

ARCANE PORTAL

15 POINTS

ANY

LVL: 4 MELEE ATTACK
AC: 14 -/-
SPD: F1
HP: 20

TYPE: Small Construct

SPECIAL ABILITIES: Construct Traits; Fearless; Flight; Incorporeal; Spell Resistance All; Portal Blast (Replaces Attacks; enemies within 3 squares take 5 damage and place affected creature up to 6 squares, DC 12); Portal □□ [a medium or smaller ally occupies adjacent squares gains Dimension Door (Replaces Attacks: self; place this creature in any square it has line of sight to)]; Object (does not score victory points for occupying victory areas); No Reach (can't make attacks of opportunity); Unstable (after setup, before first turn this creature must be placed at least 6 squares far from any other creature).

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ASTRAL GIANT

28 POINTS

CG

LVL: 7 MELEE ATTACK
AC: 18 +11/+6 (15 magic)
SPD: F7
HP: 50

TYPE: Large Giant

SPECIAL ABILITIES: Melee Reach 3; Astral Leap □ (swift: self; place this creature within 6 squares it has line of sight to); Flight; Ghost Touch.

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BEBILITH

185 POINTS

CE

LVL: 11 MELEE ATTACK
AC: 24 +17/+12/+12 (25 + Poison /15/15)
SPD: 8 RANGED ATTACK
HP: 165 +13 (10 + Entangle)

TYPE: Huge Outsider – Demon

SPECIAL ABILITIES: DR5; Immune Electricity, Poison; Resist 10 Acid, Cold, Fire; Blindsight; Melee Reach 2; Poison (5 damage whenever poisoned creature activate; DC 20); Entangle (DC 20)

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BLOOD FIEND

56 POINTS

CE

LVL: 10 MELEE ATTACK
AC: 20 +9/+9/+9/+9 (10)
SPD: 6
HP: 75

TYPE: Undead - Outsider - Demon

SPECIAL ABILITIES: Undead Traits; Fearless; Bloodseeker (+2 attack and +5 damage against damaged enemies); Spell Resistance; Immune Electricity; Resist 5 Acid, Cold, Fire; 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)

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BRAIN IN A JAR

41 POINTS

LE

COMMANDER 4

LVL: 8 MELEE ATTACK
AC: 19 -/-
SPD: F4
HP: 50

TYPE: Tiny Undead

COMMANDER EFFECT: Psionic DCs of followers are +1 over printed numbers

SPECIAL ABILITIES: Flight; Undead Traits; Fearless; No Reach; Protect the master (use when this creature would take damage: 1 non-commander ally within 6 squares takes that damage instead, then this creature takes 5 damage); Telepathy (treat allies as always being within 6 squares of this commander); Puppeteer (Replaces Attacks: touch or range 6, target living enemy creature makes a single immediate attack as if it were a member of your warband against any creature or itself, DC 15)
SPELLS: Psionic 9pp - Mind Thrust 3pp (sight; 25 damage; DC 15 negates); Telekinesis 1pp (slide target creature up to 3 squares; DC 17, allies may voluntarily fail save)

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CLOAKER AMBUSER

33 POINTS

CG

LVL: 7 MELEE ATTACK
AC: 19 +12/+7 (10/5)
SPD: F8
HP: 45

TYPE: Large Aberration

SPECIAL ABILITIES: Hide; Blindsight; Flight; Combat Reflexes (can make 2 attacks of opportunity each turn); Envelop (Replaces Attacks: choose 1 adjacent enemy; that enemy takes 10 damage at start of each of this creature's turns and is entangled until it starts a turn while not adjacent to this creature, DC 15); Shadow Shift □□ (swift: place this creature up to 3 squares away); Hide

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CROWNWING

52 POINTS

LE

LVL: 9 MELEE ATTACK
AC: 22 +14/+14 (15)
SPD: F8
HP: 75

TYPE: Large Aberration

SPECIAL ABILITIES: Melee Reach 2; Flight; Flyby Attack (Replace turn; this creature can move up to its speed and make a single melee attack at any point during its move); Melee Sneak Attack +5; Mark of Death □ (use before rolling initiative: choose 1 enemy within 6 squares; each ally with a lower level than that enemy has +5 damage with melee and ranged attacks against that enemy until end of round); Immune Sonic

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C'TALLUN, ASTRAL HUNTER

64 POINTS

LE

COMMANDER 3

LVL: 11 MELEE ATTACK
AC: 23 +13/+13 (15 magic + Vicious Attack/15)
SPD: 6
HP: 80

TYPE: Aberration - Mind Flayer

COMMANDER EFFECT: Followers gain Outsider Foe (+5 damage against Outsider enemies)

SPECIAL ABILITIES: Unique; Outsider Slayer (+10 damage against Outsider enemies); Ghost Touch; Rend +10; Mind Blast (Replaces Attacks: cone; stun; DC 16); Vicious Attack (triple damage on critical hits with melee attacks)

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C'TALLUN, ASTRAL HUNTER

215 POINTS

LE

COMMANDER 4

LVL: 13 MELEE ATTACK
AC: 25 +23/+23 (20 magic + Vorpal/20 magic)
SPD: 6
HP: 210

TYPE: Aberration - Mind Flayer

COMMANDER EFFECT: Followers gain Outsider Slayer (+10 damage against Outsider enemies)

SPECIAL ABILITIES: Unique; Astral Hunter (+15 damage against Outsider enemies); Ghost Touch; Rend +15; Mind Blast (Replaces Attacks: cone; stun; DC 20); Vorpal (on a critical hit with this attack, the target creature is eliminated)

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DEVA FANATIC

26
POINTS

LG

LVL: 6 **MELEE ATTACK**
AC: 19 +11/+6 (10 magic)
SPD: F6
HP: 50

TYPE: Outsider

SPECIAL ABILITIES: Flight; Resist 5 Acid, Cold, Electricity, Fire;

Soulburst (Immediate: when this creature is destroyed each enemy within 3 squares takes 5 damage and each ally within 3 squares heals 5 hp)

Lucky (Immediate: reroll 1 attack or save)

SPELLS: 2nd level - Divine Protection (your warband; +1 AC, save +1)

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DISPATER, IRON DUKE OF HELL

77
POINTS

LE

COMMANDER 6

LVL: 11 **MELEE ATTACK**
AC: 22 +16/+11 (15 magic)
SPD: 6 **RANGED ATTACK**
HP: 75 +16 (5 Acid)

TYPE: Outsider - Devil

COMMANDER EFFECT: Followers gain Aura of Fear 2

SPECIAL ABILITIES: Unique; Aura of Fear 2;

DR5; Spell Resistance; Immune Fire, Poison; Resist 10 acid; Cleave; Fire of Dis (Replaces Attacks: sight; each enemy and each ally take 5 fire damage);

Gates of Dis (Replaces Attacks: sight; choose up to 3 unoccupied squares adjacent to each other; those squares contain fire and smoke terrain); Nightmare Rider (may mount nightmares as if a medium human);

Nightmare Master (self; gains Incorporeal while Nightmare mount is Incorporeal)

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DISPATER, IRON DUKE OF HELL

EPIC
251
POINTS

LE

COMMANDER 7

LVL: 13 **MELEE ATTACK**
AC: 27 +23/+18 (25 magic)
SPD: 6 **RANGED ATTACK**
HP: 165 +23 (10 Acid)

TYPE: Outsider - Devil

COMMANDER EFFECT: Followers gain Aura of Fear 3

SPECIAL ABILITIES: Unique; Aura of Fear 4; DR5; Spell Resistance; Immune Fire, Poison; Resist 20 acid;

Cleave; Great Cleave (no limit to the number of cleave attacks in a turn); Great fire of Dis (Replaces Attacks: sight; each enemy takes 10 fire damage and each ally takes 5 fire damage); Gates of Dis (Replace Attacks: sight; choose up to 3 unoccupied squares adjacent to each other; those squares contain fire and smoke terrain);

Nightmare Rider (may mount nightmares as if a medium human); Nightmare Master (self; gains Incorporeal while Nightmare mount is Incorporeal)

Nightmare Master (self; gains Incorporeal while Nightmare mount is Incorporeal)

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DRAEGLOTH ABOMINATION

124
POINTS

CE

LVL: 11 **MELEE ATTACK**
AC: 22 +20/+20 (25 magic)
SPD: 7
HP: 165

TYPE: Huge Aberration - Outsider - Demon - Drow

SPECIAL ABILITIES: Conceal 6;

Spell Resistance; Melee Reach 3; Blind-Fight;

Unholy Burst (swift; adjacent good creature takes 15 damage); Wall Walker (this creature is considered to have flight as long as it begins its move in a square bordered by a wall);

Unstable Servant (whenever this creature starts a turn with no line of sight to a Drow or Demon ally, it is confused until end of turn);

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DRAGOBORN ELEMENTALIST

27
POINTS

LG

LVL: 6 **MELEE ATTACK**
AC: 16 +4 (5 Cold)
SPD: 6
HP: 35

TYPE: Dragon

SPECIAL ABILITIES: Dragon Traits; Dodge Dragons +3 (+3 AC against attacks by dragons); Immune Aura of Fear Breath Weapon (Replaces Attacks: cone; 15 acid damage DC 15);

SORCERER SPELLS: 1st level - Lesser fire orb (Range 6; 5 fire damage, ignore Spell Resistance);

Lesser cold orb (Range 6; 5 cold damage, ignore Spell Resistance);

2nd level - Lightning Blast (sight; 20 electricity damage; DC 14); Scorching Ray (Range 6; 15 fire damage); 4th level - Empowered Melf's acid arrow (sight; 20 acid damage; ignore Spell Resistance)

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DWARF BEGUILER

20
POINTS

CG

LVL: 7 **MELEE ATTACK**
AC: 15 +3 (5 magic)
SPD: 5
HP: 25

TYPE: Humanoid - Dwarf

SPECIAL ABILITIES: Disguise Self (until it attacks or cast a spell, this creature has invisible);

SPELLS: 3rd level - Inhibit (Immediate:

Range 6; creature may not activate in the next phase unless it is the last phase of the round);

2nd level - Vertigo (sight; creature cannot move on its turn; DC 14, save at the end of each of target creature's turns);

1st level - Color Spray (cone; stun DC 13)

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EFREET FIREBLADE

37
POINTS

LE

LVL: 9 **MELEE ATTACK**
AC: 20 +15/+10 (10 magic + 5 Fire)
SPD: 6
HP: 70

TYPE: Large Outsider

SPECIAL ABILITIES: Melee Reach 2; Immune Fire; Double Damage from Cold; Fire Dervish (Replaces Attacks; adjacent creatures take 20 fire damage, DC 15)

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ELDER BLUE DRAGON

272
POINTS

LE

LVL: 14 **MELEE ATTACK**
AC: 26 +20/+18/+18 (30 magic/ 25 magic/ 25 magic)
SPD: F8
HP: 225

TYPE: Huge Dragon

SPECIAL ABILITIES: Aura of Fear 4;

Dragon Traits; Flight; Immune Electricity;

Breath Weapon (Replaces Attacks: line 12; 55 electricity damage; DC 23); Melee Reach 2;

DR5; Spell Resistance; Independent;

Empowered Breath Weapons (allies' breath weapon gets +5 damage and their DCs are +2 over printed number); Thunderclap

(Replaces Attacks: adjacent creatures take 30 electricity damage; DC 23)

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ELDER COPPER DRAGON

203
POINTS

CG

LVL: 11 **MELEE ATTACK**
AC: 23 +17/+15/+15 (25 magic/ 20 magic/ 20 magic)
SPD: F8
HP: 190

TYPE: Huge Dragon

SPECIAL ABILITIES: Aura of Fear 2;

Dragon Traits; Flight; Immune Acid;

Breath Weapon (Replaces Attacks: line 12; 40 acid damage; DC 21);

Breath Weapon (Replaces Attacks: cone; slow; DC 21); Melee Reach 2; DR5;

Spell Resistance; Independent;

Ravaging Keeper (Immediate; enemy creatures in your opponent's victory areas take 20 damage);

Copper Skin (allies gain DR5)

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FETTERED DRACOLICH

64 POINTS

LE

LVL: 11 MELEE ATTACK
AC: 19 +15/+13/+13 (15 magic + Paralysis/
SPD: F6 10 magic/ 10 magic)
HP: 80

TYPE: Large Undead - Dragon
SPECIAL ABILITIES: Undead Traits;
Dragon Traits; Fearless; Immune Cold,
Electricity; Flight; Paralysis (DC 15);
Breath Weapon (Replaces Attacks: line 12;
25 acid damage; DC 17); Aura of Fear 2;
Regeneration 5; Spell Resistance; DR5;
Cold Embrace (allies gain Resist Cold 5)



FEYMIRE CROCODILE

87 POINTS

ANY

LVL: 10 MELEE ATTACK
AC: 19 +19 (20 magic)
SPD: 6
HP: 130

TYPE: Huge Animal - Fey - Aquatic
SPECIAL ABILITIES: Melee Reach 2;
Stable Footing; Feymire (adjacent squares count
as difficult terrain); Death Strike (when this
creature's hp are reduced to 0 or lower, it may
immediately make one melee attack);
Spell Resistance; DR5; Natural Soul (+2 attack
and +5 damage while under command of a
Beastmaster); Wild



FOMORIAN PAINBRINGER

160 POINTS

CE

COMMANDER 3

LVL: 11 MELEE ATTACK
AC: 22 +18/+13 (35 + Pain)
SPD: 8
HP: 185

TYPE: Huge Giant
COMMANDER EFFECT: Whenever you win initiative,
enemies get -2 AC against larger creatures this round;
otherwise, enemies get -2 melee attack this round
SPECIAL ABILITIES: Cleave; DR5; Melee Reach 3;
Pain 10 (10 damage; DC 20); Chaotic Move (swift;
if you won initiative slide each ally within command
up to 2 squares; otherwise slide each enemy within
6 squares up to 2 squares)
SPELLS: psionic 6pp - Burst 1pp (swift: self; +2 speed
this turn), Mind Thrust 3pp (sight; 25 damage;
DC 15 negates); Giant Master 10

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HEROSLAYER HYDRA

284 POINTS

LE/CE

LVL: 14 MELEE ATTACK
AC: 23 +19/+19/+19/+19/+19 (25)
SPD: 6
HP: 200

TYPE: Huge Magical Beast
SPECIAL ABILITIES: Melee Reach 3;
Immune Flanking; Multiple Threats (all enemies adjacent
to this creature are considered to be flanked);
Regeneration 10; Heroslayer (damage +10 against unique
enemies); DR5; Entwine (on its turn, if this creature does
not move and damages a smaller target with its melee attack,
the target creature cannot move or be moved until the end of
its next turn); Legendary Assassin 20 (whenever this
creature destroys a unique enemy, you score 20 extra victory
points)



HUMAN MARAUDER

20 POINTS

CE

COMMANDER 1

LVL: 5 MELEE ATTACK
AC: 14 +9/+9 (10)
SPD: 7
HP: 35

TYPE: Humanoid - Human
COMMANDER EFFECT: Allies gain Double-up
SPECIAL ABILITIES: Beastmaster 5; Willing to Follow;
Skirmish Attack +5; Double-up (whenever this creature
scores a critical hit with an attack, it may repeat that
attack against any adjacent enemy as an immediate
action)



HUMAN TOWN GUARD

10 POINTS

LG

LVL: 4 MELEE ATTACK
AC: 18 +7 (10)
SPD: 4 RANGED ATTACK
HP: 25 +5, Range 6 (5)

TYPE: Humanoid - Human
SPECIAL ABILITIES: Melee Reach 2;
Bold (has Fearless while under command)

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IRON GOLEM JUGGERNAUT

128 POINTS

LE

LVL: 11 MELEE ATTACK
AC: 26 +22/+17 (25)
SPD: 6
HP: 125

TYPE: Huge Construct
SPECIAL ABILITIES: Construct Traits; Fearless;
Immune Fire; Melee Reach 3; Cleave;
Spell Resistance All; DR5; Poison Gas (swift; poison,
all adjacent creatures; 5 damage whenever poisoned
creature activates, DC 16); Inexorable (can move
through squares occupied by enemies)



KALLIROTH, GITHYANKI PIRATE

47 POINTS

CE

COMMANDER 3

LVL: 9 MELEE ATTACK
AC: 18 +12/+12 (15 magic)
SPD: 6
HP: 80

TYPE: Outsider - Humanoid
COMMANDER EFFECT: Followers gain Surprise
Onslaught 5 (+5 damage against undamaged enemies)
SPECIAL ABILITIES: Unique; Ghost Touch;
Surprise Onslaught 10 (+10 damage against
undamaged enemies); Mobility; Spell Resistance;
Telekinetic Leap (swift: this creature gains flight
until end of turn); Telekinetic Push (may push
target up to 3 squares away for one attack; declare
use after hit is determined)



KALLIROTH, GITHYANKI PIRATE

175 POINTS

CE

COMMANDER 4

LVL: 11 MELEE ATTACK
AC: 22 +20/+20 (25 magic)
SPD: 6 + Telekinetic Push)
HP: 165

TYPE: Outsider - Humanoid
COMMANDER EFFECT: Followers gain Surprise
Onslaught 10 (+10 damage against undamaged
enemies)
SPECIAL ABILITIES: Unique; Ghost Touch;
Surprise Onslaught 15 (+15 damage against
undamaged enemies); Mobility; Spell Resistance;
Melee Sneak Attack +5; Sidestep;
Telekinetic Leap (swift: this creature gains flight
until end of turn); Telekinetic Push (may push
target up to 3 squares away for one attack; declare
use after hit is determined)

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KENKU WARRIOR

35
POINTS

CE

LVL: 7 **MELEE ATTACK**
AC: 20 +12/+7 (10 + Poison/ 10)
SPD: 7 **RANGED ATTACK**
HP: 70 +12, Range 6 (5 + Poison)

TYPE: Humanoid - Kenku

SPECIAL ABILITIES: Hide; Sneak Attack +5;

Poison (5 damage whenever poisoned creature activate; DC 16); **Defensive Roll** □ (Immediate: take no damage from a melee or ranged attack); **Flock** (+3 bonus instead of +2 against flanked enemies)



KENKU WING MAGE

26
POINTS

CE

COMMANDER 2

LVL: 5 **MELEE ATTACK**
AC: 17 +4 (5 magic)
SPD: F6
HP: 30

TYPE: Humanoid - Kenku

COMMANDER EFFECT: Followers gain Flock

SPECIAL ABILITIES: Hide; Flight; Willing to Follow Flock (+3 bonus instead of +2 against flanked enemies); **Murder of Crows** □ (replace attack: each ally has +2 attack against enemies adjacent to a Kenku ally until end of round)

SPELLS: 3rd level - *Curse of arrow attraction* □ (sight; -4 AC against ranged attacks); *Fly* □ (touch; target creature gains flight); 2nd level - *Snake's swiftness* □ (range 6; target creature may make an immediate attack); 1st level - *Slide* □ □ (range 6; slide target creature 1 square)



KOBOLD SLINGER

5
POINTS

LE

LVL: 2 **MELEE ATTACK**
AC: 15 +1 (5)
SPD: 6 **RANGED ATTACK**
HP: 10 +3 (5)

TYPE: Small Humanoid - Kobold - Reptilian

SPECIAL ABILITIES: Cowardly; Sidestep



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MANSHOON

94
POINTS

LE

COMMANDER 5

LVL: 12 **MELEE ATTACK**
AC: 18 +10/+5 (10 magic)
SPD: 7
HP: 85

TYPE: Humanoid - Human - Zhent

COMMANDER EFFECT: Living enemies and living allies take 5 damage when they activate, Zhent are immune to this effect

SPECIAL ABILITIES: Unique; Blindsight; Deflect Arrows; Spell Penetration; Immune Critical Hits; **Zhent's lord** (Zhent followers gain +2 attack and +5 damage); **Dimension door** □ (swift; self; place this creature in any space it can see at least part of)

SPELLS: 6th level - *Disintegrate* □ (sight; 60 damage; DC 18); 5th level - *Cone of cold* □ (cone; 30 cold damage; DC 17); 4th level - *Empowered Melf's acid arrow* □ □ (sight; 20 acid damage, ignore Spell Resistance); 2nd level - *Scorching ray* □ (range 6; 15 fire damage)



MANSHOON

265
POINTS

LE

COMMANDER 6

LVL: 14 **MELEE ATTACK**
AC: 23 +15/+10 (15 magic)
SPD: 7
HP: 160

TYPE: Humanoid - Human - Zhent

COMMANDER EFFECT: Enemies take 5 damage when they activate, Zhent are immune to this effect

SPECIAL ABILITIES: Unique; Blindsight; Deflect Arrows; Spell Penetration; Immune Critical Hits; Sneak Attacks; **Zhent's lord** (Zhent followers gain +2 attack and +5 damage); **Dimension door** □ □ □ (swift; self; place this creature in any space it can see at least part of)

SPELLS: 9th level - *Meteor swarm* □ (40 fire damage to all enemies in line of sight, DC 21); 6th level - *Disintegrate* □ □ (sight; 60 damage; DC 18); 5th level - *Cone of cold* □ □ (cone; 30 cold damage; DC 17); 3rd level - *Lightning bolt* (unlimited uses) (line 12; 20 electricity damage; DC 15)



MEPHISTOPHELES, LORD OF CANIA

74
POINTS

LE

COMMANDER 6

LVL: 11 **MELEE ATTACK**
AC: 22 +13/+13 (15 magic +5 Fire/
SPD: F6 15 magic +5 Cold)
HP: 70

TYPE: Large Outsider - Devil

COMMANDER EFFECT: Followers gain melee and ranged damage +5 against enemy commanders

SPECIAL ABILITIES: Unique; Melee Reach 2; Flight; DR5; Spell Resistance; Regeneration 5; Immune Fire, Poison; **Dark Flames of Cania** (adjacent creatures take 5 damage when they activate; devils are immune to this effect)

SPELLS: 3rd level - *Empowered burning hands* □ (cone; 20 fire damage; DC 15)



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MEPHISTOPHELES, LORD OF CANIA

254
POINTS

LE

COMMANDER 7

LVL: 14 **MELEE ATTACK**
AC: 27 +20/+20 (25 magic +5 Fire/
SPD: F6 25 magic +5 Cold)
HP: 175

TYPE: Large Outsider - Devil

COMMANDER EFFECT: Followers gain melee and ranged damage +5 against enemy commanders

SPECIAL ABILITIES: Unique; Melee Reach 2; Flight; DR5; Spell Resistance; Regeneration 10; Immune Fire, Poison; Resist 20 acid; **Dark Flames of Cania** (adjacent creatures take 5 damage when they activate; devils are immune to this effect)

SPELLS: 5th level - *Cone of Cold* □ (cone; 30 cold damage; DC 17)



MIND PLAYER NOBLE

45
POINTS

LE

COMMANDER 4

LVL: 9 **MELEE ATTACK**
AC: 16 +10/+10 (5)
SPD: 6
HP: 60

TYPE: Large Aberration

COMMANDER EFFECT: Aberration followers gain +5 melee damage

SPECIAL ABILITIES: Mind Blast (Replaces Attacks: cone; stun; DC 17); **Rend** +15; Spell Resistance; **Mind Blank** □ (swift; adjacent enemies take 5 damage); **Illithid Noble** (Mind Player and Illithid allies gain +2 melee attack)



MINOTAUR MANGLER

30
POINTS

CE

LVL: 6 **MELEE ATTACK**
AC: 13 +10/+5 (15 magic)
SPD: 8 + Thunderborn Wrath/15 magic
HP: 70

TYPE: Monstrous Humanoid

SPECIAL ABILITIES: **Powerful Charge** +5; **Thunderborn Wrath** (10 electricity damage; DC 14); **Crippling Strike** □ (declare before attack, target gains -2 speed; DC 14)



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NALFESHNEE TYRANT

214
POINTS

CE COMMANDER 3

LVL: 11 MELEE ATTACK
AC: 26 +20/+15/+15 (25 magic/ 15 magic/
SPD: F6 15 magic)
HP: 180

TYPE: Huge Outsider - Demon

COMMANDER EFFECT: Wounded enemy commander effects only extend to 4 squares

SPECIAL ABILITIES: Immune Electricity, Poison; Resist 10 Acid, Cold, Fire; Spell Resistance; Blindsight; Flight; Call Lightning (replace attack: sight, 20 electricity damage, ignore Spell Resistance; DC 15, 20 electricity whenever target creature activates until its save succeeds)



NEOGI GREAT OLD MASTER

112
POINTS

LE/CE

LVL: 13 MELEE ATTACK
AC: 22 +22 (30 + Poison)
SPD: 8
HP: 125

TYPE: Large Aberration

SPECIAL ABILITIES: Immune Sleep, Dominate, Confusion; Wall Walker (this creature is considered to have flight as long as it begins its move in a square bordered by a wall); Cleave; Blind-Fight; Poison (5 damage whenever poisoned creature activates; DC 20); Spit Spawns (Range 6, radius 2; enemies take 5 damage; DC 16, 5 damage whenever targeted creatures activate until save succeeds); Bear Spawns (replace attack: adjacent enemies take 5 damage; DC 16, 5 damage whenever targeted creatures activate until save succeeds)



NEOGI SLAVER

39
POINTS

LE COMMANDER 3

LVL: 7 MELEE ATTACK
AC: 19 +8/+3/+3 (5 + Poison/5/5)
SPD: 6 RANGED ATTACK
HP: 65 +8, Range 6 (5 + Poison)

TYPE: Aberration

COMMANDER EFFECT: Enslave (Each enemy that fails a moral save must immediately make another moral save; if the second save fails, that enemy counts as eliminated for victory points, is no longer routing, and is a member of your warband for the rest of the skirmish)

WARBAND BUILDING: CE Umber Hulks are legal in your warband.

SPECIAL ABILITIES: Immune Sleep, Dominate, Confusion; Wall Walker (this creature is considered to have flight as long as it begins its move in a square bordered by a wall); Poison (5 damage whenever poisoned creature activate; DC 15); Blind-Fight; Mobility; Umber Hulk Master 20 (as Beastmaster, but Umber Hulks only)

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ONI NIGHT HAUNTER

26
POINTS

LE/CE

LVL: 6 MELEE ATTACK
AC: 15 +10/+5 (15 magic)
SPD: 6
HP: 55

TYPE: Large Giant

SPECIAL ABILITIES: Melee Reach 2;

Blink Out (swift; on its turn, this creature gains Incorporeal); Spell Resistance; Devour the Soul 5 (if this creature destroys a living enemy, it gets +5 hp)



ORC STRONGBOW

27
POINTS

CE

LVL: 6 MELEE ATTACK
AC: 13 +9 (10)
SPD: 6 RANGED ATTACK
HP: 55 +10/+5 (10)

TYPE: Humanoid - Orc

SPECIAL ABILITIES: Power Shot (declare before a ranged attack; +10 damage on that attack); Precise Shot (whenever this creature shoots into melee, the defender doesn't get the AC bonus)



ORC WARCHIEF

25
POINTS

CE COMMANDER 3

LVL: 6 MELEE ATTACK
AC: 16 +9 (15 magic)
SPD: 6
HP: 60

TYPE: Humanoid - Orc

COMMANDER EFFECT: Orc followers get +2 AC

SPECIAL ABILITIES: Melee Reach 2;

Tribal Frenzy of Groomsh (replace attack: Orc allies within line of sight of this creature get +2 melee attack until the end of the round)

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RIME HOUND

75
POINTS

CE

LVL: 10 MELEE ATTACK
AC: 20 +20 (20 +5 Cold)
SPD: 10
HP: 100

TYPE: Huge Magical Beast

SPECIAL ABILITIES: Melee Reach 2; Resist 15 Cold; Stunning Attack (DC 21); Frigid Stare (replace attack: sight; 30 cold damage; DC 17);

Ice Storm (replace attack: sight; radius 4; 20 cold damage; ignore Spell Resistance)

Giant Mount (can have a large or smaller Giant creature as a rider); Expert Rider (while mounted this creature gains Stable Footing)



ROC

75
POINTS

CG

LVL: 10 MELEE ATTACK
AC: 19 +17/+15 (20/15)
SPD: F10
HP: 100

TYPE: Huge Animal

SPECIAL ABILITIES: Flight; Melee Reach 2; Pounce; Flyby Attack (Replace turn; this creature can move up to its speed and make a single melee attack at any point during its move); Sky Cavalry (when this creature is making a Flyby Attack, its rider may make a single melee attack at any point during the turn); Elf Mount (can have a medium or smaller Elf creature as a rider)



ROT GRUB SWARM

22
POINTS

LE/CE

LVL: 5 MELEE ATTACK
AC: 14 +7 (5)
SPD: 5
HP: 40

TYPE: Vermin

SPECIAL ABILITIES: Vermin Traits; Fearless; Formless (Damage from melee and ranged attacks is reduced to 5); No Reach; Stable Footing; Swarm (whenever this creature would be eliminated, you may choose to eliminate 1 adjacent ally named Rot Grub Swarm instead); Infest (this creature can enter an enemy creature's space and can end its move in a space occupied by a non-Swarm creature); Distraction (while adjacent, enemies get save -1, AC -1, attack -1; Ravenous Hunger (when this creature destroys a living enemy, its speed is reduced to 0 until the end of the skirmish)

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ROT HARBINGER

50
POINTS

CE

LVL: 9 **MELEE ATTACK**
AC: 18 +13/+8 (10 magic + Black Death)
SPD: F7
HP: 75

TYPE: Undead

SPECIAL ABILITIES: **Flight: Undead Traits; Fearless; 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 14, save at the end of each affected creature's turn); **Spell Resistance; Orcus Bolstered** (attack +2 and melee damage +5 while an ally which name contains Orcus is adjacent); **Rotting Breath** (Replaces Attacks; cone; AC -2, DC 16); **Stench** (adjacent living creatures without Stench get attack -2, save -2 and -2 AC)

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SHADAR-KAI WARRIOR

27
POINTS

LE

LVL: 7 **MELEE ATTACK**
AC: 19 +10/+5 (10 magic)
SPD: 6
HP: 60

TYPE: Humanoid - Fey

SPECIAL ABILITIES: **Disguise Self** (until it attacks or cast a spell, this creature has invisible); **Sidestep; Shadow Life** (save +4 against special abilities and spells that affect only living creatures); **Sudden Strike +5** (melee damage +5 against enemies that are stunned, helpless or unable to see this creature)

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SHADAR-KAI WITCH

26
POINTS

LE

LVL: 7 **MELEE ATTACK**
AC: 15 +5 (10 Fire)
SPD: 6
HP: 45

TYPE: Humanoid - Fey

SPECIAL ABILITIES: **Shadow Life** (save +4 against special abilities and spells that affect only living creatures); **Blink Out** (swift; on its turn, this creature gains Incorporeal); **Deep Shadow** (adjacent allies gain Hide); **Hide; Shadow Fire** (any enemy that activates while adjacent to this creature takes 5 fire damage)

SPELLS: 2nd level - *Bigby's Slapping Hand* (sight; target creature provokes attacks of opportunity from all creatures that threaten its square; DC 20)

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SHARDMIND DOMINATOR

26
POINTS

LG

LVL: 7 **MELEE ATTACK**
AC: 18 +6 (5)
SPD: 6
HP: 45

TYPE: Construct

SPECIAL ABILITIES: **Construct traits; Fearless; 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 15); **Immune Psionics**
SPELLS: *psionic 15pp - Dissipating Touch 3pp (touch; 10 damage); Body Repair 5pp (self; remove 15 damage); Concussion Blast 7pp (sight; two nearest enemies take 10 damage)*

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SKELETON

4
POINTS

LE/CE

LVL: 1 **MELEE ATTACK**
AC: 17 +1 (5)
SPD: 4
HP: 5

TYPE: Undead

SPECIAL ABILITIES: **Immune Cold**

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SPELL WEAVER

109
POINTS

ANY

COMMANDER 4

LVL: 11 **MELEE ATTACK**
AC: 19 +10/+10/+10/+10 (5 magic)
SPD: 6
HP: 80

TYPE: Monstrous Humanoid

COMMANDER EFFECT: Followers gain Almighty (Not affected by allies' spells)

SPECIAL ABILITIES: **Immune Confusion, Dominate, Stun; Spell Resistance; Spell Penetration; Quick Cast** (can cast 1 spell as a swift action); **Dimension Door** (swift; self; play this creature in any space it can see at least part of); **Invisibility** (Replaces Attacks; self; this creature gains Invisible until it attack or cast a spell); **Enlarged Cast** (can cast 1 Range 6 spell as Range 12)

SORCERER SPELLS: 6th level - *Empowered Orb of Force* (Range 6; 40 damage; DC 21; ignore Incorporeal and Spell Resistance); 5th level - *Hold Monster* (sight; Paralysis, DC 17); 3rd level - *Dispel Magic* (sight or any ally in line of sight; remove 1 ongoing spell from target creature); *Anyspell* (cast any spell of 2nd level or lower that an adjacent allied spellcaster can cast); 2nd level - (unlimited uses) *Eldritch Spear* (sight; 10 damage)

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STONE GIANT

81
POINTS

LG

LVL: 10 **MELEE ATTACK**
AC: 22 +15/+10 (20)
SPD: 6 **RANGED ATTACK**
HP: 120 ☐☐ +11 (20 + Rubble)

TYPE: Large Giant

SPECIAL ABILITIES: **Melee Reach 2**
Precise Shot (whenever this creature shots into melee, the defender doesn't get the AC bonus); **Rubble** (Choose 1 square in the target's space; that square becomes difficult terrain for the rest of the skirmish)

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STORMCLAW SCORPION

21
POINTS

CE

LVL: 5 **MELEE ATTACK**
AC: 17 +9/+7 (5 + 5 Electricity/
SPD: 8 5 + Poison)
HP: 45

TYPE: Magical Beast

SPECIAL ABILITIES: **Resist 10 Electricity; Spell Resistance; Poison** (5 damage whenever poisoned creature activate; DC 15); **Reactive Strike** (immediate: whenever a poisoned creature within melee reach activates, make an attack against that creature)

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SWORDWING

23
POINTS

LE

LVL: 5 **MELEE ATTACK**
AC: 20 +8/+8 (10)
SPD: F8
HP: 45

TYPE: Aberration

SPECIAL ABILITIES: **Flight; Immune Sonic; Disguise Self** (until it attacks or cast a spell, this creature has invisible); **Keen Critical 19; Vivisection** (whenever this creature attack a helpless humanoid, it heals 10 hp, only one time for round)

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THRI-KREEN MANTIS WARRIOR

41 POINTS

LVL: 8 MELEE ATTACK
AC: 17 +14/+8 (25 magic/5 + Poison)
SPD: 7 RANGED ATTACK
HP: 80 □ Range 6, +14 (10 magic)

TYPE: Monstrous Humanoid (Thri-Kreen)
SPECIAL ABILITIES: Deflect Arrows (+4 AC against ranged attacks); Immune Sleep; Poison (5 damage whenever poisoned creature activate, DC 16); Mantis Leap □ (Replace Attacks; move up to 7 squares as with Flight, then make 1 melee attack)



TRAPPED CHEST

10 POINTS

LVL: 1 MELEE ATTACK
AC: 10 -/-
SPD: 0
HP: 20

TYPE: Small Construct
SPECIAL ABILITIES: Construct Traits; Fearless; Stationary (cannot move or be affected by forced-movement effects); Object (does not score victory points for occupying victory areas); Trapped Chest □ (Immediate; use when this creature is destroyed; creatures within 3 squares takes 15 damage, DC 15; DR applies); Unfound Treasure (you score 5 VP at the end of each round while this creature is in play); No Reach (can't make attacks of opportunity); Wandering Monster



TREBUCHET

141 POINTS

LVL: 12 MELEE ATTACK
AC: 22 -/-
SPD: 0 RANGED ATTACK
HP: 200 +22 (35 + Stone Shards)

TYPE: Huge Construct
SPECIAL ABILITIES: Construct Traits; Fearless; Object (does not score victory points for occupying victory areas); No Reach (can't make attacks of opportunity); Large Target Bonus (attack +4 and damage +10 against Large or larger enemies); Stone Shards (all creatures adjacent to an enemy hit by this attack take 10 damage); Ally Crew (can attack only if an ally is adjacent when this creature activates); Trample 20 (this creature can move through a smaller enemy's space to deal 20 damage; DC 23); Long Thrower (Can't attack targets within 3 squares); Attached Move (may be moved at Speed 3 by large or larger animal, magical beast and construct on that creature's turn. Attached creatures must start their turn next to the Trebuchet and gain speed 3 if normally faster than 3, or their normal speed)

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TRIHORN BEHEMOTH

46 POINTS

LVL: 9 MELEE ATTACK
AC: 22 +15 (25)
SPD: 7
HP: 80

TYPE: Huge Animal
SPECIAL ABILITIES: Powerful Charge +5 (melee damage +5 when charging); Trample 20 (this creature can move through a smaller enemy's space to deal 20 damage; DC 21); Melee Reach 2; Halfling Houdah (can have a non-Mounted Halfling creature as rider); War Beast (+5 damage with melee attacks if mounted); Protective Crest (riders get +2 AC)



WATER ARCHON SHOAL REAVER

51 POINTS

LVL: 9 MELEE ATTACK
AC: 20 +15/+10 (20 magic)
SPD: 6
HP: 80

TYPE: Elemental - Aquatic
SPECIAL ABILITIES: Elemental Traits; Melee Reach 3; DR5; Fire Slayer +10 (damage +10 against enemies with Immune Fire); Stable Footing; Absorption □ □ (swift; each adjacent living creature takes 5 damage and this creature gets +5 hp for each adjacent living creature [maximum +10 hp for round]); Water Dweller (while completely in water terrain, gains Conceal 11 against ranged attacks and Immune Fire)



WILL-O'-WISP

26 POINTS

LVL: 6 MELEE ATTACK
AC: 23 +14 (10 Electricity)
SPD: F6
HP: 40

TYPE: Small Aberration
SPECIAL ABILITIES: Flight; Blink Out □ (swift; on its turn, this creature gains Incorporeal); Spell Resistance All; Blind-Fight; Bekon □ (swift; Range 6; on its next turn, if not already adjacent to this creature, target must move to a square adjacent to this creature before taking any other actions, Humanoids only; this effect ends if no path to an adjacent square is available on target's next turn; DC 14)

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YEENOGHU

66 POINTS

LVL: 10 MELEE ATTACK
AC: 19 +13/+13/+13 (15 magic)
SPD: 7
HP: 95

TYPE: Large Outsider - Demon
COMMANDER EFFECT: Followers gain Cleave, Blind-Fight
SPECIAL ABILITIES: Unique; Blindsight; Cleave; Melee Reach 2; Spell Resistance; Regeneration 5; Immune Electricity, Poison; Resist 10 Acid, Cold, Fire; Gnoll Lord (gnoll allies gain +2 save; allied gnoll commanders gains Willing to Follow Yeenoghu); Guulvorg Rider (may mount an Armoured Guulvorg and gains +5 melee damage while mounting)



YEENOGHU

EPIC
212 POINTS

LVL: 12 MELEE ATTACK
AC: 25 +20/+20/+20 (20 magic)
SPD: 7
HP: 185

TYPE: Large Outsider - Demon
COMMANDER EFFECT: Followers gain Cleave, Blindsight
SPECIAL ABILITIES: Unique; DR10; Blindsight; Cleave; Melee Reach 2; Spell Resistance; Regeneration 10; Immune Electricity, Poison; Resist 20 Acid, Cold, Fire; Gnoll Prince (gnoll allies gain +3 save; allied gnoll commanders gains Willing to Follow Yeenoghu); Guulvorg Rider (may mount an Armoured Guulvorg and gains +5 melee damage while mounting)



YOUNG VOLCANIC DRAGON

57 POINTS

LVL: 10 MELEE ATTACK
AC: 21 +13/+11/+11 (10 +5 Fire)
SPD: F6
HP: 90

TYPE: Large Dragon - Elemental
SPECIAL ABILITIES: Flight; Dragon Traits; Elemental Traits; Immune Fire; Double Damage from Cold; Breath Weapon □ (Replaces Attacks: cone; 10 Fire damage and 10 Sonic damage; DC 17); Noxious Fumes (adjacent living creatures gain -1 save); Growing Heat (allies may choose to do Fire damage instead of normal or magic damage when attacking in melee)

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ZHENT CAVALRY

21

POINTS

LE

LVL: 5 **MELEE ATTACK**
 AC: 19 +12 (5)
 SPD: 8 **RANGED ATTACK**
 HP: 45 +10/ +5 (10 magic)

TYPE: Large Mounted Humanoid - Human
SPECIAL ABILITIES: **Mounted Ranged Attack** (this creature can move at double speed and make a single ranged attack at any point during its move); **Zhent Mark** ☐ (declare before attacking; an enemy hit by an attack of this creature gains -2 AC from zhent attacks for the rest of the skirmish)



ZHENT CHAMPION

25

POINTS

LE

COMMANDER 3

LVL: 6 **MELEE ATTACK**
 AC: 20 +11/+6 (10 magic)
 SPD: 6
 HP: 50

TYPE: Humanoid - Human
COMMANDER EFFECT: When followers destroy a creature costing 50 or more points or Unique, slide human followers up to 2 squares
SPECIAL ABILITIES: **Willing to Follow;** **Zhent Mark** ☐ (declare before attacking; an enemy hit by an attack of this creature gains -2 AC from zhent attacks for the rest of the skirmish)



ZHENT SOLDIER

15

POINTS

LE

LVL: 4 **MELEE ATTACK**
 AC: 18 +8 (10 magic)
 SPD: 5 **RANGED ATTACK**
 HP: 30 ☐ +6, Range 6 (5)

TYPE: Humanoid - Human
SPECIAL ABILITIES: **Phalanx Fighting** (+2 AC while adjacent to an ally with Phalanx Fighting); **Zhent Mark** ☐ (declare before attacking; an enemy hit by an attack of this creature gains -2 AC from zhent attacks for the rest of the skirmish); **Defensive Attachment** (move an adjacent medium or smaller ally to an adjacent unoccupied square; attacks of opportunity caused by this movement target this creature instead; may use this ability only once per round)



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OE

LORD OF MADNESS



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