

ARCANE BALLISTA 48 POINTS

LG

LEVEL (SAVE) 8

RANGED ATTACK +16 (25 magic)

TYPE Large Construct

SPEED 4

SPECIAL ABILITIES Fearless

Flaming Bolt ☐ (Ranged damage +10 fire)

Freezing Bolt ☐ (Ranged damage +10 cold)

Lightning Sphere ☐ (Replaces turn: sight; radius 2; 20 electricity damage; DC 17)

Large Target Bonus (Attack +4 and damage +10 against Large or larger enemies)

No Reach (Can't make attacks of opportunity)

Slow Ranged Attack (Can't make a ranged attack and move in the same turn)

Spellcaster Crew (Can attack only if an allied spellcaster is adjacent)

With the snap of a great bowstring, crackling thunder shook the battlefield.

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ARCANIX GUARD 9 POINTS

LG

LEVEL (SAVE) 4

MELEE ATTACK +8 (10 magic)

TYPE Humanoid – Human

SPEED 4

SPECIAL ABILITIES Smite the Resistant +10 (Melee damage +10 against enemies with Spell Resistance or Spell Resistance All)

HP 35

The towers of Arcanix hold precious magic—and rest assured, that magic is safe.

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ASPECT OF MORADIN 93 POINTS

LG COMMANDER 4

LEVEL (SAVE) 10

MELEE ATTACK +15/+10 (20 magic)

RANGED ATTACK +12, range 6 (20 magic)

TYPE Large Outsider – Dwarf

COMMANDER EFFECT Dwarf followers gain Stone Lord 5 (Melee damage +5 against an enemy in a square bordered by a wall).

SPECIAL ABILITIES Cleave

Giant Bane (Melee attack +2 and melee damage +10 against Giant enemies)

Melee Reach 2

Stone Lord 5 (Melee damage +5 against an enemy in a square bordered by a wall)

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ASPECT OF MORADIN 220 POINTS

LG COMMANDER 4

LEVEL (SAVE) 14

MELEE ATTACK +20/+15 (30 magic)

RANGED ATTACK +17, range 6 (30 magic)

TYPE Large Outsider – Dwarf

COMMANDER EFFECT Dwarf followers gain Stone Lord 5 (Melee damage +5 against an enemy in a square bordered by a wall).

SPECIAL ABILITIES Cleave

Giant Bane (Melee attack +2 and melee damage +10 against Giant enemies)

Melee Reach 2

Stone Lord 10 (Melee damage +10 against an enemy in a square bordered by a wall)

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AXE SOLDIER 13 POINTS

LG

LEVEL (SAVE) 4

MELEE ATTACK +8 (10 magic)

TYPE Humanoid – Human

SPEED 4

SPECIAL ABILITIES Cleave

Close-Order Fighter +5 (Melee damage +5 whenever 2 or more allies are adjacent to this creature)

Squad Activation (All creatures in your warband named Axe Soldier must activate as a single activation)

HP 40

The tactic is simple: Survive the enemy's first rush, then make sure he doesn't live to attempt a second.

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COMBAT MEDIC 28 POINTS

LG

LEVEL (SAVE) 7

MELEE ATTACK +4 (5)

TYPE Humanoid – Human

SPEED 4

SPECIAL ABILITIES Sacred Healing ☐ (Replaces attacks: All living creatures within 6 squares heal 10 hp, no effect on nonliving creatures)

Turn Undead 7 ☐

SPELLS 1st—cure light wounds (unlimited uses) (touch; heal 5 hp)

3rd—searing light ☐ (sight; 10 damage, or 20 damage against Undead)

4th—cure critical wounds ☐ (touch; heal 30 hp)

"There's fight in you yet, friend!"

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ELEMENTAL WALL 33 POINTS

LG

LEVEL (SAVE) 6

MELEE ATTACK +9 (10)

TYPE Large Elemental

SPEED 6

SPECIAL ABILITIES Fearless

Melee Reach 2

Wall Transformation ☐ (Replaces attacks: Each square of this creature's space becomes a wall in all respects until the start of this creature's next turn)

AC 20

HP 65

The elemental wall provides mobile cover for its allies on the battlefield.

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LARGE BRONZE DRAGON 65 POINTS

LG

LEVEL (SAVE) 10

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

TYPE Large Dragon

SPEED F7

SPECIAL ABILITIES Flight

Breath Weapon ☐ (Replaces attacks: line 12; 20 electricity damage; DC 18)

Breath Weapon ☐ (Replaces attacks: cone; affected creatures with 40 or fewer hp make a morale save)

Camaraderie (On its turn, each commander in your warband may reroll 1 missed attack roll)

Immune Electricity

Fascinated by warfare, a bronze dragon will eagerly join a just army—provided the pay is good.

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SACRED WATCHER 18 POINTS

LG

LEVEL (SAVE) 5

MELEE ATTACK +10 (10)

TYPE Undead

SPEED F6

SPECIAL ABILITIES Flight

Incorporeal

Fearless

Evil Undead Slayer (Damage +10 against evil Undead enemies)

AC 21

HP 30

His vow to protect others did not end with his own death.

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SAND GIANT 79 POINTS

LG

LEVEL (SAVE) 10

MELEE ATTACK +19/+14 (15)

TYPE Large Giant

SPEED 8

AC 23

HP 140

SPECIAL ABILITIES

Cleave

Double Damage from Cold

Immune Fire

Melee Reach 2

Sand Blaster ☐ (Replaces attacks: cone; -4 AC; DC 22)

"Its voice was like wind in a canyon, its sword like the searing sun." —Ellund's Chronicle

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SHIELDWALL SOLDIER 7 POINTS

LG

LEVEL (SAVE) 3

MELEE ATTACK +5 (5)

TYPE Humanoid – Human

SPEED 4

AC 22

HP 20

SPECIAL ABILITIES

Close-Order Fighter +5 (Melee damage +5 whenever 2 or more allies are adjacent to this creature)

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

"Company, form ranks!"

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WARFORGED BODYGUARD 32 POINTS

LG

LEVEL (SAVE) 6

MELEE ATTACK +10/+5 (10 magic)

TYPE Construct – Living Construct

SPEED 7

AC 17

HP 55

SPECIAL ABILITIES

Bodyguard (If an adjacent creature in your warband would take damage from an attack, this creature can take the damage instead)

Bold (Has Fearless when under command)

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

Reinforced 5 (Takes 5 less damage from melee and ranged attacks. This does not reduce damage taken with the Bodyguard ability.)

"You'll get to my commander—over my dead body."

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WARFORGED CAPTAIN 46 POINTS

LG

COMMANDER 4

LEVEL (SAVE) 6

MELEE ATTACK +12/+7 (15 magic)

TYPE Construct – Living Construct

SPEED 4

AC 19

HP 50

COMMANDER EFFECT

Choose 1 enemy creature at the start of the skirmish. Followers get melee damage +5 against that enemy.

SPECIAL ABILITIES

Construct Lock (If this creature's attack roll against a Construct enemy would otherwise be a critical hit, that enemy skips its next turn)

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

Fearless

Giant Bane (Melee attack +2 and melee damage +10 against Giant enemies)

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

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WARFORGED SCOUT 8 POINTS

LG

LEVEL (SAVE) 5

MELEE ATTACK +5/+5 (5)

TYPE Small Construct – Living Construct

SPEED 6

AC 17

HP 35

SPECIAL ABILITIES

Hide

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

Scout

The nimble warforged scout is part spy, part light infantry.

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WARPRIEST OF MORADIN 49 POINTS

LG

COMMANDER 6

LEVEL (SAVE) 12

MELEE ATTACK +10 (15 magic)

RANGED ATTACK +7, range 6 (15 magic)

TYPE: Humanoid – Dwarf

SPEED 4

AC 19

HP 55

COMMANDER EFFECT

Moradin's War Cry (Each out of command enemy within 6 squares that takes damage must make an immediate morale save unless that damage already forces one).

SPELLS

2nd—*deific vengeance* ☐ (range 6; 10 damage, or 20 damage to Undead; DC 14), *divine protection* ☐ (your warband; +1 AC, save +1)

3rd—*close wounds* ☐ (immediate; range 6; a target that would be reduced to 0 or fewer hp instead has 5 hp remaining)

4th—*neutralize poison* ☐ (touch; remove Poison, and target creature gains Immune Poison)

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BRASS SAMURAI 56 POINTS

CG

COMMANDER 4

LEVEL (SAVE) 9

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

TYPE Humanoid – Human

SPEED 6

AC 16

HP 70

COMMANDER EFFECT

Followers gain Whirlwind Attack (On its turn, if this creature moves no more than 1 square, it can make a separate melee attack against each enemy creature within its Melee Reach).

SPECIAL ABILITIES

Breath Weapon ☐ (Replaces attacks: line 12; 20 fire damage; DC 15)

Resist Fire 5

In the brass samurai, hope and freedom burn as brightly as draconic fire.

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DRAGON TOTEM HERO 58 POINTS

CG

COMMANDER 3

LEVEL (SAVE) 9

MELEE ATTACK +12/+7 (15 magic)

TYPE Humanoid – Human

SPEED 8

AC 15

HP 100

COMMANDER EFFECT

Followers that start their turn within 6 squares gain Combat Rush (If this creature moves 2 or fewer squares, it can use all its melee attacks).

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

SPECIAL ABILITIES

Dragonmaster 10 (As Beastmaster, but Dragons only)

Immune Flanking

Resist Acid 5

Resist Fire 15

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DRAGON TOTEM HERO 157 POINTS

CG

COMMANDER 3

LEVEL (SAVE) 12

MELEE ATTACK +17/+12 (25 magic)

TYPE Humanoid – Human

SPEED 8

AC 23

HP 200

COMMANDER EFFECT

Followers that start their turn within 6 squares gain Combat Rush (If this creature moves 2 or fewer squares, it can use all its melee attacks).

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

SPECIAL ABILITIES

Dragonmaster 20 (As Beastmaster, but Dragons only)

Immune Acid, Fire

Immune Flanking

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CG **DRAGONNE** **36** POINTS

LEVEL (SAVE) 9

MELEE ATTACK +12/+7 (10)

TYPE Large Magical Beast

SPEED F7

SPECIAL ABILITIES Flight
Blind-Fight

AC 18

HP 75

Pounce (This creature can use all its melee attacks when charging)
Predatory Roar ☐ (Replaces attacks: cone; creatures whose name contains Dragonne get damage +10 against affected creatures)

From dragons they draw their power; from lions their roar.

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CG **HALFLING SLINGER** **12** POINTS

LEVEL (SAVE) 2

MELEE ATTACK +3 (5)

RANGED ATTACK +7/+7 (5 magic)

TYPE Small Humanoid – Halfling

SPEED 4

SPECIAL ABILITIES Mobility (+4 AC against attacks of opportunity)
Short-Range +10 (Ranged attack +10 against targets within 6 squares)

AC 16

HP 15

"Your elves are quite accurate, milord. Tell me, can they carry their arrows in their pockets?"

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CG **HUNTING COUGAR** **9** POINTS

LEVEL (SAVE) 5

MELEE ATTACK +5 (5)

TYPE Animal

SPEED 8

SPECIAL ABILITIES Natural Soul (Melee attack +2 and melee damage +5 when under command by a commander with Beastmaster)

AC 15

HP 40

The fast, cunning, and agile cougar makes a deadly animal companion.

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CG **LION OF TALISID** **51** POINTS

COMMANDER 3

LEVEL (SAVE) 7

MELEE ATTACK +8 (10 magic)

TYPE Humanoid – Elf

SPEED 6

COMMANDER EFFECT Animal followers get melee damage +5.

AC 17

SPECIAL ABILITIES Beastmaster 7
Fearless

SPILLS 2nd—cat's grace ☐ (touch; +2 AC, ranged attack +2)
3rd—cure moderate wounds ☐ (touch; heal 10 hp)
4th—flame strike ☐ (sight; radius 2; 30 fire damage; DC 16)

Heir to a lineage of flame.

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CG **MEPHLING PYROMANCER** **38** POINTS

LEVEL (SAVE) 7

MELEE ATTACK +8 (5 magic)

TYPE Small Outsider

SPEED 6

SPECIAL ABILITIES Melee Sneak Attack +5

SORCERER SPELLS 1st—☐☐☐ lesser orb of acid (range 6; 5 acid damage, ignore Spell Resistance), lesser orb of fire (range 6; 5 fire damage, ignore Spell Resistance)
3rd—☐☐ fireball (sight; radius 4; 20 fire damage; DC 15), fly (touch; target creature gains Flight, speed F8)

AC 18

HP 40

Heir to a lineage of flame.

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CG **STEELHEART ARCHER** **15** POINTS

LEVEL (SAVE) 4

MELEE ATTACK +7 (10)

RANGED ATTACK +9 (10 magic)

TYPE Humanoid – Elf

SPEED 6

SPECIAL ABILITIES Coordinated Shot (This creature's ranged attacks ignore cover from its allies)
Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus)

AC 17

HP 35

"The sword or the bow: The choice is yours."

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CG **WARBOUND IMPALER** **52** POINTS

LEVEL (SAVE) 6

MELEE ATTACK +14/+14 (10 + Impale)

TYPE Large Plant

SPEED 6

SPECIAL ABILITIES Impale (Paralysis, smaller creatures only, expires at end of target creature's next turn; DC 17)

AC 19

HP 125

A living siege engine and a druid's best friend.

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CG **WARFORGED BARBARIAN** **49** POINTS

LEVEL (SAVE) 7

MELEE ATTACK +14/+9 (20 magic)

TYPE Construct – Living Construct

SPEED 6

SPECIAL ABILITIES Bloody Rage 5 (Whenever this creature activates, 1 target adjacent enemy immediately takes 5 damage)
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Living Construct (Has only Immune Level Drain, Paralysis, Poison, Sleep)

AC 18

HP 85

"I was created to fight, and I will not stop until I am free."

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CG **WEMIC BARBARIAN** **53** POINTS

LEVEL (SAVE) 8

MELEE ATTACK +16/+11 (25)

TYPE Large Monstrous Humanoid

SPEED 10

SPECIAL ABILITIES Bravado (When an enemy creature fails a morale save, this creature gains Fearless unless already routing)

AC 17

HP 85

"What you call a battlefield, I call a playground."

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WOOD ELF RANGER 23 POINTS

CG

LEVEL (SAVE) 5
MELEE ATTACK +10/+9 (10 magic/5 magic)
TYPE Humanoid – Elf
SPEED 6
SPECIAL ABILITIES Hunter +5 (Melee damage +5 unless more than 1 enemy is adjacent)
AC 16
HP 35
Orc Foe (Damage +5 against Orc enemies)

"As the winter wind sweeps through the trees, so shall my blades sweep through you."

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GULGAR 47 POINTS

ANY

LEVEL (SAVE) 10
MELEE ATTACK +14/+9 (15)
RANGED ATTACK +7/+2 (10)
TYPE Large Monstrous Humanoid
SPEED 4
SPECIAL ABILITIES DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
AC 21
HP 75
Immune Sonic
Melee Reach 2
Powerful Charge +10 (Melee damage +10 when charging)
Sonic Pulse ☐ (Replaces attacks: cone; 10 sonic damage)

Gulgars eat gems to make their bones as hard as adamantine.

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ASPECT OF HEXTOR 75 POINTS

LE

LEVEL (SAVE) 10
MELEE ATTACK +12/+12/+12/+12 (15 magic)
TYPE Large Outsider
SPEED 8
SPECIAL ABILITIES Melee Reach 2
AC 20
HP 115
Multiple Threats (All enemies adjacent to this creature are considered to be flanked)

"Arise, Scourge of Battle! Attend your humble servant!"

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ASPECT OF HEXTOR EPIC 234 POINTS

LE

LEVEL (SAVE) 12
MELEE ATTACK +16/+16/+16/+16 (30 magic)
TYPE Large Outsider
SPEED 8
SPECIAL ABILITIES Blade Storm (Whenever an enemy makes more than 2 melee attacks against this creature in the same turn, this creature activates 1 extra time this round)
AC 24
HP 150
Blind-Fight
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Melee Reach 2
Multiple Threats (All enemies adjacent to this creature are considered to be flanked)

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FLAMESKULL 25 POINTS

LE

LEVEL (SAVE) 4
MELEE ATTACK +18 (5 fire)
RANGED ATTACK +18, range 6 (5 fire)
TYPE Tiny Undead
SPEED F6
SPECIAL ABILITIES Flight
AC 19
HP 25
Conceal 6
Fearless
Immune Cold, Electricity, Fire
No Reach (Can't make attacks of opportunity)
SPELLS 3rd—short-range fireball ☐ (range 6; radius 4; 20 fire damage; DC 15)

"In life the flameskulls were among the most powerful of ancient wizards."—Elminster's Ecologies

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GOBLIN BLACKBLADE 12 POINTS

LE

LEVEL (SAVE) 4
MELEE ATTACK +9 (5 magic)
TYPE Small Humanoid – Goblin – Goblinoid
SPEED 6
SPECIAL ABILITIES Sneak Attack +5
AC 20
HP 25
Sneaky Tactics (Whenever this creature deals damage with its Sneak Attack on its turn, choose whether it counts against your limit of activating 2 creatures per phase)

Goblins regard stabbing someone in the back as an art, not an act of cowardice.

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GOBLIN UNDERBOSS 28 POINTS

LE

COMMANDER 3

LEVEL (SAVE) 6
MELEE ATTACK +9 (10 magic + Phantom Threat)
RANGED ATTACK +9 (5)
TYPE Small Humanoid – Goblin – Goblinoid
SPEED 6
AC 20
HP 40
COMMANDER EFFECT Followers get damage +5 when using any Sneak Attack.
SPECIAL ABILITIES Cleave
Melee Sneak Attack +5
Phantom Threat (A creature hit by this attack is considered flanked for the rest of the skirmish; DC 18)
Sidestep (On its turn, if it moves only 1 square, this creature can make all its attacks and does not draw attacks of opportunity)

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HOBGOBLIN ARCHER 11 POINTS

LE

LEVEL (SAVE) 3
MELEE ATTACK +6 (5)
RANGED ATTACK +8 (5 magic)
TYPE Humanoid – Goblinoid – Hobgoblin
SPEED 4
AC 17
HP 25
SPECIAL ABILITIES Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus)

Their bows are powerful, but their discipline makes them deadly.

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INSPIRED LIEUTENANT 45 POINTS

LE

COMMANDER 4

LEVEL (SAVE) 9
MELEE ATTACK +10/+10 (10 magic)
TYPE Humanoid – Outsider
SPEED 6
AC 20
HP 55
COMMANDER EFFECT Each follower gets melee attack +2, or melee attack +4 if it has Psionics.
SPECIAL ABILITIES Recall Agony ☐ (Replaces attacks: sight; 20 damage; DC 18)
Smite +15 ☐ (Melee damage +15)
SPELLS Psionics 10 pp—hostile empathic transfer 5 pp (touch, only when wounded; 25 damage and this creature heals the amount of damage dealt; DC 15)

"This body is merely a vessel for a terror you can't imagine."

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KARNNATHI ZOMBIE 11 POINTS

LEVEL (SAVE) 3

MELEE ATTACK +5 (5)

TYPE Undead

SPEED 4

SPECIAL ABILITIES Fearless

Squad Activation (All creatures in your warband named Karnnathi Zombie must activate as a single activation)

Mob 2 (Every 2 creatures named Karnnathi Zombie count as 1 creature for the purpose of warband construction)

AC 22

HP 20

By the end of the Last War, whole legions of the dead marched to the orders of Karnnathi generals.

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KHUMAT 51 POINTS

LEVEL (SAVE) 10

MELEE ATTACK +15 (20 + Jaws of Doom)

TYPE Large Outsider

SPEED 6

SPECIAL ABILITIES Jaws of Doom (A smaller enemy that takes damage from this attack must make an immediate morale save unless that damage already forces one)

Melee Reach 2

AC 22

HP 95

The battle ends with one snap of the khumat's jaws.

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LARGE DUERGAR 15 POINTS

LEVEL (SAVE) 4

MELEE ATTACK +7 (15)

TYPE Large Humanoid— Dwarf

SPEED 5

SPECIAL ABILITIES Conceal 6

Melee Reach 2

Overwhelming Size (Melee attack +2 and melee damage +5 against Medium or smaller enemies)

AC 16

HP 45

"No mere dwarf am I! I'll pound you into the rock like a spike!"

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NIGHT HAG 43 POINTS

LEVEL (SAVE) 8

MELEE ATTACK +12 (15 magic)

TYPE Outsider

SPEED 4

SPECIAL ABILITIES Disguise Self (Until it attacks or casts a spell, this creature has Invisible)

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

Immune Cold, Fire

Immune Sleep

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

SPELLS 1st—*magic missile* (unlimited uses) (sight; 5 damage), *ray of enfeeblement* □ (range 6; attack -2, damage -5 [minimum 5])

AC 22

HP 70

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SHULUTH, ARCHVILLAIN 59 POINTS

COMMANDER 5

LEVEL (SAVE) 10

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

TYPE: Aberration – Mind Flayer

SPEED 6

COMMANDER EFFECT Disorienting Presence (Each active enemy that activates within 6 squares must move at least 1 square at the start of its turn; DC 16)

SPECIAL ABILITIES Unique

Brain Sucker (If this creature's melee attack destroys an enemy, the DCs of this creature's spells, special abilities, and Commander Effect increase by 4 for the rest of the skirmish)

Mind Blast (Replaces attacks: cone; Stun; DC 16)

Rend +15; Resounding Blow (If this creature scores a critical hit, Stun that enemy)

SPELLS 5th—*halt mind* □ (sight; Stun; DC 16)

AC 19

HP 65

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SHULUTH, ARCHVILLAIN 208 POINTS

COMMANDER 5

LEVEL (SAVE) 13

MELEE ATTACK +21/+21 (20 magic/10)

TYPE: Aberration – Mind Flayer

SPEED 6

COMMANDER EFFECT Disorienting Presence (Each active enemy that activates within 6 squares must move at least 1 square at the start of its turn; DC 20)

SPECIAL ABILITIES Unique

Brain Sucker (If this creature's melee attack destroys an enemy, the DCs of this creature's spells, special abilities, and Commander Effect increase by 4 for the rest of the skirmish)

Mind Blast (Replaces attacks: cone; Stun; DC 20)

Rend +15; Resounding Blow (If this creature scores a critical hit, Stun that enemy)

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

SPELLS 5th—*halt mind* □ (sight; Stun; DC 20)

AC 25

HP 200

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SKELETAL LEGIONNAIRE 4 POINTS

LEVEL (SAVE) 1

MELEE ATTACK +1 (5)

TYPE Undead

SPEED 4

SPECIAL ABILITIES Fearless

Immune Cold

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

AC 20

HP 5

Dying is brief, but death is forever.

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SNIG, WORG RIDER 42 POINTS

COMMANDER 1

LEVEL (SAVE) 6

MELEE ATTACK +11/+6 (10 magic)

TYPE Large Mounted Humanoid – Goblin – Goblinoid

SPEED 10

COMMANDER EFFECT Small followers get melee damage +5.

SPECIAL ABILITIES Unique (Only 1 creature whose name contains Snig in your warband)

Minions (Up to 2 Goblinoids with total cost up to 12 points)

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

AC 19

HP 50

"Chase them down, my pet, and we'll both feast on their flabby hides!"

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TERROR WIGHT 20 POINTS

LEVEL (SAVE) 6

MELEE ATTACK +5 (10 + Life Drain)

TYPE Undead

SPEED 6

SPECIAL ABILITIES Blind-Fight

Create Spawn (Whenever this creature destroys a Medium living enemy, roll 1d20: On a result of 16+, you can immediately place 1 creature named Terror Wight in the space previously occupied by that enemy; that Terror Wight is now part of your warband and can't activate this round)

Fearless

Life Drain 5 (If target is a living creature, this creature gets +5 hp [maximum 40 hp])

AC 15

HP 40

First it devours your life force. Then it feasts on your flesh.

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WAR TROLL **69** POINTS

LEVEL (SAVE) 10

MELEE ATTACK +18 (25)

RANGED ATTACK +10 (15)

SPEED 6

TYPE Large Monstrous Humanoid

SPECIAL ABILITIES DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks) **Melee Reach 2** **Regeneration 5** (This creature heals 5 hp at the start of its turn)

AC 24

HP 100

*"Trust a wizard to breed a better troll."
—Lidda, halfling rogue*

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WAR TROLL **EPIC 202** POINTS

LEVEL (SAVE) 10

MELEE ATTACK +23/+18/+13 (25)

RANGED ATTACK +15/+10 (15)

SPEED 6

TYPE Large Monstrous Humanoid

SPECIAL ABILITIES DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks) **Melee Reach 2** **Regeneration 10** (This creature heals 10 hp at the start of its turn) **Spell Resistance** (May ignore spells unless the caster rolls 11+) **Stunning Attack** (DC 25)

AC 29

HP 140

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ZAKYA RAKSHASA **36** POINTS

LEVEL (SAVE) 7

MELEE ATTACK +14/+9 (15 magic)

TYPE Outsider

SPECIAL ABILITIES **Blind-Fight** DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks) **Spell Resistance** (May ignore spells unless the caster rolls 11+) **True Strike** (This creature's first melee attack of a skirmish gets attack +20 and automatically succeeds against Conceal)

HP 65

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

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BLOOD GHOST BERSERKER **37** POINTS

LEVEL (SAVE) 5

MELEE ATTACK +11 (30 magic)

TYPE Humanoid – Bugbear – Goblinoid

SPEED 8

SPECIAL ABILITIES **Fearless** **Quick Moving** (+6 AC against ranged attacks)

AC 8

HP 65

The blood ghosts know nothing of pain or fear, for they believe that death has already come.

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CHIMERA **50** POINTS

LEVEL (SAVE) 9

MELEE ATTACK +12/+12/+12 (15/10/5)

TYPE Large Magical Beast

SPECIAL ABILITIES **Flight** **Dragon's Breath Weapon** (Replaces attacks: line 12; 20 acid damage; DC 17) **Lion's Roar** (Replaces attacks: cone; affected creatures with 50 or fewer hp make a morale save) **Goat's Powerful Charge** +15 (Melee damage +15 when charging)

AC 19

HP 75

Each head is hungrier than the one before.

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DERRO **11** POINTS

LEVEL (SAVE) 3

MELEE ATTACK +4 (5)

TYPE Small Monstrous Humanoid

SPEED 4

SPECIAL ABILITIES **Blind-Fight** **Conceal 6** **Melee Sneak Attack +5** **Spell Resistance** (May ignore spells unless the caster rolls 11+)

HP 15

SPELLS 2nd—*sound burst* (range 6; radius 2; 5 sonic damage and Stun; DC 14 negates)

Derro would rather enslave and torture their enemies than kill them outright, but they're not picky.

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FIENDISH GIRALLON **36** POINTS

LEVEL (SAVE) 7

MELEE ATTACK +12/+12 (10 magic)

TYPE Large Magical Beast

SPEED 8

SPECIAL ABILITIES **Melee Reach 2** **Rend** +30 (If this creature hits 1 enemy with both melee attacks on the same turn, damage +30 to second attack) **Resist 5 Cold, Fire** **Spell Resistance** (May ignore spells unless the caster rolls 11+)

AC 16

HP 60

A mighty girallon twisted by malice and cruelty.

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FROST DWARF **11** POINTS

LEVEL (SAVE) 7

MELEE ATTACK +7 (10)

TYPE Humanoid – Dwarf

SPEED 4

SPECIAL ABILITIES **Fire Foe** (Damage +5 against enemies with Immune Fire) **Immune Cold**

AC 13

HP 40

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

Corrupted by his frost giant masters, the frost dwarf knows nothing of mercy.

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HILL GIANT BARBARIAN **78** POINTS

LEVEL (SAVE) 8

MELEE ATTACK +12/+7 (35)

TYPE Large Giant

SPEED 10

SPECIAL ABILITIES **Furious Spirit** (Until it makes a melee attack, this creature takes 5 damage at the end of each of its turns) **Melee Reach 2** **Overwhelming Size** (Melee attack +2 and melee damage +5 against Medium or smaller enemies)

AC 17

HP 155

"If we're lucky, they'll try to go for distance instead of just crushing us with their clubs." —Tordek, dwarf fighter

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HILL GIANT CHIEFTAIN

COMMANDER 2

95 POINTS

LEVEL (SAVE) 10

MELEE ATTACK +16/+11 (20)

RANGED ATTACK +11 □ (20)

SPEED 8

TYPE Large Giant

AC 19

HP 135

COMMANDER EFFECT
Followers get +10 AC against attacks of opportunity by smaller creatures.

SPECIAL ABILITIES
Giantmaster 20 (As Beastmaster, but Giants only)
Large Target Bonus (Attack +4 and damage +10 against Large or larger enemies)
Melee Reach 2



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HORDE ZOMBIE

14 POINTS

LEVEL (SAVE) 2

MELEE ATTACK +6 (10)

TYPE Undead

SPEED 6

AC 14

HP 20

SPECIAL ABILITIES
Fearless
Horde (At the end of each round, if you control at least 2 creatures named Horde Zombie, place 1 creature named Horde Zombie in your starting area)
Slow Attack (Can't attack and move on the same turn)



"Will this sickening parade of corpses never end?"
—Jozan, cleric of Pelor

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HOWLING ORC

15 POINTS

LEVEL (SAVE) 3

MELEE ATTACK +6 (20)

TYPE Humanoid – Orc

SPEED 8

AC 14

HP 30

SPECIAL ABILITIES
Cleave
Headstrong (As long as you control no higher-level creature within 6 squares, this creature gets melee damage +5)



With a terrifying howl, the orc ripped into his enemy and split its skull.

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KING OBOULD MANY-ARROWS

COMMANDER 4

65 POINTS

LEVEL (SAVE) 9

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

TYPE Humanoid – Orc

SPEED 8

AC 17

HP 85

COMMANDER EFFECT
Whenever a follower hits with a melee attack on its turn, choose whether it counts against your limit of activating 2 creatures per phase.

SPECIAL ABILITIES
Unique (Only 1 creature whose name contains Obould in your warband)
Death Strike (When this creature's hp are reduced to 0 or lower, it can make 1 immediate melee attack)
Domineering (Your warband cannot include any other commanders)
Immune Flanking



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OGRE WAR HULK

56 POINTS

LEVEL (SAVE) 8

MELEE ATTACK +13 (30)

TYPE Large Giant

SPEED 8

AC 13

HP 90

SPECIAL ABILITIES
Melee Reach 2
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)



With a single sweep of its mighty flail, the war hulk scattered a whole squad of enemies in a curtain of gore.

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ORC MAULER

26 POINTS

LEVEL (SAVE) 6

MELEE ATTACK +11 (15)

TYPE Humanoid – Orc

SPEED 6

AC 18

HP 55



The orc mauler revels in the pain he inflicts and the scars he bears.

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ORC WAR DRUMMER

19 POINTS

LEVEL (SAVE) 4

MELEE ATTACK +5 (5)

TYPE Humanoid – Orc

SPEED 6

AC 14

HP 35

SPECIAL ABILITIES
Fearless
Drumbeat (Replaces attacks: Choose 1 effect, which lasts until the start of this creature's next turn. Drumbeat effects end immediately if this creature is eliminated.)
Countersong Drumbeat (This creature gains Countersong)
Resistance Drumbeat (Creatures in your warband get save +4)
Intimidating Drumbeat (Enemies get morale save –4)



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QUAGGOTH SLAVE

10 POINTS

LEVEL (SAVE) 4

MELEE ATTACK +10 (15)

TYPE Monstrous Humanoid

SPEED 8

AC 13

HP 15

SPECIAL ABILITIES
Fearless
Savage Frenzy +20 (This creature gets +20 hp the first time it hits with a melee attack)



Drow, mind flayers, and other masterminds of the Underdark prize the quaggoth's ferocity in battle.

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TIEFLING BLADEMASTER

COMMANDER 3

27 POINTS

LEVEL (SAVE) 5

MELEE ATTACK +9/+9 (5)

TYPE Outsider

SPEED 6

AC 17

HP 40

COMMANDER EFFECT
Whenever you win initiative, followers get melee attack +2 this round; otherwise, followers get melee damage +5 this round.

SPECIAL ABILITIES
Conceal 6
Mobility (+4 AC against attacks of opportunity)
Seize the Initiative (On its turn, this creature gets melee damage +5 whenever it is the first to activate in a round)



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TROGLODYTE THUG

II
POINTS

LEVEL (SAVE)

3

SPEED

6

AC

18

HP

35

MELEE ATTACK
 +5 (10)
TYPE
 Humanoid – Reptilian – Troglodyte
SPECIAL ABILITIES
Stench
 (Adjacent living creatures without Stench get attack –2, save –2, and –2 AC)



The troglodyte's putrid musk has overcome many a foe.

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WARDUKE

70
POINTS

LEVEL (SAVE)

10

SPEED

6

AC

17

HP

130

MELEE ATTACK
 +17/+12
 (10 magic + 5 fire)
TYPE
 Humanoid – Human
SPECIAL ABILITIES
Unique (Only 1 creature whose name contains Warduke in your warband)
Independent
Blindsight
Cleave
Intimidate ☐ (Replaces attacks: range 6; target creature makes a morale save)
Methodical Killer +10 (Damage +10 against the lowest-level enemy currently in play)
Spell Resistance (May ignore spells unless the caster rolls 11+)



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WARDUKE

EPIC
208
POINTS

LEVEL (SAVE)

12

SPEED

6

AC

25

HP

270

MELEE ATTACK
 +22/+17/+12
 (15 magic + 5 fire)
TYPE
 Humanoid – Human
SPECIAL ABILITIES
Unique (Only 1 creature whose name contains Warduke in your warband)
Independent
Almighty (Not affected by allies' spells)
Blindsight
Cleave
Intimidate ☐ (Replaces attacks: range 6; target creature makes a morale save)
Methodical Killer +10 (Damage +10 against the lowest-level enemy currently in play)
Spell Resistance (May ignore spells unless the caster rolls 11+)



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