

BATTLE PLATE MARSHAL 43 POINTS
LG
COMMANDER 7

LEVEL (SAVE) 12
MELEE ATTACK +10/+5 (10 magic)
TYPE Humanoid (Dwarf)
SPEED 4
COMMANDER EFFECT Followers gain **Retaliate** +5 (Melee damage +5 against enemies that have activated this round).
AC 22
HP 60
SPECIAL ABILITIES
Cleave
Grant Dwarves Move Action ☐ (Replaces attacks: Active Dwarf followers that are under command may move up to their Speed as an immediate action)
Orc Foe (Damage +5 against Orc enemies)
Retaliate +5 (Melee damage +5 against enemies that have activated this round)

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DWARF ANCESTOR 49 POINTS
LG

LEVEL (SAVE) 10
MELEE ATTACK +11 (20 magic)
TYPE Large Outsider (Dwarf)
SPEED 4
SPECIAL ABILITIES
Blink Out ☐ (On its turn, this creature gains Incorporeal)
Cleave
Dwarf Ancestor Spirit (If your warband contains 1 or more Dwarf commanders, treat Dwarf followers as always being within 6 squares of those commanders)
Melee Reach 2

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EARTH SHUGENJA 17 POINTS
LG

LEVEL (SAVE) 5
MELEE ATTACK +1 (5)
TYPE Humanoid (Human)
SPEED 6
SORCERER SPELLS
1st—☐☐☐ **magic weapon** (touch; attack +1, ignore DR).
2nd—☐☐☐ **bull's strength** (touch; target creature with cost 16 or less gets melee damage +5), **cure moderate wounds** (touch; heal 10 hp)

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GITHZERAI MONK 34 POINTS
LG

LEVEL (SAVE) 9
MELEE ATTACK +9/+9 (10 magic)
TYPE Outsider
SPEED 10
SPECIAL ABILITIES
Stunning Attack ☐☐☐ (DC 18)
Unavoidable Strike ☐ (This creature's next melee attack roll is a natural 20)
AC 25
HP 55

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GOLD DWARF SOLDIER 17 POINTS
LG

LEVEL (SAVE) 8
MELEE ATTACK +8 (15 magic)
TYPE Humanoid (Dwarf)
SPEED 4
SPECIAL ABILITIES
Cleave
AC 21
HP 40

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HALF-ORC PALADIN 48 POINTS
LG
COMMANDER 3

LEVEL (SAVE) 10
MELEE ATTACK +13/+8 (10 magic)
TYPE Humanoid (Orc)
SPEED 4
COMMANDER EFFECT Followers get melee damage +5 against enemies of level 7 or higher.
AC 21
SPECIAL ABILITIES
Fearless
Lay on Hands 20 ☐ (Replaces attacks: touch; heal 20 hp)
Smite +5 ☐☐ (Melee damage +5)
HP 70

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LANTERN BEARER 12 POINTS
LG

LEVEL (SAVE) 4
MELEE ATTACK +4 (5)
TYPE Humanoid (Human)
SPEED 4
SPECIAL ABILITIES
Illuminator (Creatures within 6 squares do not benefit from Conceal, Hide, or Invisible)
Mystic Light (Evil creatures within 6 squares get attack -2)
AC 19
HP 30

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LOYAL EARTH ELEMENTAL 34 POINTS
LG

LEVEL (SAVE) 8
MELEE ATTACK +12/+12 (15)
TYPE Large Elemental
SPEED 4
SPECIAL ABILITIES
Requires Commander
Burrow 4
Cleave
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Earthbound (Attack -4 against creatures with Flight)
Melee Reach 2
AC 18
HP 70

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MARUT 74 POINTS
LG

LEVEL (SAVE) 10
MELEE ATTACK +20 (20 + 10 sonic)
TYPE Large Construct
SPEED 6
SPECIAL ABILITIES
Blindsight
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Fearless
Melee Reach 2
Single-Minded (On this turn, this creature cannot move or attack a noncommander if an enemy commander is within its Melee Reach)
Spell Resistance (May ignore spells unless the caster rolls 11+)
SPELLS
5th—**mass inflict light wounds** ☐ (range 6; radius 2; 10 negative damage; DC 16)
HP 75

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MARUT **EPIC 191 POINTS**

LG

LEVEL (SAVE) 10

MELEE ATTACK +22/+22 (20 + 10 sonic/20 + 10 electricity)

SPEED 6

TYPE Large Construct

AC 32

HP 110

SPECIAL ABILITIES
Almighty (Not affected by allies' spells)
Blindsight; **DR 5** (Takes 5 less damage from nonmagical melee and ranged attacks)
Fearless; **Melee Reach 2**
Single-Minded (On its turn, this creature cannot move or attack a noncommander if an enemy commander is within its Melee Reach)
Spell Resistance (May ignore spells unless the caster rolls 11+)

SPELLS
 6th—*mass inflict moderate wounds* (range 6; radius 2; 15 negative damage; DC 17)

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MEDIUM SILVER DRAGON **52 POINTS**

LG

LEVEL (SAVE) 10

MELEE ATTACK +11/+8/+8 (10/5/5)

TYPE Dragon

SPEED F7

SPECIAL ABILITIES
Flight
Breath Weapon (Replaces attacks: cone; 20 cold damage; DC 17)
Breath Weapon (Replaces attacks: cone; Paralysis; DC 17)
Double Damage from Fire
Immune Acid, Cold
Morale Booster +2 (Your warband gets morale save +2)

AC 19

HP 85

10/60 ★ DUNGEONS & DRAGONS ©2005 Wizards

ROYAL GUARD **10 POINTS**

LG

LEVEL (SAVE) 3

MELEE ATTACK +6 (10)

TYPE Humanoid (Human)

SPEED 4

SPECIAL ABILITIES
Set against Charge 10 (Enemies that charge this creature take 10 damage after their charge movement but before making their melee attack)
Melee Reach 2

AC 18

HP 25

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SLAYER OF DOMIEL **46 POINTS**

LG

LEVEL (SAVE) 12

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

SPEED 6

TYPE Humanoid (Human)

AC 20

HP 65

SPECIAL ABILITIES
Conceal 6
Evade Damage (If this creature successfully saves against a damaging spell or special ability, it takes no damage)
Evil Foe +5 (Damage +5 against evil enemies)
Hide
Marked Target (The first enemy this creature destroys is worth double victory points)
Melee Sneak Attack +10

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ASPECT OF KORD **65 POINTS**

CG

LEVEL (SAVE) 10

MELEE ATTACK +18 (30 magic)

TYPE Large Outsider

SPEED 10

SPECIAL ABILITIES
Aggression +10 (On its turn, this creature gets damage +10 whenever it is the first to activate in a round)
Melee Reach 2

AC 19

HP 90

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ASPECT OF KORD **EPIC 208 POINTS**

CG

LEVEL (SAVE) 11

MELEE ATTACK +20/+15/+10 (40 magic)

TYPE Large Outsider

SPEED 10

SPECIAL ABILITIES
Aggression +10 (On its turn, this creature gets damage +10 whenever it is the first to activate in a round)
Blind-Fight
Cleave
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Melee Reach 2

AC 21

HP 160

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DROMITE WILDER **39 POINTS**

CG

LEVEL (SAVE) 6

MELEE ATTACK +6 (5 magic)

SPEED 8

TYPE Small Monstrous Humanoid (Dromite)

AC 20

HP 40

SPECIAL ABILITIES
Blind-Fight
Cold Ray (Replaces attacks: range 6; 15 cold damage)
Resist Cold 5
Wild Surge (When this creature uses *electricity burst*, you may roll 1d20 for damage: 1–5, no damage; 6–10, normal damage; 11–20, double damage)

SPELLS
Psionics 18 pp—*concealing amorphia* 3 pp (self; gain Conceal 6), *electricity burst* 6 pp (self; all other creatures within 4 squares take 20 electricity damage; DC 17)

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ELF STALKER **15 POINTS**

CG

LEVEL (SAVE) 5

MELEE ATTACK +7 (5)

RANGED ATTACK +11/+11 (5 magic)

SPEED 6

TYPE Humanoid (Elf)

AC 17

HP 35

SPECIAL ABILITIES
Hide

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ELMINSTER OF SHADOWDALE **100 POINTS**

CG

LEVEL (SAVE) 12

MELEE ATTACK +13/+8 (10 magic)

TYPE Humanoid (Human)

SPEED 6

COMMANDER EFFECT
 Followers and commanders in your warband gain **Spell Focus 2** (Whenever this creature casts a spell, the DC is +2 over printed number). **WARBAND BUILDING**: LG commanders are legal in your warband.

AC 18

HP 90

SPECIAL ABILITIES
Unique, Mastery of Spellcasting (Can cast 1 of each spell from any spellcaster in your starting warband with cost less than its own; if multiple casters have the same spell, it can cast that spell once per caster. Does not apply to Psionics.)
Quick Cast (Cast 1 spell as a swift action)
Silver Fire 20 (Replaces attacks: line 12; 20 damage); **Spell Focus 2**; **Spell Penetration**

SPELLS
 2nd—*scorching ray* (range 6; 15 fire damage);
 7th—*Mystra's curse* (sight; roll twice for each of target creature's rolls and take the lower result; DC 19)

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ELMINSTER OF SHADOWDALE
COMMANDER 6

EPIC 269 POINTS

CG

LEVEL (SAVE) 20

MELEE ATTACK
+17/+12 (10 magic)

TYPE: Humanoid (Human)

SPEED 6

COMMANDER EFFECT
Followers and commanders in your warband gain **Spell Focus 2** (Whenever this creature casts a spell, the DC is +2 over printed number). **WARBAND BUILDING:** LG commanders are legal in your warband.

AC 26

SPECIAL ABILITIES: **Unique.** DR 5; **Mastery of Spellcasting** (Can cast 1 of each spell from any spellcaster in your starting warband with cost less than its own; if multiple casters have the same spell, it can cast that spell once per caster. Does not apply to Psionics.); **Quick Cast** ☐ (Cast 1 spell as a swift action); **Silver Fire** 30 ☐ (Replaces attacks: line 12; 30 damage); **Spell Focus 2**; **Spell Penetration**; **Spell Resistance**

HP 200

SPELLS: 2nd—*scorching ray* (unlimited) (range 6; 15 fire damage); 6th—*disintegrate* ☐ (sight; 60 damage; DC 18); 8th—*baleful teleport* ☐ (touch; place target creature on its controller's assembly tile. That creature's controller chooses the space.)

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GUENHWYVAR

33 POINTS

CG

LEVEL (SAVE) 9

MELEE ATTACK
+16/+11 (10/5)

TYPE
Magical Beast

SPEED 8

SPECIAL ABILITIES
Unique (Only 1 creature whose name contains Guenhwyvar in your warband)
Devoted (If this creature sets up adjacent to a creature whose name contains Drizzt at the start of a skirmish, it has Fearless for that skirmish)
Hide
Pounce (This creature can use all its melee attacks when charging)

AC 18

HP 80

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HALF-OGRE BARBARIAN

25 POINTS

CG

LEVEL (SAVE) 5

MELEE ATTACK
+12 (20)

TYPE
Large Giant (Human, Humanoid)

SPEED 8

SPECIAL ABILITIES
Melee Reach 2

AC 14

HP 65

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HALFLING SNEAK

5 POINTS

CG

LEVEL (SAVE) 1

MELEE ATTACK
+2 (5 magic)

RANGED ATTACK
+5, range 6 (5)

TYPE
Small Humanoid (Halfling)

SPEED 5

SPECIAL ABILITIES
Melee Sneak Attack +5

AC 16

HP 10

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NENTYAR HUNTER

47 POINTS

CG

LEVEL (SAVE) 8

MELEE ATTACK
+9 (5)

RANGED ATTACK
+10/+10 (5 magic + 5 cold)

TYPE
Plant

SPEED 8

COMMANDER EFFECT
If this creature makes both its ranged attacks against the same target, each follower within 6 squares with a ranged attack that has line of sight to that target may immediately make a single ranged attack against that target.

AC 17

HP 70

SPECIAL ABILITIES
Blind-Fight; **Conceal 6**; **Orc Foe +5** (Damage +5 against Orc enemies); **Resist 5 Cold**

SPELLS
1st—*true strike* ☐ (self; next attack, attack +20 and automatically succeeds against Conceal)
3rd—*greenfire* ☐ (sight; radius 2; 10 acid damage; DC 15)

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RIKKA, ANGELIC AVENGER

31 POINTS

CG

LEVEL (SAVE) 5

MELEE ATTACK
+15 (20 magic)

TYPE
Outsider

SPEED F8

SPECIAL ABILITIES
Unique (Only 1 creature whose name contains Rikka in your warband)
Flight
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Resist 10 Acid, Cold, Electricity
Spell Resistance (May ignore spells unless the caster rolls 11+)
Waylay (This creature starts off the battle grid; before rolling initiative for a round, you may place this creature on a feature tile of your choice. Use only once per skirmish.)

AC 16

HP 75

SPELLS
3rd—*cure serious wounds* ☐ (touch; heal 20 hp)

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RIKKA, ANGELIC AVENGER

143 POINTS

CG

LEVEL (SAVE) 12

MELEE ATTACK
+20/+15 (30 magic)

TYPE
Outsider

SPEED F8

SPECIAL ABILITIES
Unique. **Flight.** **Celestial Healing 16** (Whenever you roll a natural 16 or higher for initiative, this creature immediately heals 50 hp)
Cleave
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Resist 10 Acid, Cold, Electricity
Spell Resistance (May ignore spells unless the caster rolls 11+)
Waylay (This creature starts off the battle grid; before rolling initiative for a round, you may place this creature on a feature tile of your choice. Use only once per skirmish.)

AC 20

HP 175

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

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SATYR

15 POINTS

CG

LEVEL (SAVE) 5

MELEE ATTACK
+2 (5)

RANGED ATTACK
+3 (5)

TYPE
Fey

SPEED 8

SPECIAL ABILITIES
Countersong
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Mobility (+4 AC against attacks of opportunity)
Pipes ☐ (+4 to your initiative check this round; use before rolling for initiative)

AC 16

HP 20

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SPIRIT FOLK FIGHTER

19 POINTS

CG

LEVEL (SAVE) 4

MELEE ATTACK
+7 (10 magic)

TYPE
Humanoid (Fey)

SPEED 7

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

AC 17

HP 40

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WIZARD TACTICIAN 27 POINTS

CG

LEVEL (SAVE) 5

SPEED 6

AC 16

HP 30

MELEE ATTACK
+1 (5)

TYPE
Humanoid (Human)

SPECIAL ABILITIES
Conceal 6
Perfect Targeting
(This creature's spells can target any enemy or ally within range and line of sight)

SPELLS
1st—*lesser orb of cold* □□□ (range 6; 5 cold damage, ignore Spell Resistance)
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)

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IRON GOLEM 61 POINTS

LG/LE

LEVEL (SAVE) 10

SPEED 4

AC 23

HP 110

MELEE ATTACK
+21 (25)

TYPE
Large Construct

SPECIAL ABILITIES
Requires Commander
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Fearless
Immune Fire
Melee Reach 2
Spell Resistance All (Ignores all spells)

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IRON GOLEM EPIC 266 POINTS

LG/LE

LEVEL (SAVE) 14

SPEED 4

AC 30

HP 150

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

TYPE
Large Construct

SPECIAL ABILITIES
Cleave
Fearless
Immune Fire
Melee Reach 2
Poison Gas □ (Swift: Poison, all adjacent creatures; 5 damage whenever poisoned creature activates; DC 19)
Reinforced 5 (Takes 5 less damage from melee and ranged attacks)
Spell Resistance All (Ignores all spells)

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JUSTICATOR 48 POINTS

LG/LE

LEVEL (SAVE) 10

SPEED F6

AC 22

HP 80

MELEE ATTACK
+17/+12 (15 magic)

TYPE
Large Outsider

SPECIAL ABILITIES
Flight
Immune Paralysis
Melee Reach 2
Smite Chaos +10 □ (Melee damage +10 against chaotic enemies)

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JUSTICATOR EPIC 163 POINTS

LG/LE

LEVEL (SAVE) 12

SPEED F6

AC 26

HP 120

MELEE ATTACK
+23/+18/+13 (20 magic)

TYPE
Large Outsider

SPECIAL ABILITIES
Flight
Blind-Fight
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
Immune Paralysis
Melee Reach 2
Smite Chaos +20 □□ (Melee damage +20 against chaotic enemies)
Spell Resistance (May ignore spells unless the caster rolls 11+)

SPELLS
7th—*swift cure serious wounds* □□□ (swift: touch; heal 20 hp)

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MERCENARY SERGEANT 23 POINTS

LG/LE

COMMANDER 2

LEVEL (SAVE) 4

SPEED 4

AC 20

HP 40

MELEE ATTACK
+8 (10 magic)

TYPE
Humanoid (Human)

COMMANDER EFFECT
Followers who are also under command by a different commander get melee attack +2.

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)

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XORN 24 POINTS

LG/LE

LEVEL (SAVE) 7

SPEED 4

AC 21

HP 50

MELEE ATTACK
+8/+6/+6 (20/5/5)

TYPE
Outsider

SPECIAL ABILITIES
Burrow 4
Earthbound (Attack -4 against creatures with Flight)
Immune Cold, Fire, Flanking
Resist Electricity 10

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MONITOR LIZARD 6 POINTS

ANY

LEVEL (SAVE) 3

SPEED 6

AC 15

HP 20

MELEE ATTACK
+3 (5)

TYPE
Animal

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

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ANKHEG 22 POINTS

CG/CE

LEVEL (SAVE) 3

SPEED 4

AC 18

HP 30

MELEE ATTACK
+5 (10 + 5 acid)

TYPE
Large Magical Beast

SPECIAL ABILITIES
Burrow 4
Enraged Acid Spit □ (Only when wounded, replaces attacks: line 12; 10 acid damage; DC 14)
Feast (When it reduces a living enemy to 0 hp with a melee attack, this creature makes a morale save)
Natural Soul (Melee attack +2 and melee damage +5 when under command by a commander with Beastmaster)
Wandering Monster (Sets up on a random feature tile instead of your assembly tile)

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XEN'DRIK CHAMPION 23 POINTS

CG/CE

LEVEL (SAVE) 9

MELEE ATTACK +13/+8 (5 magic)

RANGED ATTACK +14/+9 (5 magic)

SPEED 8

TYPE Humanoid (Drow, Elf)

AC 20

HP 45

SPECIAL ABILITIES

Conceal 6

Skirmish Attack +10 (This creature gets melee damage +10 if it has moved this turn)

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

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ARTEMIS ENTRERI 89 POINTS

LE

LEVEL (SAVE) 10

MELEE ATTACK +16/+11 (10 magic)

RANGED ATTACK +16, range 6 □ (15 magic)

SPEED 6

TYPE Humanoid (Human)

AC 20

HP 80

SPECIAL ABILITIES

Unique (Only 1 creature whose name contains Artemis Entreri in your warband)

Backstab +20 □ (Damage +20 when using any Sneak Attack)

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

Hide

Legendary Assassin 10 (Whenever this creature destroys a Unique enemy, you score 10 extra victory points)

Melee and 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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ARTEMIS ENTRERI 215 POINTS

LE

LEVEL (SAVE) 15

MELEE ATTACK +20/+15/+10 (10 magic)

RANGED ATTACK +20, range 6 □ (20 magic)

SPEED 6

TYPE Humanoid (Human)

AC 25

HP 140

SPECIAL ABILITIES

Unique

Backstab +40 □ (Damage +40 when using any Sneak Attack)

Blind-Fight

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

Hide

Legendary Assassin 25 (Whenever this creature destroys a Unique enemy, you score 25 extra victory points)

Melee and Ranged Sneak Attack +10

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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DARK NAGA 41 POINTS

LE

COMMANDER 3

LEVEL (SAVE) 9

MELEE ATTACK +7 (5 + Sleep Poison)

TYPE Large Aberration

SPEED 8

AC 18

HP 60

SPECIAL ABILITIES

Conceal 6

Immune Poison

Sleep Poison (Sleep; DC 16)

SORCERER SPELLS

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

3rd—□□ lightning bolt (line 12; 20 electricity damage; DC 15)

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DOLGAUNT MONK 14 POINTS

LE

LEVEL (SAVE) 6

MELEE ATTACK +5/+5 (5 magic)

TYPE Aberration

SPEED 8

AC 18

HP 35

SPECIAL ABILITIES

Blindsight

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

Melee Reach 2

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DUERGAR CHAMPION 33 POINTS

LE

LEVEL (SAVE) 10

MELEE ATTACK +15/+10 (15 magic)

TYPE Humanoid (Dwarf)

SPEED 6

AC 20

HP 65

SPECIAL ABILITIES

Cleave

Conceal 6

Immune Paralysis, Poison

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HALF-ORC EXECUTIONER 23 POINTS

LE

LEVEL (SAVE) 5

MELEE ATTACK +10 (15 magic)

TYPE Humanoid (Orc)

SPEED 6

AC 16

HP 40

SPECIAL ABILITIES

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

Melee Sneak Attack +10

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HELMED HORROR 45 POINTS

LE

LEVEL (SAVE) 10

MELEE ATTACK +16/+11 (10 + 5 fire)

RANGED ATTACK +11 (5)

SPEED F6

TYPE Construct

AC 22

HP 95

SPECIAL ABILITIES

Flight

Blindsight

Fearless

Spell Immunity (fireball, lightning bolt, magic missile)

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

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KOBOLD MINER 3 POINTS

LE

LEVEL (SAVE) 1

MELEE ATTACK +0 (5)

TYPE Small Humanoid (Kobold, Reptilian)

SPEED 6

AC 14

HP 5


SPECIAL ABILITIES

Beneath Contempt (Opponents do not score victory points for eliminating this creature)

Jittery (Must make a morale save after being attacked)

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

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SKELETAL EQUICEPH
 LE

13
 POINTS


LEVEL
 (SAVE)
4


SPEED
6

AC
17

HP
25

MELEE ATTACK
 +5 (15)
TYPE
 Large Undead
SPECIAL ABILITIES
 Fearless
 Immune Cold
 Melee Reach 2




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TROGLODYTE CAPTAIN
 LE

53
 POINTS

LEVEL
 (SAVE)
6

SPEED
6

AC
22

HP
65

MELEE ATTACK
 +11/+6 (10)
TYPE
 Humanoid
 (Reptilian, Troglodyte)
COMMANDER EFFECT
 Followers get melee attack
 +5 against enemies affected
 by Stench.
WARBAND BUILDING: CE Reptilians
 are legal in your warband.
SPECIAL ABILITIES
 Blind-Fight
 Stench (Adjacent living creatures without
 Stench get attack -2, save -2, and -2 AC)




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BALOR
 CE

95
 POINTS

LEVEL
 (SAVE)
10

SPEED
F8

AC
20

HP
125

MELEE ATTACK
 +16/+16 (20 magic
 + Vicious Attack/
 10 magic + 5 fire)
TYPE
 Large Outsider
COMMANDER EFFECT
 Enslave (Each enemy that fails a morale save
 must immediately make another morale save;
 if the second save fails, that enemy counts
 as eliminated for victory points, is no longer
 routing, and is a member of your warband for the
 rest of the skirmish).
SPECIAL ABILITIES
 Flight. Blind-Fight; DR 5
 Immune Electricity, Fire, Poison; Melee
 Reach 2; Red Tide (For initiative checks, treat
 this creature's Commander rating as the number
 of creatures eliminated from all warbands)
 Vicious Attack (This attack deals triple damage
 instead of double on a critical hit)




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BALOR
 CE

COMMANDER 0

EPIC
326
 POINTS

LEVEL
 (SAVE)
13

SPEED
F8

AC
28

HP
250

MELEE ATTACK
 +23/+23 (30 magic +
 Vorpal/15 magic + 10 fire)
TYPE: Large Outsider
COMMANDER EFFECT
 Enslave (Each enemy that fails
 a morale save must immediately make
 another morale save; if the second save fails, that
 enemy counts as eliminated for victory points,
 is no longer routing, and is a member of your
 warband for the rest of the skirmish).
SPECIAL ABILITIES
 Flight. Almighty (Not affected by allies' spells)
 Blind-Fight; Cleave; DR 5
 Immune Electricity, Fire, Poison
 Melee Reach 2; Red Tide (For initiative checks,
 treat this creature's Commander rating as
 the number of creatures eliminated from all
 warbands)
 Vorpal (On a critical hit with this attack, the
 target creature is eliminated)




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DARK CREEPER
 CE

8
 POINTS

LEVEL
 (SAVE)
1

SPEED
6

AC
17

HP
5

MELEE ATTACK
 +4 (5)
RANGED ATTACK
 +5, range 6 (5)
TYPE
 Small Humanoid (Creeper,
 Dark One)
SPECIAL ABILITIES
 Blindsight
 Conceal 6
 Melee Sneak Attack +10




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DEATH SLAAD
 CE

COMMANDER 1

53
 POINTS

LEVEL
 (SAVE)
10

SPEED
F6

AC
22

HP
70

MELEE ATTACK
 +15/+10 (15 magic)
TYPE
 Outsider
COMMANDER EFFECT
 Slaad followers get melee attack +2.
SPECIAL ABILITIES
 Flight
 Deadly Rend (An enemy hit by 2 of this
 creature's attacks on the same turn is eliminated;
 DC 17)
 Immune Sonic
 Regeneration 5 (This creature heals 5 hp at the
 start of its turn)
 Slaadmaster 20 (As Beastmaster, but only
 creatures whose name contains Slaad)
SPELLS
 4th—chaos hammer □ (sight; radius 4; lawful
 creatures take 20 damage; DC 16)




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DEATH SLAAD
 CE

COMMANDER 1

EPIC
202
 POINTS

LEVEL
 (SAVE)
12

SPEED
F6

AC
26

HP
140

MELEE ATTACK
 +20/+15 (20 magic)
TYPE
 Outsider
COMMANDER EFFECT
 Slaad followers get melee attack +2.
SPECIAL ABILITIES
 Flight. Conceal 11; Deadly Rend
 (An enemy hit by 2 of this creature's attacks on
 the same turn is eliminated; DC 17)
 Immune Sonic; Regeneration 5 (This creature
 heals 5 hp at the start of its turn)
 Slaadmaster 20 (As Beastmaster, but only
 creatures whose name contains Slaad)
SPELLS
 3rd—fireball □ (sight; radius 4; 20 fire damage;
 DC 15)
 4th—chaos hammer □ (sight; radius 4; lawful
 creatures take 20 damage; DC 16)
 9th—power word kill □ (range 6; destroy living
 creature with 60 hp or less)




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DIRE BAT
 CE

12
 POINTS

LEVEL
 (SAVE)
4

SPEED
F6

AC
20

HP
30

MELEE ATTACK
 +3 (5)
TYPE
 Large Animal
SPECIAL ABILITIES
 Flight
 Blindsight
 Natural Soul (Melee attack +2
 and melee damage +5 when under
 command by a commander with
 Beastmaster)




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DRAEGLOTH
 CE

56
 POINTS

LEVEL
 (SAVE)
8

SPEED
8

AC
17

HP
100

MELEE ATTACK
 +12/+12 (20)
TYPE
 Large Outsider (Drow)
SPECIAL ABILITIES
 Blind-Fight
 Conceal 6
 Furious Spirit (Until it makes a melee
 attack, this creature takes 5 damage at the
 end of each of its turns)
 Melee Reach 2




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DROW ARACHNOMANCER
52 POINTS

LEVEL (SAVE)
9

MELEE ATTACK
+8/+3 (5 magic)

TYPE: Humanoid (Drow, Elf)

SPEED
6

COMMANDER EFFECT
Each Vermin follower whose name contains Spider gets attack +2.

AC
18

HP
60

SPECIAL ABILITIES
Conceal 6; Immune Poison
Favor of Lolth (Whenever an enemy is destroyed by a Spider of Lolth or poison damage, this creature gains 1 extra use of *summon spider of Lolth*); **Spell Resistance**; **Spidermaster 20** (As Beastmaster, but only Spiders)
Venomous (Poison that deals damage when a creature activates deals an additional 5 damage)

SPELLS
 3rd—*slashing darkness* □□ (sight; 10 negative damage); 4th—*poison* □□ (touch; Poison [5 damage whenever poisoned creature activates]; DC 16); 5th—*summon spider of Lolth* □ (swift: 1 Spider of Lolth)



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DROW ARCANES GUARD
25 POINTS

LEVEL (SAVE)
7

MELEE ATTACK
+8 (10 magic)

TYPE: Humanoid (Drow, Elf)

SPEED
6

SPECIAL ABILITIES
Conceal 11
Melee Reach 2
Spell Resistance (May ignore spells unless the caster rolls 11+)

AC
18

HP
35

SPELLS
 1st—*lesser orb of cold* □□ (range 6; 5 cold damage, ignore Spell Resistance)
 3rd—*empowered burning hands* □ (cone; 20 fire damage; DC 15)



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GRAY RENDER
62 POINTS

LEVEL (SAVE)
10

MELEE ATTACK
+11/+11 (15)

TYPE: Large Magical Beast

SPEED
6

SPECIAL ABILITIES
Not Subject to Commander Effects
Aggression +10 (On its turn, this creature gets damage +10 whenever it is the first to activate in a round)
Crazed Attacker (On its turn, if this creature attacks when there are several enemies within its *Melee Reach*, your opponent chooses which enemy is targeted by all its attacks)
Melee Reach 2
Rend +15 (If this creature hits 1 enemy with both *melee attacks* on the same turn, damage +15 to second attack)



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GRIMLOCK BARBARIAN
28 POINTS

LEVEL (SAVE)
6

MELEE ATTACK
+7/+2 (20 magic)

TYPE: Monstrous Humanoid

SPEED
6

SPECIAL ABILITIES
Blindsight
Killer Instinct +4 (Melee attack +4 against wounded creatures)

AC
13

HP
60



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HALF-FIEND OGRE
41 POINTS

LEVEL (SAVE)
5

MELEE ATTACK
+14 (30)

TYPE: Large Outsider (Giant)

SPEED
F7

SPECIAL ABILITIES
Flight
Disruptive (Until this creature makes a *melee attack*, you cannot add Commander ratings to your initiative rolls)
Melee Reach 2

AC
16

HP
65

SPELLS
 4th—*half-fiend blight* □ (sight; radius 4; good creatures take 10 damage; DC 16)



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HUNCHED GIANT
48 POINTS

LEVEL (SAVE)
10

MELEE ATTACK
+10/+5 (25)

TYPE: Large Giant

SPEED
6

SPECIAL ABILITIES
Melee Reach 2
Unfurl (Attack +2 and damage +5 against Huge enemies)



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LARGE DEEP DRAGON
67 POINTS

LEVEL (SAVE)
10

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

TYPE: Large Dragon

SPEED
F8

SPECIAL ABILITIES
Flight
Blindsight
Breath Weapon □ (Replaces attacks: cone; 25 damage, does not affect Constructs or Incorporeal creatures; DC 18)
Power of the Drow +3 (Creatures in your warband whose name or type contains Drow get attack +3)



AC
20

HP
100

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LOLTH'S STING
7 POINTS

LEVEL (SAVE)
4

MELEE ATTACK
+7 (5 + Sleep Poison)

TYPE: Humanoid (Drow, Elf)

SPEED
7

SPECIAL ABILITIES
Conceal 6
Ghost Step □ (On its turn, this creature gains Invisible)
Sleep Poison (Sleep; DC 13)
Sudden Strike +5 (Melee damage +5 against enemies that are stunned, helpless, or unable to see this creature)



AC
17

HP
20

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MOUNTED DROW PATROL
27 POINTS

LEVEL (SAVE)
7

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

TYPE: Large Mounted Humanoid (Drow, Elf)

SPEED
8

SPECIAL ABILITIES
Conceal 6
Melee Reach 2
Mounted Melee Attack (This creature can move at double speed and make a single *melee attack* at any point during its move)
Spell Resistance (May ignore spells unless the caster rolls 11+)
Wall Walker (This creature is considered to have *Flight* as long as it begins its move in a square bordered by a wall)



AC
17

HP
50

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ORC SKELETON
5 POINTS

LEVEL
(SAVE)
1

SPEED
6

AC
14

HP
5

MELEE ATTACK
+3 (10)
TYPE
Undead
SPECIAL ABILITIES
Fearless
Immune Cold




ROPER
74 POINTS

LEVEL
(SAVE)
10

SPEED
2

AC
21

HP
85

MELEE ATTACK
+11/+11 (10 + Weaken)
TYPE
Large Magical Beast
SPECIAL ABILITIES
Double Damage from Fire
Immune Electricity
Melee Reach 3
Roper Tentacles (If this creature is active, each enemy that starts its turn within this creature's Melee Reach cannot move this turn; DC 17)
Spell Resistance (May ignore spells unless the caster rolls 11+)
Wandering Monster (Sets up on a random feature tile instead of your assembly tile)
Weaken (Attack -2, melee damage -5 [minimum 5]; DC 17)




SPIDER OF LOLTH
9 POINTS

LEVEL
(SAVE)
3

SPEED
6

AC
14

HP
25

MELEE ATTACK
+5 (5 + Poison)
TYPE
Vermin
SPECIAL ABILITIES
Murderous (On its turn, this creature cannot move or attack a nonwounded enemy if a wounded enemy is adjacent)
Conceal 6
Fearless
Poison (5 damage whenever poisoned creature activates; DC 15)
Wandering Monster (Sets up on a random feature tile instead of your assembly tile)




SWARM OF SPIDERS
15 POINTS

LEVEL
(SAVE)
2

SPEED
4

AC
13

HP
30

MELEE ATTACK
+4 (5 + Poison)
TYPE
Large Vermin
SPECIAL ABILITIES
Fearless
Formless (Damage from melee and ranged attacks is reduced to 5)
Poison (5 damage whenever poisoned creature activates; DC 12)
Swarm Attack ☐ (Replaces attacks: Each adjacent creature makes a save against this creature's Poison)
Tiny Reach (Can't make attacks of opportunity)
Trample 0 + Poison (Can move through a smaller enemy's space to use Poison only; DC 12)
Wandering Monster (Sets up on a random feature tile instead of your assembly tile)




TROGLODYTE BARBARIAN
24 POINTS

LEVEL
(SAVE)
4

SPEED
8

AC
14

HP
50

MELEE ATTACK
+8/+7 (10 magic/5)
TYPE
Humanoid (Reptilian, Troglodyte)
SPECIAL ABILITIES
Stench (Adjacent living creatures without Stench get attack -2, save -2, and -2 AC)




WINTER WOLF
24 POINTS

LEVEL
(SAVE)
6

SPEED
10

AC
15

HP
50

MELEE ATTACK
+9 (10 + 5 cold)
TYPE
Large Magical Beast
SPECIAL ABILITIES
Breath Weapon ☐ (Replaces attacks: cone; 15 cold damage; DC 16)
Double Damage from Fire
Immune Cold
Stunning Attack ☐ (DC 15)

