

**CHAMPION OF YONDALLA** 54 POINTS  
 LG COMMANDER 6

**LEVEL (SAVE)** 8  
**MELEE ATTACK** +13/+13 (10 magic)

**TYPE** Small Humanoid (Halfling)

**SPEED** 3

**COMMANDER EFFECT** Followers gain attack +3 against larger creatures.

**AC** 25

**WARBAND BUILDING:** Halflings of any faction are legal in your warband.

**HP** 70



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**COUATL** 42 POINTS  
 LG COMMANDER 0

**LEVEL (SAVE)** 9  
**MELEE ATTACK** +12 (10 + Poison)

**TYPE:** Large Outsider

**SPEED** F8

**COMMANDER EFFECT** Followers within 6 squares gain **Resist 10 Acid, Cold, Electricity, Fire, Sonic.**

**WARBAND BUILDING:** CG Outsiders are legal in your warband.

**AC** 22

**SPECIAL ABILITIES** **Flight; Poison** (5 damage whenever poisoned creature activates; DC 16); **Resist 10 Acid, Cold, Electricity, Fire, Sonic**

**HP** 60

**SORCERER SPELLS**  
 2nd—□□ *cure moderate wounds* (touch; heal 10 hp), *snake's swiftness* (range 6; target creature may make an immediate attack)  
 3rd—□□ *empowered lesser sonic orb* (range 6; 15 sonic damage, ignore Spell Resistance)  
 4th—□□ *legion's undeniable gravity* (any warband; creatures lose Flight and cannot gain Flight; DC 16)



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**DWARF ARTIFICER** 21 POINTS  
 LG

**LEVEL (SAVE)** 9  
**MELEE ATTACK** +6 (5 magic)

**TYPE** Humanoid (Dwarf)

**SPEED** 4

**SPELLS**  
 2nd—*inflict moderate damage* □□ (touch; 10 damage, Constructs only; DC 14)  
 3rd—*greater magic weapon* □ (touch; attack +2, ignore DR)  
 4th—*legion's shield of faith* □ (your warband; +2 AC), *rust construct* □ (touch; target creature gains -4 AC, damage -5 [minimum 5], and loses DR, ignore Spell Resistance)



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**DWARF CAVER** 24 POINTS  
 LG COMMANDER 4

**LEVEL (SAVE)** 8  
**MELEE ATTACK** +7/+7 (5 magic/5)

**TYPE** Humanoid (Dwarf)

**SPEED** 5

**COMMANDER EFFECT** Followers gain melee attack +1. Enemy orcs gain morale save -8.

**AC** 18

**SPECIAL ABILITIES** **Orc Foe** (Melee damage +5 against Orc enemies)

**HP** 35



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**DWARF PHALANX SOLDIER** 12 POINTS  
 LG

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

**TYPE** Humanoid (Dwarf)

**SPEED** 4

**SPECIAL ABILITIES** **Phalanx Fighting** (+2 AC when adjacent to an ally with Phalanx Fighting)

**AC** 23

**HP** 45



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**DWARF SAMURAI** 32 POINTS  
 LG

**LEVEL (SAVE)** 11  
**MELEE ATTACK** +12/+7 (10 magic)

**TYPE** Humanoid (Dwarf)

**SPEED** 4

**SPECIAL ABILITIES** **Battlefield Promotion** (When a commander in your warband is eliminated and you have no other commander, choose a creature in your warband named Dwarf Samurai to gain Commander 1)

**AC** 20

**HP** 70

**Smite** +5 □□ (Melee damage +5)



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**GOLD DRAGON** 70 POINTS  
 LG

**LEVEL (SAVE)** 11  
**MELEE ATTACK** +12/+7/+7 (15/10/10)

**TYPE** Dragon

**SPEED** F10

**SPECIAL ABILITIES** **Flight**

**AC** 19

**Breath Weapon** □ (Replaces attacks: cone; 20 fire damage; DC 18)

**Breath Weapon** □ (Replaces attacks: cone; Weaken [attack -2, damage -5 (minimum 5)]; DC 18)

**HP** 105

**Double Damage from Cold**

**Immune Fire**



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**SKULLCLAN HUNTER** 36 POINTS  
 LG

**LEVEL (SAVE)** 9  
**MELEE ATTACK** +12/+7 (10 magic)

**TYPE** Small Humanoid (Halfling)

**SPEED** 4

**SPECIAL ABILITIES** **Divine Strike** (May sneak attack Undead)

**AC** 21

**Hide**

**Melee Sneak Attack** +10

**Sidestep** (If this creature moves only 1 square, it can make all its attacks and does not draw attacks of opportunity)

**HP** 65

**Turn Undead** 2 □



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**SOLDIER OF THRANE** 20 POINTS  
 LG

**LEVEL (SAVE)** 4  
**MELEE ATTACK** +5 (15)

**TYPE** Humanoid (Human)

**SPEED** 4

**AC** 22

**HP** 35



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**VALOROUS PRINCE** 48 POINTS  
 LG COMMANDER 5

**LEVEL (SAVE)** 6  
**MELEE ATTACK** +9 (10 magic)

**TYPE** Humanoid (Human)

**SPEED** 6

**COMMANDER EFFECT** Undead enemies take an additional 5 damage whenever they take damage from any source.

**AC** 21

**HP** 55

**SPECIAL ABILITIES**  
**Fearless** (Always succeeds on morale saves)  
**Ghost Touch** (This creature's melee attacks ignore Incorporeal)  
**Lay on Hands** 10 □ (Replaces attacks: touch; heal 10 hp)  
**Powerful Charge** +5 (Melee damage +5 when charging)  
**Smite** +10 □ (Melee damage +10)  
**Spell Resistance** (May ignore spells unless the caster rolls 11+)



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**WARFORGED WIZARD** 19 POINTS  
 LG

**LEVEL (SAVE)** 5  
**MELEE ATTACK** +3 (5)

**TYPE** Construct (Living Construct)

**SPEED** 6

**SPECIAL ABILITIES**  
**Living Construct** (Has only Immune Level Drain, Paralysis, Poison, Sleep)

**AC** 16

**HP** 35

**SPELLS**  
 1st—*lesser sonic orb* □□□ (range 6; 5 sonic damage, ignore Spell Resistance)  
 3rd—*bolt of disruption* □□ (line 12; 15 sonic damage; DC 15)



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**WHIRLING STEEL MONK** 30 POINTS  
 LG

**LEVEL (SAVE)** 9  
**MELEE ATTACK** +8/+8 (10 magic)

**TYPE** Humanoid (Human)

**SPEED** 10

**SPECIAL ABILITIES**  
**Deflect Arrows** (+4 AC against ranged attacks)  
**Mobility** (+4 AC against attacks of opportunity)  
**Stand Still** (Moving creatures hit by this creature's attack of opportunity stop moving and skip the rest of that turn)  
**Stunning Attack** □□ (DC 15)



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**CELESTIAL DIRE BADGER** 9 POINTS  
 LG/CG

**LEVEL (SAVE)** 3  
**MELEE ATTACK** +6/+6 (5)

**TYPE** Magical Beast

**SPEED** 6

**SPECIAL ABILITIES**  
**Bloodlust** (If this creature reduces a living enemy's hp to 0 with a melee attack, it gains Fearless [Always succeeds on morale saves])  
**Resist 5 Acid, Cold, Electricity**  
**Smite Evil** +5 □ (Melee damage +5 against evil enemies)  
**Spell Resistance** (May ignore spells unless the caster rolls 11+)



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**CATFOLK WILDER** 28 POINTS  
 CG

**LEVEL (SAVE)** 8  
**MELEE ATTACK** +10/+10 (5 magic)

**TYPE** Humanoid (Catfolk)

**SPEED** 8

**SPECIAL ABILITIES**  
**Psionic Enervation** (After this creature uses Psionics, roll 1d20; on a 1–2, it is stunned)

**AC** 19

**HP** 55

**SPELLS**  
**Psionics** 20 pp—*body adjustment* 5 pp (self; heal 15 damage), *mind thrust* 4 pp (range 6; 35 damage, living creatures only; DC 15 negates), *specified energy adaptation* 3 pp (self; Resist 10 to chosen energy type)



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**CENTAUR HERO** 78 POINTS  
 CG

**LEVEL (SAVE)** 9  
**MELEE ATTACK** +16/+11 (20 magic)

**RANGED ATTACK** +16/+11 (15 magic)

**SPEED** 10

**TYPE** Large Monstrous Humanoid

**AC** 18

**HP** 95

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



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**DARK TRAVELER** 43 POINTS  
 CG COMMANDER 2

**LEVEL (SAVE)** 8  
**MELEE ATTACK** +12/+7 (10 magic)

**TYPE** Humanoid (Human)

**SPEED** 6

**COMMANDER EFFECT** **Psionic Speed** (Followers gain Melee Reach 2)

**AC** 20

**HP** 65

**SPECIAL ABILITIES**  
**Smite** +15 □ (Melee damage +15)

**SPELLS**  
**Psionics** 11 pp—*burst* 1 pp (swift; self; +2 speed this turn), *exhalation of the black dragon* 5 pp (range 6; 10 acid damage), *specified energy adaptation* 3 pp (self; Resist 10 to chosen energy type)



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**DRAGONBLADE NINJA** 26 POINTS  
 CG

**LEVEL (SAVE)** 6  
**MELEE ATTACK** +7 (5 magic + Poison)

**RANGED ATTACK** +7, range 6 (5 + Poison)

**SPEED** 8

**TYPE** Humanoid (Human)

**AC** 17

**HP** 30

**SPECIAL ABILITIES**  
**Ghost Step** □□ (Until the end of its turn, this creature gains Invisible)  
**Mobility** (+4 AC against attacks of opportunity)  
**Poison** (5 damage whenever poisoned creature activates; DC 14)  
**Sudden Strike** +10 (+10 melee or ranged damage against enemies that are stunned, helpless, or unable to see this creature)



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**GOLIATH BARBARIAN** 31 POINTS  
 CG

**LEVEL (SAVE)** 6  
**MELEE ATTACK** +10/+5 (20)

**TYPE** Humanoid (Goliath)

**SPEED** 8

**SPECIAL ABILITIES**  
**Reroll Attack** □□□ (Reroll 1 attack; use this special ability no more than once per turn)

**AC** 11

**HP** 75



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**GREENFANG DRUID** 50 POINTS  
COMMANDER 4

CG

LEVEL (SAVE) 10  
MELEE ATTACK +10/+5 (15 magic)  
TYPE: Humanoid (Human)

SPEED 8  
COMMANDER EFFECT  
Animal and Magical Beast followers score critical hits with melee attacks on a roll of natural 19 or 20.

AC 21  
WARBAND BUILDING: CE Animals and CE Magical Beasts are legal in your warband.

HP 70  
SPECIAL ABILITIES  
**Beastmaster 20; Immune Poison**  
**Pounce** (This creature can use all its melee attacks when charging)

SPELLS  
1st—*produce flame* □□ (sight or touch; 10 fire damage); 3rd—*legion's magic fang* □ (any warband; attack +1, Animal or Magical Beast only, ignore DR); 5th—*greater vigor* □□ (touch; target creature gains Regeneration 5 [This creature heals 5 hp at the start of its turn])



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**GRIFFON** 28 POINTS

CG

LEVEL (SAVE) 7  
MELEE ATTACK +11/+8 (10)  
TYPE  
Large Magical Beast

SPEED F8  
SPECIAL ABILITIES  
**Bloodlust** (If this creature reduces a living enemy's hp to 0 with a melee attack, it gains Fearless [Always succeeds on morale saves])  
**Pounce** (This creature can use all its melee attacks when charging)  
**Rend +10** (If this creature hits 1 enemy with both melee attacks on the same turn, damage +10 to second attack)

AC 17  
HP 60



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**IBIXIAN** 8 POINTS

CG

LEVEL (SAVE) 3  
MELEE ATTACK +6 (10)  
TYPE  
Monstrous Humanoid

SPEED 6  
SPECIAL ABILITIES  
**Pack Fervor** (Attack +2 and morale save +4 if there is at least 1 other active creature whose name contains IbiXian within 6 squares)

AC 15  
HP 15



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**RASK, HALF-ORC CHAINFIGHTER** 52 POINTS

CG

LEVEL (SAVE) 8  
MELEE ATTACK +16/+16 (20 magic)  
TYPE  
Humanoid (Orc)

SPEED 8  
SPECIAL ABILITIES  
**Unique** (Only 1 creature whose name contains Rask in your warband)  
**Melee Reach 2**  
**Stunning Attack** □ (DC 19)

AC 14  
HP 85



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**RENEGADE WARLOCK** 30 POINTS

CG

LEVEL (SAVE) 6  
MELEE ATTACK +5 (5)  
TYPE  
Humanoid (Human)

SPEED F6  
SPECIAL ABILITIES  
**Flight**  
**Conceal 6**

AC 18  
SPELLS  
2nd—*eldritch spear* (unlimited uses) (sight; 10 damage)

HP 45



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**UNDYING SOLDIER** 12 POINTS

CG

LEVEL (SAVE) 4  
MELEE ATTACK +5 (5)  
RANGED ATTACK +3, range 6 □ (5)  
TYPE  
Undead (Elf)

SPEED 4  
SPECIAL ABILITIES  
**Blind-Fight**  
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)  
**Fearless** (Always succeeds on morale saves)  
**Smite Evil +5** □ (Melee damage +5 against evil enemies)

AC 17  
HP 25



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**VOICE OF BATTLE** 29 POINTS

CG

LEVEL (SAVE) 6  
MELEE ATTACK +8 (10 magic)  
TYPE  
Humanoid (Human)

SPEED 6  
SPECIAL ABILITIES  
**Improved Countersong**  
**Mobility** (+4 AC against attacks of opportunity)

AC 17  
SORCERER SPELLS  
1st—□□□ *Tasha's hideous laughter* (sight; Stun; DC 13)  
2nd—□□□ *curse of impending blades* (sight; -2 AC)  
3rd—□ *suggestion* (range 6; Confusion, save at the end of affected creature's turn; DC 16)



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**DIRE BEAR** 44 POINTS

ANY

LEVEL (SAVE) 8  
MELEE ATTACK +19/+13 (15)  
TYPE  
Large Animal

SPEED 8  
SPECIAL ABILITIES  
**Wild** (Always out of command)

AC 17  
HP 105



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**TIMBER WOLF** 5 POINTS

ANY

LEVEL (SAVE) 3  
MELEE ATTACK +4 (5)  
TYPE  
Animal

SPEED 10  
SPECIAL ABILITIES  
**Wild** (Always out of command)  
**Stunning Attack** □ (DC 13)

AC 14  
HP 20



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**GIANT FROG** 10 POINTS

CG/CE

LEVEL (SAVE) 3

MELEE ATTACK +6 (10 + Swallow Whole)

TYPE Animal

SPEED 4

SPECIAL ABILITIES Wild (Always out of command) Swallow Whole (Destroy smaller creature; DC 15)

AC 14

HP 30

Wandering Monster (Sets up on a random feature tile instead of your assembly tile)

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**WOOD WARD** 15 POINTS

CG/CE

LEVEL (SAVE) 8

MELEE ATTACK +9/+4 (5)

TYPE Plant

SPEED 6

SPECIAL ABILITIES Not Subject to Commander Effects

AC 17

HP 60

Double Damage from Fire Woodland Stride (Not slowed by difficult terrain on tiles whose name contains Forest, Jungle, or Tangle)

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**AMBUSH DRAKE** 58 POINTS

LE

LEVEL (SAVE) 7

MELEE ATTACK +10/+8 (10 + Poison/5)

TYPE Dragon

SPEED F6

SPECIAL ABILITIES Flight

AC 18

HP 75

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) Poison (5 damage whenever poisoned creature activates; DC 17) Spell Resistance (May ignore spells unless the caster rolls 11+)

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**ASPECT OF NERULL** 81 POINTS

LE

LEVEL (SAVE) 10

MELEE ATTACK +15/+10 (15 magic)

TYPE Large Outsider

SPEED 8

SPECIAL ABILITIES DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks) Melee Reach 2

AC 21

HP 125

SPELLS 4th—*inflict critical wounds* (unlimited uses) (touch; 30 negative damage; DC 18)

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**BEHOLDER** 83 POINTS

LE

LEVEL (SAVE) 11

MELEE ATTACK: +2 (5)

TYPE: Large Aberration

SPECIAL ABILITIES Flight

SPEED F2

Antimagick Eye (All creatures within line of sight must roll 11+ when casting a spell or lose the spell) Dual Activation (Can take 2 turns in each round; each turn counts as 1 of your activations in that phase) Eye Rays (Replaces attacks: sight; roll 1d20 and use the indicated effect or any 1 effect with a lower number; choose target after rolling): 1-4: *telekinesis* (slide target creature up to 3 squares; DC 17, allies may voluntarily fail save) 5-8: *inflict wounds* (20 negative damage; DC 17) 9-12: *slow* (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) 13-15: *fear* (morale save) 16-18: *flesh to stone* (destroy target living creature and replace it with a statue; DC 17) 19-20: *disintegrate* (60 damage; DC 17)

AC 22

HP 95

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**DEATH KNIGHT** 80 POINTS

LE

LEVEL (SAVE) 10

MELEE ATTACK +19/+14 (20 magic)

TYPE Undead

SPEED 4

SPECIAL ABILITIES Abyssal Blast 25 □ (Replaces attacks: sight; radius 4; 25 fire damage; DC 15) DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks) Fearless (Always succeeds on morale saves) Immune Cold, Electricity Spell Resistance (May ignore spells unless the caster rolls 11+)

AC 23

HP 65

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**GOBLIN ADEPT** 10 POINTS

LE

LEVEL (SAVE) 4

MELEE ATTACK +0 (5)

TYPE Small Humanoid (Goblin, Goblinoid)

SPEED 6

SPELLS 1st—*burning hands* □□ (cone; 5 fire damage; DC 13) 2nd—*cure moderate wounds* □ (touch; heal 10 hp)

AC 14

HP 15

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**GRELL** 26 POINTS

LE

LEVEL (SAVE) 5

MELEE ATTACK +4/+4/+4/+4 (5 + Paralysis)

TYPE Aberration

SPEED F6

SPECIAL ABILITIES Flight Blindsight Immune Electricity, Paralysis Melee Reach 2 Paralysis (DC 14)

AC 16

HP 35

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**GRIM NECROMANCER** 35 POINTS

LE

COMMANDER 2

LEVEL (SAVE) 5

MELEE ATTACK +1 (5)

TYPE Humanoid (Human)

SPEED 6

COMMANDER EFFECT Undead followers gain attack +4.

AC 15

HP 20

SPELLS 2nd—*curse of impending blades* (unlimited uses) (sight; -2 AC), *scare* □□ (sight; radius 2; creatures of level 2 or below make a morale save) 3rd—*summon undead III* □ (up to 2 Undead with total cost 20 or less)

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**LE** **KRUTHIK HATCHLING** **10** POINTS

**LEVEL (SAVE)** 4 **MELEE ATTACK** +11 (5)

**TYPE** Small Magical Beast

**SPEED** 10

**SPECIAL ABILITIES** **Incited** (Each round, this creature must activate before any nonincited creatures in its warband)

**AC** 19

**HP** 25



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**LE** **LARGE BLUE DRAGON** **68** POINTS

**LEVEL (SAVE)** 10 **MELEE ATTACK** +15/+13/+13 (10)

**TYPE** Large Dragon

**SPEED** F8

**SPECIAL ABILITIES** **Flight**

**Breath Weapon** □ (Replaces attacks: line 12; 25 electricity damage; DC 18)

**Immune Electricity**

**AC** 20

**HP** 100



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**LE** **MUMMY LORD** **77** POINTS

**LEVEL (SAVE)** 10 **MELEE ATTACK** +20 (15)

**TYPE:** Undead

**SPEED** 5

**SPECIAL ABILITIES** **Fearless** (Always succeeds on morale saves)

**Aura of Fear 2** (Enemies in squares threatened by this creature gain morale save -2)

**Death Touch 35** □ (Replaces attacks: touch; destroy living creature with 35 hp or less)

**Double Damage from Fire DR 5** (Takes 5 less damage from nonmagical melee and ranged attacks)

**SPELLS**

2nd—*curse of ill fortune* □□ (range 6; attack -3, save -3; DC 14)

3rd—*wrack* □□ (range 6; Paralysis, Humanoids only; DC 15)



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**LE** **SKELETAL DWARF** **6** POINTS

**LEVEL (SAVE)** 1 **MELEE ATTACK** +2 (10)

**TYPE** Undead

**SPEED** 4

**SPECIAL ABILITIES** **Fearless** (Always succeeds on morale saves)

**Immune Cold**

**AC** 22

**HP** 5



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**LE** **SKULLCRUSHER OGRE** **31** POINTS

**LEVEL (SAVE)** 8 **MELEE ATTACK** +12/+7 (15)

**RANGED ATTACK** +6 □ (15)

**TYPE** Large Giant

**SPEED** 6

**SPECIAL ABILITIES** **Melee Reach 2**

**AC** 20

**HP** 60



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**LE** **SPECTRE** **44** POINTS

**LEVEL (SAVE)** 7 **MELEE ATTACK** +20 (10 magic + Life Drain)

**TYPE** Undead

**SPEED** F6

**SPECIAL ABILITIES** **Flight**

**Incorporeal**

**Blind-Fight**

**Fearless** (Always succeeds on morale saves)

**Life Drain 10** (If target is a living creature, this creature gains +10 hp [maximum 45 hp])

**AC** 15

**HP** 45



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**LE** **SPELLSTITCHED HOBGOBLIN ZOMBIE** **11** POINTS

**LEVEL (SAVE)** 2 **MELEE ATTACK** +4 (5)

**TYPE** Undead

**SPEED** 2

**SPECIAL ABILITIES** **Fearless** (Always succeeds on morale saves)

**SPELLS** 1st—*chill touch* □□□ (touch; 5 damage to living creature, or Turn Undead 20 to Undead creature)

**AC** 14

**HP** 20



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**LE** **THASKOR** **86** POINTS

**LEVEL (SAVE)** 10 **MELEE ATTACK** +22 (25)

**TYPE** Large Outsider

**SPEED** 8

**SPECIAL ABILITIES** **Melee Reach 2**

**Trumpeting Blast** □ (Swift: cone; Stun; DC 18)

**AC** 23

**HP** 125



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**LE** **WARPRIEST OF HEXTOR** **52** POINTS

**COMMANDER 5**

**LEVEL (SAVE)** 9 **MELEE ATTACK** +11/+6 (10 magic)

**TYPE** Humanoid (Human)

**SPEED** 4

**COMMANDER EFFECT** Followers that make more than 1 melee attack in a turn gain attack +4 on attacks after the first.

**SPELLS**

2nd—*wave of grief* □□ (cone; attack -3, save -3; DC 14)

3rd—*wrack* □□ (6 squares; Paralysis, Humanoids only; DC 15)

4th—*energy vortex* □ (can cast while adjacent to enemy; radius 4, centered on caster; other creatures take 30 damage of chosen energy type; DC 16)

**AC** 19

**HP** 45



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**BLOODHULK FIGHTER** 27 POINTS

CE

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

TYPE  
 Undead

SPEED 4

SPECIAL ABILITIES  
**Bleeder** (This creature takes an additional 5 damage whenever it takes damage from any source)  
**Fearless** (Always succeeds on morale saves)

AC 12

HP 100



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**BONECLAW** 45 POINTS

CE

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

TYPE  
 Large Undead

SPEED 8

SPECIAL ABILITIES  
**Double Opportunity Attacker** (If this creature hits with an attack of opportunity, it can immediately make a second attack of opportunity against the same enemy; use this ability no more than once per turn)  
**Fearless** (Always succeeds on morale saves)  
**Immune Cold**  
**Melee Reach 3**



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**BULLYWUG THUG** 4 POINTS

CE

LEVEL (SAVE) 2  
**MELEE ATTACK**  
 +3 (5)

TYPE  
 Humanoid (Bullywug)

SPEED 4

AC 15

HP 15



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**BURNING SKELETON** 13 POINTS

CE

LEVEL (SAVE) 5  
**MELEE ATTACK**  
 +4 (5 + 5 fire)

TYPE  
 Undead

SPEED 6

SPECIAL ABILITIES  
**Fearless** (Always succeeds on morale saves)  
**Fire Shield 5** (Any creature that hits this creature with a melee attack takes 5 fire damage)  
**Immune Cold, Fire**



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**DEATHLOCK** 12 POINTS

CE

LEVEL (SAVE) 3  
**MELEE ATTACK**  
 +1 (5)

TYPE  
 Undead

SPEED 6

SPECIAL ABILITIES  
**Fearless** (Always succeeds on morale saves)

AC 13

HP 20

SPELLS  
 1st—*cause fear* ☐☐ (range 6; target creature of level 5 or below makes a morale save), *magic missile* ☐☐ (sight; 5 damage)



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**DOLGRIM** 10 POINTS

CE

LEVEL (SAVE) 1  
**MELEE ATTACK**  
 +4/+4 (5)

**RANGED ATTACK**  
 +3 (5)

TYPE  
 Small Aberration

SPEED 4

SPECIAL ABILITIES  
**DR 5** (Takes 5 less damage from nonmagical melee and ranged attacks)  
**Slow Ranged Attack** (Can't make a ranged attack and move on the same turn)



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**ETTIN SKIRMISHER** 40 POINTS

CE

LEVEL (SAVE) 6  
**MELEE ATTACK**  
 +7/+7/+2/+2 (20)

TYPE  
 Large Giant

SPEED 8

SPECIAL ABILITIES  
**Melee Reach 2**



AC 15

HP 65

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**FIENDISH MONSTROUS SCORPION** 25 POINTS

CE

LEVEL (SAVE) 5  
**MELEE ATTACK**  
 +6/+4 (15 magic/5 magic + Poison)

TYPE  
 Large Magical Beast

SPEED 10

SPECIAL ABILITIES  
**Wild** (Always out of command)  
**DR 5** (Takes 5 less damage from nonmagical melee and ranged attacks)  
**Poison** (5 damage whenever poisoned creature activates; DC 16)  
**Resist 5 Cold, Fire**  
**Smite Good** +5 ☐ (Melee damage +5 against good enemies)  
**Spell Resistance** (May ignore spells unless the caster rolls 11+)



AC 16

HP 30

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**FLIND CAPTAIN** 53 POINTS

CE  
 COMMANDER 3

LEVEL (SAVE) 7  
**MELEE ATTACK**  
 +14/+9 (15 magic)

TYPE  
 Humanoid (Flind, Gnoll)

SPEED 6

COMMANDER EFFECT  
 Humanoid followers gain melee damage +5 and -2 AC.



AC 19

HP 70

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**FOREST TROLL** 20 POINTS

CE

LEVEL (SAVE) 5

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

RANGED ATTACK +6, range 6 (5 + Poison)

SPEED 6

TYPE Giant

AC 18

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

HP 45

Regeneration 5 (This creature heals 5 hp at the start of its turn)



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**KENKU SNEAK** 6 POINTS

CE

LEVEL (SAVE) 1

MELEE ATTACK -1 (5)

RANGED ATTACK +3 (5)

SPEED 6

TYPE Humanoid (Kenku)

AC 16

SPECIAL ABILITIES **Hide**  
**Melee Sneak Attack +5**  
**Ranged Sneak Attack +5**

HP 5



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**ORC SAVAGE** 7 POINTS

CE

LEVEL (SAVE) 2

MELEE ATTACK +7 (15)

TYPE Humanoid (Orc)

SPEED 8

SPECIAL ABILITIES **Fearless** (Always succeeds on morale saves)

AC 10

**Savage Frenzy** (This creature gains +20 hp the first time it hits with a melee attack)

HP 5



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**RAVENOUS VAMPIRE** 58 POINTS

CE

COMMANDER 4

LEVEL (SAVE) 5

MELEE ATTACK +14 (15)

TYPE: Undead

SPEED 9

COMMANDER EFFECT Followers gain melee damage +5 against enemy commanders.

SPECIAL ABILITIES **Beastmaster 3**  
**Domination Surge** (Replaces attacks: range 6; Dominate [Target Humanoid enemy makes a single immediate attack as if it were a member of your warband]; DC 18)  
**DR 5** (Takes 5 less damage from nonmagical melee and ranged attacks)  
**Fearless** (Always succeeds on morale saves)  
**Minions** (2 Animals, each with cost 5 or less, whose name contains Wolf)  
**Regeneration 5** (This creature heals 5 hp at the start of its turn)  
**Resist 10 Cold, Electricity**

AC 22

HP 40



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**VAMPIRE SPAWN** 23 POINTS

CE

LEVEL (SAVE) 4

MELEE ATTACK +5 (5 + Life Drain)

TYPE Undead

SPEED 6

SPECIAL ABILITIES **DR 5** (Takes 5 less damage from nonmagical melee and ranged attacks)  
**Fearless** (Always succeeds on morale saves)  
**Life Drain 5** (If target is a living creature, this creature gains +5 hp [maximum 30 hp])  
**Resist 10 Cold, Electricity**

AC 15

HP 30



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**ZOMBIE WHITE DRAGON** 37 POINTS

CE

LEVEL (SAVE) 10

MELEE ATTACK +18 (10 magic)

TYPE Large Undead

SPEED F6

SPECIAL ABILITIES **Flight**  
**Breath Weapon** □ (Replaces attacks: cone; 10 cold damage; DC 14)  
**Fearless** (Always succeeds on morale saves)  
**Immune Cold**  
**Slow Attack** (Can't attack and move on the same turn)

AC 15

HP 130



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