

# D&D Miniatures: Unofficial Set 5 *Aberrations* Spoiler List

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## Alusair Obarskyr

#01/60; *Aberrations*; LG; rare; 46 pts

### Commander 6

LVL 7; SPD 4; AC 23; HP 65

**Melee Attack:** +12/+7 (10 magic)

**Type:** Humanoid (Human)

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

### Special Abilities:

x **Unique** (Only 1 of this creature in your warband)

## Anvil of Thunder

#02/60; *Aberrations*; LG; uncommon; 25 pts

LVL 6; SPD 4; AC 18; HP 60

**Melee Attack:** +9/+9 (10 magic/5 magic)

**Type:** Humanoid (Dwarf)

### Special Abilities:

x **Anvil of Thunder** (Stun enemy hit by both this creature's melee attacks in the same turn; DC 15)

x **Save +4**

## Celestial Black Bear

#03/60; *Aberrations*; LG; common; 9pts

LVL 3; SPD 8; AC 13; HP 20

**Melee Attack:** +6/+6 (5)

**Type:** Magical Beast

### Special Abilities:

x **Resist 5 Acid, Cold, Electricity**

x **Smite Evil +5** [] (Melee damage +5 against evil enemies)

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

## Cleric of St Cuthbert

#04/60; *Aberrations*; LG; uncommon; 29 pts

### Commander 3

LVL 3; SPD 4; AC 20; HP 25

**Melee Attack:** +5 (5 magic)

**Type:** Humanoid (Human)

**Commander Effect: Vengeance** (Followers gain melee damage +5 if opponents have destroyed at least 2 of your creatures)

### Special Abilities:

x **Smite Evil +5** [] (Melee damage +5 against evil enemies)

x **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)

## Dragon Samurai

#05/60; *Aberrations*; LG; rare; 60 pts

LVL 9; SPD 4; AC 24; HP 80

**Melee Attack:** +11/+11/+6 (10 magic + 5 fire)

**Type:** Humanoid (Human)

### Special Abilities:

x **Breath Weapon** [] (Replaces attacks: cone; 20 fire damage; DC 16)

x **Resist Fire 5**

## Exorcist of the Silver Flame

#06/60; *Aberrations*; LG; rare; 38 pts

### Commander 5

LVL 6; SPD 4; AC 19; HP 40

**Melee Attack** +10/+5 (10 magic)

**Ranged Attack** +7 (5)

**Type:** Humanoid (Human)

**Commander Effect: Cleansing Flame** (Followers gain attack +1, or attack +4 against creatures with DR)

### Special Abilities:

x **Fearless** (Always succeeds on morale saves)

x **Lay on Hands 15** [] (Touch, heal 15 hp)

x **Save +4**

x **Smite Evil +15** [] (Melee damage +15 against evil outsiders)

x **Turn Evil Outsider 3** [] (As Turn Undead, but evil Outsiders only)

### Spells:

1st-*magic weapon* [] (touch; +1 attack, ignore DR)

## Hill Dwarf Warrior

#07/60; *Aberrations*; LG; common; 4 pts

LVL 2; SPD 4; AC 17; HP 15

**Melee Attack:** +4 (5)

**Type:** Humanoid (Dwarf)

### Special Abilities:

x **Save +4**

## Man-at-Arms

#08/60; *Aberrations*; LG; common; 3 pts

LVL 1; SPD 4; AC 19; HP 5

**Melee Attack:** +3 (5)

**Type:** Humanoid (Human)

## Rhek

#09/60; *Aberrations*; LG; uncommon; 22 pts  
LVL 5; SPD 4; AC 23; HP 40

**Melee:** +10 (10)

**Type:** Monstrous Humanoid

### Special Abilities:

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

## Warforged Hero

#10/60; *Aberrations*; LG; rare; 36 pts  
LVL 8; SPD 4; AC 22; HP 80

**Melee Attack:** +14/+9 (10 magic)

**Type:** Construct (Living Construct)

### Special Abilities:

- x **DR 5**
- x **Living Construct** (Has only Immune Level Drain, Paralysis, Poison, Sleep)
- x **Powerful Charge +5** (Melee damage +5 when charging)
- x **Stable Footing** (Difficult terrain does not slow this creature's movement)

## Aasimar Favored Soul

#11/60; *Aberrations*; LG/CG; uncommon; 20 pts  
LVL 5; SPD 4; AC 16; HP 40

**Melee Attack:** +8 (5)

**Type:** Outsider

### Special Abilities:

- x **Illuminator** (Creatures within 6 squares do not benefit from Conceal, Hide, or Invisible)
- x **Resist 5 Acid, Cold, Electricity**
- x **Resist 10 Fire**
- x **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; DC14 negates).

## Adventuring Wizard

#12/60; *Aberrations*; CG; rare; 36 pts  
LVL 7; SPD 6; AC 17; HP 25

**Melee Attack:** +2 (5)

**Type:** Humanoid (Human)

### 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)

## Bariaur Ranger

#13/60; *Aberrations*; CG; uncommon; 16 pts  
LVL 5; SPD 8; AC 17; HP 30

**Melee Attack:** +9/+9 (10 magic/5 magic)

**Ranged Attack:** +8 (5)

**Type:** Outsider

### Special Abilities:

- x **Aberration Foe** (Damage +5 against Aberrations)
- x **Spell Resistance** (may ignore spells unless the caster rolls 11+)

## Cleric of Garl Glittergold

#14/60; *Aberrations*; CG; uncommon; 31 pts

### Commander 3

LVL 5; SPD 5; AC 18; HP 35

**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:

- x **Dodge Giants +4** (+4 AC against Giants)
- x **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)

## Crow Shaman

#15/60; *Aberrations*; CG; rare; 26 pts  
LVL 5; SPD 8; AC 14; HP 40

**Melee Attack** +2 (5)

**Ranged Attack** +4, range 6 (5)

**Type:** Humanoid (Human)

### Special Abilities:

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

## Elf Warrior

#16/60; *Aberrations*; CG; common; 4 pts  
LVL 1; SPD 6; AC 15; HP 5

**Melee Attack:** +2 (5)

**Ranged Attack:** +3 (5)

**Type:** Humanoid (Elf)

## Frenzied Berserker

#17/60; *Aberrations*; CG; rare; 52 pts  
LVL 8; SPD 8; AC 10; HP 90

**Melee Attack:** +14/+9 (30 magic)

**Type:** Humanoid (Human)

**Special Abilities:**

- x **Aura of Fear 2** (Enemies in squares threatened by this creature gain morale save -2)
- x **Burnout** (This creature takes 5 damage whenever it activates)
- x **Death Strike** (When its hp are reduced to 0 or lower, this creature may make one immediate melee attack)
- x **Fearless** (Always succeeds on morale saves)

### Half-Elf Bow Initiate

#18/60; *Aberrations*; CG; rare; 43 pts  
LVL 8; SPD 6; AC 19; HP 70

**Melee Attack:** +9/+4 (5)

**Ranged Attack:** +14/+14/+9 (10 magic)

**Type:** Humanoid (Elf)

**Special Abilities:**

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

### Longtooth Barbarian

#19/60; *Aberrations*; CG; uncommon; 27 pts  
LVL 5; SPD 9; AC 14; HP 65

**Melee Attack:** +10 / +4 (15 Magic / 10)

**Type:** Humanoid (Shapechanger, Shifter)

### Sharn Cutthroat

#20/60; *Aberrations*; CG uncommon 9 pts  
Level 4; Speed 6; AC 16; HP 20

**Melee Attack** +8 (5)

**Ranged Attack** +8, range 6 (+5)

**Type:** Humanoid (Changeling, Shapechanger)

**Special Abilities:**

- x **Hide**
- x **Melee Sneak Attack +5**
- x **Ranged Sneak Attack +5**
- x **Sidestep** (On its turn, if it moves only 1 square, this creature can make all its attacks and does not draw attacks of opportunity)

### Valenar Commander

#21/60; *Aberrations*; CG; rare; 38 pts

**Commander 4**

LVL 6; SPD 6; AC 18; HP 45

**Type:** Humanoid (Elf)

**Melee Attack** +10/+10 (10 magic)

**Commander Effect:** Followers making ranged attacks can target any noncommander enemy.

### Formian Warrior

#22/60; *Aberrations*; LG/LE; uncommon; 16 pts  
LVL 4; SPD 8; AC 19; HP 25

**Melee Attack:** +7/+5 (10 + Poison/5)

**Type:** Outsider

**Special Abilities:**

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

### Ethereal Filcher

#23/60; *Aberrations*; CG/CE; uncommon; 10 pts  
LVL 5; SPD 8; AC 18; HP 20

**Melee Attack:** +2 (5)

**Type:** Aberration

**Special Abilities:**

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

### Ryld Argith

#24/60; *Aberrations*; CG/CE; rare; 55 pts

**Commander 4**

LVL 8; SPD 6; AC 19; HP 75

**Melee Attack:** +13/+8 (15 magic)

**Type:** Humanoid (Drow, Elf)

**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:**

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

### Wyvern

#25/60; *Aberrations*; CG/CE; rare; 36 pts  
LVL 7; SPD 4; AC 18; HP 60

**Melee Attack:** +10/+8/+8 (10 + Poison/10/10)

**Type:** Large Dragon

**Special Abilities:**

- x **Flight**
- x **Incited** (Each round, this creature must activate before any nonincited creatures in its warband)
- x **Poison** (5 damage whenever poisoned creature activates; DC17)

## Achaierai

#26/60; *Aberrations*; LE; rare; 29 pts  
LVL 6; SPD 10; AC 21; HP 40

**Melee Attack:** +9/+4 (10/15)

**Type:** Large Outsider

### **Special Abilities:**

- x **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, DC15)
- x **Melee Reach 2**
- x **Spell Resistance** (May ignore spells unless the caster rolls 11+)

## Bladebearer Hobgoblin

#27/60; *Aberrations*; LE; uncommon; 21 points  
LVL 4, SPD 6, AC 17, HP 40

**Melee Attack:** +8/+8 attack (10 magic)

**Type:** Humanoid (Hobgoblin, Goblinoid)

### **Special Ability:**

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

## Dekanter Goblin

#28/60; *Aberrations*; LE; common; 5 pts  
LVL 2; SPD 4; AC 15; HP 15

**Melee Attack:** +4 (5)

**Type:** Humanoid (Dekanter Goblin, Goblinoid)

### **Special Abilities:**

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

## Destrachan

#29/60; *Aberrations*; LE; uncommon; 26 pts  
LVL 8; SPD 6; AC 19; HP 60

**Melee Attack:** +9 (10)

**Type:** Large Aberration

### **Special Abilities:**

- x **Blast Defenses** [] (Replaces attacks: cone; -4 AC; DC 15)
- x **Blast Flesh** [] [] [] (Replaces attacks: cone; 15 sonic damage; DC 15)
- x **Blindsight**

## Emerald Claw Soldier

#30/60; *Aberrations*; LE; common; 6 pts  
LVL 2; SPD 4; AC 17; HP 15

**Melee Attack:** +3 (5)

**Ranged Attack:** +2 (5)

**Type:** Humanoid (Human)

### **Special Abilities:**

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

## Fiendish Dire Weasel

#31/60; *Aberrations*; LE; common; 8 pts  
LVL 3; SPD 8; AC 16; HP 15

**Melee Attack:** +6 (5 + Blood Drain)

**Type:** Magical Beast

### **Special Abilities:**

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

## Green Dragon

#32/60; *Aberrations*; LE; rare; 28 pts  
LVL 8; SPD 12; AC 17; HP 70

**Melee Attack:** +10/+8/+8 (5)

**Type:** Dragon

### **Special Abilities:**

- x **Flight**
- x **Breath Weapon** [] (Replaces attacks: cone; 15 acid damage; DC 16)
- x **Immune Acid**

## Half-Elf Hexblade

#33/60; *Aberrations*; LE; uncommon; 33 pts  
LVL 7; SPD 6; AC 17; HP 45

**Melee Attack:** +12/+7 (10 magic)

**Type:** Humanoid (Elf)

### **Special Abilities:**

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

### **Spells:**

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

## Half-Illithid Lizardfolk

#34/60; *Aberrations*; LE; uncommon; 13 pts  
LVL 3; SPD 6; AC 18; HP 25

**Melee Attack:** +6 (10)

**Type:** Aberration (Reptilian)

### **Special Abilities:**

- x **Mind Blast** [] (replaces attacks: cone; Stun; DC 15)
- x **Spell Resistance** (May ignore spells unless the caster rolls 11+)

## Hook Horror

#35/60; *Aberrations*; LE; rare; 39 pts  
LVL 10; SPD 4; AC 22; HP 65

**Melee Attack:** +13/+13 (10)

**Type:** Large Aberration

### **Special Abilities:**

- x **Blindsight**
- x **Melee Reach 2**
- x **Rend +20** (If this creature hits one enemy with both melee attacks on the same turn, damage +20 to second attack)
- x **Feast** (When this creature destroys a living enemy, it must make a morale check)

## Iron Cobra

#36/60; *Aberrations*; LE; uncommon; 14 pts

LVL 2; SPD 6; AC 17; HP 30

**Melee Attack:** +2 (5 + poison)

**Type:** Construct

**Special Abilities:**

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

## Kobold Champion

#37/60; *Aberrations*; LE; common; 11 pts

LVL 3, SPD 4, AC 24, HP 20

**Melee Attack:** +6 (5)

**Type:** Small Humanoid (Kobold, Reptilian)

**Special Abilities:**

- x **Brittle Morale** (Fails morale saves if out of command)

## Kobold Sorcerer

#38/60; *Aberrations*; LE; uncommon; 20 pts

**Commander 1**

LVL 5; SPD 6; AC 17; HP 25

**Melee Attack:** -2 (5)

**Commander Effect:** Kobold followers gain **Conceal 6**.

**Special Abilities:**

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

**Spells: Sorcerer Spells**

1st-[ ] magic missile (sight; 5 damage), magic weapon (touch; attack +1, ignore DR)

2nd-[ ] fireburst (each adjacent creature; 15 fire damage, can cast while adjacent to enemy; DC 14)

## Mind Flayer Telepath

#39/60; *Aberrations*; LE; rare; 38 pts

LVL 8; SPD 6; AC 15; HP 45

**Melee Attack** +8/+8 (5)

**Type:** Aberration

**Special Abilities:**

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

## Mongrelfolk

#40/60; *Aberrations*; LE; common; 3 pts

LVL 1; SPD 4; AC 13; HP 5

**Melee Attack:** +0 (5)

**Type:** Humanoid (Goblinoid, Kobold, Mongrelfolk, Orc)

**Special Abilities:**

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

## Myconid Guard

#41/60; *Aberrations*; LE; common; 9 pts

LVL 4; SPD 4; AC 12; HP 25

**Melee Attack:** +5 (5 + Pacification Spores)

**Type:** Plant

**Special Abilities:**

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

## Sahuagin Ranger

#42/60; *Aberrations*; LE; uncommon; 15 pts

LVL 4; SPD 6; AC 18; HP 35

**Melee Attack:** +10 (10 magic)

**Type:** Monstrous Humanoid

**Special Abilities:**

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

## \*Silent Wolf Goblin

#43/60; *Aberrations*; LE; common; 12 pts

LVL 3; SPD 7; AC 17; HP 20

**Melee Attack:** +3/+3 (5)

**Type:** Small Humanoid (Goblin, Goblinoid)

**Special Abilities:**

- x **Melee Sneak Attack +5**

## Skullsplitter

#44/60; *Aberrations*; LE; rare; 28 pts

**Commander 2**

LVL 4; SPD 6; AC 16; HP 40

**Melee Attack:** +9 (15)

**Type:** Humanoid (human)

**Commander Effect:** **Tyrannical Morale +4**

**Special Abilities:**

- x **Executioner's Blade** (+4 to hit and +5 damage vs creatures that are out of control or routing)

## Flesh Golem

#45/60; *Aberrations*; LE/CE; Rare; 51 pts  
LVL 9; SPD 6; AC 18; HP 80

**Melee Attack:** +10 (15)

**Type:** Large Construct

### **Special Abilities:**

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

## Carrion Tribe Barbarian

#46/60; *Aberrations*; CE; common; 12pts  
LVL 3; SPD 8; AC 10; HP 45

**Melee Attack:** +8 (10)

**Type:** Humanoid (Human)

## Choker

#47/60; *Aberrations*; CE; uncommon; 14 pts  
LVL 3; SPD 4; AC 17; HP 15

**Melee Attack:** +6 (5 + Constrict)

**Type:** Small Aberration

### **Special Abilities:**

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

## Chuul

#48/60; *Aberrations*; CE; rare; 51 pts  
LVL 11; SPD 6; AC 22; HP 95

**Melee Attack:** +12/+12 (10)

**Type:** Large Aberration

### **Special Abilities:**

- x **Blind-Fight**
- x **Immune Poison**
- x **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)
- x **Save=10** (Add 10 instead of level to saves)

## Fiendish Giant Preying Mantis

#49/60; *Aberrations*; CE; rare; 33 pts  
LVL 8; SPD F4; AC 15; HP 50

**Melee Attack:** +7/+7 (20 magic)

**Type:** Large Magical Beast

### **Special Abilities:**

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

## Gibbering Moulder

#50/60; *Aberrations*; CE; rare; 26 pts  
L4 SPD 2 AC19 HP 40

**Melee Attack:** +4/+4/+4/+4 (5)

**Type:** Aberration

### **Special Abilities:**

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

## Gnoll

#51/60; *Aberrations*; CE; common; 3 pts  
LVL 2; SPD 6; AC 15; HP 10

**Melee Attack:** +1 (10)

**Type:** Humanoid (Gnoll)

## Gnoll Skeleton

#52/60; *Aberrations*; CE; common; 5pts  
LVL 2; SPD 6; AC 17; HP 15

**Melee Attack:** +3 (5)

**Type:** Undead

### **Special Abilities:**

- x **Fearless** (always succeeds on morale saves)
- x **Immune Cold**

## Ice Troll

#53/60; *Aberrations*; CE; rare; 31 pts  
LVL 5; SPD 4; AC 21; HP 45

**Melee Attack:** +8 (20)

**Type:** Large Giant

### **Special Abilities:**

- x **Double Damage from Acid, Fire**
- x **Immune Cold**
- x **Melee Reach 2**
- x **Regeneration 5** (This creature heals 5 HP at the start of its turn)

## Mad Slasher

#54/60; *Aberrations*; CE; uncommon; 9 pts  
LVL 4; SPD 8; AC 15; HP 25

**Melee Attack:** +6 (5)

**Type:** Aberration

### **Special Abilities:**

- x **Incited** (Each round, this creature must activate before any nonincited creatures in its warband)
- x **Whirlwind Attack** (On its turn, if this creature moves no more than one square, it can make a separate melee attack against each enemy creature in a square it threatens).

## Mountain Orc

#55/60; *Aberrations*; CE; common; 12 pts  
LVL 2; SPD 8; AC 11; HP 30

**Melee Attack:** +8 (15)

**Type:** Humanoid (Orc)

**Special Abilities:**

x **Save +4**

## Ogre Zombie

#56/60; *Aberration*; CE; rare; 29 pts  
LVL 8; SPD 4; AC 15; HP 55

**Melee** +9 (20)

**Type:** Large Undead

**Special Abilities:**

x **Fearless** (Always succeeds on morale saves)

x **Inhibited** (Each round, this creature cannot activate until after all noninhibited creatures in its warband)

x **Melee Reach 2**

## Orc Sergeant

#57/60; *Aberrations*; CE; uncommon; 24 pts

**Commander 3**

LVL 3; SPD 6; AC 15; HP 30

**Melee Attack:** +7 (15)

**Type:** Humanoid (Orc)

**Commander Effect:** Orc and Goblinoid followers gain attack +2.

WARBAND BUILDING: Orcs and Goblinoids of any faction are legal in your warband.

## Taer

#58/60; *Aberrations*; CE; common; 8 pts

LVL 2; SPD 6; AC 12; HP 15

**Melee Attack:** +3 (10)

**Type:** Giant

**Special Abilities:**

x **Double Damage from Fire**

x **Immune Cold**

x **Stench** (Adjacent living creatures without Stench gain attack -2, save -2, and -2 AC)

## Yuan-Ti Abomination

#59/60; *Aberrations*; CE; rare; 48 pts

**Commander 4**

LVL 9; SPD 6; AC 21; HP 65

**Melee Attack:** +13/+7 (10 / 10 + 10 acid + poison)

**Type:** Large Monstrous Humanoid

**Commander Effect:** The DC of followers' Poison increases by 4

**Special Abilities:**

x **Blind-Fight**

x **Melee Reach 2**

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

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

**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)

## Yuan-Ti Halfblood

#60/60; *Aberrations*; CE; uncommon; 28 pts  
LVL 7; SPD 6; AC 19; HP 40

**Melee Attack:** +10/+4 (5/5 + 10 acid + Poison)

**Ranged Attack:** +9/+4 (5)

**Type:** Monstrous Humanoid

**Special Abilities:**

x **Blind-Fight**

x **Hide**

x **Poison** (5 damage when poisoned creature activates; DC14)

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

**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)

