



ALUSAIR OBARSKYR
 COMMANDER 6

46
 POINTS

LEVEL
7

MELEE ATTACK
 +12/+7 (10 magic)

TYPE
 Humanoid (Human)

SPEED
4

COMMANDER EFFECT
 Followers that activate within 6 squares of this commander gain **Powerful Charge +10** (Melee damage +10 when charging) until end of turn.


AC
23

HP
65



(Alusair Obarskyr is higher-level on the D&D Roleplaying side.)

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ANVIL OF THUNDER

25
 POINTS

LEVEL
6

MELEE ATTACK
 +9/+9 (10 magic/5 magic)


TYPE
 Humanoid (Dwarf)

SPEED
4

SPECIAL ABILITIES
Anvil of Thunder
 (Stun enemy hit by both this creature's melee attacks in the same turn; DC 15)
 Save +4

AC
18

HP
60



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CELESTIAL BLACK BEAR

9
 POINTS

LEVEL
3

MELEE ATTACK
 +6/+6 (5)

TYPE
 Magical Beast

SPEED
8

SPECIAL ABILITIES
Resist 5 Acid, Cold, Electricity
Smite Evil +5 (Melee damage +5 against evil enemies)
Spell Resistance (May ignore spells unless the caster rolls 11+)

AC
13

HP
20



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CLERIC OF ST. CUTHBERT
 COMMANDER 3

29
 POINTS

LEVEL
3

MELEE ATTACK
 +5 (5 magic)

TYPE
 Humanoid (Human)

SPEED
4

COMMANDER EFFECT
Vengeance (Followers gain melee damage +5 if opponents have destroyed at least 2 of your creatures)

AC
20


HP
25



SPECIAL ABILITIES
Smite Evil +5 (Melee damage +5 against evil enemies)
Turn Undead 4

SPELLS
 1st—*cause fear* (range 6; target creature of level 5 or below makes a morale save)
 2nd—*deific vengeance* (range 6; 10 damage, or 20 damage to Undead; DC 14)

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DRAGON SAMURAI

60
 POINTS

LEVEL
9

MELEE ATTACK
 +11/+11/+6 (10 magic + 5 fire)


TYPE
 Humanoid (Human)

SPEED
4

SPECIAL ABILITIES
Breath Weapon (Replaces attacks: cone; 20 fire damage; DC 16)
Resist Fire 5

AC
24

HP
80



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EXORCIST OF THE SILVER FLAME
 COMMANDER 5

38
 POINTS

LEVEL
6

MELEE ATTACK
 +10/+5 (10 magic)

RANGED ATTACK
 +7 (5)

TYPE
 Humanoid (Human)

SPEED
4

COMMANDER EFFECT
Cleansing Flame (Followers gain attack +1, or attack +4 against enemies with DR)

AC
19


HP
40



SPECIAL ABILITIES
Fearless (Always succeeds on morale saves)
Lay on Hands 15 (Touch; heal 15 hp)
Save +4
Smite Evil +15 (Melee damage +15 against evil enemies)
Turn Evil Outsider 3 (As Turn Undead, but evil Outsiders only)

SPELLS: 1st—*magic weapon* (touch; +1 attack, ignore DR)

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HILL DWARF WARRIOR

4
 POINTS

LEVEL
2

MELEE ATTACK
 +4 (5)


TYPE
 Humanoid (Dwarf)

SPEED
4


SPECIAL ABILITIES
 Save +4

AC
17

HP
15



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MAN-AT-ARMS

3
 POINTS

LEVEL
1


MELEE ATTACK
 +3 (5)

TYPE
 Humanoid (Human)


SPEED
4

AC
19

HP
5



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RHEK

22
 POINTS

LEVEL
5

MELEE ATTACK
 +10 (10)


TYPE
 Monstrous Humanoid

SPEED
4

SPECIAL ABILITIES
Powerful Charge +10 (Melee damage +10 when charging)
Resounding Blow (If this creature scores a critical hit, Stun that enemy)
Smite Chaos +5 (Melee damage +5 against chaotic enemies)

AC
23

HP
40



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WARFORGED HERO 36 POINTS

LG

LEVEL 8

MELEE ATTACK +14/+9 (10 magic)

TYPE Construct (Living Construct)

SPEED 4

SPECIAL ABILITIES DR 5

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

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

Stable Footing (Difficult terrain does not slow this creature's movement)

AC 22

HP 80

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AASIMAR FAVORED SOUL 20 POINTS

LG/CG

LEVEL 5

MELEE ATTACK +8 (5)

TYPE Outsider

SPEED 4

SPECIAL ABILITIES Illuminator (Creatures within 6 squares do not benefit from Conceal, Hide, or Invisible)

Resist 5 Acid, Cold, Electricity

Resist 10 Fire

Save +4

SPELLS Sorcerer Spells

1st—□□□□ *bless* (your warband; attack +1), *cure light wounds* (touch; heal 5 hp), *magic weapon* (touch; +1 attack, ignore DR)

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

AC 16

HP 40

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ADVENTURING WIZARD 36 POINTS

CG

LEVEL 7

MELEE ATTACK +2 (5)

TYPE Humanoid (Human)

SPEED 6

SPELLS

2nd—*Bigby's slapping hand* □□ (sight; target creature provokes attacks of opportunity from all creatures that threaten its square; DC 20)

3rd—*empowered magic missile* □□ (sight; 15 damage)

4th—*blast of flame* □ (cone; 30 fire damage, ignore Spell Resistance; DC 16)

AC 17

HP 25

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BARIAUR RANGER 16 POINTS

CG

LEVEL 5

MELEE ATTACK +9/+9 (10 magic/5 magic)

RANGED ATTACK +8 (5)

TYPE Outsider

SPECIAL ABILITIES

Aberration Foe (Damage +5 against Aberrations)

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

AC 17

HP 30

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CLERIC OF GARGLITZERGLASS 31 POINTS

CG

LEVEL 5

MELEE ATTACK +5 (5 magic)

TYPE: Small Humanoid (Gnome)

COMMANDER EFFECT

Enemies within 6 squares that miss with a ranged or melee attack cannot make any other attacks that turn.

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

SPECIAL ABILITIES

Dodge Giants +4 (+4 AC against Giants)

Turn Undead 5 □

SPELLS

1st—*sanctuary* □ (touch; target creature cannot be attacked until its next turn), *nimbus of light* □□ (range 6; 10 damage)

3rd—*ring of blades* □ (self; any creature that activates when adjacent to this creature takes 10 damage, ignore Spell Resistance)

AC 18

HP 35

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CROW SHAMAN 26 POINTS

CG

LEVEL 5

MELEE ATTACK +2 (5)

RANGED ATTACK +4, range 6 (5)

TYPE: Humanoid (Human)

SPECIAL ABILITIES

Chastise Spirits □ (Replaces attacks: Elemental, Fey, and Incorporeal creatures within 6 squares take 20 damage; DC 17)

Mobility (+4 AC against attacks of opportunity)

SPELLS: Sorcerer Spells

1st—□□□□ *cure light wounds* (touch; heal 5 hp), *snake's swiftness* (range 6; target creature may make an immediate attack)

2nd—□□□ *cat's grace* (touch; +2 AC, ranged attack +2)

3rd—□□ *swift fly* (self; gain Flight this turn, speed F8, swift action)

AC 14

HP 40

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ELF WARRIOR 4 POINTS

CG

LEVEL 1

MELEE ATTACK +2 (5)

RANGED ATTACK +3 (5)

TYPE: Humanoid (Elf)

AC 15

HP 5

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FRENZIED BERSERKER 52 POINTS

CG

LEVEL 8

MELEE ATTACK +14/+9 (30 magic)

TYPE Humanoid (Human)

SPEED 8

SPECIAL ABILITIES

Aura of Fear 2 (Enemies in squares threatened by this creature gain morale save -2)

Burnout (This creature takes 5 damage whenever it activates)

Death Strike (When its hp are reduced to 0 or lower, this creature may make one immediate melee attack)

Fearless (Always succeeds on morale saves)

AC 10

HP 90

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HALF-ELF BOW INITIATE 43 POINTS

CG

LEVEL 8

MELEE ATTACK +9/+4 (5)

RANGED ATTACK +14/+14/+9 (10 magic)

TYPE Humanoid (Elf)

SPECIAL ABILITIES

Precise Shot (When this creature shoots into melee, the defender doesn't get the AC bonus)

Ranged Precision +5 (On its turn, if this creature makes a single ranged attack at an enemy within 6 squares, damage +5 on that attack)

AC 19

HP 70

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LONGTOOTH BARBARIAN 27 POINTS

CG

LEVEL 5

MELEE ATTACK
+10/+4 (15 magic/10)

TYPE
Humanoid
(Shapechanger, Shifter)

SPEED 9

AC 14

HP 65



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SHARN CUTTHROAT 9 POINTS

CG

LEVEL 4

MELEE ATTACK
+8 (5)

RANGED ATTACK
+8, range 6 (5)

TYPE
Humanoid
(Changeling, Shapechanger)

SPEED 6

AC 16

HP 20

SPECIAL ABILITIES
Hide
Melee Sneak Attack +5
Ranged Sneak Attack +5
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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VALENAR COMMANDER 38 POINTS

CG

COMMANDER 4

LEVEL 6

MELEE ATTACK
+10/+10 (10 magic)

TYPE
Humanoid (Elf)

SPEED 6

AC 18

HP 45

COMMANDER EFFECT
Followers making ranged attacks can target any noncommander enemy.



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FORMIAN WARRIOR 16 POINTS

LG/LE

LEVEL 4

MELEE ATTACK
+7/+5 (10 + Poison/5)

TYPE
Outsider

SPEED 8

SPECIAL ABILITIES
Immune Cold, Poison
Poison (5 damage whenever poisoned creature activates; DC 14)
Resist 10 Electricity, Fire, Sonic
Spell Resistance (May ignore spells unless the caster rolls 11+)



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ETHEREAL FILCHER 10 POINTS

CG/CE

LEVEL 5

MELEE ATTACK
+2 (5)

TYPE
Aberration

SPEED 8

AC 18

HP 20

SPECIAL ABILITIES:
Filch (Replaces attacks: touch; Humanoid or Monstrous Humanoid only, attack -2, melee damage -5 [minimum 5], then Ethereal Filcher is eliminated)



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RYLD ARGITH 55 POINTS

CG/CE

COMMANDER 4

LEVEL 8

MELEE ATTACK
+13/+8 (15 magic)

TYPE: Humanoid (Drow, Elf)

SPEED 6

AC 19

HP 75

COMMANDER EFFECT: Good Humanoid followers gain melee attack +2. Evil Humanoid followers gain **Keen Critical 19** (Scores critical hits on melee attack rolls of natural 19 and 20).

SPECIAL ABILITIES: **Unique** (Only 1 of this creature in your warband)
Improved Initiative 8 (Commander rating counts as 8 for initiative checks)
Keen Critical 19 (Scores critical hits on melee attack rolls of natural 19 and 20)
Melee Sneak Attack +5
Spell Resistance (May ignore spells unless the caster rolls 11+)

(Ryld Argith is higher-level on the D&D Roleplaying side.)



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WYVERN 36 POINTS

CG/CE

LEVEL 7

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

TYPE
Large Dragon

SPEED F4

SPECIAL ABILITIES
Flight
Incited (Each round, this creature must activate before any nonincited creatures in its warband)
Poison (5 damage whenever poisoned creature activates; DC 17)



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ACHAIERAI 29 POINTS

LE

LEVEL 6

MELEE ATTACK
+9/+4 (10/15)

TYPE
Large Outsider

SPEED 10

AC 21

HP 40

SPECIAL ABILITIES
Black Cloud ☐ (Replaces attacks: 10 damage and Confusion, all living creatures within 2 squares except Achaierais; save against Confusion at the end of each affected creature's turn, DC 15)
Melee Reach 2
Spell Resistance (May ignore spells unless the caster rolls 11+)



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BLADEBEARER HOBGOBLIN 21 POINTS

LE

LEVEL 4

MELEE ATTACK
+8/+8 (10 magic)

TYPE
Humanoid
(Goblinoid, Hobgoblin)

SPEED 6

AC 17

HP 40

SPECIAL ABILITIES
Executioner's Blade (Melee attack +4 and melee damage +5 against creatures that are out of command or routing)



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DEKANTER GOBLIN

5 POINTS

LEVEL

2

MELEE ATTACK

+4 (5)

TYPE

Humanoid
(Dekanter Goblin, Goblinoid)

SPEED

4

SPECIAL ABILITIES

Regeneration 5 (This creature heals 5 hp at the start of its turn)
Resist 5 Cold

AC

15

HP

15



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DESTRACHAN

26 POINTS

LEVEL

8

MELEE ATTACK

+9 (10)

TYPE

Large Aberration

SPEED

6

SPECIAL ABILITIES

Blast Defenses ☐
(Replaces attacks: cone;
-4 AC; DC 15)
Blast Flesh ☐☐☐ (Replaces attacks: cone;
15 sonic damage; DC 15)
Blindsight

AC

19

HP

60



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EMERALD CLAW SOLDIER

6 POINTS

LEVEL

2

MELEE ATTACK

+3 (5)

RANGED ATTACK

+2 (5)

TYPE

Humanoid (Human)

SPECIAL ABILITIES

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

AC

17

HP

15



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FIENDISH DIRE WEASEL

8 POINTS

LEVEL

3

MELEE ATTACK

+6 (5 + Blood Drain)

TYPE

Magical Beast

SPEED

8

SPECIAL ABILITIES

Blood Drain (5 damage to living creature; DC 15)
Cannot Rally
Resist 5 Cold, Fire
Spell Resistance (May ignore spells unless the caster rolls 11+)

AC


16

HP

15



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GREEN DRAGON

28 POINTS

LEVEL

8

MELEE ATTACK

+10/+8/+8 (5)

TYPE

Dragon

SPEED

F12

SPECIAL ABILITIES


Flight
Breath Weapon ☐ (Replaces attacks: cone;
15 acid damage; DC 16)
Immune Acid

AC

17

HP

70



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HALF-ELF HEXBLADE

33 POINTS

LEVEL

7

MELEE ATTACK

+12/+7 (10 magic)

TYPE

Humanoid (Elf)

SPEED

6

SPECIAL ABILITIES

Hexblade's Curse ☐☐
(Swift action: sight; attack -4, save -4, damage -5 [minimum 5]; DC 19)

AC

17

SPILLS

1st—phantom threat ☐ (range 6; whenever target is attacked in melee, the attacker is considered to be flanking it; DC 13)

HP

45



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HALF-ILLITHID LIZARDFOLK

13 POINTS

LEVEL

3

MELEE ATTACK

+6 (10)

TYPE

Aberration (Reptilian)

SPEED

6

SPECIAL ABILITIES

Mind Blast ☐
(Replaces attacks: cone;
Stun; DC 15)
Spell Resistance (May ignore spells unless the caster rolls 11+)

AC

18

HP

25



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HOOK HORROR

39 POINTS

LEVEL

10

MELEE ATTACK

+13/+13 (10)

TYPE

Large Aberration

SPEED

4

SPECIAL ABILITIES

Blindsight
Feast (When it reduces a living enemy to 0 hp, this creature makes a morale save)
Melee Reach 2
Rend +20 (If this creature hits one enemy with both melee attacks on the same turn, damage +20 to second attack)

AC

22

HP

65



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IRON COBRA

14 POINTS

LEVEL

2

MELEE ATTACK

+2 (5 + Poison)

TYPE

Construct

SPEED

6

SPECIAL ABILITIES

Command Dependent
(Speed 0 instead of 2 when out of command)
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Fearless (Always succeeds on morale saves)
Poison (5 damage whenever poisoned creature activates; DC 14)
Spell Resistance (May ignore spells unless the caster rolls 11+)

AC


17

HP

30



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KOBOLD CHAMPION

11 POINTS

LEVEL

3

MELEE ATTACK

+6 (5)

TYPE

Small Humanoid (Kobold, Reptilian)

SPEED

4

SPECIAL ABILITIES


Brittle Morale (Fails morale saves if out of command)

AC

24

HP

20



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KOBOLD SORCERER

20 POINTS

COMMANDER 1

LEVEL

5

MELEE ATTACK

-2 (5)

TYPE

Small Humanoid (Kobold, Reptilian)

SPEED

6

COMMANDER EFFECT

Kobold followers gain **Conceal 6**.

AC

17

SPECIAL ABILITIES

Willing to Follow (This commander can benefit from the Commander Effects of other commanders in your warband as though it were a follower)

HP

25

SPELLS

Sorcerer Spells
1st— *magic missile* (sight; 5 damage), *magic weapon* (touch; +1 attack, ignore DR)
2nd— *fireburst* (each adjacent creature; 15 fire damage, can cast while adjacent to enemy; DC 14)



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MIND FLAYER TELEPATH

38 POINTS

LEVEL

8

MELEE ATTACK

+8/+8 (5)

TYPE

Aberration

SPEED

6

SPECIAL ABILITIES

Mind Blast (Replaces attacks: cone; Stun; DC 17)
Psychic Scream  (Replaces attacks: enemy noncommander creatures are out of command until end of round)
Rend +15 (If this creature hits one creature with both melee attacks on the same turn, damage +15 to second attack)
Spell Resistance (May ignore spells unless the caster rolls 11+)

AC

15

HP

45



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MONGRELFOLK

3 POINTS

LEVEL

1

MELEE ATTACK

+0 (5)

TYPE

Humanoid (Goblinoid, Kobold, Mongrelfolk, Orc)

SPEED

4

SPECIAL ABILITIES

Cave Setup (May set up on any Cave tile instead of your assembly tile)

AC

13

HP

5



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MYCONID GUARD

9 POINTS

LEVEL

4

MELEE ATTACK

+5 (5 + Pacification Spores)

TYPE

Plant

SPEED

4

SPECIAL ABILITIES

Pacification Spores (Living creature can't make melee or ranged attacks until after its next turn; DC 15)

AC


12

HP

25



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SAHUAGIN RANGER

15 POINTS

LEVEL

4

MELEE ATTACK

+10 (10 magic)

TYPE

Monstrous Humanoid

SPEED

6

SPECIAL ABILITIES


Elf Bane (Melee attack +2, melee damage +10 against Elves)
Save +4

AC

18

HP

35



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SILENT WOLF GOBLIN

12 POINTS

LEVEL

3

MELEE ATTACK

+3/+3 (5)

TYPE

Small Humanoid (Goblin, Goblinoid)

SPEED

7

SPECIAL ABILITIES


Melee Sneak Attack +5

AC

17

HP

20



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SKULLSPLITTER

28 POINTS

COMMANDER 2

LEVEL

4

MELEE ATTACK

+9 (15)

TYPE

Humanoid (Human)

SPEED

6

COMMANDER EFFECT

Tyrannical Morale +4

AC


16

SPECIAL ABILITIES

Executioner's Blade (Melee attack +4 and melee damage +5 against creatures that are out of command or routing)

HP

40



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FLESH GOLEM

51 POINTS

LE/CE

LEVEL

9

MELEE ATTACK

+10 (15)

TYPE

Large Construct

SPEED

6

SPECIAL ABILITIES

Requires Instruction (This creature acts as though confused if it activates when out of command)
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Fearless (Always succeeds on morale saves)
Melee Reach 2
Spell Resistance All (Ignores all spells)

AC


18

HP

80



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CARRION TRIBE BARBARIAN

12 POINTS

LEVEL
3


MELEE ATTACK
+8 (10)


TYPE
Humanoid (Human)

SPEED
8

AC
10

HP
45




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CHOKER

14 POINTS

LEVEL
3

MELEE ATTACK
+6 (5 + Constrict)

TYPE
Small Aberration

SPEED
4

SPECIAL ABILITIES
Cave Setup (May set up on any Cave tile instead of your assembly tile)
Constrict (Large or smaller creature skips next turn; DC 13)
Dual Activation (Can take 2 turns in each round; each turn counts as one of your activations in that phase)
Hide
Melee Reach 2

AC
17

HP
15




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CHUUL

51 POINTS

LEVEL
11

MELEE ATTACK
+12/+12 (10)

TYPE
Large Aberration

SPEED
6

SPECIAL ABILITIES
Blind-Fight
Immune Poison
Paralyzing Rend +15 (If this creature hits one enemy with both melee attacks on the same turn, Paralysis, DC 19; damage +15 to second attack)
Save = 10 (Add 10 instead of level to saves)

AC
22

HP
95




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FIENDISH GIANT PRAYING MANTIS

33 POINTS

LEVEL
8

MELEE ATTACK
+7/+7 (20 magic)

TYPE
Large Magical Beast

SPEED
F4

SPECIAL ABILITIES
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Incited (Each round, this creature must activate before any nonincited creatures in its warband)
Resist 5 Cold, Fire
Spell Resistance (May ignore spells unless the caster rolls 11+)

AC
15

HP
50



(This creature is lower-level on the D&D Roleplaying side.)


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GIBBERING MOUTHER

26 POINTS

LEVEL
4

MELEE ATTACK
+4/+4/+4/+4 (5)

TYPE
Aberration

SPEED
2


SPECIAL ABILITIES
Always Out of Command
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Swallow Whole (Destroy Medium or smaller creature hit by 3 of this creature's melee attacks in the same turn; DC 14)
Gibbering □ (Swift action: Confusion, all creatures within 6 squares except Gibbering Mouters; DC 13, save at the end of each affected creature's turn)
Immune Critical Hits, Flanking
Wandering Monster (Sets up on a random feature tile instead of your assembly tile)

AC
19

HP
40




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GNOLL

3 POINTS

LEVEL
2

MELEE ATTACK
+1 (10)


TYPE
Humanoid (Gnoll)


SPEED
6

AC
15

HP
10




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GNOLL SKELETON

5 POINTS

LEVEL
2

MELEE ATTACK
+3 (5)


TYPE
Undead


SPEED
6

SPECIAL ABILITIES
Fearless (Always succeeds on morale saves)
Immune Cold

AC
17

HP
15




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ICE TROLL

31 POINTS

LEVEL
5

MELEE ATTACK
+8 (20)

TYPE
Large Giant


SPEED
4

SPECIAL ABILITIES
Double Damage from Acid, Fire
Immune Cold
Melee Reach 2
Regeneration 5 (This creature heals 5 hp at the start of its turn)

AC
21

HP
45




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MAD SLASHER

9 POINTS

LEVEL
4

MELEE ATTACK
+6 (5)

TYPE
Aberration

SPEED
8


SPECIAL ABILITIES
Incited (Each round, this creature must activate before any nonincited creatures in its warband)
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 in a square it threatens)

AC
15

HP
25




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MOUNTAIN ORC

12
POINTS

LEVEL 2

MELEE ATTACK +8 (15)


TYPE Humanoid (Orc)


SPEED 8

SPECIAL ABILITIES Save +4

AC 11

HP 30




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OGRE ZOMBIE

29
POINTS

LEVEL 8

MELEE ATTACK +9 (20)

TYPE Large Undead

SPEED 4

SPECIAL ABILITIES Fearless (Always succeeds on morale saves)
Inhibited (Each round, this creature cannot activate until after all noninhibited creatures in its warband)
Melee Reach 2

AC 15

HP 55




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ORC SERGEANT

24
POINTS

COMMANDER 2

LEVEL 3

MELEE ATTACK +7 (15)

TYPE Humanoid (Orc)

SPEED 6

COMMANDER EFFECT Orc and Goblinoid followers gain attack +2.
WARBAND BUILDING: Orcs and Goblinoids of any faction are legal in your warband.

AC 15

HP 30




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TAER

8
POINTS

LEVEL 2

MELEE ATTACK +3 (10)

TYPE Giant

SPEED 6

SPECIAL ABILITIES Double Damage from Fire
Immune Cold
Stench (Adjacent living creatures without Stench gain attack -2, save -2, and -2 AC)

AC 12

HP 15




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YUAN-TI ABOMINATION

48
POINTS

COMMANDER 4

LEVEL 9

MELEE ATTACK +13/+7 (10/10 + 10 acid + Poison)

TYPE Large Monstrous Humanoid

SPEED 6

COMMANDER EFFECT The DC of followers' Poison increases by 4.

SPECIAL ABILITIES Blind-Fight
Melee Reach 2
Poison (5 damage whenever poisoned creature activates; DC 17)
Spell Resistance (May ignore spells unless the caster rolls 11+)

AC 21

HP 65



SPELLS: 1st—*cause fear* ☐☐ (range 6; target creature of level 5 or below makes a morale save)
3rd—*suggestion* ☐ (range 6; Confusion, save at the end of affected creature's turn; DC 16)


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YUAN-TI HALFBLOOD

28
POINTS

LEVEL 7

MELEE ATTACK +10/+4 (5/5 + 10 acid + Poison)

RANGED ATTACK +9/+4 (5)

TYPE Monstrous Humanoid

SPEED 6

SPECIAL ABILITIES Blind-Fight
Hide
Poison (5 damage whenever poisoned creature activates; DC 14)
Spell Resistance (May ignore spells unless the caster rolls 11+)

AC 19

HP 40



SPELLS
1st—*cause fear* ☐ (range 6; target creature of level 5 or below makes a morale save)
3rd—*suggestion* ☐ (range 6; Confusion, save at the end of affected creature's turn; DC 16)


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