire damage;  
 DC 18); **Aura of Fear 3** (Enemies in squares  
 threatened by this creature gain morale save -3);  
**Blindsight**; **Cleave**; DR 5; **Immune Cold**,  
**Electricity**; **Spell Resistance**

(Lord Soth is higher-level on the D&D Quick Reference side.)

 **Manticore** **32**  
POINTS

LVL: 6 SPD: F6  
AC: 17 HP: 55

**MELEE ATTACK:** +10/+10 (10)

**RANGED ATTACK:** +8 (5)

**TYPE:** Large Magical Beast

**SPECIAL ABILITIES:** **Difficult 5. Flight. Spike Volley**  (Replaces attacks: sight; radius 2; 15 damage; DC 18)

 **Rakshasa** **41**  
COMMANDER 4 POINTS

LVL: 7 SPD: 8  
AC: 22 HP: 50

**MELEE ATTACK:** +8/+8 (5)

**RANGED ATTACK:** —

**TYPE:** Outsider

**COMMANDER EFFECT:** Followers benefit from the Commander Effects of every enemy commander this creature can see.

**SPECIAL ABILITIES:** **DR 5; Spell Resistance**

**SPELLS:** **Sorcerer Spells** 1st— *slide* (range 6; slide target creature 1 square); 2nd— *Bigby's slapping hand* (sight; target creature provokes attacks of opportunity from all creatures that threaten its square; DC 20); 3rd— *hold person* (sight; Paralysis, Humanoids only; DC 15)

 **Scarlet Brotherhood Monk** **20**  
POINTS

LVL: 5 SPD: 8  
AC: 15 HP: 35

**MELEE ATTACK:** +6/+6 (10 magic + Poison)

**RANGED ATTACK:** —

**TYPE:** Humanoid (Human)

**SPECIAL ABILITIES:** **Deflect Arrows** (+4 AC against ranged attacks); **Poison** (5 damage whenever poisoned creature activates; DC 16); **Powerful Charge** +5; **Save** +4

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 **Zombie** **4**  
LE/CE POINTS

LVL: 2 SPD: 3  
AC: 11 HP: 15

**MELEE ATTACK:** +2 (5)

**RANGED ATTACK:** —

**TYPE:** Undead

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 **Blue Slaad** **50**  
CE POINTS

LVL: 8 SPD: 6  
AC: 21 HP: 70

**MELEE ATTACK:** +13/+13 (20)

**RANGED ATTACK:** —

**TYPE:** Large Outsider

**SPECIAL ABILITIES:** **Difficult 6. Immune Sonic; Melee Reach 2; Mobility** (+4 AC against attacks of opportunity); **Resist 5 Acid, Cold, Electricity, Fire**

**SPELLS:** 4th—*chaos hammer*  (sight; radius 4; lawful creatures take 20 damage; DC 14)

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 **Bugbear Footpad** **16**  
CE POINTS

LVL: 5 SPD: 6  
AC: 20 HP: 35

**MELEE ATTACK:** +10 (10 magic)

**RANGED ATTACK:** +7, range 6 (10)

**TYPE:** Humanoid (Goblinoid)

**SPECIAL ABILITIES:** **Hide; Sneak Attack** +5

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 **Displacer Serpent** **11**  
CE POINTS

LVL: 2 SPD: 4  
AC: 13 HP: 20

**MELEE ATTACK:** +5 (10)

**RANGED ATTACK:** —

**TYPE:** Magical Beast

**SPECIAL ABILITIES:** **Difficult 2; Conceal 11**

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 **Drider Sorcerer** **30**  
CE POINTS

LVL: 6 SPD: 6  
AC: 17 HP: 45

**MELEE ATTACK:** +6 (5 + Poison)

**RANGED ATTACK:** +5 (5)

**TYPE:** Large Aberration

**SPECIAL ABILITIES:** **Conceal 6; Poison** (5 damage whenever poisoned creature activates; DC 16); **Spell Resistance**

**SPELLS:** **Sorcerer Spells** 2nd— *baleful transposition* (range 6; any two creatures switch position; DC 14); *blur* (touch; target creature gains Conceal 6); 3rd— *lightning bolt* (line; 20 electricity damage; DC 15)

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 **Drow Fighter** **10**  
CE POINTS

LVL: 3 SPD: 6  
AC: 19 HP: 25

**MELEE ATTACK:** +4 (10)

**RANGED ATTACK:** —

**TYPE:** Humanoid (Elf)

**SPECIAL ABILITIES:** **Spell Resistance**

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 **Drow Rogue** **19**  
POINTS

LVL: 6 SPD: 7  
AC: 18 HP: 30

**MELEE ATTACK:** +8/+8 (5 magic)

**RANGED ATTACK:** —

**TYPE:** Humanoid (Elf)

**SPECIAL ABILITIES:** Conceal 6; Sneak Attack +10; Spell Resistance

 **Ettercap** **11**  
POINTS

LVL: 5 SPD: 6  
AC: 14 HP: 25

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

**RANGED ATTACK:** —

**TYPE:** Aberration

**SPECIAL ABILITIES:** Difficult 1. Morale Save -4; Poison (5 damage whenever poisoned creature activates; DC 15); Web (Replaces attacks: range 6; Entangle; DC 13)

 **Frost Giant** **104**  
POINTS

LVL: 14 SPD: 8  
AC: 21 HP: 135

**MELEE ATTACK:** +14/+9 (30)

**RANGED ATTACK:** —

**TYPE:** Large Giant

**SPECIAL ABILITIES:** Cleave; Immune Cold; Melee Reach 2; Save = 10; Vulnerable Fire

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 **Ghast** **25**  
POINTS

LVL: 4 SPD: 6  
AC: 17 HP: 30

**MELEE ATTACK:** +7 (10 + Paralysis)

**RANGED ATTACK:** —

**TYPE:** Undead

**SPECIAL ABILITIES:** Difficult 5. Paralysis (DC 15); Stench (Adjacent living creatures gain attack -2, save -2, and -2 AC)

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 **Gnoll Sergeant** **33**  
COMMANDER 2 POINTS

LVL: 5 SPD: 7  
AC: 18 HP: 50

**MELEE ATTACK:** +9 (15 magic)

**RANGED ATTACK:** —

**TYPE:** Humanoid (Gnoll)

**COMMANDER EFFECT:** Followers gain melee damage +5 against wounded creatures.

**SPECIAL ABILITIES:** Hyenamaster 9 (As Beastmaster, but Hyenas only)

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 **Grick** **5**  
POINTS

LVL: 2 SPD: 6  
AC: 16 HP: 10

**MELEE ATTACK:** +6/+6 (5 magic)

**RANGED ATTACK:** —

**TYPE:** Aberration

**SPECIAL ABILITIES:** Difficult 20. DR 5; Ravenous Hunger (When this creature destroys a living enemy, its speed is reduced to 0); Wandering Monster (Instead of placing this creature on your assembly tile at the start of the battle, place it on a random feature tile)

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 **Lareth the Beautiful** **54**  
COMMANDER 3 POINTS

LVL: 7 SPD: 4  
AC: 23 HP: 60

**MELEE ATTACK:** +8 (25 magic)

**RANGED ATTACK:** —

**TYPE:** Humanoid (Human)

**COMMANDER EFFECT:** Avatar of Chaos (Followers and enemies take 5 magic damage whenever they make an attack roll of natural 1. They deal triple damage instead of double damage on a critical hit.)

**SPECIAL ABILITIES:** Unique

**SPELLS:** 1st—*cause fear* □□□ (range 6; target creature of level 5 or below makes a morale save); 3rd—*searing light* □□□ (sight; 10 damage, or 20 damage against Undead); 4th—*confusion* □ (sight; radius 2; Confusion, save at the end of each affected creature's turn; DC 16)

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 **Lich Necromancer** **64**  
COMMANDER 2 POINTS

LVL: 11 SPD: 6  
AC: 19 HP: 75

**MELEE ATTACK:** +10 (10 magic + Paralysis)

**RANGED ATTACK:** —

**TYPE:** Undead

**COMMANDER EFFECT:** Whenever a living enemy is destroyed, replace it with an Undead creature under your control with cost 5 or less.

**SPECIAL ABILITIES:** DR 5; Aura of Fear 2 (Enemies in squares threatened by this creature gain morale save -2); Immune Cold, Electricity; Paralysis (DC 16)

**SPELLS:** 2nd—*command undead* □□□ (range 6; take control of enemy Undead creature; DC 14); 3rd—*empowered magic missile* □□□ (sight; 15 damage); 5th—*hold monster* □□ (sight; Paralysis; DC 17)

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 **Minotaur** **17**  
POINTS

LVL: 6 SPD: 6  
AC: 14 HP: 40

**MELEE ATTACK:** +7/+2 (20)

**RANGED ATTACK:** —

**TYPE:** Large Monstrous Humanoid

**SPECIAL ABILITIES:** Difficult 4. Powerful Charge +5; Melee Reach 2

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 **Minotaur Skeleton** **16**  
POINTS

LVL: 6    SPD: 6  
AC: 12    HP: 40

**MELEE ATTACK:** +6 (15)  
**RANGED ATTACK:** —  
**TYPE:** Large Undead

**SPECIAL ABILITIES:** Immune Cold; Powerful Charge +5; Melee Reach 2

 **Orc Brute** **8**  
POINTS

LVL: 1    SPD: 9  
AC: 12    HP: 15

**MELEE ATTACK:** +7 (15)  
**RANGED ATTACK:** —  
**TYPE:** Humanoid (Orc)

**SPECIAL ABILITIES:** Difficult 1

 **Quasit** **19**  
POINTS

LVL: 3    SPD: F7  
AC: 18    HP: 15

**MELEE ATTACK:** +6/+6 (5 + Poison)  
**RANGED ATTACK:** —  
**TYPE:** Tiny Outsider

**SPECIAL ABILITIES:** Flight; Conceal 11; DR 5; Immune Poison; Poison (5 damage whenever poisoned creature activates; DC 13); Resist 10 Fire; Tiny Reach (Can't make attacks of opportunity)

**SPELLS:** 1st—*fear cone* □ (cone; creatures of level 3 or below make a morale save)

 **Red Wyrmling** **32**  
POINTS

LVL: 7    SPD: F9  
AC: 16    HP: 60

**MELEE ATTACK:** +10/+5/+5 (10/5/5)  
**RANGED ATTACK:** —  
**TYPE:** Dragon

**SPECIAL ABILITIES:** Difficult 3; Flight; Breath Weapon □ (Replaces attacks: cone; 10 fire damage; DC 15); Cleave; Immune Fire; Vulnerable Cold

 **Tanarukk** **11**  
POINTS

LVL: 5    SPD: 4  
AC: 15    HP: 20

**MELEE ATTACK:** +8 (10)  
**RANGED ATTACK:** —  
**TYPE:** Outsider

**SPECIAL ABILITIES:** Difficult 4; Resist 10 Fire; Spell Resistance

 **Werewolf** **14**  
POINTS

LVL: 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

 **Huge Gold Dragon** **291**  
POINTS

LVL: 20    SPD: F12  
AC: 27    HP: 230

**MELEE ATTACK:** +26/+21/+21 (20 magic/15 magic/15 magic)  
**RANGED ATTACK:** —  
**TYPE:** Huge Dragon

**SPECIAL ABILITIES:** Independent; Flight; Aura of Fear 5 (Enemies in squares threatened by this creature gain morale save -5); Breath Weapon □ (Replaces attacks: cone; 55 fire damage; DC 25); Breath Weapon □ (Replaces attacks: cone; affected creatures gain attack -2, damage -5; DC 25); DR 5; Immune Fire; Melee Reach 2; Save = 10; Spell Resistance; Vulnerable Cold

 **Cloud Giant** **287**  
POINTS  
COMMANDER 3

LVL: 17    SPD: 10  
AC: 25    HP: 180

**MELEE ATTACK:** +20/+15 (35)  
**RANGED ATTACK:** +12 □ (20)  
**TYPE:** Huge Giant

**COMMANDER EFFECT:** Followers gain attack +2 against smaller creatures.

**SPECIAL ABILITIES:** Cleave; Melee Reach 3; Pushback (When this creature's melee attack deals damage to a smaller creature, it may push the smaller creature 1 square); Save = 10

 **Storm Giant** **278**  
POINTS

LVL: 19    SPD: 7  
AC: 27    HP: 200

**MELEE ATTACK:** +24/+19 (40)  
**RANGED ATTACK:** +14/+9 (25)  
**TYPE:** Huge Giant

**SPECIAL ABILITIES:** Cleave; Immune Electricity; Melee Reach 3; Pushback (When this creature's melee attack deals damage to a smaller creature, it may push the smaller creature 1 square); Save = 10

 **Treant** **44**  
POINTS

LVL: 7 SPD: 6  
AC: 20 HP: 65

**MELEE ATTACK:** +10/+10 (20)  
**RANGED ATTACK:** —  
**TYPE:** Huge Plant

**SPECIAL ABILITIES:** DR 5; **Melee Reach 3**; **Trample 20** (This creature can move through a smaller enemy's space to deal 20 damage; DC 22); **Vulnerable Fire**

 **Warforged Titan** **151**  
POINTS

LVL: 12 SPD: 10  
AC: 25 HP: 105

**MELEE ATTACK:** +16/+16 (20)  
**RANGED ATTACK:** —  
**TYPE:** Huge Construct

**SPECIAL ABILITIES:** **Adamantine Laced 5** (Melee and ranged attacks deal 5 less damage to this creature); **Cleave**; **DR 5**; **Melee Reach 3**; **Powerful Charge +10**; **Pushback** (When this creature's melee attack deals damage to a smaller creature, it may push the smaller creature 1 square); **Resist 10 Acid, Cold, Electricity, Fire, Sonic**; **Save = 10**; **Trample 20** (This creature can move through a smaller enemy's space to deal 20 damage; DC 25)

 **Behir** **75**  
POINTS

LVL: 9 SPD: 8  
AC: 20 HP: 95

**MELEE ATTACK:** +15 (15 + Constrict)  
**RANGED ATTACK:** —  
**TYPE:** Huge Magical Beast

**SPECIAL ABILITIES:** **Difficult 5**; **Breath Weapon**  $\square$  (Replaces attacks: line; 25 electricity damage; DC 19); **Constrict** (Smaller creature skips next turn and takes 15 damage; DC 16 negates); **Immune Electricity**; **Melee Reach 2**

 **Bulette** **57**  
POINTS

LVL: 9 SPD: 8  
AC: 22 HP: 95

**MELEE ATTACK:** +16/+10 (15/10)  
**RANGED ATTACK:** —  
**TYPE:** Huge Magical Beast

**SPECIAL ABILITIES:** **Difficult 20**; **Burrow 4**; **Leap**  $\square$  (Replaces attacks: attack +15, 45 damage); **Melee Reach 2**

 **Fiendish Tyrannosaurus** **122**  
POINTS

LVL: 18 SPD: 8  
AC: 14 HP: 180

**MELEE ATTACK:** +20 (25 magic + Chomp)  
**RANGED ATTACK:** —  
**TYPE:** Huge Magical Beast

**SPECIAL ABILITIES:** **Difficult 6**; **Chomp** (Smaller creatures take +10 damage; DC 15 negates); **DR 5**; **Melee Reach 2**; **Resist 10 Cold, Fire**; **Save = 10**; **Smite Good +20**  $\square$ ; **Spell Resistance**

 **Fomorian** **119**  
POINTS

LVL: 15 SPD: 8  
AC: 21 HP: 155

**MELEE ATTACK:** +17/+12 (40)  
**RANGED ATTACK:** —  
**TYPE:** Huge Giant

**SPECIAL ABILITIES:** **Difficult 4**; **Cleave**; **DR 5**; **Melee Reach 3**; **Save = 10**

 **Glabrezu** **269**  
POINTS

LVL: 12 SPD: 8  
AC: 27 HP: 175

**MELEE ATTACK:** +15/+15 (30)  
**RANGED ATTACK:** —  
**TYPE:** Huge Outsider

**SPECIAL ABILITIES:** **Cleave**; **Conceal 11**; **DR 5**; **Immune Electricity, Poison**; **Melee Reach 3**; **Resist 10 Acid, Cold, Fire**; **Spell Resistance**; **True Seeing** (Ignore Conceal); **Save = 10**

**SPELLS:** 4th—**chaos hammer**  $\square\square$  (sight; radius 4; lawful creatures take 20 damage; DC 19), **dimension door**  $\square\square$  (self; place this creature in any space it can see at least part of), **unholy blight**  $\square\square$  (sight; radius 4; good creatures take 15 damage and gain attack -2; DC 19)

 **Huge Red Dragon** **216**  
POINTS

LVL: 19 SPD: F9  
AC: 26 HP: 220

**MELEE ATTACK:** +16/+11/+11 (30 magic/25 magic/25 magic)

**RANGED ATTACK:** —  
**TYPE:** Huge Dragon

**SPECIAL ABILITIES:** **Independent Flight**; **Aura of Fear 4** (Enemies in squares threatened by this creature gain morale save -4); **Breath Weapon**  $\square$  (Replaces attacks: cone; 55 fire damage; DC 24); **DR 5**; **Immune Fire**; **Melee Reach 2**; **Save = 10**; **Spell Resistance**; **Vulnerable Cold**

 **Nightwalker** **393**  
POINTS

LVL: 21 SPD: 8  
AC: 32 HP: 180

**MELEE ATTACK:** +19/+19 (30 magic)  
**RANGED ATTACK:** —  
**TYPE:** Huge Undead

**SPECIAL ABILITIES:** **Blindsight**; **Cleave**; **Conceal 6**; **DR 5**; **Immune Cold**; **Melee Reach 3**; **Save = 10**; **Spell Resistance**

**SPELLS:** 4th—**quicken unholy blight**  $\square$  (sight; radius 4; good creatures take 15 damage and gain attack -2, swift action; DC 18); 5th—**cone of cold**  $\square$  (cone; 30 cold damage; DC 19), **hold monster**  $\square$  (sight; Paralysis; DC 19); 7th—**finger of death**  $\square$  (range 6; destroy living creature; 25 damage instead on successful save, DC 21)

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