



ABOLETH SLIME MAGE

COMMANDER 4

67
POINTS

LVL: 10 MELEE ATTACK
AC: 19 +12/+12 (15 magic)
SPD: F4 RANGED ATTACK
HP: 75 -

TYPE: Large Aberration

COMMANDER EFFECT: Enemies take 5 acid damage when they activate

SPECIAL ABILITIES: **Blindsight**; **Flight**; **Melee Reach 2**; **Resist 10 Acid**; **Slime**

Aura (while adjacent, creatures have -2 attack)

SPELLS: 3rd - *oppressive will* □□ (swift; adjacent creature skips its next turn; can cast while adjacent to enemy); 4th - *empowered acid arrow* □□ (sight; 20 acid damage, ignore spell resistance)

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ARBALESTER

LG

12
POINTS

LVL: 3 MELEE ATTACK
AC: 18 -
SPD: 4 RANGED ATTACK
HP: 25 +6 (10)

TYPE: Construct

SPECIAL ABILITIES: **Construct Traits**;

Fearless; **Arcane Aim** (has blindsight while a spellcaster ally is adjacent)

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ASPECT OF VECNA

CE

62
POINTS

LVL: 10 MELEE ATTACK
AC: 20 +12 (15 magic + paralysis)
SPD: F7 RANGED ATTACK
HP: 70 -

TYPE: Undead

SPECIAL ABILITIES: **Aura of Fear 2**; **Double Damage from Fire**; **Flight**; **Immune Cold, Acid**; **Paralysis** (DC17); **Regeneration 5**; **Spell Penetration**; **Spell Resistance**

SPELLS: 1st - *ray of enfeeblement* (unlimited uses) (range 6; attack -2, damage -5) 5th - *mass inflict light wounds* □□□ (range 6; radius 2; 15 negative damage; DC17)

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BANSHRAE WARRIOR

CE

36
POINTS

LVL: 7 MELEE ATTACK
AC: 17 +9 (10)
SPD: 7 RANGED ATTACK
HP: 45 +11/+6 (5 magic)

TYPE: Fey

SPECIAL ABILITIES: **Fearless**;

Blowgun Flute (replaces attacks; choose one listed effect, which ends immediately if this creature is eliminated, or when it next activates:

Dirge - make an attack; then enemies have attack -2; **Irresistible Singsong** - creatures do not benefit from hide, conceal or invisible; **Traveler's Tune** - enemies must move at least one square before attacking on their turn.)

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BEHOLDER EYE TYRANT

LE

98
POINTS

LVL: 12 MELEE ATTACK
AC: 23 +5 (15)
SPD: F3 RANGED ATTACK
HP: 95 -

TYPE: Aberration

COMMANDER EFFECT: Slide followers or enemies up to 2 squares when they activate

SPECIAL ABILITIES: **DR5**; **Dual Activation**;

Spell Resistance; **Eye Rays** (replaces attacks; roll 1d20; use effect of the indicated or a lower number; choose target after rolling)

1-6 - *inflict* (sight; 10 negative damage; DC18)

7-13 - *blast* (sight; radius 2; 15 damage; DC18)

14-18 - *paralysis* (range 6; DC 18)

19-20 - *disintegrate* (range 6; 60 damage; DC18)

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BERBALANG

CE

40
POINTS

LVL: 8 MELEE ATTACK
AC: 22 +15 (10 magic)
SPD: F8 RANGED ATTACK
HP: 35 -

TYPE: Outsider

SPECIAL ABILITIES: **Blindsight**; **DR5**; **Flight**; **Material Projection** □ (immediate: when this creature would be eliminated; instead, heal any damage and place it in one of your start areas); **Fearless**; **Soulfeeder** (this creature gains 1pp when it damages an enemy with an attack or spell)

PSIONICS: 6pp - *hustle* 3pp (swift; self; +6 speed this turn); *mind thrust* 3pp (range 6; 35 damage; living creatures only; DC16 negates)

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BLADERAGER TROLL

LE

58
POINTS

LVL: 9 MELEE ATTACK
AC: 20 +14/+14 (20 magic)
SPD: 6 RANGED ATTACK
HP: 80 -

TYPE: Large Giant

SPECIAL ABILITIES: **Blind-fight**; **Double Damage From Fire, Acid**; **Keen Critical 18** (scores critical hits on melee attack rolls of 18, 19 or 20); **Melee Reach 2**; **Regenerate 5**

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BLOOD SCARAB

LE/CE

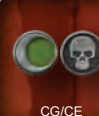
7
POINTS

LVL: 2 MELEE ATTACK
AC: 15 +4 (5+5 acid)
SPD: 5 RANGED ATTACK
HP: 15 -

TYPE: Small Vermin

SPECIAL ABILITIES: **Burrow 4**; **Curse Aura** (creatures have -2 AC and -2 save while adjacent); **Fearless**; **Vermin Traits**

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BLOODSEEKER DRAKE

CG/CE

12
POINTS

LVL: 3 MELEE ATTACK
AC: 16 +5 (10)
SPD: 8 RANGED ATTACK
HP: 25

TYPE: Small Dragon

SPECIAL ABILITIES: **Bloodseeker** (+2 attack and +5 damage against damaged enemies)

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BONECHILL CHIMERA

56
POINTS

LVL: 9 MELEE ATTACK
AC: 20 +12/+12/+12 (15/15/10)
SPD: F6 RANGED ATTACK
HP: 80 -

TYPE: Large Magical Beast

SPECIALABILITIES: **Flight;** **Dragon's Breath** ☐ (replaces attacks: cone; 25 cold damage; DC17); **Lion's Roar** ☐ (Replaces attacks, cone: affected creatures with 50 or fewer hp make morale save); **Powerful Charge** +15 (Melee damage +15 when charging)

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CHAIN DEVIL

45
POINTS

LVL: 8 MELEE ATTACK
AC: 20 +9/+9/+9/+9 (10)
SPD: 6 RANGED ATTACK
HP: 50 -

TYPE: Outsider (Devil)

SPECIALABILITIES: **DR 5** (takes 5 less damage from nonmagical melee and ranged attacks); **Immune Cold;** **Melee Reach 4**

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CLAY GOLEM

56
POINTS

LVL: 11 MELEE ATTACK
AC: 22 +14/+14 (20)
SPD: 4 RANGED ATTACK
HP: 90 -

TYPE: Large Construct

SPECIALABILITIES: **Requires Instruction** (this creature behaves as though confused if it activates when out of command); **DR 5;** **Melee Reach 2;** **Spell Resistance All**

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CYCLOPS CRUSHER

52
POINTS

LVL: 9 MELEE ATTACK
AC: 17 +13/+8 (25 magic)
SPD: 7 RANGED ATTACK
HP: 105 -

TYPE: Large Giant

SPECIALABILITIES: **Blindsight;** **Sunder** (when this creature scores a critical hit; -4 AC to target); **Melee Reach 2;** **Evil Eye** ☐ (replaces attacks: range 6; Stunned; DC 16)

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FEYGROVE CHOKER

33
POINTS

LVL: 6 MELEE ATTACK
AC: 16 +10 (10 + Constrict)
SPD: 4 RANGED ATTACK
HP: 45 -

TYPE: Aberration

SPECIALABILITIES: **Constrict** (large or smaller creature skips its next turn; DC 15); **Dual Activation;** **Hide;** **Melee Reach 3;** **Wandering Monster**

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FOULSPAWN GRUE

23
POINTS

LVL: 5 MELEE ATTACK
AC: 19 +4 (5)
SPD: 5 RANGED ATTACK
HP: 45 -

TYPE: Small Aberration

SPECIALABILITIES: **Stone Step** ☐☐ (swift: place this creature in any square up to 4 squares away to which it has line of sight); **Hide;** **Whispers of Madness** (unlimited uses)(replaces attacks: range 6; 5 damage and confusion; DC 14)

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FROST GIANT

104
POINTS

LVL: 10 MELEE ATTACK
AC: 21 +14/+9 (30)
SPD: 8 RANGED ATTACK
HP: 135 -

TYPE: Large Giant

SPECIALABILITIES: **Cleave;** **Immune Cold;** **Melee Reach 2;** **Double Damage from Fire**

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GHAELE OF WINTER

34
POINTS

LVL: 5 MELEE ATTACK
AC: 18 +10 (10 magic)
SPD: F6 RANGED ATTACK
HP: 55 +13 (10 cold)

TYPE: Outsider

SPECIALABILITIES: **DR 5;** **Flight;** **Resist 10 electricity, cold;** **Spell Resistance;** **Wall of Ice** ☐ (replaces attacks: range 6, choose any two unoccupied and adjacent squares within range. These squares become wall squares until this creature activates again)

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GITHYANKI WARRIOR

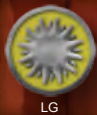
49
POINTS

LVL: 9 MELEE ATTACK
AC: 19 +14/+9 (20 magic)
SPD: 6 RANGED ATTACK
HP: 70 -

TYPE: Outsider

SPECIALABILITIES: **Dimension Door** ☐ (swift: self; place this creature in any square it has line of sight to); **Illithid killer** (+5 melee damage against aberrations); **Spell Resistance;** **Telekinetic Thrust** ☐☐ (replaces attack: range 6; slide target up to 3 squares, spell resistance applies)

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**GITHZERAI
ZERTH**

COMMANDER 4

65
POINTS

LVL: 9 MELEE ATTACK
AC: 23 +14/+14 (15 magic)
SPD: 8 RANGED ATTACK
HP: 70 -

TYPE: Outsider

COMMANDER EFFECT: Followers who activate within 6 gain Skirmish +5 until end of turn.

SPECIAL ABILITIES: Spell Resistance

PSIONICS: 9pp - *mind thrust* 3pp (sight; 25 damage; DC 16 negates); *psionic invisibility* 3pp (touch; creature is invisible until it attacks)

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**GNOLL
HUNTMASTER**

CE

28
POINTS

LVL: 6 MELEE ATTACK
AC: 17 +8 (15)
SPD: 6 RANGED ATTACK
HP: 45 +11/+6 (10)

TYPE: Humanoid (Gnoll)

SPECIAL ABILITIES: **Surprise Attack** ☐☐ (until end of this creature's turn, when using a ranged attack, this creature can target any enemy in sight that has not yet activated)

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**GOBLIN
DELVER**

LE

12
POINTS

LVL: 4 MELEE ATTACK
AC: 18 +0 (5)
SPD: 5 RANGED ATTACK
HP: 30 -

TYPE: Small Humanoid
(Goblin, Goblinoid)

SPECIAL ABILITIES: **Cry for Help** (immediate: when an enemy misses this creature; move an active Goblin ally up to its speed); **Distracting Presence** (enemies adjacent to this creature do not score points for occupying victory areas); **Sidestep**

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**GOBLIN
SHARPSHOOTER**

LE

20
POINTS

LVL: 6 MELEE ATTACK
AC: 19 +4 (5)
SPD: 6 RANGED ATTACK
HP: 35 +10 (10)

TYPE: Small Humanoid
(Goblin, Goblinoid)

SPECIAL ABILITIES: **Barbed Quarrel** ☐☐ (Use with ranged attack: Entangle; DC 13); **Coordinated Shot** (allies do not provide cover to enemies); **Precise Shot** (ignores the penalty for shooting into melee); **Slow Ranged Attack**

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**GRIMLOCK
MINION**

LE/CE

4
POINTS

LVL: 1 MELEE ATTACK
AC: 14 +3 (10)
SPD: 6 RANGED ATTACK
HP: 10 -

TYPE: Monstrous Humanoid
SPECIAL ABILITIES: **Blindsight**

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HARPY

CE

15
POINTS

LVL: 7 MELEE ATTACK
AC: 13 +7/+2 (5)
SPD: F6 RANGED ATTACK
HP: 30 -

TYPE: Monstrous Humanoid
SPECIAL ABILITIES: **Captivating Song** ☐ (replaces attacks: Stun, each living enemy except creatures within 6 squares of an enemy with Countersong: DC13); **Flight**; **Difficult 2**

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**HELLSTINGER
SCORPION**

LE

57
POINTS

LVL: 9 MELEE ATTACK
AC: 21 +12/+14 (25/10 + Poison)
SPD: 7 RANGED ATTACK
HP: 90 -

TYPE: Large Magical Beast

SPECIAL ABILITIES: **Melee Reach 2**; **Poison** (5 damage whenever poisoned creature activates; DC 18); **Resist 10 Cold**, **Fire**; **Reactive Strike** (immediate: whenever a poisoned creature within melee reach activates, make an attack against that creature); **Spell Resistance**

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HIPPOGRIFF

CG

22
POINTS

LVL: 5 MELEE ATTACK
AC: 15 +9/+9 (10)
SPD: F6 RANGED ATTACK
HP: 50 -

TYPE: Large Magical Beast

SPECIAL ABILITIES: **Pinning Attack** ☐ (when this creature hits with both attacks; +10 damage and target cannot move on its next turn; DC 17); **Pounce** (this creature may make all melee attacks while charging); **Wild**

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**KOBOLD
WYRMPRIEST**

LE

11
POINTS

LVL: 3 MELEE ATTACK
AC: 16 +5 (5)
SPD: 6 RANGED ATTACK
HP: 35 ☐ (range 6) +6 (5 + 5 acid)

TYPE: Small Humanoid (Kobold)

SPECIAL ABILITIES: **Acid Breath** ☐ (replaces attacks: cone; 10 acid damage; DC 14); **SPELLS:** *1st - scaly faith* ☐☐☐ (swift; touch; a kobold or dragon ally heals 5 HP)

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**KRUTHIK
YOUNG**

LE

5
POINTS

LVL: 1 **MELEE ATTACK**
AC: 13 +3 (5)
SPD: 8 **RANGED ATTACK**
HP: 15 -

TYPE: Small Magical Beast

SPECIAL ABILITIES

Gnashing Horde (If an enemy ends its turn adjacent to one or more Kruthik Young, it takes 5 damage)

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**MEDUSA
ARCHER**

LE

43
POINTS

LVL: 6 **MELEE ATTACK**
AC: 15 +5/+3 (5 + poison)
SPD: 6 **RANGED ATTACK**
HP: 35 +11 (10 magic)

TYPE: Monstrous Humanoid

SPECIAL ABILITIES: **Archers Eye** (This creature can make an immediate ranged attack against an enemy that successfully saves against its Gaze attack); **Petrifying Gaze** (Replaces attacks: range 6, destroy target living creature and replace it with a statue; DC 15); **Poison** (5 damage whenever poisoned creature activates; DC 14); **Precise Shot** (ignores the penalty for shooting into melee)

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**MINOTAUR
BATTLE SHAMAN**

CE

52
POINTS

LVL: 11 **MELEE ATTACK**
AC: 20 +16/+14 (15)
SPD: 6 **RANGED ATTACK**
HP: 85 -

TYPE: Monstrous Humanoid

COMMANDER EFFECT: Minotaur followers gain skirmish attack + 5

SPECIAL ABILITIES **Skirmish Attack +5** this creature gets melee damage +5 if it has moved at least 2 squares this turn.

SPILLS: 2nd - *snake's swiftness* □□ (range 6; target creature makes an immediate attack); 3rd - *call lightning* □ (sight; 20 electricity damage whenever target activates until its save succeeds; DC15)

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**ORC
EYE OF GRUUMSH**

CE

23
POINTS

COMMANDER 1

LVL: 6 **MELEE ATTACK**
AC: 14 +10/+5 (10)
SPD: 6 **RANGED ATTACK**
HP: 55 -

TYPE: Humanoid (Orc)

COMMANDER EFFECT: Orc followers of level 6 or lower gain **Death Strike**

SPECIAL ABILITIES **Death Strike** (when this creature's hp are reduced to 0 or lower, it may immediately make one melee attack); **Willing To Follow**

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**ORC
TERRORBLADE**

CE

20
POINTS

LVL: 5 **MELEE ATTACK**
AC: 14 +10 (20)
SPD: 7 **RANGED ATTACK**
HP: 55 -

TYPE: Humanoid (Orc)

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RUST MONSTER

LG/CG/LE/CE

23
POINTS

LVL: 4 **MELEE ATTACK**
AC: 16 +7 (5 + corrosion)
SPD: 8 **RANGED ATTACK**
HP: 40 -

TYPE: Aberration

SPECIAL ABILITIES:

Corrosion (Enemy gains AC -2)

Corrosive Defense (Whenever an enemy hits this creature with a melee attack, that enemy gains melee attack -2; DC 18)

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**SKALMAD,
THE TROLL KING**

CE

47
POINTS

COMMANDER 3

LVL: 10 **MELEE ATTACK**
AC: 18 +14/+9 (20 magic)
SPD: 6 **RANGED ATTACK**
HP: 70 -

TYPE: Large Giant

COMMANDER EFFECT: Followers heal an additional 5 hp each time they regenerate

Warband Building: All Giants are legal in your warband

SPECIAL ABILITIES: **Cleave**, **Eyeblast** □ (swift: cone; 10 fire damage; DC16); **Melee Reach 2**, **Regeneration 10** (This creature heals 10 hp at the start of its turn); **Unique**

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SNAKE SWARM

CG/CE

12
POINTS

LVL: 4 **MELEE ATTACK**
AC: 15 +5/+3/+1 (5 + poison)
SPD: 6 **RANGED ATTACK**
HP: 20 -

TYPE: Vermin (Swarm)

SPECIAL ABILITIES: **Vermin Traits**; **Fearless**; **Formless**; **Trample** (5 + Poison; DC14); **Poison** (5 damage whenever poisoned creature activates; DC 12); **Stable Footing** (not slowed by difficult terrain)

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UNICORN

CG

21
POINTS

LVL: 4 **MELEE ATTACK**
AC: 18 +11(15)
SPD: 12 **RANGED ATTACK**
HP: 40 -

TYPE: Large Magical Beast

SPECIAL ABILITIES: **Aura of Protection From Evil** (this creature and adjacent creatures gain +2 AC against evil creatures); **Immune Poison, Confusion, Dominate**;

SPILLS: 1st - *cure light wounds* □□□ (touch; heal 5 hp); 4th - *neutralize poison* □ (touch; removes Poison, and target creature gains Immune Poison)

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WAR DEVIL

83
POINTS

LE COMMANDER 4

LVL: 10 MELEE ATTACK
 AC: 22 +20 (20 magic)
 SPD: F6 RANGED ATTACK
 HP: 100 (range 6) +18 (5 fire)

TYPE: Large Outsider (Devil)

COMMANDER EFFECT: Devil allies gain +5 fire damage.

SPECIAL ABILITIES: **Blindsight**; **DR 5**; **Flight**, **Immune Fire**, **Poison**; **Keen Critical 19**; **Melee Reach 2**, **Spell Resistance**; **Vicious Attack** (this creature's criticals cause triple damage)

SPELLS: 3rd - *Swift Benign Transposition* □ (range 6; any two allies may switch position); 4th - *Firewall* □ (sight; choose 2 adjacent squares; those squares contain fire and smoke terrain)

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XEN'DRIK DROW STINGBLADE

28
POINTS

CG/CE

LVL: 6 MELEE ATTACK
 AC: 17 +13/+7 (10 magic/5 magic)
 SPD: 7 RANGED ATTACK
 HP: 55 (range 6) +10 (10)

TYPE: Humanoid (Drow)

SPECIAL ABILITIES: **Conceal 6**; **Skirmish +5** (+5 damage if this creature has moved at least 2 squares this turn); **Lucky** □ (Immediate: reroll an attack or save); **Spell Resistance**

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YOUNG GOLD DRAGON

63
POINTS

LG

LVL: 10 MELEE ATTACK
 AC: 23 +14/+12/+12 (15/10/10)
 SPD: F9 RANGED ATTACK
 HP: 90 -

TYPE: Large Dragon

SPECIAL ABILITIES: **Breath Weapon** □ (replaces attacks: cone; 20 fire damage; DC 17); **Breath Weapon** □ (replaces attacks: cone; Weaken (attack -2, damage -5 (minimum 5); DC 17); **Double Damage from Cold**; **Flight**; **Hoard** (your warband; gain magic damage); **Immune Fire**; **Sidestep**

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YUAN-TI FANGLADE

43
POINTS

CE COMMANDER 1

LVL: 8 MELEE ATTACK
 AC: 19 +15/+10 (10 magic, 10 + Poison)
 SPD: 6 RANGED ATTACK
 HP: 80 -

TYPE: Monstrous Humanoid

COMMANDER EFFECT: Enemies have -2 save against poison

SPECIAL ABILITIES: **Blind-Fight**; **Many Fangs** (Yuan-Ti allies have +1 attack); **Melee Reach 2**; **Poison** (5 damage whenever poisoned creature activates; DC 16); **Willing To Follow**

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