<table>
<thead>
<tr>
<th>Name</th>
<th>Level</th>
<th>Type</th>
<th>AC</th>
<th>HP</th>
<th>SPD</th>
<th>MELEE ATTACK</th>
<th>SPECIAL ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Arcane Portal</strong></td>
<td>15</td>
<td>ANY</td>
<td>14</td>
<td>20</td>
<td>F1</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td><strong>Astral Giant</strong></td>
<td>28</td>
<td>MELEE ATTACK</td>
<td>18</td>
<td>50</td>
<td>F7</td>
<td>+11/+6 (15 magic)</td>
<td>Type: Large Giant; Special Abilities: Melee Reach 3; Astral Leap 3; Flight; Ghost Touch.</td>
</tr>
<tr>
<td><strong>Bebilith</strong></td>
<td>185</td>
<td>RANGED ATTACK</td>
<td>24</td>
<td>165</td>
<td>8</td>
<td>+17/+12/+12 (25 + Poison/15/15)</td>
<td>Type: Huge Outsider - Demon; Special Abilities: DR5; Immune Electricity; Poison; Resist 10 Acid, Cold, Fire; Blindness; Melee Reach 2; Poison (3 damage whenever poison creature activates; DC 20); Entangle (DC 20).</td>
</tr>
<tr>
<td><strong>Blood Fiend</strong></td>
<td>56</td>
<td>MELEE ATTACK</td>
<td>20</td>
<td>75</td>
<td>6</td>
<td>+9/+9/+9/+9 (10)</td>
<td>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 (J) (Immediate: this creature is reduced to 0 hp, it 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).</td>
</tr>
<tr>
<td><strong>Brain in a Jar</strong></td>
<td>41</td>
<td>COMMANDER 4</td>
<td>19</td>
<td>50</td>
<td>6</td>
<td>+12/+7 (10/5)</td>
<td>Type: Large Aberration; Special Abilities: Hide; Blindsight; Flight; Combat Reflexes (can make 2 attacks of opportunity each turn); Envelop (Replace Attacks: choose 1 adjacent enemy, that enemy takes 10 damage at start of each creature's turn and is entangled until it starts a turn while not adjacent to this creature, DC 15); Shadow Shift (swipe: place this creature up to 3 squares away; Hide).</td>
</tr>
<tr>
<td><strong>Crownwing</strong></td>
<td>52</td>
<td>MELEE ATTACK</td>
<td>22</td>
<td>75</td>
<td>8</td>
<td>+14/+14 (15)</td>
<td>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 (I) (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</td>
</tr>
<tr>
<td><strong>C’tallun, Astral Hunter</strong></td>
<td>64</td>
<td>MELEE ATTACK</td>
<td>23</td>
<td>6</td>
<td>8</td>
<td>+13/+13 (15 magic + Vicious Attack/15)</td>
<td>Type: Aberration - Mind Flayer; Special Abilities: Follower; Outsider Foer (+5 damage against Outsider enemies); Ghost Touch (Read +10; Mind Blast (Replaces Attacks: cone; stun; DC 16); Vicious Attack (triple damage on critical hits with melee attacks).</td>
</tr>
<tr>
<td><strong>C’tallun, Astral Hunter</strong></td>
<td>215</td>
<td>MELEE ATTACK</td>
<td>25</td>
<td>210</td>
<td>6</td>
<td>+23/+23 (20 magic + Vorpal)</td>
<td>Type: Aberration - Mind Flayer; Special Abilities: Follower; Outsider (10 damage against Outsider enemies); Ghost Touch (Read +15; Mind Blast (Replaces Attacks: cone; stun; DC 20); Vorpal (on a critical hit with this attack, the target creature is eliminated).</td>
</tr>
</tbody>
</table>
**Fettered Dracolich**

**Type:** Large Undead - Dragon

**Special Abilities:** Undead Traits; Dragon Traits; Fearless; Immune Cold, Electricity, Flight; Paralyzing DC 13; Breath Weapon (2); (Replaces Attacks: line 12, 25 acid damage, DC 17); Aura of Fear 2; Regeneration 5; Spell Resistance; DR 5; Cold Embrace (allies gain Resist Cold 5)

**Level:** 11  
**AC:** 19  
**Spd:** 26  
**HP:** 125  

**Melee Attack:**  

**Feymire Crocodile**

**Type:** Huge Animal - Fey - Aquatic

**Special Abilities:** Feymire Reach 2; Stable Floating; 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; DR 5; Natural Soul (+2 attack and +5 damage while under command of a Beastmaster); Wild

**Level:** 10  
**AC:** 19  
**Spd:** 6  
**HP:** 130  

**Melee Attack**

**Fomorian Painbringer**

**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:** Clever; DR 5; Feymire Reach 3; Pain 10 (10 damage; DC 20); Chaotic Move ▴ (swift; if you win initiative, slide each ally within command up to 2 squares, otherwise slide each enemy within 6 squares up to 2 squares)

**Spells:** Prismatic Sleep - Burns 1pp (swift; self; ▴; 2-speed this turn), Mind Thrash 1pp (right, 25 damage; DC 15 negates); Giant Master 10

**Level:** 11  
**AC:** 22  
**Spd:** 8  
**HP:** 185  

**Melee Attack**

**Heroslaver Hydra**

**Level:** 14  
**AC:** 23  
**Spd:** 6  
**HP:** 200  

**Melee Attack**

**Human Marauder**

**Type:** Humanoid - Human

**Commander Effect:** Allies gain Double-up  
**Special Abilities:** Beastmaster 5; Willing to Follow; Skirmish Attack 5; Double-up (whenver this creature scores a critical hit with an attack, it may repeat that attack against any adjacent enemy as an immediate action)

**Level:** 5  
**AC:** 14  
**Spd:** 7  
**HP:** 35  

**Melee Attack**

**Human Town Guard**

**Type:** Humanoid - Human

**Special Abilities:** Feymire Reach 2; Bold (has Fearless while under command)

**Level:** 4  
**AC:** 18  
**Spd:** 4  
**HP:** 25  

**Melee Attack**

**Iron Golem Juggernaut**

**Type:** Huge Construct

**Special Abilities:** Construct Traits; Fearless; Immune Fire, Feymire Reach 3; Clever; Spell Resistance AB; DR 5; Poison Gas ▴ (swift; poison, all adjacent creatures; 3 damage whenever poisoned creature activates, DC 16); Inseparable (can move through squares occupied by creatures)

**Level:** 11  
**AC:** 26  
**Spd:** 6  
**HP:** 125  

**Melee Attack**

**Kalliroth, Githyanki Pirate**

**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)

**Level:** 9  
**AC:** 18  
**Spd:** 6  
**HP:** 80  

**Melee Attack**

**Kalliroth, Githyanki Pirate**

**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; Feymire Reach 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)

**Level:** 11  
**AC:** 22  
**Spd:** 6  
**HP:** 165  

**Melee Attack**
<table>
<thead>
<tr>
<th>Character Name</th>
<th>Class</th>
<th>Level</th>
<th>AC</th>
<th>SPD</th>
<th>HP</th>
<th>MELEE Attack</th>
<th>SPECIAL ABILITIES</th>
<th>COMMANDER EFFECT</th>
<th>SPELLS</th>
<th>TYPE</th>
<th>Size</th>
<th>Special Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Kenuk Warrior</strong></td>
<td>CE</td>
<td>7</td>
<td>20</td>
<td>7</td>
<td>70</td>
<td>+12/+7 (10 + Poison/10)</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Humanoid</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td><strong>Kenuk Wing Mage</strong></td>
<td>CE</td>
<td>5</td>
<td>17</td>
<td>6</td>
<td>70</td>
<td>+12 (3 magic)</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td><strong>Kobold Slinger</strong></td>
<td>LE</td>
<td>2</td>
<td>13</td>
<td>6</td>
<td>10</td>
<td>+3 (3)</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Humanoid</td>
<td>Small</td>
<td>-</td>
</tr>
<tr>
<td><strong>Manshoon</strong></td>
<td>LE</td>
<td>12</td>
<td>18</td>
<td>7</td>
<td>85</td>
<td>+10/+5 (10 magic)</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Humanoid</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td><strong>Mephistopheles, Lord of Cania</strong></td>
<td>LE</td>
<td>14</td>
<td>23</td>
<td>7</td>
<td>160</td>
<td>+15/+10 (15 magic)</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Humanoid</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td><strong>Mephistopheles, Lord of Cania</strong></td>
<td>LE</td>
<td>11</td>
<td>22</td>
<td>7</td>
<td>70</td>
<td>+15/+13 (15 magic +5 Fire)</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Large</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td><strong>Minotaur Noble</strong></td>
<td>LE</td>
<td>14</td>
<td>27</td>
<td>6</td>
<td>175</td>
<td>+20/+20 (25 magic +5 Fire)</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Large</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td><strong>Mind Flayer Mangler</strong></td>
<td>LE</td>
<td>9</td>
<td>16</td>
<td>6</td>
<td>60</td>
<td>+10/+10 (5)</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Large</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td><strong>Mind Flayer Mangler</strong></td>
<td>LE</td>
<td>6</td>
<td>13</td>
<td>8</td>
<td>70</td>
<td>+10/+5 (15 magic)</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Monstrous</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

**Notes:**
- **Type:** Describes the race or species of the character.
- **Size:** Indicated for non-humanoid characters.
- **Special Abilities:** Includes unique abilities and spell descriptions.
<table>
<thead>
<tr>
<th>Character</th>
<th>Level</th>
<th>AC</th>
<th>HP</th>
<th>Melee Attack</th>
<th>Special Abilities</th>
<th>Type</th>
<th>Commander Effect</th>
<th>notes</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Nalfsheen Tyrant</strong></td>
<td>11</td>
<td>26</td>
<td>180</td>
<td>2/20/15+15 (25 magic/15 magic)</td>
<td>Large Outsider - Demon</td>
<td>Huge Outsider - Demon</td>
<td>Wounded enemy commander effects only extend to 4 squares</td>
<td>Special Abilities: Immune Sleep, Dominate, Continuation, Wall Walker</td>
</tr>
<tr>
<td><strong>Neogi Great Old Master</strong></td>
<td>13</td>
<td>22</td>
<td>125</td>
<td>2/22 (30 + Poison)</td>
<td>Large Aberration</td>
<td>Aberration</td>
<td>Enflame (Each enemy that fails a mortal save most immediately makes another mortal save)</td>
<td>Special Abilities: Immune Sleep, Dominate, Continuation, Wall Walker, Large Aberration</td>
</tr>
<tr>
<td><strong>Neogi Slaver</strong></td>
<td>7</td>
<td>19</td>
<td>65</td>
<td>48+8/3 (5 + Poison/5)</td>
<td>Aberration</td>
<td>Aberration</td>
<td>Enflame (Each enemy that fails a mortal save most immediately makes another mortal save)</td>
<td>Special Abilities: Immune Sleep, Dominate, Continuation, Wall Walker, Large Aberration</td>
</tr>
<tr>
<td><strong>Oni Night Haunter</strong></td>
<td>6</td>
<td>55</td>
<td></td>
<td>+10/+5 (15 magic)</td>
<td>Large Giant</td>
<td>Orc</td>
<td>-</td>
<td>Special Abilities: Ranges 2 (20 feet)</td>
</tr>
<tr>
<td><strong>Orc Strongbow</strong></td>
<td>13</td>
<td>95</td>
<td>60</td>
<td>49 (10)</td>
<td>Humanoid - Orc</td>
<td>Orc</td>
<td>+10/+5 (10)</td>
<td>Special Abilities: Power Shot [2]</td>
</tr>
<tr>
<td><strong>Orc Warchief</strong></td>
<td>6</td>
<td>55</td>
<td>60</td>
<td>100</td>
<td>Humanoid - Orc</td>
<td>Orc</td>
<td>+10/+5 (10)</td>
<td>Special Abilities: Power Shot [2]</td>
</tr>
<tr>
<td><strong>Rime Hound</strong></td>
<td>10</td>
<td>20</td>
<td>100</td>
<td>20 (20 +5 Cold)</td>
<td>Magical Beast</td>
<td>Huge Magical Beast</td>
<td>-</td>
<td>Special Abilities: Ranges 2 (20 feet); Ice Storm [2]; Giant Mound</td>
</tr>
<tr>
<td><strong>Roc</strong></td>
<td>10</td>
<td>80</td>
<td>75</td>
<td>117/15 (20/15)</td>
<td>Bird</td>
<td>Huge Animal</td>
<td>-</td>
<td>Special Abilities: Flight; Ranges 2; Pounce; Flyby Attack</td>
</tr>
<tr>
<td><strong>Rot Grub Swarm</strong></td>
<td>5</td>
<td>5</td>
<td>22</td>
<td>47 (5)</td>
<td>Bird</td>
<td>Vermin</td>
<td>-</td>
<td>Special Abilities: Vermin Traits; Fearless; Foundless</td>
</tr>
</tbody>
</table>

notes: (a) The creature's speed ranges from 20 feet to 60 feet. (b) The creature's damage ranges from 1d6 to 1d12. (c) The creature's save bonus ranges from +1 to +5.
<table>
<thead>
<tr>
<th>Class</th>
<th>Level</th>
<th>MELEE Attack</th>
<th>AC</th>
<th>SPD</th>
<th>HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>SHADAR-KAI WARRIOR</td>
<td>7</td>
<td>4 +1/6 +5 (10 magic)</td>
<td>19</td>
<td>6</td>
<td>60</td>
</tr>
<tr>
<td>SHADAR-KAI WITCH</td>
<td>7</td>
<td>4 +1/6 (10 magic)</td>
<td>15</td>
<td>6</td>
<td>45</td>
</tr>
</tbody>
</table>

**Type:** Undead

**Special Abilities:** Flight; Undead Traits; Fearless; Shadow Life (save +4 against special abilities and spells that affect only living creatures); Blink Out (swt; 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 1 fire damage)

**Spells:** 2nd level - Befog, Slashing Hands, Cloak of Invisibility; 3rd level - Invisibility; 4th level - Suggestion, Tongue of Flame, True Strike, Vampiric Touch

<table>
<thead>
<tr>
<th>Class</th>
<th>Level</th>
<th>MELEE Attack</th>
<th>AC</th>
<th>SPD</th>
<th>HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>SHARDMIND DOMINATOR</td>
<td>7</td>
<td>+6 (3)</td>
<td>18</td>
<td>6</td>
<td>45</td>
</tr>
<tr>
<td>SKELETON</td>
<td>1</td>
<td>+1 (5)</td>
<td>17</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>COMMANDER</td>
<td>1</td>
<td>+10/+10/+10/+10 (5 magic)</td>
<td>19</td>
<td>6</td>
<td>80</td>
</tr>
</tbody>
</table>

**Type:** Undead

**Special Abilities:** Immune Cold

**Spells:** 4th level - Icy Seps, Entangle, Passwall, Wall of Stone; 5th level - Passwall, Stonekin; 6th level - Passwall, Wall of Stone, Wall of Stone

<table>
<thead>
<tr>
<th>Class</th>
<th>Level</th>
<th>MELEE Attack</th>
<th>AC</th>
<th>SPD</th>
<th>HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>STONE GIANT</td>
<td>10</td>
<td>+15/+10 (20)</td>
<td>22</td>
<td>6</td>
<td>120</td>
</tr>
<tr>
<td>STORMCLAW SCORPION</td>
<td>5</td>
<td>+9/+5 (5 +5 Electricity)</td>
<td>17</td>
<td>8</td>
<td>45</td>
</tr>
<tr>
<td>SWORDWING</td>
<td>5</td>
<td>+8/+8 (10)</td>
<td>20</td>
<td>8</td>
<td>45</td>
</tr>
</tbody>
</table>

**Type:** Aberration

**Special Abilities:** Flight; Immune Sonic; Disguise Self (until it attacks or casts a spell; this creature has invisible); Sudden Strike +5 (melee damage +5 against enemies that are stunned, helpless or unable to see this creature)
**ZHENT CAVALRY**

**LEVEL:** 5  
**MELEE ATTACK**  
**AC:** 19  
**SPD:** 8  
**HP:** 45  
+10' +5 (10 magic)

**TYPE:** Mounted Humanoid - Human  
**SPECIAL ABILITIES:** Mounted Ranged Attack  
(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**

**LEVEL:** 6  
**MELEE ATTACK**  
**AC:** 20  
**SPD:** 6  
**HP:** 50

**TYPE:** Humanoid - Human  
**COMMANDER EFFECT:** When followers destroy a creature costing 30 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**

**LEVEL:** 4  
**MELEE ATTACK**  
**AC:** 18  
**SPD:** 5  
**HP:** 30  
+6, Range 6 (8)

**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)

---

**Design:** Filavio Damasceno, Stefano Erbaggio, Daniele Solinas  
**Project Management:** Peter Scott  
**Development:** D. Gary Stogdill, Peter Scott, Filavio Damasceno, Stefano Erbaggio, Daniele Solinas, Matthew Kempe, Paul Bakker, Alexander Kiyachko  
**Graphic Design:** Daniele Solinas  
**Special Thanks:** DDM's Guild Supporters, Peter Lee and Klein Chase at Wizards of the Coast

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