

AASIMAR FIGHTER 4 POINTS

LG

LEVEL (SAVE) 2

MELEE ATTACK +4 (5)

TYPE Outsider

SPEED 4

SPECIAL ABILITIES Chaos Foe (Damage +5 against chaotic enemies)
Resist 5 Acid, Cold, Electricity

AC 18

HP 15

The wicked tremble before a warrior blessed with celestial blood.

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ASPECT OF BAHAMUT 318 POINTS

LG COMMANDER 8

LEVEL (SAVE) 15

MELEE ATTACK +22/+17/+17 (25 magic)

TYPE: Huge Dragon – Outsider

SPEED F12

COMMANDER EFFECT Dragon followers gain Dragon Bolstered (Attack +2 and melee damage +5 while an allied Dragon is adjacent).
WARBAND BUILDING: CG Dragons are legal in your warband.

AC 27

SPECIAL ABILITIES Flight. **Aura of Fear 5** (Enemies in squares threatened by this creature get morale save –5)
Breath Weapon (Replaces attacks: cone; 60 cold damage; DC 26)
Breath Weapon (Replaces attacks: line; 60 damage; DC 26)
Cleave; DR 5
Dragon Bane (Melee attack +2, melee damage +10 against Dragon enemies)
Dragonmaster 20 (As Beastmaster, but Dragons only)
Immune Cold; **Melee Reach 2**; **Spell Resistance**

HP 250

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CLERIC OF SYRETH 47 POINTS

LG COMMANDER 5

LEVEL (SAVE) 7

MELEE ATTACK +10/+5 (5 magic)

RANGED ATTACK +10 (5 magic + 5 fire)

TYPE Humanoid – Human

SPEED 4

COMMANDER EFFECT Followers flanking an enemy get +4 AC.

AC 21

SPELLS 1st—**magic weapon** (touch; attack +1, ignore DR)
2nd—**cure moderate wounds** (touch; heal 10 hp)
4th—**legion's shield of faith** (your warband; +2 AC)

HP 60

"O Syreth the Guardian, protect us though this long night."

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DRAGONBORN FIGHTER 30 POINTS

LG

LEVEL (SAVE) 6

MELEE ATTACK +10/+5 (10)

TYPE Dragon

SPEED 4

SPECIAL ABILITIES **Breath Weapon** (Replaces attacks: line 12; 15 damage, your choice of acid, cold, electricity, or fire; DC 16)
Cleave
Dodge Dragons +3 (+3 AC against attacks by Dragons)
Dragon Bane (Melee attack +2, melee damage +5 against Dragon enemies)
Immune Aura of Fear

AC 22

HP 65

"I was not always a dragonborn. Once I was something less."

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GOLDEN PROTECTOR 41 POINTS

LG

LEVEL (SAVE) 7

MELEE ATTACK +12/+12 (15)

TYPE: Large Dragon

SPEED F6

SPECIAL ABILITIES Flight
Aura of Protection from Evil (This creature and adjacent allies get +2 AC against evil creatures)
Breath Weapon (Replaces attacks: cone; 25 fire damage; DC 16)
DR 5; **Pounce** (This creature can use all its melee attacks when charging)
Resist 5 Acid, Cold, Electricity
Resist 10 Fire
SPELLS 3rd—**cure serious wounds** (touch; heal 20 hp); 4th—**holy smite** (sight; radius 4; 20 damage to evil creatures or 25 damage to evil Outsiders; DC 16), **neutralize poison** (touch; remove Poison, and target creature gains Immune Poison)

AC 20

HP 60

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MEEPO, DRAGONLORD 31 POINTS

LG

LEVEL (SAVE) 8

MELEE ATTACK +13/+8 (10 magic)

TYPE Small Humanoid – Kobold – Reptilian

SPEED 4

SPECIAL ABILITIES **Unique** (Only 1 creature whose name contains Meepeo in your warband)
Dragonlord (Enemy Dragons within 6 squares cannot use Breath Weapon)
Mob Morale 2 (Your warband gets morale save +2 while it contains at least 4 other creatures)

AC 24

HP 55

Those who once kicked and taunted him now fear him.

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SLAUGHTERSTONE EVISCERATOR 36 POINTS

LG

LEVEL (SAVE) 5

MELEE ATTACK +10/+10/+10/+10 (10)

TYPE Large Construct

SPEED 6

SPECIAL ABILITIES Requires Dwarf Commander
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Enhanced Mobility 3 (This creature can move up to 3 squares on its turn and use all its melee attacks)
Fearless
Melee Reach 2

AC 21

HP 55

Even dwarf engineers marvel at its destructive might.

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SLAUGHTERSTONE EVISCERATOR 179 POINTS

LG

LEVEL (SAVE) 10

MELEE ATTACK +20/+20/+20/+20 (15 magic)

TYPE Large Construct

SPEED 6

SPECIAL ABILITIES DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Enhanced Mobility 3 (This creature can move up to 3 squares on its turn and use all its melee attacks)
Fearless
Melee Reach 2
Resist 10 Acid, Cold, Electricity, Fire
Spell Resistance (May ignore spells unless the caster rolls 11+)

AC 29

HP 160

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TORDEK, DWARF CHAMPION 59 POINTS

LG

LEVEL (SAVE) 10

MELEE ATTACK +19/+14 (15 magic + 5 electricity)

RANGED ATTACK +12, range 6 (15 magic)

TYPE Humanoid – Dwarf

SPEED 6

SPECIAL ABILITIES **Unique** (Only 1 creature whose name contains Tordek in your warband)
Independent
Cleave
Dodge Giants +4 (+4 AC against Giants)
Ghost Touch (This creature's melee attacks ignore Incorporeal)

AC 22

HP 100

"Years of war have taught me one thing: Always trust your axe, your armor, and your friends."

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TORDEK, DWARF CHAMPION **EPIC 240 POINTS**

LG

LEVEL (SAVE) 14

MELEE ATTACK
+24/+19
(40 magic + 10 electricity)

RANGED ATTACK
+16, range 6 □
(40 magic)

SPEED 6

TYPE
Humanoid – Dwarf

AC 27

SPECIAL ABILITIES
Unique (Only 1 creature whose name contains Tordek in your warband)
Independent
Cleave
Dodge Giants +4 (+4 AC against Giants)
Ghost Touch (This creature's melee attacks ignore Incorporeal)
Immune Pushback

HP 265

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WAR WEAVER **33 POINTS**

LG

LEVEL (SAVE) 8

MELEE ATTACK
+3 (5)

TYPE
Humanoid – Human

SPEED 6

SPECIAL ABILITIES
Eldritch Tapestry
(When casting a touch spell, this creature can affect itself and up to 3 adjacent allies, instead of the spell's normal target)

AC 15

SPILLS
1st—*magic weapon* □ (touch; attack +1, ignore DR), *snake's swiftness* □□ (range 6; target creature may make an immediate attack)
2nd—*bull's strength* □ (touch; target creature with cost 16 or less gets melee damage +5), *dimension hop* □ (touch; move target creature 3 squares, DC 14; allies may voluntarily fail this save)

HP 35

Her web of spells protects her allies as a shield protects a warrior.

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BONDED FIRE SUMMONER **43 POINTS**

CG

COMMANDER 2

LEVEL (SAVE) 10

MELEE ATTACK
+4 (5 + 5 fire)

TYPE
Humanoid – Elf – Human

SPEED 6

COMMANDER EFFECT
Elemental followers gain Immune Cold. **WARBAND BUILDING:** Elementals with Immune Fire of any faction are legal in your warband.

AC 16

SPECIAL ABILITIES
Fire Companions (Elementals with Immune Fire in your warband get Speed +2 and attack +2)
Fire Elemental Master 15 (As Beastmaster, but Fire Elementals only)
Immune Fire, Poison

HP 45

SPILLS
2nd—*scorching ray* □□ (range 6; 15 fire damage)
4th—*summon monster IV* □□ (up to 3 Elementals with total cost 25 or less)

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CLAWFOOT RIDER **48 POINTS**

CG

LEVEL (SAVE) 9

MELEE ATTACK
+10/+5 (10)

RANGED ATTACK
+14/+14 (10 magic)

SPEED 8

TYPE
Mounted Humanoid – Halfling

AC 18

SPECIAL ABILITIES
Mounted Ranged Attack (This creature can move at double speed and make a single ranged attack at any point during its move)
Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus)
Woodland Stride (Not slowed by difficult terrain on maps whose name contains Forest, Jungle, or Tangle)

HP 65

Deeper than friendship is the bond between a Talenta halfling and her mount.

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GOLIATH CLERIC OF KAVAKI **36 POINTS**

CG

LEVEL (SAVE) 6

MELEE ATTACK
+8 (20 magic)

TYPE
Humanoid – Goliath

SPEED 4

SPECIAL ABILITIES
Powerful Build (This creature is considered to be Large for Chomp, Constrict, Pushback, Swallow Whole, and Trample effects)
Pushback (When this creature's melee attack deals damage to a Medium or smaller creature, it may push that creature 1 square)

AC 17

SPILLS
2nd—*bull's strength* □ (touch; target creature with cost 16 or less gets melee damage +5), *hold person* □ (sight; Paralysis, Humanoids only; DC 14)
3rd—*cure serious wounds* □ (touch; heal 20 hp)

HP 55

"Kavaki is the great mountain upon which I stand."

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GRIFFON CAVALRY **63 POINTS**

CG

LEVEL (SAVE) 9

MELEE ATTACK
+15/+10 (15 magic)

TYPE
Large Mounted Humanoid – Human – Magical Beast

SPEED F8

SPECIAL ABILITIES
Flight
Bloodlust (If its melee attack destroys a living enemy, this creature gains Fearless)
Jousting +10 (Damage +10 against Mounted enemies)
Melee Reach 2
Pounce (This creature can use all its melee attacks when charging)
Powerful Charge +10 (Melee damage +10 when charging)

AC 21

HP 70

They flash from the sky like thunderbolts.

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GRIFFON CAVALRY **EPIC 167 POINTS**

CG

LEVEL (SAVE) 11

MELEE ATTACK
+20/+15
(20 magic + 10 electricity)

TYPE
Large Mounted Humanoid – Human – Magical Beast

SPEED F8

SPECIAL ABILITIES
Flight
Fearless
Jousting +10 (Damage +10 against Mounted enemies)
Melee Reach 2
Pounce (This creature can use all its melee attacks when charging)
Powerful Charge +20 (Melee damage +20 when charging)

AC 23

HP 180

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SMALL COPPER DRAGON **15 POINTS**

CG

LEVEL (SAVE) 5

MELEE ATTACK
+7/+5/+5 (5)

TYPE
Small Dragon

SPEED F8

SPECIAL ABILITIES
Flight
Breath Weapon □
(Replaces attacks: line 12; 10 acid damage; DC 13)
Breath Weapon □ (Replaces attacks: cone; gain Slow Attack [Can't attack and move on the same turn] and can't make more than 1 attack per turn; DC 13)
Immune Acid

AC 16

HP 35

Only a fool would mistake the dragon's lighthearted nature for weakness.

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SPELLSCALE SORCERER **31 POINTS**

CG

LEVEL (SAVE) 6

MELEE ATTACK
+2 (5)

TYPE
Dragon

SPEED 6

SPECIAL ABILITIES
Counterspell 3 □□
(Immediate: sight; cancel spell of up to 3rd level as an enemy casts it)

AC 18

SORCERER SPELLS
1st—□□□ *ray of enfeeblement* (range 6; attack –2, damage –5 [minimum 5]), *sleep* (sight; radius 4; Sleep; DC 13)
2nd—□□ *blur* (touch; target creature gains Conceal 6), *Melf's acid arrow* (sight; 10 acid damage, ignore Spell Resistance)

HP 35

A spellscale views magic through draconic eyes and revels in its wondrous purity.

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CG **STORM ARCHER** **33 POINTS**

LEVEL (SAVE) 6
SPEED 7
AC 20
HP 50

MELEE ATTACK +7/+2 (5)
RANGED ATTACK +13/+8 (10 magic + 5 electricity)
TYPE Humanoid – Elf
SPECIAL ABILITIES **Precise Shot** (Whenever this creature shoots into melee, the defender doesn't get the AC bonus)



Lightning flashed, but the only thunder was the sound of his enemies falling to the ground.

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CG **TAVERN BRAWLER** **4 POINTS**

LEVEL (SAVE) 2
SPEED 6
AC 12
HP 10

MELEE ATTACK +4 (5)
RANGED ATTACK +2, range 6 □ (5)
TYPE Humanoid – Human
SPECIAL ABILITIES **Fearless**
Stagger (This creature can charge even if it does not move in a straight line)



"C'mon, tough guy, lesh see what you got!"

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CG **WARDEN OF THE WOOD** **46 POINTS**
COMMANDER 4

LEVEL (SAVE) 8
SPEED 6
AC 17
HP 55

MELEE ATTACK +7 (5)
RANGED ATTACK +11 (5 magic + Magic Stone)
TYPE Humanoid – Elf – Human
COMMANDER EFFECT Plant followers gain Immune Fire. Animal followers gain Fearless. **WARBAND BUILDING:** Animals and Plants of any faction are legal in your warband.
SPECIAL ABILITIES **Beastmaster 8; Plantmaster 8**
Magic Stone (Damage +5 to Undead)
Stable Footing (Not slowed by difficult terrain)
SPELLS
2nd—*briar web* □ (sight; radius 4; the next time an affected creature moves, it takes 5 damage and is considered to be in difficult terrain, ignore Spell Resistance; does not affect creatures with Flight)
3rd—*call lightning* □ (sight; 20 electricity damage, ignore Spell Resistance; DC 15; 20 electricity damage whenever target creature activates until its save succeeds), *neutralize poison* □ (touch; remove Poison, and target creature gains Immune Poison)
4th—*flame strike* □ (sight; radius 2; 30 fire damage; DC 16)



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LG/LE **AZER FIGHTER** **10 POINTS**

LEVEL (SAVE) 3
SPEED 4
AC 23
HP 20

MELEE ATTACK +5 (5 + 5 fire)
TYPE Outsider
SPECIAL ABILITIES **Double Damage from Cold**
Explosive Strikes 5 (All creatures adjacent to an enemy hit by this creature's melee attack take 5 fire damage)
Immune Fire



His fury burns hotter than his flame.

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CG/CE **HUGE FIRE ELEMENTAL** **EPIC 151 POINTS**

LEVEL (SAVE) 10
SPEED 10
AC 19
HP 135

MELEE ATTACK +17/+17 (15 + 10 fire)
TYPE Huge Elemental
SPECIAL ABILITIES **Double Damage from Cold**
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Enflamed (Adjacent allies with Immune Fire or Resist Fire get melee attack +2 and damage +5 fire)
Fire Shield 10 (Any creature that hits this creature with a melee attack takes 10 fire damage)
Immune Fire
Melee Reach 3
Mobility (+4 AC against attacks of opportunity)



This conflagration lives for one purpose: to see the world burn.

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CG/CE **PURPLE WORM** **EPIC 189 POINTS**

LEVEL (SAVE) 10
SPEED 6
AC 19
HP 200

MELEE ATTACK +25/+20 (25 + Swallow Whole/10 + Poison)
TYPE Huge Magical Beast
SPECIAL ABILITIES **Burrow 6**
Melee Reach 3
Poison (Attack –4 and damage –10 [minimum 5]; DC 25)
Swallow Whole (Destroy Medium or smaller creature; DC 20)



It devoured everything in its path—and yet it hungered still.

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CG/CE **WAR APE** **14 POINTS**

LEVEL (SAVE) 4
SPEED 6
AC 15
HP 35

MELEE ATTACK +7/+7 (5)
TYPE Animal
SPECIAL ABILITIES **Battle Fury** (Fearless while an enemy is adjacent)
Natural Soul (Melee attack +2 and melee damage +5 when under command by a commander with Beastmaster)



They were deadly enough before the savage tribes trained them and strapped blades to their fists.

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CG/CE **WIZENED ELDER WATCHER** **34 POINTS**

LEVEL (SAVE) 9
SPEED 4
AC 19
HP 65

MELEE ATTACK +8/+8 (5 magic)
TYPE Plant
SPECIAL ABILITIES **Double Damage from Fire; DR 5**
Stable Footing (Not slowed by difficult terrain)
Thorny Grasp □□□ (Replaces attacks: range 6; target creature is entangled and takes 5 damage each time it activates until its save succeeds; DC 16)
SPELLS
1st—*faerie fire* □ (range 6; radius 2; affected creatures lose Conceal; DC 13)
3rd—*greater magic fang* □ (range 6; target Animal or Magical Beast gets attack +2, ignore DR), *winter's embrace* □ (range 6; 5 cold damage whenever target creature activates; DC 15, save at the end of each of target creature's turns)



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LE **ASPECT OF TIAMAT** **EPIC 352 POINTS**
COMMANDER 5

LEVEL (SAVE) 13
SPEED F4
AC 23
HP 250

MELEE ATTACK +19/+19/+19 (20 magic)
TYPE Huge Dragon – Outsider
COMMANDER EFFECT Dragon and Spawn followers get attack +2 and melee damage +5.
WARBAND BUILDING: CE Dragons are legal in your warband.
SPECIAL ABILITIES **Flight: Aura of Fear 5; DR 5; Dual Activation**
Breath Weapon □ (Replaces attacks: line 12; 45 acid damage; DC 22)
Breath Weapon □ (Replaces attacks: cone; 45 acid damage; DC 22)
Breath Weapon □ (Replaces attacks: cone; 45 cold damage; DC 22)
Breath Weapon □ (Replaces attacks: line 12; 45 electricity damage; DC 22)
Breath Weapon □ (Replaces attacks: cone; 45 fire damage; DC 22)
Immune Acid, Cold, Electricity, Fire, Poison
Melee Reach 2; Spell Resistance
Poison Sting (1 melee attack per phase; a hit deals normal damage + Virulent Poison [10 damage whenever poisoned creature activates; DC 22])



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BLACKGUARD ON NIGHTMARE
COMMANDER 4

68 POINTS

LEVEL (SAVE) 9

MELEE ATTACK +15/+10 (10 magic + 5 fire)

TYPE Large Mounted Humanoid – Human – Outsider

SPEED 10

AC 21

HP 80

COMMANDER EFFECT Tyrannical Morale +6

SPECIAL ABILITIES

Blink Out ☐ (Swift: on its turn, this creature gains Incorporeal)

Melee Sneak Attack +5

Mounted Melee Attack (This creature can move at double speed and make a single melee attack at any point during its move)

Smite Good +10 ☐ (Melee damage +10 against good enemies)

Fallen from grace only to rise again, mounted on a steed of fire and hate.

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BLACKGUARD ON NIGHTMARE
COMMANDER 4

EPIC 195 POINTS

LEVEL (SAVE) 11

MELEE ATTACK 23/+18 (15 magic + 5 fire)

TYPE Large Mounted Humanoid – Human – Outsider

SPEED F10

AC 24

HP 170

COMMANDER EFFECT Tyrannical Morale +6

SPECIAL ABILITIES

Flight

Aura of Fear 2 (Enemies in squares threatened by this creature get morale save –2)

Blink Out ☐ (Swift: on its turn, this creature gains Incorporeal)

Breath Weapon ☐ (Replaces attacks: cone; Weaken [attack –5, melee damage –10 (minimum 5)]; DC 20)

Melee Sneak Attack +10

Mounted Melee Attack

Smite Good +15 ☐ (Melee damage +15 against good enemies)

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BLUESPAWN GODSLAYER
COMMANDER 0

EPIC 145 POINTS

LEVEL (SAVE) 10

MELEE ATTACK +21/+16 (20 magic +5 electricity)

TYPE Huge Dragon – Monstrous Humanoid – Spawn

SPEED 6

AC 23

HP 185

SPECIAL ABILITIES

DR 10 (Takes 10 less damage from nonmagical melee and ranged attacks)

Dragon Slayer (Damage +10 against Dragon enemies)

Fearless

Immune Electricity

Melee Reach 3

Outsider Slayer (Damage +10 against Outsider enemies)

Spell Resistance (May ignore spells unless the caster rolls 11+)

For its dark queen it would challenge Bahamut himself.

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CADAVER COLLECTOR
LE

103 POINTS

LEVEL (SAVE) 10

MELEE ATTACK +22/+22 (30)

TYPE Large Construct

SPEED 6

AC 20

HP 120

SPECIAL ABILITIES

Breath Weapon ☐ (Replaces attacks: cone; Paralysis; DC 18)

Corpse Collecting (Whenever this creature destroys an enemy, it gets a cumulative +1 AC)

DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)

Fearless

Melee Reach 2

Spell Resistance All (Ignores all spells)

It wades through the carnage with grisly purpose.

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DISEASED DIRE RAT
LE

14 POINTS

LEVEL (SAVE) 5

MELEE ATTACK +6 (5)

TYPE Animal

SPEED 8

AC 15

HP 30

SPECIAL ABILITIES

Distracting Presence (Adjacent enemies do not score victory points for occupying victory areas)

Pack Frenzy (Attack +2 and damage +5 if at least 1 other allied creature whose name contains Rat or Wererat is within 6 squares)

The rats themselves are a plague.

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DISPLACER BEAST PACK LORD
COMMANDER 0

EPIC 169 POINTS

LEVEL (SAVE) 10

MELEE ATTACK +19/+19 (20)

TYPE Huge Magical Beast

SPEED 8

AC 17

HP 200

COMMANDER EFFECT Followers whose name contains Displacer get melee damage +5 and gain Fearless.

SPECIAL ABILITIES

Conceal 11

Displacermaster 6 (As Beastmaster, but Displacer Beasts only)

Melee Reach 4

From the dimness came a thunderous roar, then raking tentacles lashed out. Suddenly the horrors were all around us.

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DOOM FIST MONK
LE

27 POINTS

LEVEL (SAVE) 7

MELEE ATTACK +9/+9 (10)

TYPE Humanoid – Goblinoid – Hobgoblin

SPEED 8

AC 18

HP 45

SPECIAL ABILITIES

Evade Damage (If this creature successfully saves against a damaging spell or special ability, it takes no damage)

Melee Reach 2

Stunning Attack ☐ (DC 16)

"I bring you tidings from my dark queen, Tiamat. Your end is at hand—my hand."

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DRACOLICH
LE

EPIC 256 POINTS

LEVEL (SAVE) 12

MELEE ATTACK +20/+18/+18 (25 magic + Paralysis/25 magic/25 magic)

TYPE Huge Undead – Dragon

SPEED F9

AC 24

HP 140

SPECIAL ABILITIES

Flight

Aura of Fear 5 (Enemies in squares threatened by this creature get morale save –5)

Breath Weapon ☐ (Replaces attacks: line 12; 55 electricity damage; DC 23)

DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)

Fearless

Immune Cold, Electricity

Melee Reach 2

Paralysis (DC 23)

Spell Resistance (May ignore spells unless the caster rolls 11+)

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DRAGONWROUGHT KOBOLD
LE

11 POINTS

LEVEL (SAVE) 3

MELEE ATTACK +7 (10)

TYPE Small Humanoid – Kobold – Reptilian – Dragon

SPEED F6

AC 16

HP 20

SPECIAL ABILITIES

Flight

Powerful Charge +5 (Melee damage +5 when charging)

The only thing more troublesome than a sneaky kobold is a sneaky kobold with wings.

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DREAD WARRIOR 10 POINTS

LEVEL (SAVE) 4
SPEED 4
AC 18
HP 30

MELEE ATTACK
+9 (10)
TYPE Undead
SPECIAL ABILITIES
Fearless
Requires Instruction
(This creature behaves as though confused if it activates when out of command)




Some soldiers do not know they have died in battle, forever fighting with the living.

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ELDRITCH GIANT EPIC 236 POINTS

LEVEL (SAVE) 11
SPEED 7
AC 24
HP 250

MELEE ATTACK
+23/+18 (40)
TYPE Huge Giant
SPECIAL ABILITIES
Arrogant (Commander ratings don't add to this creature's morale saves)
Melee Reach 3
SPELLS
3rd—empowered magic missile ☐☐ (sight; 15 damage)
4th—dimension door ☐☐ (self; place this creature in any space it can see at least part of)




They crave arcane power that no other giants dare explore.

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GREENSPAWN RAZORFIEND 45 POINTS

LEVEL (SAVE) 8
SPEED 6
AC 21
HP 95

MELEE ATTACK
+13/+13 (15)
TYPE Large Dragon – Magical Beast – Spawn
SPECIAL ABILITIES
Immune Acid
Keen Critical 19 (Scores critical hits on melee attack rolls of 19 and 20)
Tiamat's Blessing – Acid (Adjacent Spawn gain Resist Acid 5)
Vicious Attack (Triple damage instead of double on a critical hit)



The dark queen commands it to rip apart her foes. It cuts them into smaller pieces just for fun.

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HOBGOBLIN TALON OF TIAMAT 37 POINTS
COMMANDER 3

LEVEL (SAVE) 6
SPEED 4
AC 19
HP 50

MELEE ATTACK
+10 (10)
RANGED ATTACK
+9, range 6 ☐ (5)
TYPE: Humanoid – Goblinoid – Hobgoblin
COMMANDER EFFECT
Dragon, Goblinoid, and Spawn followers get attack +3.
WARBAND BUILDING: Spawn of any faction are legal in your warband.
SPECIAL ABILITIES
Breath Weapon ☐ (Replaces attacks: cone; 10 cold damage; DC 14)
Dragonmaster 20 (As Beastmaster, but Dragons only)
Pack Attack +2 (Attack +2 for each allied Dragon or Goblinoid adjacent to target of this creature's attack)



"Fight on, you wretches! Fight for the glory of our dark queen!"

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KOBOLD ZOMBIE 4 POINTS

LEVEL (SAVE) 2
SPEED 4
AC 13
HP 15

MELEE ATTACK
+1 (5)
TYPE Small Undead
SPECIAL ABILITIES
Fearless
Mob 3 (Every 3 creatures named Kobold Zombie count as 1 creature for the purpose of warband construction)
Slow Attack (Can't attack and move on the same turn)
Squad Activation (All creatures in your warband named Kobold Zombie must activate as a single activation)



"The reptilian horde drew into our firelight, carrying with it a rotten stench." —Alhandra, paladin of Heironeous

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LARGE GREEN DRAGON 51 POINTS

LEVEL (SAVE) 11
SPEED F9
AC 20
HP 95

MELEE ATTACK
+12/+10/+10 (10 magic)
TYPE Large Dragon
SPECIAL ABILITIES
Flight
Breath Weapon ☐ (Replaces attacks: cone; 25 acid damage; DC 17)
Devious Strategist (Creatures in your warband get attack +4 when flanking instead of +2)
Elf Slayer (Damage +10 against Elf enemies)
Immune Acid



Their hunger is legendary, but green dragons savor sweet elf flesh above all other food.

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WERERAT ROGUE 9 POINTS

LEVEL (SAVE) 4
SPEED 6
AC 19
HP 20

MELEE ATTACK
+9 (5)
TYPE Humanoid – Human – Shapechanger
SPECIAL ABILITIES
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Hide
Melee Sneak Attack +5



From the shadows, a sly hiss and the deadly flash of steel.

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POISON DUSK LIZARDFOLK 7 POINTS

LEVEL (SAVE) 1
SPEED 6
AC 17
HP 5

MELEE ATTACK
+3 (5 + Poison)
RANGED ATTACK
+3 (5 + Poison)
TYPE Small Humanoid – Reptilian
SPECIAL ABILITIES
Hide
Human Foe (Damage +5 against Human enemies)
Poison (5 damage whenever poisoned creature activates; DC 11)



Smarter than their larger cousins, these lizardfolk use poison and traps to bring down their prey.

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WITCHKNIFE 33 POINTS

LEVEL (SAVE) 9
SPEED 6
AC 18
HP 40

MELEE ATTACK
+10/+5 (5)
RANGED ATTACK
+12, range 6 ☐ (5)
TYPE Monstrous Humanoid
SPECIAL ABILITIES
Melee Sneak Attack +5
Resist Fire 5
Spell Silencer (Enemies within 6 squares cannot cast non-Psionics spells)
Universally Hated (When this creature is eliminated, all living enemies heal 5 hp)
SPELLS
Psionics (12 pp)—witchknife command 1 pp (range 6; Stun; DC 16), witchknife greater command 7 pp (choose a type of creature; Stun all creatures of that type; DC 18)



The first one lures you in. The rest stab you in the back.

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BLACKSPAWN EXTERMINATOR **39** POINTS

LEVEL (SAVE) 8

SPEED 8

AC 18

HP 85

MELEE ATTACK +9/+4 (15)

TYPE Dragon – Monstrous Humanoid – Spawn

SPECIAL ABILITIES
Breath Weapon ☐ (Replaces attacks: line 12; 20 acid damage; DC 18)
Ghost Step ☐ (Until the end of its turn, this creature gains Invisible)
Immune Acid
Sudden Strike +5 (Melee damage +5 against enemies that are stunned, helpless, or unable to see this creature)

"If I take it, it's mine. So says the dark queen!"

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CLERIC OF LAOGZED **30** POINTS

LEVEL (SAVE) 6

SPEED 6

AC 15

HP 55

MELEE ATTACK +5/+3/+3 (5 magic)

RANGED ATTACK +5, range 6 ☐ (5)

TYPE Humanoid – Reptilian – Troglodyte

SPECIAL ABILITIES
Deific Favor (After 1 or more enemies have been destroyed, Troglodytes in your warband get melee attack +2 and melee damage +5)
Eater of the Dead (Whenever it destroys a living enemy, this creature is stunned; DC 15)
Stench (Adjacent living creatures without Stench get attack –2, save –2, and –2 AC)

SPELLS
 1st—inflict light wounds ☐☐ (touch; 5 negative damage; DC 13)
 2nd—hold person ☐☐ (sight; Paralysis, Humanoids only; DC 14), inflict moderate wounds ☐ (touch; 10 negative damage; DC 14)

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CLOUDREAYER **6** POINTS

LEVEL (SAVE) 2

SPEED 6

AC 14

HP 15

MELEE ATTACK +5 (10)

TYPE Humanoid – Human

SPECIAL ABILITIES
Lucky ☐ (Immediate: Reroll 1 attack or save)
Mobility (+4 AC against attacks of opportunity)

Fear the 'reavers of the Lhazaar Principalities.

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DEMONIC GNOLL ARCHER **40** POINTS

LEVEL (SAVE) 6

SPEED 6

AC 15

HP 55

MELEE ATTACK +11 (15)

RANGED ATTACK +10/+10 (10)

TYPE Outsider – Gnoll

COMMANDER EFFECT Followers get attack +2 against wounded enemies.

SPECIAL ABILITIES
Elf Foe (Damage +5 against Elf enemies)
Infernal Eye (On its turn, if this creature makes a single ranged attack, damage +5 on that attack)
Resist 10 Cold, Fire
Smite Good +10 ☐ (Melee damage +10 against good enemies)
Spell Resistance (May ignore spells unless the caster rolls 11+)

Champions of Yeenoghu, demon lord of gnolls.

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HUGE FIENDISH SPIDER **EPIC** **142** POINTS

LEVEL (SAVE) 8

SPEED 6

AC 20

HP 180

MELEE ATTACK +20 (30 + Virulent Poison)

TYPE Huge Magical Beast

SPECIAL ABILITIES
DR 5; Melee Reach 2
Resist 10 Cold, Fire
Smite Poisoned Foe +10 (Unlimited uses) (Melee damage +10 against poisoned enemies)
Spell Resistance
Virulent Poison (10 damage whenever poisoned creature activates; DC 20)
Wall Walker (This creature is considered to have Flight as long as it begins its move in a square bordered by a wall)
Web (Replaces attacks: range 6; Entangle; DC 16)

An arachnid must consume a thousand souls to reach this size.

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HUNTING HYENA **5** POINTS

LEVEL (SAVE) 3

SPEED 10

AC 14

HP 20

MELEE ATTACK +2 (5)

TYPE Animal

SPECIAL ABILITIES
Gnoll Bolstered (Attack +2 and melee damage +5 while an allied Gnoll is adjacent)

It never hunts alone.

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LARGE FANG DRAGON **42** POINTS

LEVEL (SAVE) 7

SPEED F6

AC 19

HP 110

MELEE ATTACK +10/+8/+8 (20 + Blood Drain/15/15)

TYPE Large Dragon

SPECIAL ABILITIES
Flight
Blood Drain +10 (Damage +10 to living enemies; DC 16 negates)
Stunning Attack ☐ (DC 16)

"It tore at our lines in playful cruelty, like a cat toying with its prey."—Morgan Graybill, cleric of Syrah

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MAGMA HURLER **33** POINTS

LEVEL (SAVE) 4

SPEED 6

AC 15

HP 60

MELEE ATTACK +9 (15)

RANGED ATTACK +11 (15 + 15 fire)

TYPE Elemental

SPECIAL ABILITIES
Requires Commander
Double Damage from Cold
Immune Fire
Slow Ranged Attack (Can't make a ranged attack and move in the same turn)

The creature spit a glob of dripping magma onto one of its shovel-like claws, then hurled it with a scornful hiss.

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MOUNTAIN TROLL **EPIC** **173** POINTS

LEVEL (SAVE) 9

SPEED 8

AC 20

HP 210

MELEE ATTACK +16/+11 (40)

TYPE Huge Giant

SPECIAL ABILITIES
Melee Reach 3
Regeneration 10 (This creature heals 10 hp at the start of its turn)
Stunning Attack ☐☐☐ (DC 20)

Just one of these hulking brutes can scatter entire communities.

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OGRE SKIRMISHER
38 POINTS

LEVEL
(SAVE)
7

SPEED
8

AC
16

HP
75

MELEE ATTACK
+13 (20)
RANGED ATTACK
+7 □ (10)
TYPE
Large Giant
SPECIAL ABILITIES
Melee Reach 2
Mobility (+4 AC against attacks of opportunity)
Skirmish Attack +10 (+10 damage if this creature has moved at least 2 squares this turn)
Spring Attack



Ranging ahead of the horde, these ogres are the first gusts in a storm of destruction.

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REDSPAWN FIREBELCHER
39 POINTS

LEVEL
(SAVE)
8

SPEED
8

AC
18

HP
85

MELEE ATTACK
+11 (15 + 5 fire)
TYPE
Large Dragon – Magical Beast – Spawn
SPECIAL ABILITIES
Double Damage from Cold
Fire Belch □□□ (Replaces attacks: range 6; 20 fire damage to target and 10 fire damage to creatures adjacent to target)
Immune Fire
Tiamat's Blessing – Fire (Adjacent Spawn gain Resist Fire 5)



Charred bones litter the dark queen's battlefields.

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SMALL BLACK DRAGON
11 POINTS

LEVEL
(SAVE)
4

SPEED
F8

AC
15

HP
30

MELEE ATTACK
+6/+4/+4 (5)
TYPE
Small Dragon
SPECIAL ABILITIES
Flight
Breath Weapon □ (Replaces attacks: line 12; 10 acid damage; DC 13)
Immune Acid



Even at a very young age, black dragons prey on the weak.

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SMALL FIRE ELEMENTAL
8 POINTS

LEVEL
(SAVE)
2

SPEED
10

AC
15


HP
10

MELEE ATTACK
+3 (5 + 5 fire)
TYPE
Small Elemental
SPECIAL ABILITIES
Requires Commander
Double Damage from Cold
Fire Shield 5 (Any creature that hits this creature with a melee attack takes 5 fire damage)
Immune Fire
Mobility (+4 AC against attacks of opportunity)



One fire, two fire, three fire, four:
House burns down—walls, roof, and floor.

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SORCERER ON BLACK DRAGON
EPIC 200 POINTS


LEVEL
(SAVE)
10

SPEED
F9

AC
21

HP
195

MELEE ATTACK
+16/+14/+14 (15 magic)
TYPE
Huge Mounted Humanoid – Human – Dragon
SPECIAL ABILITIES
Flight. Aura of Fear 5 (Enemies in squares threatened by this creature get morale save –5)
Breath Weapon □ (Replaces attacks: line 12; 40 acid damage; DC 20)
DR 5; Immune Acid; Melee Reach 2
Mounted Spellcasting (Casts spells as swift actions); **Spell Resistance**
SORCERER SPELLS
3rd—□□□ lightning bolt (line 12; 20 electricity damage; DC 15), *protection from energy* (touch; target creature gains Immune to energy type of your choice)
5th—□□ hold monster (sight; Paralysis; DC 17), *maximized scorching ray* (range 6; 45 fire damage)



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STIRGE
9 POINTS

LEVEL
(SAVE)
1

SPEED
F8

AC
16

HP
5

MELEE ATTACK
+10 (5)
TYPE
Tiny Magical Beast
SPECIAL ABILITIES
Flight
Blood Syphon (On this creature's turn, it gets attack +4 and damage +10 against a living enemy that is adjacent when this creature activates)
Mob 3 (Every 3 creatures named Stirge count as 1 creature for the purpose of warband construction)
No Reach (Can't make attacks of opportunity)
Squad Activation (All creatures in your warband named Stirge must activate as a single activation)



A pack of stirges can kill in seconds, leaving a withered husk.

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TUNDRA SCOUT
EPIC 166 POINTS

LEVEL
(SAVE)
10

SPEED
8

AC
21

HP
210

MELEE ATTACK
+19/+19 (25)
TYPE
Huge Mounted Giant
SPECIAL ABILITIES
Double Damage from Fire
Immune Cold
Melee Reach 3
Pushback (When this creature's melee attack deals damage to a smaller creature, it may push the smaller creature 1 square)
Strike in the Air (Once per turn, if this creature uses Pushback against an adjacent enemy, it can make 1 additional attack against that enemy)
Trample 25 (Can move through 1 smaller enemy's space to deal 25 damage; DC 22)



Veterans of the north argue over which is more ferocious: the mount or its rider.

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TWIG BLIGHT
3 POINTS

LEVEL
(SAVE)
1

SPEED
4

AC
15

HP
5

MELEE ATTACK
+0 (5 + Twig Poison)
TYPE
Small Plant
SPECIAL ABILITIES
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Twig Poison –3 (Attack –3; DC 11)



Dark magic, not nature, gives rise to the hateful twig blight.

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WHITESPAWN HORDELING
9 POINTS

LEVEL
(SAVE)
2

SPEED
8

AC
13

HP
15

MELEE ATTACK
+2/+2 (5)
TYPE
Small Dragon – Monstrous Humanoid – Spawn
SPECIAL ABILITIES
Breath Weapon □□ (Replaces attacks: cone; 5 cold damage; DC 13)
Double Damage from Fire
Immune Cold
Mob 3 (Every 3 creatures named Whitespawn Hordeling count as 1 creature for the purpose of warband construction)
Squad Activation (All creatures in your warband named Whitespawn Hordeling must activate as a single activation)



Hordelings form the cold-blooded infantry that leads the dark queen's army.

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**YUAN-TI HALFBLOOD
SORCERER**
 COMMANDER 3

51
 POINTS

LEVEL
(SAVE)
10

SPEED
6

AC
16

HP
65

MELEE ATTACK
 +8 (10 + 10 acid + Poison)

TYPE: Monstrous Humanoid

COMMANDER EFFECT
 Followers get attack +2 and damage +5 against poisoned enemies.

SPECIAL ABILITIES
Blind-Fight; Hide
Poison (5 damage whenever poisoned creature activates; DC 14)
Spell Resistance

SORCERER SPELLS
 3rd—☐☐☐☐ *suggestion* (range 6; Confusion, save at the end of affected creature's turn; DC 15), *venomfire* (touch; 5 acid damage whenever target creature takes damage from Poison)
 4th—☐☐ *serpent arrow* (touch; target creature's ranged attacks gain Poison [5 damage whenever poisoned creature activates; DC 16]), *venom bolt* (line 12; 10 acid damage + Stun; DC 16)

