Blessed Hunter

LG — 47 POINTS

LEVEL (SAVE) 8 | SPEED 6 | AC 17 | HP 90

MELEE ATTACK
+13/+13 (10 magic)

TYPE
Large Magical Beast

SPECIAL ABILITIES
Acrobatic Charge (Can charge through allies and terrain that slows movement)
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Immune Electricity
Pounce (This creature can use all its melee attacks when charging)
Powerful Charge +10 (Melee damage +10 when charging)
Rend +10 (If this creature hits 1 enemy with both melee attacks on the same turn, damage +10 to second attack)
Smite Evil +10 ❑ (Melee damage +10 to evil enemies)

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Celestial Giant Owl

LG — 30 POINTS

LEVEL (SAVE) 8 | SPEED F6 | AC 16 | HP 55

MELEE ATTACK
+15 (15)

TYPE
Large Magical Beast

SPECIAL ABILITIES
Flight
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Immune Electricity
Smite Evil +10 ❑ (Melee damage +10 to evil enemies)
Spell Resistance (May ignore spells unless the caster rolls 11+)

Elves know celestial giant owls as "wise hunters," and none who see them in action can dispute that name.

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Cormyrean War Wizard

LG — 29 POINTS

LEVEL (SAVE) 8 | SPEED 6 | AC 19 | HP 45

MELEE ATTACK
+5 (10 electricity)

TYPE
Humanoid – Human

SPECIAL ABILITIES
Phalanx Spellcasting (This creature's damaging spells deal damage +10 whenever it is adjacent to a spellcaster ally)

SPELLS
3rd—*lightning bolt* ❑❑ (line; 20 electricity damage; DC 15)
2nd—*ray of ice* ❑ (range 6; 15 cold damage), *scorching ray* ❑ (range 6; 15 fire damage)
1st—*slide* ❑❑ (range 6; slide target creature 1 square)

Once court magicians and advisors, Cormyr's War Wizards now form the core of that great nation's military power.

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Devotee of the Silver Flame

LG — 7 POINTS

LEVEL (SAVE) 4 | SPEED 4 | AC 18 | HP 25

MELEE ATTACK
+6 (5 magic)

TYPE
Humanoid – Human

SPECIAL ABILITIES
Supernatural Bane (Melee attack +2, melee damage +10 against enemies with DR)

"The Silver Flame lights my way through all darkness."

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Knight of the Chalice

COMMANDER 3

LG — 25 POINTS

LEVEL (SAVE) 5 | SPEED 4 | AC 21 | HP 30

MELEE ATTACK
+6 (5 magic)

TYPE
Humanoid – Elf

COMMANDER EFFECT
Followers gain Immune Aura of Fear and Evil Outsider Foe +5 (Damage +5 to evil Outsider enemies).

SPECIAL ABILITIES
Evil Outsider Foe +5 (Damage +5 to evil Outsider enemies)
Fearless
Lay on Hands 10 ❑ (Replaces attacks: touch; heal 10 hp)
Smite Evil +5 ❑❑ (Melee damage +5 to evil enemies)
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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Pentifex Monolith

LG — 32 POINTS

LEVEL (SAVE) 6 | SPEED 4 | AC 21 | HP 65

MELEE ATTACK
+9 (10 magic)

TYPE: Humanoid – Human

SPECIAL ABILITIES
Chaos Bane (Melee attack +2, melee damage +10 against chaotic enemies)
Ghost Touch (This creature's melee attacks ignore Incorporeal)
Soulmelds (Choose 1 effect. Soulmeld effects end immediately if this creature is eliminated.)
Airstep Sandals (Swift: self; Flight and speed F6 until this creature's next activation)
Crystal Helm (Swift: self; +3 AC until this creature's next activation)
Armguards of Destruction (Replaces attacks: 15 damage to adjacent Undead)

"Children, guard the ancient sites and hunt the Lost, that the scourge falls lightly when it comes."

06/60 ★ Dungeons & Dragons ©2007 Wizards

Phalanx Soldier

LG — 12 POINTS

LEVEL (SAVE) 4 | SPEED 6 | AC 16 | HP 30

MELEE ATTACK
+7 (5)

TYPE
Humanoid – Human

SPECIAL ABILITIES
Melee Reach 2
Phalanx Fighting (+2 AC when adjacent to an ally with Phalanx Fighting)
Set Against Charge 10 (Enemies that charge this creature take 10 damage after their charge movement but before making their melee attack)
Spear Wall +5 (Melee damage +5 for each adjacent ally with Spear Wall)

Charging a line of phalanx soldiers is like jumping on a barbed devil's back.

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Shield Guardian

LG — 41 POINTS

LEVEL (SAVE) 10 | SPEED 6 | AC 21 | HP 70

MELEE ATTACK
+10/+10 (15)

TYPE
Large Construct

SPECIAL ABILITIES
Requires Commander
Construct Traits
Fearless
Guard (Adjacent allied commanders get +2 AC)
Melee Reach 2
Shield Controller (If this creature's required commander takes damage, this creature can take half that damage)
Stored Spell (Can cast 1 spell of up to 4th level from any spellcaster in your starting warband. Spell must be chosen during setup. Does not apply to Psionics.)

A shield guardian serves its master without question.

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Stone Giant Runecarver

LG — 91 POINTS

LEVEL (SAVE) 10 | SPEED 6 | AC 22 | HP 130

MELEE ATTACK
+16/+11 (20 magic + 5 sonic)

RANGED ATTACK
+12 ❑❑ (20 magic + Stone Shards)

TYPE
Large Giant

SPECIAL ABILITIES
Melee Reach 2
Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus); **Stone Shards** (All creatures adjacent to an enemy hit by this attack take 10 magic damage)

SPELLS
7th—*symbol of stunning* ❑ (Place a counter in an adjacent square; on its turn, an enemy with 65 or fewer hp that moves into the counter's square or any square adjacent to the counter, or that activates within these squares, is stunned; DC 19, only one save is needed each turn)

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Van Richten

LG — COMMANDER 6 — 59 POINTS

LEVEL (SAVE) 10 — SPEED 4 — AC 20 — HP 75

MELEE ATTACK
+10/+5 (10 magic)

TYPE: Humanoid – Human

COMMANDER EFFECT
Followers with half of their maximum hit points or fewer get damage +5.

SPECIAL ABILITIES: Greater Turn Undead 10 ❑ (As Turn Undead, but creatures that fail the morale save are destroyed); **Undead Bane** (Melee attack +2, melee damage +10 against Undead enemies)

SPELLS: 5th—*mass cure light wounds* ❑ (self and allies within 6 squares; heal 15 hp); 4th—*holy smite* ❑ (sight; radius 4; 20 damage to evil creatures or 25 damage to evil Outsiders; DC 16), *make manifest* ❑ (range 6; target creature loses Incorporeal; DC 16); 3rd—*searing light* ❑❑ (sight; 10 damage, or 20 damage to Undead); 2nd—*close wounds* ❑ (immediate: range 6; a target that would be reduced to 0 hp or fewer instead has 5 hp remaining)

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Van Richten

LG — COMMANDER 6 — EPIC 231 POINTS

LEVEL (SAVE) 12 — SPEED 6 — AC 23 — HP 180

MELEE ATTACK
+20/+15 (15 magic)

TYPE: Humanoid – Human

COMMANDER EFFECT
Followers with half of their maximum hit points or fewer get damage +5.

SPECIAL ABILITIES
Greater Turn Undead 12 ❑ (As Turn Undead, but creatures that fail the save are destroyed); **Undead Bane** (Melee attack +2, melee damage +10 against Undead enemies); **Evil Bane** (Melee attack +2, melee damage +10 against evil enemies)

SPELLS
6th—*bolt of glory* ❑ (range 6; 35 damage to evil creature or 60 damage to Undead or evil Outsider), *heal* ❑ (touch; heal 100 hp); 4th—*holy smite* ❑ (sight; radius 4; 20 damage to evil creatures or 25 damage to evil Outsiders; DC 16), *make manifest* ❑ (range 6; target creature loses Incorporeal; DC 16); 2nd—*close wounds* ❑❑ (immediate: range 6; a target that would be reduced to 0 hp or fewer instead has 5 hp remaining)

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Vampire Hunter

LG/CG — 18 POINTS

LEVEL (SAVE) 7 — SPEED 6 — AC 16 — HP 40

MELEE ATTACK
+8 (10 magic)

RANGED ATTACK
+11 (5 magic)

TYPE
Humanoid – Human

SPECIAL ABILITIES
Undead Slayer +10 (Damage +10 to Undead enemies)
Wooden Stake ❑ (Replaces attacks: Make a melee or ranged attack roll; if successful, destroy Undead creature whose name contains Vampire; DC 20, 5 damage instead on successful save)

"There are three ways to permanently destroy a vampire: sunlight, running water, or holy wafers placed inside its severed head. Did you remember your holy wafers?"

11/60 ◆ Dungeons & Dragons ©2007 Wizards

Air Mephit

CG — 13 POINTS

LEVEL (SAVE) 3 — SPEED F12 — AC 16 — HP 15

MELEE ATTACK
+4 (5 + Pushback)

TYPE
Small Outsider

SPECIAL ABILITIES
Flight
Breath Weapon ❑❑ (Replaces attacks: cone, 10 damage + push affected creatures 1 square; DC 12)
Conceal 6
Pushback (When this creature's melee attack deals damage to a Medium or smaller creature, it may push that creature 1 square; DC 12)

Air mephits are as capricious as the wind in a storm.

12/60 ◆ Dungeons & Dragons ©2007 Wizards

Asura

CG — 40 POINTS

LEVEL (SAVE) 8 — SPEED F10 — AC 19 — HP 55

MELEE ATTACK
+13/+8
(10 magic + 5 fire)

RANGED ATTACK
+11/+6
(10 magic + 5 fire)

TYPE
Outsider

SPECIAL ABILITIES
Flight
Burning Wind ❑❑ (Replaces attacks: 10 fire damage to all creatures within 3 squares)
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Immune Confusion, Fire
Spell Resistance (May ignore spells unless the caster rolls 11+)

"The fires of righteousness burn away darkness and impurity. Will anything remain after you're touched by its flames?"

13/60 ★ Dungeons & Dragons ©2007 Wizards

Changeling Rogue

CG — 8 POINTS

LEVEL (SAVE) 4 — SPEED 6 — AC 17 — HP 25

MELEE ATTACK
+6 (5 magic)

TYPE
Humanoid – Changeling – Shapechanger

SPECIAL ABILITIES
Disguise Self (Until it attacks or casts a spell, this creature has Invisible)
Melee Sneak Attack +5

A changeling can wear many faces, including those of your allies.

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Cleric of Sune

CG — COMMANDER 3 — 34 POINTS

LEVEL (SAVE) 7 — SPEED 6 — AC 17 — HP 50

MELEE ATTACK
+8 (5 magic)

TYPE: Humanoid – Human

COMMANDER EFFECT
Allied and enemy Humanoids get melee attack +2 and melee damage +5.

SPECIAL ABILITIES: Amazing Beauty (A Humanoid that makes a melee attack against this creature must save or that attack automatically misses; DC 17); **Turn Undead 10** ❑

SPELLS: 4th—*castigate* ❑ (radius 2, centered on caster; 10 damage to enemy creatures, or 20 damage to LE creatures, can cast while adjacent to enemy; DC 16); 3rd—*cure serious wounds* ❑ (touch; heal 20 hp), *legion's magic weapon* ❑ (your warband; attack +1, ignore DR), *suggestion* ❑ (range 6; Confusion, save at the end of affected creature's turn; DC 15)

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Dwarf Battlerager

CG — 17 POINTS

LEVEL (SAVE) 7 — SPEED 7 — AC 12 — HP 35

MELEE ATTACK
+5/+5 (10)

TYPE
Humanoid – Dwarf

SPECIAL ABILITIES
Battlerage (If this creature has taken damage, it gets melee attack +4 and melee damage +10 until the end of the skirmish)
Dodge Giants +4 (+4 AC against Giants)
Fearless

"Lemme at 'em! Lemme at 'em!"

16/60 ● Dungeons & Dragons ©2007 Wizards

Halfling Brawler

CG — 15 POINTS

LEVEL (SAVE) 5 — SPEED 6 — AC 13 — HP 35

MELEE ATTACK
+7/+7 (10)

RANGED ATTACK
+7, range 6 ❑
(10 + Double Throw))

TYPE
Small Humanoid – Halfling

SPECIAL ABILITIES
Size Advantage (Melee damage +5 to larger enemies)
Double Throw (When this creature makes a ranged attack, it can immediately make 1 extra ranged attack against the same target)

"I'll soon cut you down to size!"

17/60 ◆ Dungeons & Dragons ©2007 Wizards

Large Astral Construct

CG — 43 POINTS

LEVEL (SAVE) 7 | SPEED 6 | AC 19 | HP 70

MELEE ATTACK
+13/+13 (15)

TYPE
Large Construct

SPECIAL ABILITIES
Requires Commander
Construct Traits
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Astral Construct Ability ❑ (During setup, choose 1 effect):
Energy Damage (Melee damage +5 fire or +5 cold; choose type during setup)
Flight and Speed +4
Melee attack +4
+4 AC
Spell Resistence (May ignore spells unless the caster rolls 11+)

You think, therefore it is.

18/60 ★ Dungeons & Dragons ©2007 Wizards

Large Brass Dragon

CG — 50 POINTS

LEVEL (SAVE) 10 | SPEED F9 | AC 19 | HP 90

MELEE ATTACK
+10/+8/+8 (15)

TYPE
Large Dragon

SPECIAL ABILITIES
Flight
Breath Weapon ❑ (Replaces attacks: cone; Sleep; DC 18)
Breath Weapon ❑ (Replaces attacks: line; 20 fire damage; DC 18)
Double Damage from Cold
Immune Fire, Paralysis, Sleep
Misdirection (Whenever an enemy misses this creature with a melee attack, reroll the enemy's attack against one of its allies within its Melee Reach)

Brass dragons love to talk.
Prudent adventurers indulge them.

19/60 ★ Dungeons & Dragons ©2007 Wizards

Lyrandar Skyfire Captain

CG — 55 POINTS — COMMANDER 3

LEVEL (SAVE) 8 | SPEED 6 | AC 18 | HP 45

MELEE ATTACK
+9/+4 (5 magic)
RANGED ATTACK
+12/+7 (10 magic + 5 fire)

TYPE: Humanoid – Elf

COMMANDER EFFECT
Enemies lose Flight.

SPECIAL ABILITIES: Prepared for Battle (Immediately after setup, this creature may cast 2 of its spells upon itself or an adjacent ally)

SPELLS: 4th—*speed weapon augmentation* ❑ (touch; choose a ranged attack or melee attack; target creature gains an extra attack of the chosen type on each of its turns); 3rd—*fiery weapon augmentation* ❑ (touch; choose ranged attacks or melee attacks; target creature gains damage +5 fire with the attack type chosen); 2nd—*cat's grace* ❑ (touch; +2 AC, ranged attack +2); 1st—*energy alteration* ❑ (touch; choose ranged attacks or melee attacks; acid, cold, electricity, or fire energy damage on the chosen attacks changes to another energy type [acid, cold, electricity, or fire]; DC 13)

20/60 ★ Dungeons & Dragons ©2007 Wizards

Marid

CG — 46 POINTS

LEVEL (SAVE) 8 | SPEED 6 | AC 19 | HP 70

MELEE ATTACK
+10/+5 (20)

TYPE
Large Outsider

SPECIAL ABILITIES
Drown ❑ (Replaces attacks: range 6; destroy living creature with 60 or fewer hp; DC 17)
Fire Slayer +10 (Damage +10 to enemies with Immune Fire)
Melee Reach 2
Spell Resistance (May ignore spells unless the caster rolls 11+)

SPELLS
3rd—*quench* ❑ (range 6; this creature and target creature gain Resist 10 Fire)

Like water, a marid can soothe or scour, quench or drown.

21/60 ◆ Dungeons & Dragons ©2007 Wizards

Pseudodragon

CG — 12 POINTS

LEVEL (SAVE) 2 | SPEED F8 | AC 18 | HP 15

MELEE ATTACK
+4 (5 + Sleep Poison)

TYPE
Tiny Dragon

SPECIAL ABILITIES
Flight
Hide
Sleep Poison (Sleep; DC 14)
Spell Resistance (May ignore spells unless the caster rolls 11 +)
Spellcrafter's Cohort (If this creature puts an enemy to sleep, choose 1 spellcaster in your warband within 6 squares; that spellcaster gains 1 extra use of your choice of 1 of its spells. Does not apply to Psionics.)

Pseudodragons seem playful and harmless—until their "game" is to put you to sleep in front of a hydra's lair.

22/60 ◆ Dungeons & Dragons ©2007 Wizards

Rat Swarm

CG — 17 POINTS

LEVEL (SAVE) 4 | SPEED 6 | AC 14 | HP 35

MELEE ATTACK
+5 (5 + Black Death)

TYPE: Large Animal

SPECIAL ABILITIES
Black Death (Living creatures only; attack –1 whenever the affected creature activates; this penalty is cumulative, but a creature can be affected by only one Black Death effect at a time; DC 15, save at the end of each affected creature's turn)
Fearless; Formless (Damage from melee and ranged attacks is reduced to 5); **No Reach** (Can't make attacks of opportunity)
Swarm Attack ❑ (Replaces attacks: Each adjacent creature makes a save against this creature's Black Death)
Trample 0 + Black Death (Can move through 1 smaller enemy's space to use Black Death only; DC 15)
Wandering Monster (Sets up on a random victory area instead of your starting area)

23/60 ◆ Dungeons & Dragons ©2007 Wizards

Stormrage Shambler

CG — 72 POINTS

LEVEL (SAVE) 8 | SPEED 6 | AC 17 | HP 120

MELEE ATTACK
+15/+15 (25)

TYPE
Large Plant

SPECIAL ABILITIES
Wild (Always out of command)
Electricity Healing 10 (This creature heals 10 hp each time it is subjected to electricity damage)
Immune Electricity
Melee Reach 2
Plant Traits

Storms can enrage shambling mounds, causing them to go on a lightning-fueled frenzy of destruction.

24/60 ◆ Dungeons & Dragons ©2007 Wizards

Virtuous Charger

CG — 40 POINTS

LEVEL (SAVE) 7 | SPEED 12 | AC 18 | HP 85

MELEE ATTACK
+11/+9 (15 magic/10)

TYPE
Large Mounted Humanoid – Elf – Magical Beast

SPECIAL ABILITIES
Aura of Protection from Evil (This creature and adjacent creatures get +2 AC against evil creatures)
Immune Confusion, Dominate, Poison
Enhanced Mobility 12 (This creature can move up to 12 squares on its turn and use all its melee attacks); **Skirmish Attack +10** (Damage +10 if this creature has moved at least 2 squares this turn)

SPELLS
4th—*neutralize poison* ❑ (touch; remove Poison, and target creature gains Immune Poison); 2nd—*cure moderate wounds* ❑ (touch; heal 10 hp)

25/60 ★ Dungeons & Dragons ©2007 Wizards

Wild Elf Warsinger

CG — 9 POINTS

LEVEL (SAVE) 3 | SPEED 8 | AC 16 | HP 20

MELEE ATTACK
+8 (10)

TYPE
Humanoid – Elf

SPECIAL ABILITIES
Aura of Fear 2 (Adjacent enemies get morale save –2)
Dirge for the Unliving (Undead within 6 squares take 5 damage whenever this creature activates)
War Song (Allies that activate within line of sight of this creature gain Powerful Charge +10 [Melee damage +10 when charging] until end of turn)

Their howling song is your funeral dirge.

26/60 ● Dungeons & Dragons ©2007 Wizards

Wizard of Turmish

LG/LE — 33 POINTS

LEVEL (SAVE) 7 — SPEED F8 — AC 13 — HP 30

MELEE ATTACK
+3 (5 magic)

TYPE
Humanoid – Human

SPECIAL ABILITIES
Flight; Cooperative Spellcasting (This creature's spell DCs increase by 1 for each adjacent allied spellcaster); **Devoted Familiar** ❑ (Immediate: When this creature takes damage that would destroy it, it takes no damage instead)

SPELLS
4th—*burning blood* ❑ (sight; 5 fire damage whenever target creature activates; DC 16); 3rd—*anyspell* ❑❑❑ (cast any spell of 2nd level or lower that an adjacent allied spellcaster can cast); 1st—*backbiter* ❑❑ (range 6; target creature makes an immediate melee attack against itself; DC 13), *disrupt undead* [unlimited] (range 6; 5 damage to Undead creature)

27/60 ★ Dungeons & Dragons ©2007 Wizards

High Inquisitor

COMMANDER 4

LG/LE — 49 POINTS

LEVEL (SAVE) 8 — SPEED 4 — AC 22 — HP 65

MELEE ATTACK
+9/+4 (10 magic)

TYPE: Humanoid – Human

COMMANDER EFFECT
Each enemy hit by a Smite attack must make a morale save.

SPECIAL ABILITIES
Smite +10 ❑ (Melee damage +10)
Turn Undead 6 ❑; **Zealotry** ❑❑ (Immediate: Reroll 1 save this creature just failed; can use when routing)
Overbearing Presence (Adjacent noncommander enemies are considered out of command)

SPELLS
4th—*order's wrath* ❑ (sight; radius 4; 20 damage to chaotic creatures; DC 16); 3rd—*inflict serious wounds* ❑❑ (touch; 20 negative damage; DC 15); 1st—*cure light wounds* ❑❑ (touch; heal 5 hp)

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Large Ice Elemental

LG/LE — 28 POINTS

LEVEL (SAVE) 8 — SPEED 6 — AC 19 — HP 55

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

TYPE
Large Elemental

SPECIAL ABILITIES
Cold Healing 10 (This creature heals 10 hp each time it is subjected to cold damage)
Double Damage from Fire
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Ice Spikes (An enemy that moves into any square adjacent to this creature, or that activates within these squares, takes 5 cold damage; does not affect creatures with Flight)
Immune Cold
Melee Reach 2

They are as cold as death and as deadly as winter.

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Bat Familiar

ALL — 6 POINTS

LEVEL (SAVE) 1 — SPEED F8 — AC 16 — HP 5

MELEE ATTACK
+3 (5)

TYPE: Tiny Magical Beast

SPECIAL ABILITIES
Flight; Requires Spellcaster Attendant (Does not count as a creature for the purpose of warband construction. Your warband cannot contain more than 1 Bat Familiar for each required spellcaster.)
Blindsight
Deliver Touch Spell ❑ (This creature can cast 1 touch spell of the required spellcaster; a spell cast in this fashion is treated as though cast by that spellcaster)
Evade Damage (If this creature successfully saves against a damaging spell or special ability, it takes no damage)
No Reach (Can't make attacks of opportunity)

Beware of spellcasters with bats as familiars. It means they have regular need to be abroad at night.

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Beholder Lich

LE — 64 POINTS

LEVEL (SAVE) 11 — SPEED F4 — AC 22 — HP 70

MELEE ATTACK
+3 (10)

TYPE: Large Undead – Aberration

SPECIAL ABILITIES: Flight; Double Eye Rays (Replaces attacks: sight; roll 1d20 twice; each time, use the indicated effect or any 1 effect with a lower number; choose target after each roll):
1–5: *chill touch* (5 damage, or Turn Undead 20 to Undead creature)
6–10: *inflict moderate wounds* (10 negative damage; DC 18)
11–14: *vampiric touch* (15 damage to living creature; DC 18; this creature gets hp equal to damage dealt [maximum 70 hp])
15–18: *bestow curse* (attack –4, save –4; DC 18)
19–20: *finger of death* (destroy living creature; DC 18, 25 damage instead on successful save)
Fearless; Undead Traits; Unhallowed Sight (All creatures within line of sight lose Turn Undead; Undead creatures within line of sight get attack +1)

31/60 ★ Dungeons & Dragons ©2007 Wizards

Blood Golem of Hextor

LE — 52 POINTS

LEVEL (SAVE) 10 — SPEED 4 — AC 20 — HP 75

MELEE ATTACK
+13/+13 (15)

TYPE: Large Construct

SPECIAL ABILITIES
Construct Traits
DR 5
Fearless
Feed 10 (Whenever this creature destroys a living creature, it immediately gets +10 hp [maximum 75 hp])
Fountain of Blood (Squares occupied by and adjacent to this creature are treated as blood rock terrain)
Melee Reach 2
Spell Resistance All (Ignores all spells)
Whirlwind Attack (On its turn, if this creature moves no more than 1 square, it can make a separate melee attack against each enemy within its Melee Reach)

Blood fuels them and blood makes them strong.

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Blood of Vol Divinity Seeker

LE — 26 POINTS

LEVEL (SAVE) 7 — SPEED 8 — AC 18 — HP 40

MELEE ATTACK
+8/+8 (5 magic)

TYPE
Humanoid – Human

SPECIAL ABILITIES
Blood Syphon (On this creature's turn, it gets melee attack +4 and melee damage +10 against a living enemy that is adjacent when this creature activates)
Devotee of Undead (Melee damage +5 when a follower of an Undead commander)
Fearless

"Scripture tells us to seek the divine within, for the blood is the life. Show me your divinity!"

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Bone Naga

LE — 62 POINTS

LEVEL (SAVE) 10 — SPEED 6 — AC 20 — HP 70

MELEE ATTACK
+9 (10 + Poison)

TYPE: Large Undead

SPECIAL ABILITIES
Fearless; Immune Cold
Poison (5 damage whenever poisoned creature activates; DC 17); **Spell Resistance; Undead Traits**

SORCERER SPELLS: 6th— ❑ *flesh to stone* (range 6; destroy target living creature and replace it with a statue; DC 18); 5th— ❑❑ *cone of cold* (cone; 30 cold damage; DC 17), *telekinesis* (sight; slide target creature up to 3 squares; DC 17, allies may voluntarily fail save); 4th— ❑❑❑ *assay spell resistance* (sight; target creature loses Spell Resistance; ignore Spell Resistance), *stoneskin* (touch; creature gains DR 5 [Takes 5 less damage from nonmagical melee and ranged attacks]); 3rd— ❑❑❑ empowered *magic missile* (sight; 15 damage)

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Count Strahd Von Zarovich, Vampire

COMMANDER 7

LE — 93 POINTS

LEVEL (SAVE) 11 — SPEED 6 — AC 21 — HP 75

MELEE ATTACK
+13 (15 + Life Drain)

TYPE: Undead

COMMANDER EFFECT
Routing creatures get Speed + 4.
WARBAND BUILDING: Undead of any alignment are legal in your warband.

SPECIAL ABILITIES: DR 5; Fearless; Gaseous Form ❑ (Immediate: If this creature is reduced to 0 hp, this creature appears with 10 hp in any victory area within 6 squares; if no victory area is within 6 squares, or if this creature is within a victory area when reduced to 0 hp, this ability has no effect); **Immune Cold, Electricity; Life Drain 15** (If target is a living creature, this creature gets +15 hp [maximum 75 hp]); **Undead Traits**

SPELLS: 5th—*night's caress* ❑ (touch; 50 damage to living creature; DC 17; or Undead creature routs as if successfully turned), *telekinesis* ❑ (sight; slide target creature up to 3 squares; DC 17, allies may voluntarily fail save); 4th—*bloodstar* ❑❑ (sight; living creature takes +10 damage each time it takes damage; DC 16); 3rd—*undead torch* ❑ (range 6; target Undead gets damage +10 against living creatures)

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Count Strahd Von Zarovich, Vampire

LE — COMMANDER 7 — EPIC 255 POINTS

LEVEL (SAVE) 13 — SPEED 6 — AC 25 — HP 150

MELEE ATTACK
+21/+16 (20 + Life Drain)
TYPE: Undead
COMMANDER EFFECT
Routing creatures get Speed + 4.
WARBAND BUILDING: Undead of any alignment are legal in your warband.

SPECIAL ABILITIES: Domination ❑❑ (Replaces attacks: range 6; living creature becomes part of this creature's warband; DC 20; this is a Dominate effect); **DR 5; Fearless; Gaseous Form** ❑ (Immediate: If this creature is reduced to 0 hp, this creature appears with 10 hp in any victory area within 6 squares; if no victory area is within 6 squares, or if this creature is within a victory area when reduced to 0 hp, this ability has no effect); **Immune Cold, Electricity; Life Drain 20** (If target is a living creature, this creature gets +20 hp [maximum 150 hp]); **Undead Traits**

SPELLS: 6th—*revive undead* ❑ (immediate: range 6; remove 50 damage from target Undead creature); 5th—*night's caress* ❑ (touch; 50 damage to living creature; DC 17; or Undead creature routs as if successfully turned), *telekinesis* ❑ (sight; slide target creature up to 3 squares; DC 17, allies may voluntarily fail save); 4th—*bloodstar* ❑❑ (sight; living creature takes +10 damage each time it takes damage; DC 16); 3rd—*undead torch* ❑ (range 6; target Undead gets damage +10 against living creatures)

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Devourer

LE — 60 POINTS

LEVEL (SAVE) 10 — SPEED 6 — AC 21 — HP 80

MELEE ATTACK
+15/+15 (15)
TYPE
Large Undead
SPECIAL ABILITIES
Draw Close ❑❑❑ (Swift: range 6; pull target creature to a square adjacent to this creature; DC 19)
Fearless
Melee Reach 2
Spell Resistance (May ignore spells unless the caster rolls 11+)
Trap Essence ❑ (Replaces attacks: touch; destroy target living creature with 55 hp or fewer; DC 19)
Undead Traits

Devourers trap souls and consume them like firewood to sustain their profane existence.

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Displacer Beast Manhunter

LE — 47 POINTS

LEVEL (SAVE) 9 — SPEED 8 — AC 17 — HP 80

MELEE ATTACK
+11/+11 (10)
TYPE
Large Magical Beast
SPECIAL ABILITIES
Conceal 11
Humanoid Foe +5 (Melee damage +5 to Humanoid enemies)
Hunter +5 (Melee damage +5 unless more than 1 enemy is adjacent)
Melee Reach 2
Sidestep (On its turn, if it moves only 1 square, this creature can make all its attacks and does not draw attacks of opportunity)

Displacer beasts will hunt nearly any creature, but some form a preference for a particular variety of prey.

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Duergar Slaver

LE — COMMANDER 2 — 26 POINTS

LEVEL (SAVE) 6 — SPEED 4 — AC 18 — HP 45

MELEE ATTACK
+9 (10 + 5 fire)
TYPE
Humanoid – Dwarf
COMMANDER EFFECT
Routing enemies that take damage are eliminated.
SPECIAL ABILITIES
Conceal 6
Immune Paralysis, Poison
Willing to Follow (This commander can benefit from the Commander Effects of other commanders in your warband as though it were a follower)
SPELLS
2nd—*invisibility* ❑ (touch; creature gains Invisible until it attacks or casts a spell)

If the thought of duergar slavers isn't scary enough, think about this: They often sell their catches to drow and illithids.

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Gorgon

LE — 70 POINTS

LEVEL (SAVE) 8 — SPEED 6 — AC 20 — HP 85

MELEE ATTACK
+12 (25)
TYPE
Large Magical Beast
SPECIAL ABILITIES
Breath Weapon ❑ (Replaces attacks: cone; destroy living creatures and replace them with statues; DC 19)
Trample 15 (This creature can move through 1 smaller enemy's space to deal 15 damage; DC 19)

Gorgons fly into a rage at the first glimpse of another creature.

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Graypeak Goblin Archer

LE — 8 POINTS

LEVEL (SAVE) 2 — SPEED 6 — AC 16 — HP 10

MELEE ATTACK
+4 (5)
RANGED ATTACK
+2/+2 (5)
TYPE
Small Humanoid – Goblinoid – Goblin
SPECIAL ABILITIES
Goblin Squad (Whenever this creature attacks an enemy that is adjacent to an allied Goblinoid, it does not count against your limit of activating 2 creatures per phase)
Mob 2 (Every 2 creatures named Graypeak Goblin Archer count as 1 creature for the purpose of warband construction)
Volley (Ranged attack +2 for each adjacent creature with Volley)

A goblin of the Graypeak Mountains fights more wars during its short lifetime than the number of wars the average human ever hears about.

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Inspired Shock Trooper

LE — 11 POINTS

LEVEL (SAVE) 2 — SPEED 6 — AC 17 — HP 25

MELEE ATTACK
+5 (5)
TYPE
Humanoid – Human
SPECIAL ABILITIES
Dissolving Weapon +15 ❑ (This creature gets melee damage +15 acid with its first successful melee attack)
SPELLS
Psionics 6 pp—*burst* 1 pp (swift: self; +2 speed this turn), *dissipating touch* 3 pp (touch; 10 damage)

Brought in when more mundane forces prove inadequate, Inspired shock troopers strike fast and hit hard.

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Nessian Warhound

LE — 62 POINTS

LEVEL (SAVE) 10 — SPEED 8 — AC 21 — HP 115

MELEE ATTACK
+15 (20 + 5 fire)
TYPE
Large Outsider
SPECIAL ABILITIES
Breath Weapon ❑ (Replaces attacks: cone; 20 fire damage; DC 19)
Double Damage from Cold
Immune Fire

When the gates of Hell open, these devil-dogs lead the infernal charge of fiends into other worlds.

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Ogre Executioner

LE — 51 POINTS

LEVEL (SAVE) 9 — SPEED 6 — AC 19 — HP 80

MELEE ATTACK
+16/+11 (20)
TYPE
Large Giant
SPECIAL ABILITIES
Executioner's Blade (Melee attack +4 and melee damage +5 against creatures that are out of command or routing)
Melee Reach 2
Smite Good +15 ❑ (Melee damage +15 to good enemies)

An ogre executioner isn't very bright, but it kills whatever gets under its cleaver.

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Strahd Zombie

LE

20 POINTS

LEVEL (SAVE) 6

SPEED 6

AC 16

HP 40

MELEE ATTACK
+6 (10)

TYPE
Undead

SPECIAL ABILITIES
Hard to Kill 11 (When this creature would be reduced to 0 hp or fewer, it instead has 5 hp remaining on a roll of 11+)
Fearless
Plodding (Can't charge or move more than its Speed on a turn)
Undead Traits

"Mhuuuuuh!"

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Torturer

LE

27 POINTS

LEVEL (SAVE) 9

SPEED 6

AC 16

HP 45

MELEE ATTACK
+11/+6 (5 magic + Torment)

TYPE
Humanoid – Human

SPECIAL ABILITIES
Bloodlust (If its melee attack destroys a living enemy, this creature gains Fearless)
Melee Sneak Attack +5
Smite Good +5 ❑ (Melee damage +5 to good enemies)
Torment 5 (5 damage, living creatures only)

"This is going to hurt."

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Tsucora Quori

LE

67 POINTS

LEVEL (SAVE) 10

SPEED 8

AC 18

HP 110

MELEE ATTACK
+15/+15 (15 magic)

TYPE
Large Outsider

SPECIAL ABILITIES
DR 5; Melee Reach 2
Psionic Channeler (The DCs of Psionics cast by allies increase by 2)
Psionic Envoy (Treat the faction of any one creature with Psionics as LE for the purpose of warband construction)
Spell Resistance (May ignore spells unless the caster rolls 11+)
Terrifying Sting (An enemy that fails a morale save caused by this creature's melee attack is destroyed, and this creature heals 10 hp)

SPELLS
Psionics 8 pp—*body adjustment* 5 pp (self; heal 15 damage), *recall agony* 3 pp (sight; 10 damage; DC 16)

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Ultroloth

LE

COMMANDER 5

62 POINTS

LEVEL (SAVE) 12

SPEED 6

AC 21

HP 80

MELEE ATTACK
+16/+11 (15 magic)

TYPE: Outsider – Yugoloth

COMMANDER EFFECT
Yugoloth followers gain Hide.
WARBAND BUILDING: Yugoloths of any faction are legal in your warband.

SPECIAL ABILITIES: Dark Suggestion ❑ (Replaces attacks: any living enemy within 6 squares; Dominate [Target living enemy makes a single immediate attack as if it were a member of your warband]; DC 19); **DR 5**; **Immune Acid, Poison; Quick Cast** ❑ (Cast 1 spell as a swift action); **Spell Resistance**; **Telepathy** (Treat followers as always being within 6 squares of this commander)

SPELLS: 5th—heightened *ray of exhaustion* ❑ (range 6; attack –3, damage –10 [minimum 5]; DC 17 negates); 1st—*ray of enfeeblement* [unlimited] (range 6; attack –2, damage –5 [minimum 5]), *scorching ray* [unlimited] (range 6; 15 fire damage)

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Ultroloth

LE

COMMANDER 6

EPIC 260 POINTS

LEVEL (SAVE) 14

SPEED 6

AC 23

HP 170

MELEE ATTACK
+19/+14 (15 magic)

TYPE: Outsider – Yugoloth

COMMANDER EFFECT
Yugoloth followers gain Hide.
WARBAND BUILDING: Yugoloths of any faction are legal in your warband. Yugoloths cost 10 less for the purpose of warband construction.

SPECIAL ABILITIES: Conceal 11; Dark Suggestion [unlimited] (Replaces attacks: any living enemy within 6 squares; Dominate [Target living enemy makes a single immediate attack as if it were a member of your warband]; DC 23); **DR 5**; **Immune Acid, Poison; Quick Cast** ❑ (Cast 1 spell as a swift action); **Spell Resistance**; **Telepathy** (Treat followers as always being within 6 squares of this commander)

SPELLS: 9th—*power word kill* ❑ (range 6; destroy living creature with 60 or fewer hp); 5th—heightened *ray of exhaustion* ❑❑❑ (range 6; attack –3, damage –10 [minimum 5]; DC 17 negates); 1st—*ray of enfeeblement* [unlimited] (range 6; attack –2, damage –5 [minimum 5]), *scorching ray* [unlimited] (range 6; 15 fire damage)

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Bugbear Gang Leader

CE

COMMANDER 1

23 POINTS

LEVEL (SAVE) 4

SPEED 8

AC 15

HP 40

MELEE ATTACK
+7/+7 (10)

TYPE: Humanoid – Goblinoid – Bugbear

COMMANDER EFFECT
Followers of level 6 or lower gain Death Strike (When this creature's hp are reduced to 0 or lower, it can make 1 immediate melee attack).

SPECIAL ABILITIES
Goblin Squad (Whenever this creature attacks an enemy that is adjacent to an allied Goblinoid, it does not count against your limit of activating 2 creatures per phase)
Willing to Follow (This commander can benefit from the Commander Effects of other commanders in your warband as though it were a follower)

Bugbear gangs grant leadership to a bugbear that shows both great strength and cunning.

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Caller in Darkness

CE

53 POINTS

LEVEL (SAVE) 10

SPEED F8

AC 14

HP 55

MELEE ATTACK
+7/+7 (10)

TYPE
Large Undead

SPECIAL ABILITIES
Flight; **Incorporeal**
Fearless; **Melee Reach 2**
Steal Essence (Replaces attacks: range 6; destroy target paralyzed or sleeping creature)
Undead Traits

SPELLS
Psionics 19 pp—*concussion blast* 7 pp (sight; two nearest enemies take 10 damage), *death urge* 7 pp (sight; target creature makes an immediate successful critical hit against itself with its first printed attack, living creatures only; DC 16), *mind thrust* 4 pp (range 6; 35 damage, living creatures only; DC 15 negates)

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Canoloth

CE

24 POINTS

LEVEL (SAVE) 6

SPEED 10

AC 18

HP 50

MELEE ATTACK
+11 (10 + Tongue Grab)

TYPE
Outsider – Yugoloth

SPECIAL ABILITIES
Blind-Fight
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Immune Acid, Poison
Melee Reach 4
Spell Resistance (May ignore spells unless the caster rolls 11+)
Tongue Grab (Pull target creature to a legal adjacent square; DC 15)

They have no eyes, but they can still see you in the dark.

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Dark Talon Champion

CE

7 POINTS

LEVEL (SAVE) 3

SPEED 8

AC 14

HP 10

MELEE ATTACK
+6 (10)

TYPE
Humanoid – Reptilian

SPECIAL ABILITIES
Fearless
Reptilian Bolstered (Attack +2 and damage +5 while an allied Reptilian is adjacent)
Savage Frenzy +15 (This creature gets +15 hp the first time it hits with a melee attack)

The Dark Talon lizardfolk spill forth from their swamp on a dark crusade of slaughter and destruction.

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Fire Mephit

CE — 13 POINTS

LEVEL (SAVE) 3
SPEED F10
AC 16
HP 15

MELEE ATTACK
+4 (5 fire + Burn)

TYPE
Small Outsider

SPECIAL ABILITIES
Flight
Breath Weapon ❑❑
(Replaces attacks: cone, 10 fire damage + 5 fire damage on affected creatures' next activations; DC 12)
Burn (5 fire damage on affected creature's next activation; DC 12)
Fire Healing 5 (This creature heals 5 hp each time it is subjected to fire damage)
Immune Fire

Nothing delights a fire mephit more than setting other creatures alight.

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Gravetouched Ghoul

CE — 23 POINTS

LEVEL (SAVE) 5
SPEED 9
AC 18
HP 40

MELEE ATTACK
+7 (5 magic + Ghoul Touch)

TYPE
Undead

SPECIAL ABILITIES
Ghoul Touch (Paralysis; DC 15)
Evade Damage (If this creature successfully saves against a damaging spell or special ability, it takes no damage)
Undead Traits

"Blessed" by Doresain, King of the Ghouls, gravetouched ghouls retain abilities they possessed in life but must regularly feed on the flesh of the living.

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Intellect Devourer

CE — 32 POINTS

LEVEL (SAVE) 6
SPEED 8
AC 20
HP 40

MELEE ATTACK
+9 (10)

TYPE
Small Aberration

SPECIAL ABILITIES
Blindsight
Body Thief ❑ (When this creature destroys a living enemy with a cost of 50 points or less, you may remove this creature from play and place the destroyed enemy in its space. Use the destroyed enemy's printed stats but this creature's hit points.)
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Immune Fire, Electricity
Spell Resistance (May ignore spells unless the caster rolls 11+)

"Intellect devourer? Body snatcher would be a better term."
—Salin Trueborn, aberration hunter

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Large Black Dragon

CE — 44 POINTS

LEVEL (SAVE) 10
SPEED F10
AC 18
HP 90

MELEE ATTACK
+10/+8/+8 (20)

TYPE
Large Dragon

SPECIAL ABILITIES
Flight
Breath Weapon ❑ (Replaces attacks: line 12; 25 acid damage; DC 18)
Enforcer (If this creature is under command, allies within line of sight get morale save +2)
Immune Acid, Paralysis, Sleep

Black dragons often let kills swell and putrefy for several days before consuming the rotten flesh.

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Redspawn Arcaniss

CE — 44 POINTS

LEVEL (SAVE) 8
SPEED 8
AC 18
HP 50

MELEE ATTACK
+9 (5)

TYPE
Monstrous Humanoid – Dragon – Spawn

SPECIAL ABILITIES
Double Damage from Cold
Fire Spell Affinity (This creature heals 5 hp each time it casts a spell that deals fire damage)
Immune Fire, Paralysis, Sleep

SORCERER SPELLS
3rd— ❑❑ *fireball* (sight; radius 4; 20 fire damage; DC 15)
2nd— ❑❑❑❑ *fireburst* (each adjacent creature; 15 fire damage, can cast while adjacent to enemy; DC 14), *scorch* (line 12; 10 fire damage; DC 14)

"Go forth and burn hot and bright." —The Scrolls of Fire

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Thrall of Blackrazor

CE — 43 POINTS

LEVEL (SAVE) 8
SPEED 8
AC 14
HP 65

MELEE ATTACK
+14/+9 (20 magic)

TYPE: Humanoid – Human

SPECIAL ABILITIES
Unique
A New Thrall (If this creature is destroyed by a melee attack from a living enemy, that enemy immediately joins your warband and gains the Devour the Soul and A New Thrall abilities; DC 20)
Devour the Soul (If this creature destroys a living enemy, it gets +20 hp)
Fearless; Haste ❑ (Swift: This creature can make 1 additional attack at its highest attack bonus)
Immune Confusion

"I care not, former owners brave, what heroes you seek to hire. Though mighty, I'll make each one my slave, or send him into the fire."

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Thrall of Blackrazor

CE — EPIC 149 POINTS

LEVEL (SAVE) 8
SPEED 8
AC 21
HP 180

MELEE ATTACK
+22/+17 (25 magic)

TYPE
Humanoid – Human

SPECIAL ABILITIES
Unique
A New Thrall (If this creature is destroyed by a melee attack from a living enemy, that enemy immediately joins your warband and gains the Devour the Soul and A New Thrall abilities; DC 25)
Devour the Soul (If this creature destroys a living enemy, it gets +20 hp)
Fearless
Immune Confusion
Unholy Haste ❑ (This creature can take another activation, which does not count against your limit of activating 2 creatures per phase; use only during your turn)

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Tiefling Warlock

CE — 25 POINTS

LEVEL (SAVE) 6
SPEED 6
AC 16
HP 30

MELEE ATTACK
+7 (5 + Hideous Blow)

TYPE
Outsider

SPECIAL ABILITIES
Conceal 6
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Hideous Blow (10 damage; Spell Resistance applies)
Resist 5 Cold, Electricity, Fire

SPELLS
3rd—*eldritch chain* [unlimited] (range 6; 10 damage to target and another enemy within line of sight and 6 squares of target)

"Over your dead body? I like the sound of that."

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Vampire Dire Wolf

CE — 48 POINTS

LEVEL (SAVE) 6
SPEED 10
AC 16
HP 75

MELEE ATTACK
+14 (25 magic + Life Drain)

TYPE
Large Undead

SPECIAL ABILITIES
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Fearless
Life Drain 10 (If target is a living creature, this creature gets +10 hp [maximum 75 hp])
Resist 10 Cold, Electricity
Stunning Attack ❑ (DC 20)
Undead Traits

Its bite is worse than its bark.

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CE

Werewolf Lord

COMMANDER 2

53 POINTS

LEVEL (SAVE) 8

SPEED 8

AC 15

HP 100

MELEE ATTACK
+15/+15 (25)

TYPE
Humanoid – Human – Shapechanger

COMMANDER EFFECT
Animal and Shapechanger followers gain Bloodlust (If its melee attack destroys a living enemy, this creature gains Fearless). WARBAND BUILDING: Shapechangers of any faction are legal in your warband.

SPECIAL ABILITIES
Beastmaster 8
Blind-Fight
Bloodlust (If its melee attack destroys a living enemy, this creature gains Fearless)
Cleave
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)

Pray that the moon remains dark forever.

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