

Cleric of Moradin

14

POINTS

LVL: 2 SPD: 4
AC: 17 HP: 15

MELEE ATTACK: +3 (5)

RANGED ATTACK: —

TYPE: Humanoid (Dwarf)

SPECIAL ABILITIES: Save +4; Turn Undead 2 ☐

SPELLS: 1st—*command* ☐☐ (range 6; Stun; DC 13), *shield of faith* ☐☐ (touch; +2 AC)



Dwarven Defender

55

POINTS

LVL: 8 SPD: 4
AC: 23 HP: 75


MELEE ATTACK: +13/+8 (10 magic)

RANGED ATTACK: —

TYPE: Humanoid (Dwarf)

COMMANDER EFFECT: +4 AC against creatures that have moved this turn.

SPECIAL ABILITIES: Save +4; Defensive Stance ☐ (At the start of its turn, this creature gains +2 AC, Save +2, and melee damage +5; the effect ends if this creature moves); Giant Bane (Melee attack +2, melee damage +10 against Giants)



Gnome Fighter

6

POINTS

LVL: 2 SPD: 3
AC: 21 HP: 20

MELEE ATTACK: +5 (5)

RANGED ATTACK: —


TYPE: Small Humanoid (Gnome)



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Gold Champion

51

POINTS

LVL: 6 SPD: 4
AC: 25 HP: 60

MELEE ATTACK: +15/+10 (15 magic)

RANGED ATTACK: —

TYPE: Dragon


SPECIAL ABILITIES: Breath Weapon ☐ (Replaces attacks: cone; 25 fire damage; DC 16); Immune Fire, Paralysis, Sleep



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Human Crossbowman

7

POINTS

LVL: 1 SPD: 4
AC: 16 HP: 10

MELEE ATTACK: +1 (5)

RANGED ATTACK: +3 (5)

TYPE: Humanoid (Human)


SPECIAL ABILITIES: Slow Ranged Attack



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Lion Falcon Monk

36

POINTS

LVL: 8 SPD: 10
AC: 19 HP: 45

MELEE ATTACK: +6/+6 (10 magic)

RANGED ATTACK: —

TYPE: Humanoid (Human)


SPECIAL ABILITIES: Independent. Deflect Arrows (+4 AC against ranged attacks); Fearless; Mobility (+4 AC against attacks of opportunity); Save +4; Smite +10 ☐☐; Stunning Attack ☐☐ (DC 17)



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Purple Dragon Knight

45

POINTS

LVL: 8 SPD: 4
AC: 22 HP: 65

MELEE ATTACK: +13/+8 (15 magic)

RANGED ATTACK: —

TYPE: Humanoid (Human)

COMMANDER EFFECT: Followers successfully rallied by this creature can take their turn normally.


SPELLS: 3rd—*fear* ☐ (cone; morale save)



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Stalwart Paladin

9

POINTS

LVL: 2 SPD: 4
AC: 20 HP: 20

MELEE ATTACK: +5 (5)

RANGED ATTACK: —

TYPE: Humanoid (Human)

SPECIAL ABILITIES: Fearless; Smite Evil +5 ☐

SPELLS: 1st—*cure light wounds* ☐ (touch; heal 5 hp)



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Stonechild

12

POINTS

LVL: 2 SPD: 4
AC: 19 HP: 20

MELEE ATTACK: +6 (15)

RANGED ATTACK: +3, range 6 (Magic Stone)

TYPE: Outsider

SPECIAL ABILITIES: Magic Stone (5 magic damage; or 10 magic damage to Undead)



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Dwarven Werebear
23 POINTS

LG

LVL: 4 SPD: 4
 AC: 17 HP: 30


MELEE ATTACK: +9 (15 magic)
RANGED ATTACK: —
TYPE: Humanoid (Dwarf, Shapechanger)
SPECIAL ABILITIES: DR 5; Save +4


Dire Lion
32 POINTS

LG/CG

LVL: 8 SPD: 8
 AC: 15 HP: 60

MELEE ATTACK: +13/+13 (10)
RANGED ATTACK: —
TYPE: Large Animal
SPECIAL ABILITIES: Difficult 20. Pounce; Rend +5


Regdar, Human Fighter
6 POINTS

LG/CG

LVL: 1 SPD: 4
 AC: 15 HP: 10

MELEE ATTACK: +4 (10)
RANGED ATTACK: —
TYPE: Humanoid (Human)
SPECIAL ABILITIES: Unique. Cleave

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Bladesinger
34 POINTS


CG

COMMANDER 3

LVL: 10 SPD: 8
 AC: 21 HP: 55

MELEE ATTACK: +15/+10 (5 magic)
RANGED ATTACK: —
TYPE: Humanoid (Elf)
COMMANDER EFFECT: Followers that moved before attacking this turn gain attack +3.
SPECIAL ABILITIES: **Mobility** (+4 AC against attacks of opportunity); **Quick Cast** (This creature can cast one spell as a swift action); **Spellsong** (This creature can cast spells even when in a square threatened by an enemy)
SPELLS: 1st—*magic missile* (5); 2nd—*daze monster* (5); 3rd—*stun* (5); 4th—*sleep* (5); 5th—*charm monster* (5); 6th—*charm monster* (5); 7th—*charm monster* (5); 8th—*charm monster* (5); 9th—*charm monster* (5); 10th—*charm monster* (5)

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Brass Dragon
48 POINTS

CG

LVL: 10 SPD: F12
 AC: 20 HP: 85

MELEE ATTACK: +10/+5/+5 (10/5/5)
RANGED ATTACK: —
TYPE: Dragon
SPECIAL ABILITIES: Difficult 3. **Breath Weapon** (Replaces attacks: line; 10 fire damage; DC 17); **Breath Weapon** (Replaces attacks: cone; Sleep; DC 17); **Flight**; **Immune Fire**; **Vulnerable Cold**

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Copper Samurai
32 POINTS


CG

COMMANDER 2

LVL: 7 SPD: 7
 AC: 16 HP: 55

MELEE ATTACK: +10/+5 (10 magic)
RANGED ATTACK: +10/+5 (5)
TYPE: Humanoid (Human)
COMMANDER EFFECT: Followers that roll a natural 20 on an attack can immediately make another attack of the same type at their highest printed attack bonus.
SPECIAL ABILITIES: **Breath Weapon** (Replaces attacks: line; 10 acid damage; DC 13); **Dragon Bane** (Melee attack +2, melee damage +10 magic against Dragons); **Resist Acid 5**

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Daring Rogue
14 POINTS

CG

LVL: 5 SPD: 7
 AC: 17 HP: 25

MELEE ATTACK: +5/+5 (5 magic)
RANGED ATTACK: +6 (5)
TYPE: Humanoid (Human)
SPECIAL ABILITIES: **Hide**; **Mobility** (+4 AC against attacks of opportunity); **Sidestep**; **Slow Ranged Attack**; **Sneak Attack** +10

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Drunken Master
20 POINTS

CG

LVL: 7 SPD: 8
 AC: 16 HP: 50

MELEE ATTACK: +6/+6 (10 magic)
RANGED ATTACK: —
TYPE: Humanoid (Human)
SPECIAL ABILITIES: **Deflect Arrows** (+4 AC against ranged attacks); **Improved Mobility** (+8 AC against attacks of opportunity); **Save +4**; **Stagger** (This creature can charge even if it does not move in a straight line)


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Dwarf Barbarian
10 POINTS

CG

LVL: 2 SPD: 6
 AC: 10 HP: 25

MELEE ATTACK: +6 (10)
RANGED ATTACK: —
TYPE: Humanoid (Dwarf)
SPECIAL ABILITIES: **Powerful Charge** +5; **Save +8**



Elf Spearguard

6 POINTS

LVL: 1

SPD: 7

AC: 17

HP: 10

MELEE ATTACK: +4 (10)
RANGED ATTACK: —
TYPE: Humanoid (Elf)
SPECIAL ABILITIES: Melee Reach 2



Half-Elf Sorcerer

14 POINTS


LVL: 2

SPD: 6

AC: 13

HP: 15

MELEE ATTACK: +0 (5)
RANGED ATTACK: —
TYPE: Humanoid (Elf)
SPELLS: Sorcerer Spells 1st—    magic missile (sight; 5 magic damage), magic weapon (touch; attack +1, ignore DR)



Halfling Outrider

29 POINTS

LVL: 6

SPD: 8


AC: 16

HP: 40

MELEE ATTACK: +11/+6 (10 magic)
RANGED ATTACK: +11/+6 (5 magic)
TYPE: Humanoid (Mounted Halfling)
SPECIAL ABILITIES: Powerful Charge +10; Save +4

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Kerwyn, Human Rogue

7 POINTS

LVL: 3

SPD: 6


AC: 15

HP: 15

MELEE ATTACK: +6 (5)
RANGED ATTACK: —
TYPE: Humanoid (Human)
SPECIAL ABILITIES: Unique, Hide; Mobility (+4 AC against attacks of opportunity); Sneak Attack +5

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Medium Air Elemental


18 POINTS

LVL: 4

SPD: F14

AC: 19

HP: 25

MELEE ATTACK: +8 (5)
RANGED ATTACK: —
TYPE: Elemental
SPECIAL ABILITIES: Difficult 4. Requires Commander. Flight; Whirlwind Attack  (On its turn, if this creature moves no more than 1 square, it can make one melee attack against every enemy creature whose square it threatens)

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Silver Sorcerer

49 POINTS

LVL: 7

SPD: 6


AC: 16

HP: 35

MELEE ATTACK: +9 (10 magic)
RANGED ATTACK: —
TYPE: Dragon
SPECIAL ABILITIES: Breath Weapon  (Replaces attacks: cone; 25 cold damage; DC 14); Immune Cold
SPELLS: Sorcerer Spells 1st—    lesser cold orb (range 6; 5 cold damage, ignore Spell Resistance); 2nd—    blur (touch; target creature gains Conceal 6), scare (sight; radius 2; creatures of level 2 or below make a morale save); 3rd—    lightning bolt (line; 20 electricity damage; DC 15)

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Barbarian Mercenary

9 POINTS

LVL: 1

SPD: 8


AC: 10

HP: 20

MELEE ATTACK: +5 (15)
RANGED ATTACK: —
TYPE: Humanoid (Human)
SPECIAL ABILITIES: Difficult 2

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Dire Ape

25 POINTS

LVL: 5

SPD: 6

AC: 15

HP: 35

MELEE ATTACK: +8/+8 (10)
RANGED ATTACK: —
TYPE: Large Animal
SPECIAL ABILITIES: Difficult 20. Rend +20

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Druid of Obad-Hai



29 POINTS


LVL: 3

SPD: 6

AC: 14

HP: 20

MELEE ATTACK: +4 (5)
RANGED ATTACK: —
TYPE: Humanoid (Human)
SPELLS: 1st—*magic fang*   (touch, Animal or Magical Beast only; attack +1, ignore DR); 2nd—*summon nature's ally II*   (Animals or Magical Beasts with a total cost of 10 or less)


Baaz Draconian
6 POINTS


LVL: 2 SPD: 6
 AC: 17 HP: 20

MELEE ATTACK: +2 (5)

RANGED ATTACK: —

TYPE: Dragon

SPECIAL ABILITIES: **Stone Dead** (When this creature is reduced to 0 hp, it becomes a statue)


Blue Wyrmling
25 POINTS


LVL: 6 SPD: F8
 AC: 16 HP: 45

MELEE ATTACK: +8/+6/+6 (5)

RANGED ATTACK: —

TYPE: Small Dragon

SPECIAL ABILITIES: **Breath Weapon** □
 (Replaces attacks: line; 10 electricity damage; DC 14); **Flight**


Cleric of Nerull
28 POINTS
 COMMANDER 3

LVL: 4 SPD: 4
 AC: 18 HP: 30


MELEE ATTACK: +5 (5)

RANGED ATTACK: —

TYPE: Humanoid (Human)

COMMANDER EFFECT: Followers gain **Death Strike** (When this follower's hp are reduced to 0 or lower, it may make one immediate melee attack).

SPELLS: 1st—*cause fear* □□□ (range 6; target creature of level 5 or below makes a morale save); 2nd—*inflict moderate wounds* □□□ (touch; 10 negative damage; DC 14)



Goblin Skirmisher
3 POINTS

LVL: 1 SPD: 6
 AC: 14 HP: 5

MELEE ATTACK: +2 (5)

RANGED ATTACK: +3, range 6 (5)

TYPE: Small Humanoid (Goblinoid)



Goblin Warrior
3 POINTS

LVL: 1 SPD: 6
 AC: 15 HP: 5

MELEE ATTACK: +2 (5)

RANGED ATTACK: —

TYPE: Small Humanoid (Goblinoid)



Hobgoblin Warrior
3 POINTS

LVL: 1 SPD: 6
 AC: 15 HP: 10

MELEE ATTACK: +2 (5)

RANGED ATTACK: —

TYPE: Humanoid (Goblinoid)


Kapak Draconian
11 POINTS


LVL: 2 SPD: 6
 AC: 15 HP: 15

MELEE ATTACK: +2 (5 + Poison)

RANGED ATTACK: +3 (5)

TYPE: Dragon

SPECIAL ABILITIES: **Death Burst** (5 acid damage; DC 12); **Poison** (5 damage whenever poisoned creature activates; DC 12); **Sneak Attack** +5; **Spell Resistance**


Kobold Skirmisher
5 POINTS

LVL: 1 SPD: 6
 AC: 15 HP: 5

MELEE ATTACK: +0 (5)

RANGED ATTACK: +3 (5)

TYPE: Small Humanoid (Reptilian)

SPECIAL ABILITIES: **Cowardly** (If this creature does not have an active ally within 6 squares of it when an ally is destroyed, it routs); **Slow Ranged Attack**


Medium Water Elemental
13 POINTS

LVL: 4 SPD: 4
 AC: 19 HP: 30

MELEE ATTACK: +6 (10)

RANGED ATTACK: —

TYPE: Elemental

SPECIAL ABILITIES: **Difficult 4**. Requires **Commander**. **Cleave**

LE Salamander 32 POINTS

LVL: 9 SPD: 4
AC: 18 HP: 60

MELEE ATTACK: +11/+6 (10 + 5 fire)
RANGED ATTACK: —
TYPE: Outsider

SPECIAL ABILITIES: Cleave; DR 5; Immune Fire; Vulnerable Cold

LE Thayan Knight 30 POINTS

LVL: 7 SPD: 4
AC: 22 HP: 75

MELEE ATTACK: +12/+7 (10 magic)
RANGED ATTACK: —
TYPE: Humanoid (Human)

SPECIAL ABILITIES: Arrow Catching Shield (Enemy ranged attacks against adjacent creatures target this creature instead); Save +4

LE Urthok the Vicious 34 POINTS
COMMANDER 5

LVL: 6 SPD: 4
AC: 22 HP: 50

MELEE ATTACK: +11/+6 (10)
RANGED ATTACK: +8, range 6 □ (5)
TYPE: Humanoid (Goblinoid)

COMMANDER EFFECT: Followers gain melee attack +2; or Goblinoid followers gain melee attack +4. **WARBAND BUILDING:** Goblinoids of any faction are legal in your warband.

SPECIAL ABILITIES: Unique. **Hurling Charge** (This creature can make its ranged attack against a creature it charges during its charge movement before it makes its melee attack)

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LE Wererat 11 POINTS

LVL: 2 SPD: 6
AC: 17 HP: 10

MELEE ATTACK: +5 (5)
RANGED ATTACK: —
TYPE: Humanoid (Human, Shapechanger)

SPECIAL ABILITIES: DR 5; Hide

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LE/CE Carrion Crawler 19 POINTS

LVL: 3 SPD: 6
AC: 17 HP: 20

MELEE ATTACK: +6/+6 (5 + Paralysis)
RANGED ATTACK: —
TYPE: Large Aberration

SPECIAL ABILITIES: Difficult 20. **Paralysis** (DC 13); **Wandering Monster** (Instead of placing this creature on your assembly tile at the start of the battle, place it on a random feature tile)

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LE/CE Grimlock 7 POINTS

LVL: 2 SPD: 6
AC: 15 HP: 10

MELEE ATTACK: +4 (10)
RANGED ATTACK: —
TYPE: Monstrous Humanoid

SPECIAL ABILITIES: Blindsight

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CE Abyssal Maw 5 POINTS

LVL: 2 SPD: 6
AC: 15 HP: 10

MELEE ATTACK: +5 (15)
RANGED ATTACK: —
TYPE: Outsider

SPECIAL ABILITIES: Difficult 2. Immune Electricity, Poison; Resist 10 Acid, Cold, Fire

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CE Black Dragon 45 POINTS

LVL: 10 SPD: F9
AC: 19 HP: 85

MELEE ATTACK: +9/+4/+4 (10)
RANGED ATTACK: —
TYPE: Dragon

SPECIAL ABILITIES: Difficult 5. **Breath Weapon** □ (Replaces attacks: line; 15 acid damage; DC 17); **Flight**, Immune Acid

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CE Bright Naga 15 POINTS

LVL: 5 SPD: 8
AC: 15 HP: 35


MELEE ATTACK: +4 (10)
RANGED ATTACK: —
TYPE: Large Aberration

SPELLS: 1st—**burning hands** (unlimited uses) (cone; 5 fire damage; DC 13)


Bugbear
5 POINTS

LVL: 3 SPD: 6
 AC: 17 HP: 15

MELEE ATTACK: +5 (5)
RANGED ATTACK: —
TYPE: Humanoid (Goblinoid)


Chitine
7 POINTS

LVL: 2 SPD: 6
 AC: 16 HP: 10

MELEE ATTACK: +1/+1/+1 (5)
RANGED ATTACK: —
TYPE: Small Monstrous Humanoid


Dretch
14 POINTS


LVL: 2 SPD: 4
 AC: 16 HP: 15

MELEE ATTACK: +4/+4 (5)
RANGED ATTACK: —
TYPE: Small Outsider

SPECIAL ABILITIES: Difficult 6. DR 5; Immune Electricity, Poison; Resist 10 Acid, Cold, Fire

SPELLS: 2nd—*fear* ☐ (sight; radius 2; creatures of level 2 or below make a morale save)

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Drow Warrior
6 POINTS

LVL: 1 SPD: 6
 AC: 16 HP: 5

MELEE ATTACK: +3 (5)
RANGED ATTACK: +2, range 6 (5 + Poison)
TYPE: Humanoid (Elf)

SPECIAL ABILITIES: **Poison** (5 damage whenever poisoned creature activates; DC 13); **Slow Ranged Attack**; **Spell Resistance**

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Drow Wizard
 COMMANDER 2
 29 POINTS

LVL: 4 SPD: 6
 AC: 13 HP: 20


MELEE ATTACK: +1 (5)
RANGED ATTACK: —
TYPE: Humanoid (Elf)

COMMANDER EFFECT: Damage +5 when making attacks of opportunity.

SPECIAL ABILITIES: **Conceal 6**; **Spell Resistance**

SPELLS: 1st—*magic missile* ☐ (sight; 5 damage), *magic weapon* ☐☐ (touch; attack +1, ignore DR); 2nd—*Snillol's snowball swarm* ☐☐☐ (sight; radius 2; 10 cold damage; DC 14)

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Eye of Gruumsh
 COMMANDER 1
 44 POINTS

LVL: 8 SPD: 8
 AC: 11 HP: 90

MELEE ATTACK: +15/+15 (25 magic)
RANGED ATTACK: —
TYPE: Humanoid (Orc)

COMMANDER EFFECT: Orc followers gain melee damage +5.

SPECIAL ABILITIES: **Immune Flanking**; **Vicious Attack** (Whenever this creature hits with a melee attack, it deals 5 magic damage to itself)

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Gargoyle
21 POINTS

LVL: 4 SPD: F8
 AC: 16 HP: 35

MELEE ATTACK: +6/+4 (10)
RANGED ATTACK: —
TYPE: Monstrous Humanoid

SPECIAL ABILITIES: DR 5; **Flight**; **Hide**

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Harpy
15 POINTS

LVL: 7 SPD: F6
 AC: 13 HP: 30

MELEE ATTACK: +7/+2 (5)
RANGED ATTACK: —
TYPE: Monstrous Humanoid

SPECIAL ABILITIES: **Difficult 2**, **Captivating Song** ☐ (Replaces attacks: Stun, each living enemy except creatures within 6 squares of an enemy with Countersong; DC 13); **Flight**


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Large Monstrous Spider
11 POINTS

LVL: 4 SPD: 6
 AC: 14 HP: 20

MELEE ATTACK: +4 (10 + Poison)
RANGED ATTACK: —
TYPE: Large Vermin

SPECIAL ABILITIES: **Difficult 20**, **Poison** (5 damage whenever poisoned creature activates; DC 13); **Web** (Replaces attacks: range 6; Entangle; DC 13)



Large Red Dragon

83
POINTS


LVL: 13 SPD: F8
AC: 21 HP: 125

MELEE ATTACK: +14/+9/+9 (20/10/10)

RANGED ATTACK: —

TYPE: Large Dragon

SPECIAL ABILITIES: **Breath Weapon** ☐
(Replaces attacks: cone; 30 fire damage; DC 19);
Flight; **Immune Fire**; **Vulnerable Cold**



Ogre Ravager

38
POINTS

LVL: 9 SPD: 6
AC: 17 HP: 80

MELEE ATTACK: +10/+5 (30)

RANGED ATTACK: —

TYPE: Large Giant

SPECIAL ABILITIES: **Aura of Fear 2** (Enemies in squares threatened by this creature gain Morale Save -2); **Melee Reach 2**; **Resist Fire 10**; **Smite** +10 ☐



Orc Druid

27
POINTS

COMMANDER 2

LVL: 5 SPD: 6
AC: 11 HP: 35

MELEE ATTACK: +6 (10)


RANGED ATTACK: —

TYPE: Humanoid (Orc)

COMMANDER EFFECT: Animal and Magical Beast followers gain attack +2.

SPECIAL ABILITIES: **Beastmaster 4**

SPELLS: 1st—*snake's swiftness* ☐☐☐ (range 6; target creature may make an immediate attack); 2nd—*warp wood* ☐☐☐ (range 6; target creature loses its ranged attack; DC 14); 3rd—*poison* ☐☐ (touch; 5 damage whenever poisoned creature activates; DC 15)



Red Samurai

40
POINTS


LVL: 9 SPD: 8
AC: 14 HP: 75

MELEE ATTACK: +14/+9 (15 magic + 5 fire)

RANGED ATTACK: —

TYPE: Humanoid (Human)

SPECIAL ABILITIES: **Breath Weapon** ☐
(Replaces attacks: cone; 20 fire damage; DC 14);
Resist Fire 5



Small White Dragon

24
POINTS


LVL: 6 SPD: F12
AC: 16 HP: 45

MELEE ATTACK: +8/+3/+3 (5)

RANGED ATTACK: —

TYPE: Small Dragon

SPECIAL ABILITIES: **Difficult 5**. **Breath Weapon** ☐ (Replaces attacks: cone; 10 cold damage; DC 14); **Flight**; **Immune Cold**; **Vulnerable Fire**



Troglodyte

7
POINTS

LVL: 2 SPD: 6
AC: 15 HP: 15

MELEE ATTACK: +1/-1 (5)

RANGED ATTACK: —

TYPE: Humanoid (Reptilian)

SPECIAL ABILITIES: **Stench** (Adjacent creatures other than Troglodytes gain attack -2, save -2, and -2 AC)