

CHAMPION OF YONDALLA 54 POINTS
LG COMMANDER 6

LEVEL (SAVE) 8
SPEED 3
AC 25
HP 70

MELEE ATTACK +13/+13 (10 magic)

TYPE Small Humanoid (Halfling)

COMMANDER EFFECT Followers gain attack +3 against larger creatures.

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



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COUATL 42 POINTS
LG COMMANDER 0

LEVEL (SAVE) 9
SPEED F8
AC 22
HP 60

MELEE ATTACK +12 (10 + Poison)

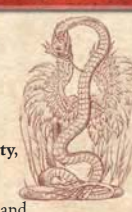
TYPE: Large Outsider

COMMANDER EFFECT Followers within 6 squares gain **Resist 10 Acid, Cold, Electricity, Fire, Sonic.**

WARBAND BUILDING: CG Outsiders are legal in your warband.

SPECIAL ABILITIES **Flight; Poison** (5 damage whenever poisoned creature activates; DC 16); **Resist 10 Acid, Cold, Electricity, Fire, Sonic**

SORCERER SPELLS
2nd—□□ *cure moderate wounds* (touch; heal 10 hp), *snake's swiftness* (range 6; target creature may make an immediate attack)
3rd—□□ *empowered lesser sonic orb* (range 6; 15 sonic damage, ignore Spell Resistance)
4th—□□ *legion's undeniable gravity* (any warband; creatures lose Flight and cannot gain Flight; DC 16)



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DWARF ARTIFICER 21 POINTS
LG

LEVEL (SAVE) 9
SPEED 4
AC 19
HP 30

MELEE ATTACK +6 (5 magic)

TYPE Humanoid (Dwarf)

SPELLS
2nd—*inflict moderate damage* □□ (touch; 10 damage, Constructs only; DC 14)
3rd—*greater magic weapon* □ (touch; attack +2, ignore DR)
4th—*legion's shield of faith* □ (your warband; +2 AC), *rust construct* □ (touch; target creature gains -4 AC, damage -5 [minimum 5], and loses DR, ignore Spell Resistance)



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DWARF CAVER 24 POINTS
LG COMMANDER 4

LEVEL (SAVE) 8
SPEED 5
AC 18
HP 35

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

TYPE Humanoid (Dwarf)

COMMANDER EFFECT Followers gain melee attack +1. Enemy orcs gain morale save -8.

SPECIAL ABILITIES **Orc Foe** (Melee damage +5 against Orc enemies)



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DWARF PHALANX SOLDIER 12 POINTS
LG

LEVEL (SAVE) 8
SPEED 4
AC 23
HP 45

MELEE ATTACK +6 (5)

TYPE Humanoid (Dwarf)

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



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DWARF SAMURAI 32 POINTS
LG

LEVEL (SAVE) 11
SPEED 4
AC 20
HP 70

MELEE ATTACK +12/+7 (10 magic)

TYPE Humanoid (Dwarf)

SPECIAL ABILITIES **Battlefield Promotion** (When a commander in your warband is eliminated and you have no other commander, choose a creature in your warband named Dwarf Samurai to gain Commander 1)

Smite +5 □□ (Melee damage +5)



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GOLD DRAGON 70 POINTS
LG

LEVEL (SAVE) 11
SPEED F10
AC 19
HP 105

MELEE ATTACK +12/+7/+7 (15/10/10)

TYPE Dragon

SPECIAL ABILITIES **Flight**
Breath Weapon □ (Replaces attacks: cone; 20 fire damage; DC 18)
Breath Weapon □ (Replaces attacks: cone; Weaken [attack -2, damage -5 (minimum 5)]; DC 18)
Double Damage from Cold
Immune Fire



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SKULLCLAN HUNTER 36 POINTS
LG

LEVEL (SAVE) 9
SPEED 4
AC 21
HP 65

MELEE ATTACK +12/+7 (10 magic)

TYPE Small Humanoid (Halfling)

SPECIAL ABILITIES **Divine Strike** (May sneak attack Undead)
Hide
Melee Sneak Attack +10
Sidestep (If this creature moves only 1 square, it can make all its attacks and does not draw attacks of opportunity)
Turn Undead 2 □



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SOLDIER OF THRANE 20 POINTS
LG

LEVEL (SAVE) 4
SPEED 4
AC 22
HP 35

MELEE ATTACK +5 (15)

TYPE Humanoid (Human)



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VALOROUS PRINCE 48 POINTS
LG COMMANDER 5

LEVEL (SAVE) 6
MELEE ATTACK +9 (10 magic)
TYPE Humanoid (Human)
SPEED 6
COMMANDER EFFECT Undead enemies take an additional 5 damage whenever they take damage from any source.
AC 21
HP 55
SPECIAL ABILITIES **Fearless** (Always succeeds on morale saves) **Ghost Touch** (This creature's melee attacks ignore Incorporeal) **Lay on Hands** 10 (Replaces attacks: touch; heal 10 hp) **Powerful Charge** +5 (Melee damage +5 when charging) **Smite** +10 (Melee damage +10) **Spell Resistance** (May ignore spells unless the caster rolls 11+)

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WARFORGED WIZARD 19 POINTS
LG

LEVEL (SAVE) 5
MELEE ATTACK +3 (5)
TYPE Construct (Living Construct)
SPEED 6
SPECIAL ABILITIES **Living Construct** (Has only Immune Level Drain, Paralysis, Poison, Sleep)
AC 16
HP 35
SPELLS 1st—*lesser sonic orb* (range 6; 5 sonic damage, ignore Spell Resistance) 3rd—*bolt of disruption* (line 12; 15 sonic damage; DC 15)

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WHIRLING STEEL MONK 30 POINTS
LG

LEVEL (SAVE) 9
MELEE ATTACK +8/+8 (10 magic)
TYPE Humanoid (Human)
SPEED 10
SPECIAL ABILITIES **Deflect Arrows** (+4 AC against ranged attacks) **Mobility** (+4 AC against attacks of opportunity) **Stand Still** (Moving creatures hit by this creature's attack of opportunity stop moving and skip the rest of that turn) **Stunning Attack** (DC 15)

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CELESTIAL DIRE BADGER 9 POINTS
LG/CG

LEVEL (SAVE) 3
MELEE ATTACK +6/+6 (5)
TYPE Magical Beast
SPEED 6
SPECIAL ABILITIES **Bloodlust** (If this creature reduces a living enemy's hp to 0 with a melee attack, it gains Fearless [Always succeeds on morale saves]) **Resist 5 Acid, Cold, Electricity** **Smite Evil** +5 (Melee damage +5 against evil enemies) **Spell Resistance** (May ignore spells unless the caster rolls 11+)

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CATFOLK WILDER 28 POINTS
CG

LEVEL (SAVE) 8
MELEE ATTACK +10/+10 (5 magic)
TYPE Humanoid (Catfolk)
SPEED 8
SPECIAL ABILITIES **Psionic Enervation** (After this creature uses Psionics, roll 1d20; on a 1–2, it is stunned)
AC 19
HP 55
SPELLS **Psionics** 20 pp—*body adjustment* 5 pp (self; heal 15 damage), *mind thrust* 4 pp (range 6; 35 damage, living creatures only; DC 15 negates), *specified energy adaptation* 3 pp (self; Resist 10 to chosen energy type)

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CENTAUR HERO 78 POINTS
CG

LEVEL (SAVE) 9
MELEE ATTACK +16/+11 (20 magic)
RANGED ATTACK +16/+11 (15 magic)
SPEED 10
TYPE Large Monstrous Humanoid
AC 18
HP 95
SPECIAL ABILITIES **Precise Shot** (Whenever this creature shoots into melee, the defender doesn't get the AC bonus)

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DARK TRAVELER 43 POINTS
CG COMMANDER 2

LEVEL (SAVE) 8
MELEE ATTACK +12/+7 (10 magic)
TYPE Humanoid (Human)
SPEED 6
COMMANDER EFFECT **Psionic Speed** (Followers gain Melee Reach 2)
AC 20
HP 65
SPECIAL ABILITIES **Smite** +15 (Melee damage +15)
SPELLS **Psionics** 11 pp—*burst* 1 pp (swift; self; +2 speed this turn), *exhalation of the black dragon* 5 pp (range 6; 10 acid damage), *specified energy adaptation* 3 pp (self; Resist 10 to chosen energy type)

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DRAGONBLADE NINJA 26 POINTS
CG

LEVEL (SAVE) 6
MELEE ATTACK +7 (5 magic + Poison)
RANGED ATTACK +7, range 6 (5 + Poison)
SPEED 8
TYPE Humanoid (Human)
AC 17
HP 30
SPECIAL ABILITIES **Ghost Step** (Until the end of its turn, this creature gains Invisible) **Mobility** (+4 AC against attacks of opportunity) **Poison** (5 damage whenever poisoned creature activates; DC 14) **Sudden Strike** +10 (+10 melee or ranged damage against enemies that are stunned, helpless, or unable to see this creature)

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GOLIATH BARBARIAN 31 POINTS
CG

LEVEL (SAVE) 6
MELEE ATTACK +10/+5 (20)
TYPE Humanoid (Goliath)
SPEED 8
SPECIAL ABILITIES **Reroll Attack** (Reroll 1 attack; use this special ability no more than once per turn)

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GREENFANG DRUID 50 POINTS
COMMANDER 4

CG

LEVEL (SAVE) 10

MELEE ATTACK +10/+5 (15 magic)

TYPE: Humanoid (Human)

SPEED 8

COMMANDER EFFECT
Animal and Magical Beast followers score critical hits with melee attacks on a roll of natural 19 or 20.

AC 21

WARBAND BUILDING: CE Animals and CE Magical Beasts are legal in your warband.

HP 70

SPECIAL ABILITIES
Beastmaster 20; Immune Poison
Pounce (This creature can use all its melee attacks when charging)

SPELLS
1st—*produce flame* □□ (sight or touch; 10 fire damage); 3rd—*legion's magic fang* □ (any warband; attack +1, Animal or Magical Beast only, ignore DR); 5th—*greater vigor* □□ (touch; target creature gains Regeneration 5 [This creature heals 5 hp at the start of its turn])

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GRIFFON 28 POINTS

CG

LEVEL (SAVE) 7

MELEE ATTACK +11/+8 (10)

TYPE Large Magical Beast

SPEED F8

SPECIAL ABILITIES
Bloodlust (If this creature reduces a living enemy's hp to 0 with a melee attack, it gains Fearless [Always succeeds on morale saves])
Pounce (This creature can use all its melee attacks when charging)
Rend +10 (If this creature hits 1 enemy with both melee attacks on the same turn, damage +10 to second attack)

AC 17

HP 60

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IBIXIAN 8 POINTS

CG

LEVEL (SAVE) 3

MELEE ATTACK +6 (10)

TYPE Monstrous Humanoid

SPEED 6

SPECIAL ABILITIES
Pack Fervor (Attack +2 and morale save +4 if there is at least 1 other active creature whose name contains IbiXian within 6 squares)

AC 15

HP 15

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RASK, HALF-ORC CHAINFIGHTER 52 POINTS

CG

LEVEL (SAVE) 8

MELEE ATTACK +16/+16 (20 magic)

TYPE Humanoid (Orc)

SPEED 8

SPECIAL ABILITIES
Unique (Only 1 creature whose name contains Rask in your warband)
Melee Reach 2
Stunning Attack □ (DC 19)

AC 14

HP 85

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RENEGADE WARLOCK 30 POINTS

CG

LEVEL (SAVE) 6

MELEE ATTACK +5 (5)

TYPE Humanoid (Human)

SPEED F6

SPECIAL ABILITIES
Flight
Conceal 6

SPELLS
2nd—*eldritch spear* (unlimited uses) (sight; 10 damage)

AC 18

HP 45

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UNDYING SOLDIER 12 POINTS

CG

LEVEL (SAVE) 4

MELEE ATTACK +5 (5)

RANGED ATTACK +3, range 6 □ (5)

SPEED 4

TYPE Undead (Elf)

AC 17

SPECIAL ABILITIES
Blind-Fight
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Fearless (Always succeeds on morale saves)
Smite Evil +5 □ (Melee damage +5 against evil enemies)

HP 25

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VOICE OF BATTLE 29 POINTS

CG

LEVEL (SAVE) 6

MELEE ATTACK +8 (10 magic)

TYPE Humanoid (Human)

SPEED 6

SPECIAL ABILITIES
Improved Countersong
Mobility (+4 AC against attacks of opportunity)

AC 17

SORCERER SPELLS
1st—□□□ *Tasha's hideous laughter* (sight; Stun; DC 13)
2nd—□□□ *curse of impending blades* (sight; -2 AC)
3rd—□ *suggestion* (range 6; Confusion, save at the end of affected creature's turn; DC 16)

HP 35

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DIRE BEAR 44 POINTS

ANY

LEVEL (SAVE) 8

MELEE ATTACK +19/+13 (15)

TYPE Large Animal

SPEED 8

SPECIAL ABILITIES
Wild (Always out of command)

AC 17

HP 105

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TIMBER WOLF 5 POINTS

ANY

LEVEL (SAVE) 3

MELEE ATTACK +4 (5)

TYPE Animal

SPEED 10

SPECIAL ABILITIES
Wild (Always out of command)
Stunning Attack □ (DC 13)

AC 14

HP 20

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GIANT FROG 10 POINTS

CG/CE

LEVEL (SAVE) 3

MELEE ATTACK +6 (10 + Swallow Whole)

TYPE Animal

SPEED 4

SPECIAL ABILITIES

Wild (Always out of command)

Swallow Whole (Destroy smaller creature; DC 15)

Wandering Monster (Sets up on a random feature tile instead of your assembly tile)

AC 14

HP 30

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WOOD WOOD 15 POINTS

CG/CE

LEVEL (SAVE) 8

MELEE ATTACK +9/+4 (5)

TYPE Plant

SPEED 6

SPECIAL ABILITIES

Not Subject to Commander Effects

Double Damage from Fire

Woodland Stride (Not slowed by difficult terrain on tiles whose name contains Forest, Jungle, or Tangle)

AC 17

HP 60

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AMBUSH DRAKE 58 POINTS

LE

LEVEL (SAVE) 7

MELEE ATTACK +10/+8 (10 + Poison/5)

TYPE Dragon

SPEED F6

SPECIAL ABILITIES

Flight

Breath Weapon □ (Replaces attacks: cone; Slow [Gain Slow Attack (Can't attack and move on the same turn) and can't make more than 1 attack per turn]; DC 17)

Poison (5 damage whenever poisoned creature activates; DC 17)

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

AC 18

HP 75

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ASPECT OF NERULL 81 POINTS

LE

LEVEL (SAVE) 10

MELEE ATTACK +15/+10 (15 magic)

TYPE Large Outsider

SPEED 8

SPECIAL ABILITIES

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

Melee Reach 2

SPILLS

4th—**inflict critical wounds** (unlimited uses) (touch; 30 negative damage; DC 18)

AC 21

HP 125

31/60 • DUNGEONS & DRAGONS ©2005 Wizards

BEHOLDER 83 POINTS

LE

LEVEL (SAVE) 11

MELEE ATTACK: +2 (5)

TYPE: Large Aberration

SPECIAL ABILITIES

Flight

Antimagic Eye (All creatures within line of sight must roll 11+ when casting a spell or lose the spell)

Dual Activation (Can take 2 turns in each round; each turn counts as 1 of your activations in that phase)

Eye Rays (Replaces attacks: sight; roll 1d20 and use the indicated effect or any 1 effect with a lower number; choose target after rolling):

- 1–4: **telekinesis** (slide target creature up to 3 squares; DC 17; allies may voluntarily fail save)
- 5–8: **inflict wounds** (20 negative damage; DC 17)
- 9–12: **slow** (Slow [Gain Slow Attack (Can't attack and move on the same turn) and can't make more than 1 attack per turn]; DC 17)
- 13–15: **fear** (morale save)
- 16–18: **flesh to stone** (destroy target living creature and replace it with a statue; DC 17)
- 19–20: **disintegrate** (60 damage; DC 17)

AC 22

HP 95

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DEATH KNIGHT 80 POINTS

LE

LEVEL (SAVE) 10

MELEE ATTACK +19/+14 (20 magic)

TYPE Undead

SPEED 4

SPECIAL ABILITIES

Abyssal Blast 25 □ (Replaces attacks: sight; radius 4; 25 fire damage; DC 15)

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

Fearless (Always succeeds on morale saves)

Immune Cold, Electricity

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

AC 23

HP 65

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GOBLIN ADEPT 10 POINTS

LE

LEVEL (SAVE) 4

MELEE ATTACK +0 (5)

TYPE Small Humanoid (Goblin, Goblinoid)

SPEED 6

SPILLS

1st—**burning hands** □□ (cone; 5 fire damage; DC 13)

2nd—**cure moderate wounds** □ (touch; heal 10 hp)

AC 14

HP 15

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GRELL 26 POINTS

LE

LEVEL (SAVE) 5

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

TYPE Aberration

SPEED F6

SPECIAL ABILITIES

Flight

Blindsight

Immune Electricity, Paralysis

Melee Reach 2

Paralysis (DC 14)

AC 16

HP 35

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GRIM NECROMANCER 35 POINTS

LE

LEVEL (SAVE) 5

MELEE ATTACK +1 (5)

TYPE Humanoid (Human)

SPEED 6

COMMANDER EFFECT

Undead followers gain attack +4.

SPILLS

2nd—**curse of impending blades** (unlimited uses) (sight; –2 AC), **scare** □□ (sight; radius 2; creatures of level 2 or below make a morale save)

3rd—**summon undead III** □ (up to 2 Undead with total cost 20 or less)

AC 15

HP 20

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KRUTHIK HATCHLING

10 POINTS

LEVEL (SAVE)

4

MELEE ATTACK

+11 (5)

TYPE

Small Magical Beast

SPEED

10

SPECIAL ABILITIES

Incited (Each round, this creature must activate before any nonincited creatures in its warband)

AC

19

HP

25



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LARGE BLUE DRAGON

68 POINTS

LEVEL (SAVE)

10

MELEE ATTACK

+15/+13/+13 (10)

TYPE

Large Dragon

SPEED

F8

SPECIAL ABILITIES

Flight

Breath Weapon

(Replaces attacks: line 12; 25 electricity damage; DC 18)

AC


20

HP

100



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MUMMY LORD

77 POINTS

LEVEL (SAVE)

10

MELEE ATTACK

+20 (15)

TYPE

Undead

SPEED

5

SPECIAL ABILITIES

Fearless (Always succeeds on morale saves)

Aura of Fear 2

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

Death Touch 35

(Replaces attacks: touch; destroy living creature with 35 hp or less)

Double Damage from Fire

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

SPELLS

2nd—curse of ill fortune (range 6; attack -3, save -3; DC 14)

3rd—wrack (range 6; Paralysis, Humanoids only; DC 15)



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SKELETAL DWARF

6 POINTS

LEVEL (SAVE)

1

MELEE ATTACK

+2 (10)

TYPE

Undead

SPEED

4

SPECIAL ABILITIES

Fearless (Always succeeds on morale saves)

Immune Cold

AC

22

HP

5



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SKULLCRUSHER OGRE

31 POINTS

LEVEL (SAVE)

8

MELEE ATTACK

+12/+7 (15)

RANGED ATTACK

+6 (15)

TYPE

Large Giant

SPEED

6

SPECIAL ABILITIES

Melee Reach 2

AC

20

HP

60



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SPECTRE

44 POINTS

LEVEL (SAVE)

7

MELEE ATTACK

+20 (10 magic + Life Drain)

TYPE

Undead

SPEED

F6

SPECIAL ABILITIES

Flight

Incorporeal

Blind-Fight

Fearless

(Always succeeds on morale saves)

Life Drain 10

(If target is a living creature, this creature gains +10 hp [maximum 45 hp])

AC

15

HP

45



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SPELLSTITCHED HOBGOBLIN ZOMBIE

11 POINTS

LEVEL (SAVE)

2

MELEE ATTACK

+4 (5)

TYPE

Undead

SPEED

2

SPECIAL ABILITIES

Fearless (Always succeeds on morale saves)

SPELLS

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

AC

14

HP

20



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THASKOR

86 POINTS

LEVEL (SAVE)

10

MELEE ATTACK

+22 (25)

TYPE

Large Outsider

SPEED

8

SPECIAL ABILITIES

Melee Reach 2

Trumpeting Blast

(Swift: cone; Stun; DC 18)

AC

23

HP

125



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WARPRIEST OF HEXTOR

52 POINTS

COMMANDER 5

LEVEL (SAVE)

9

MELEE ATTACK

+11/+6 (10 magic)

TYPE

Humanoid (Human)

SPEED

4

COMMANDER EFFECT

Followers that make more than 1 melee attack in a turn gain attack +4 on attacks after the first.

SPELLS

2nd—wave of grief (cone; attack -3, save -3; DC 14)

3rd—wrack (6 squares; Paralysis, Humanoids only; DC 15)

4th—energy vortex (can cast while adjacent to enemy; radius 4, centered on caster; other creatures take 30 damage of chosen energy type; DC 16)

AC

19

HP

45



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BLOODHULK FIGHTER
27 POINTS

LEVEL (SAVE)

8

MELEE ATTACK

+10 (15)

TYPE

Undead

SPEED

4

SPECIAL ABILITIES

Bleeder (This creature takes an additional 5 damage whenever it takes damage from any source)
Fearless (Always succeeds on morale saves)

AC

12

HP

100



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BONECLAW
45 POINTS

LEVEL (SAVE)

10

MELEE ATTACK

+8 (15)

TYPE

Large Undead

SPEED

8

SPECIAL ABILITIES

Double Opportunity Attacker (If this creature hits with an attack of opportunity, it can immediately make a second attack of opportunity against the same enemy; use this ability no more than once per turn)
Fearless (Always succeeds on morale saves)
Immune Cold
Melee Reach 3

AC

16

HP

105



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BULLYWUG THUG
4 POINTS

LEVEL (SAVE)

2

MELEE ATTACK

+3 (5)

TYPE

Humanoid (Bullywug)

SPEED

4

AC

15

HP

15



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BURNING SKELETON
13 POINTS

LEVEL (SAVE)

5

MELEE ATTACK

+4 (5 + 5 fire)

TYPE

Undead

SPEED

6

SPECIAL ABILITIES

Fearless (Always succeeds on morale saves)
Fire Shield 5 (Any creature that hits this creature with a melee attack takes 5 fire damage)
Immune Cold, Fire

AC

16

HP

30



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DEATHLOCK
12 POINTS

LEVEL (SAVE)

3

MELEE ATTACK

+1 (5)

TYPE

Undead

SPEED

6

SPECIAL ABILITIES

Fearless (Always succeeds on morale saves)

AC

13

HP

20

SPELLS

1st—*cause fear* ☐☐ (range 6; target creature of level 5 or below makes a morale save), *magic missile* ☐☐ (sight; 5 damage)



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DOLGRIM
10 POINTS

LEVEL (SAVE)

1

MELEE ATTACK

+4/+4 (5)

TYPE

Small Aberration

SPEED

4

AC

15

HP

10

RANGED ATTACK


+3 (5)

SPECIAL ABILITIES

DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Slow Ranged Attack (Can't make a ranged attack and move on the same turn)



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ETTIN SKIRMISHER
40 POINTS

LEVEL (SAVE)

6

MELEE ATTACK

+7/+7/+2/+2 (20)

TYPE

Large Giant

SPEED

8

SPECIAL ABILITIES

Melee Reach 2

AC

15

HP

65



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FIENDISH MONSTROUS SCORPION
25 POINTS

LEVEL (SAVE)

5

MELEE ATTACK

+6/+4 (15 magic/5 magic + Poison)

TYPE

Large Magical Beast

SPEED

10

SPECIAL ABILITIES

Wild (Always out of command)
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Poison (5 damage whenever poisoned creature activates; DC 16)
Resist 5 Cold, Fire
Smite Good +5 ☐ (Melee damage +5 against good enemies)
Spell Resistance (May ignore spells unless the caster rolls 11+)

AC

16

HP

30



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FLIND CAPTAIN
COMMANDER 3
53 POINTS

LEVEL (SAVE)

7

MELEE ATTACK

+14/+9 (15 magic)

TYPE

Humanoid (Flind, Gnoll)

SPEED

6

AC

19

HP


70

COMMANDER EFFECT

Humanoid followers gain melee damage +5 and –2 AC.



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FOREST TROLL
20 POINTS

LEVEL
(SAVE)
5

MELEE ATTACK
+6/+6 (5 + Poison)

SPEED
6

RANGED ATTACK
+6, range 6 (5 + Poison)

AC
18

TYPE
Giant

HP
45

SPECIAL ABILITIES
Poison (5 damage whenever poisoned creature activates; DC 17)
Regeneration 5 (This creature heals 5 hp at the start of its turn)



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KENKU SNEAK
6 POINTS

LEVEL
(SAVE)
1

MELEE ATTACK
-1 (5)

SPEED
6

RANGED ATTACK
+3 (5)

AC
16

TYPE
Humanoid (Kenku)

HP
5

SPECIAL ABILITIES
Hide
Melee Sneak Attack +5
Ranged Sneak Attack +5



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ORC SAVAGE
7 POINTS

LEVEL
(SAVE)
2

MELEE ATTACK
+7 (15)

SPEED
8

TYPE
Humanoid (Orc)


AC
10

SPECIAL ABILITIES
Fearless (Always succeeds on morale saves)
Savage Frenzy (This creature gains +20 hp the first time it hits with a melee attack)

HP
5



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RAVENOUS VAMPIRE
58 POINTS

LEVEL
(SAVE)
5

MELEE ATTACK
+14 (15)

SPEED
9

TYPE
Undead

AC
22

COMMANDER EFFECT
Followers gain melee damage +5 against enemy commanders.

HP
40

SPECIAL ABILITIES
Beastmaster 3
Domination Surge (Replaces attacks: range 6; Dominate [Target Humanoid enemy makes a single immediate attack as if it were a member of your warband]; DC 18)
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Fearless (Always succeeds on morale saves)
Minions (2 Animals, each with cost 5 or less, whose name contains Wolf)
Regeneration 5 (This creature heals 5 hp at the start of its turn)
Resist 10 Cold, Electricity



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VAMPIRE SPAWN
23 POINTS

LEVEL
(SAVE)
4

MELEE ATTACK
+5 (5 + Life Drain)

SPEED
6

TYPE
Undead

AC
15

SPECIAL ABILITIES
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Fearless (Always succeeds on morale saves)
Life Drain 5 (If target is a living creature, this creature gains +5 hp [maximum 30 hp])
Resist 10 Cold, Electricity

HP
30



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ZOMBIE WHITE DRAGON
37 POINTS

LEVEL
(SAVE)
10

MELEE ATTACK
+18 (10 magic)

SPEED
F6

TYPE
Large Undead

AC
15

SPECIAL ABILITIES
Flight
Breath Weapon □ (Replaces attacks: cone; 10 cold damage; DC 14)
Fearless (Always succeeds on morale saves)
Immune Cold
Slow Attack (Can't attack and move on the same turn)

HP
130



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