

# D&D MINIATURES

## SET 17: *DEMONWEB* UNOFFICIAL SPOILERS

List compiled by ROBYSDC - <http://myminiaturesite.altervista.org>

### Dragonborn Paladin of Bahamut

#1/60, *Demonweb*, Rare, Good, Borderlands, 38 points

Level:8, AC:24, DEF:21, Speed:5, HP:60

#### Attack Actions

⊕ **Radiant Longsword:** +15 vs AC;10+5radiant

[] ⊕ **Bahamut's Blade:** +16 vs AC;10Damage+10 radiant Damage per dragon ally adjacent to this creature

#### Abilities

**Good - Dragon - Divine Champion 2**

\* Use when an adjacent ally would be hit by a ⊕ or ↗ attack. This creature switches positions with that ally and is hit by that attack instead.

\* Use before taking your first turn of a round. Allies attacks deal +5radiant Damage this round.

#### Special Powers

**Foe of Tiamat:** allies attacking evil Dragon targets score criticals on an attack rolls of natural 18+

**Warband Building:** your warband may include 1 non-Evil Dragon creature, regardless of Action.

### Kuyutha, Exarch of Bahamut

#2/60, *Demonweb*, Rare, Good, Borderlands 88 points

Level:15, AC:28, DEF:27, Speed:fly6, HP:95

#### Attack Actions

⊕ **Dragontalon Blade:** +21 vs AC;25 Damage

[] ↖ **Coldfire Breath:** large cone; +18 vs ref;20 cold+20 fire Damage

[] ↖ **Will of Bahamut:** burst; 5 enemies only; +18 vs Will; stunned;. Recharge when an adjacent

Dragon ally is the target of a ⊕ attack

#### Abilities

**Good - Dragon**

**Unique**

**Flight**

**Champion 3**

\* Use before you roll for initiative. If you win the init check, a dragon ally can make an immediate

⊕ attack

\* Use when a dragon ally is eliminated by an enemy. That ally can make an immediate ⊕ attack.

### Halfling Archer

#3/60, *Demonweb*, Uncommon, Good, Borderlands/Civilization 13 points

Level:4 AC:19 DEF:14, Speed:6, HP:40

#### Attack Actions

⊕ **Short Sword:** +5 vs AC;5 Damage

↗ **Shortbow** [sight] +9 vs AC:10Damage

[] ↗ **Skirmish Shot:** [nearest] move up to speed then attack,+10 vs AC; 20 Damage. Recharge when this creature hits with a range attack

#### Abilities

**Good - Halfling – Martial**

#### Special Powers

[] **Reactive shot:** immediate, when hit by a attack, make a Shortbow attack that doesn't provoke opportunity attacks.

### Mezzodemon

#4/60, *Demonweb*, Uncommon, Evil, Borderlands, 42 points

Level:11, AC:27, DEF:23, Speed:6, HP:70

#### Attack Actions

⊕ **Trident:** +18 vs AC, 15 Damage

[] ↖ **Poison Cloud:** [burst2] +16 vs Fort; 20 poison Damage; hit or miss, adjacent creatures take ongoing 10poison Damage(save ends); Recharge when first bloodied

#### Abilities

**Evil - Demon - Resist:10 Poison**

#### Special Powers

[] **Skewering Tines:** Followup after a ⊕ attack; immobilized(save ends); Recharge if no immobilized enemy is adjacent at end of this creature's turn.

### Grinning Imp

#5/60, *Demonweb*, Uncommon, Evil,  
Borderlands/Civilization, 9 points  
Level:3, AC:18, DEF:15, Speed:fly 6, HP:25

#### Attack Actions

⊕ **Bite:** +8 vs AC; 10 Damage

✂ [] **Hellish Poison Sting:** +8 vs AC; 15 Damage  
AND ongoing 10 poison Damage(save ends) AND  
-2 DEF.Recharge when hit by an attack.

#### Abilities

Evil

Devil

Flight

#### Special Powers

[] **Vanish:** Replace attack Action; This creature is  
invisible until end of its turn or until it attacks.

#### Infernal Armor

#6/60, *Demonweb*, Common, Evil,  
Borderlands/CivilizationI, 7points  
Level:3, AC:15, DEF:19, Speed:5, HP:30

#### Attack Actions

⊕ **Short Sword:** +10 vs AC; 10 Damage

⚔ **Gambit:** +14 vs AC; provokes opportunity  
attacks,20 Damage

#### Abilities

Evil

Devil

#### Special Powers

**Opening Move:** +4 Speed on this creatures first  
turn of the battle.

**Sacrificial Lamb:** When this creature is  
eliminated by an enemy, an adjacent ally  
immediately heals 15 HP

### Rakshasa Assassin

#7/60, *Demonweb*, Rare, Evil,  
Borderlands/CivilizationI, 43 points  
Level:11, AC:25, DEF:23, Speed:7, HP:70

#### Attack Actions

⊕ **Short Sword:** +16vs AC; 10 Damage

⚔ **Double Strike:** (2 different targets) +14 vs AC.  
each 10 Damage

[] ✂ **Phantom Distraction:** range:5; +14 vs Will;  
Dazed

#### Abilities

Evil

Rakshasa

**Vulnerable:10 Radiant**

#### Special Powers

[] **Shadow form:** Use on this creatures turn. This  
creature has phasing until end of its turn.

**Sneak Attack 15:** +15 Damage whenever this  
creature has combat advantage against target

### Tiefling Cleric of Asmodeus

#8/60, *Demonweb*, Uncommon, Evil,  
Borderlands/CivilizationI, 26 points  
Level:7, AC:21, DEF:18, Seed:6, HP:50

#### Attack Actions

⊕ **Mace:** +14 vs AC: 10+5 necrotic damage

✂ **Lance of Oblivion:** [range5] +12 vs REF:10  
necro Damage and Dazed

✳ **Seal of the Damned:** [Radius 2 within sight]  
+12 vs Will;20 necro Damage. Hit or miss,  
Undead allies in area instead heal 10HP.  
Recharge when a good creature is eliminated.

#### Abilities

Evil

Tiefling

Divine

+4Will

#### Special Powers

[] **Baleful Sanctuary:** Replace attack Action:  
Choose 1 ally within sight: the next time that ally is  
attacked the attacker takes 10Damage.Recharge  
when that ally is eliminated.

### Vicious Beared Devil

#9/60, *Demonweb*, Rare, Evil,  
Borderlands/CivilizationI, 57 points  
Level:13, AC:29, DEF:25, Speed:6, HP:80

#### Attack Actions

⊕ **Glaive:** +20 vs AC; 15Damage AND ongoing 5  
poison (save ends)

#### Abilities

Evil

Devil

Reach:2

**Devilish Teamwork:** Adjacent allies have +2AC

#### Special Powers

**Battle Frenzy:** +2atk/+10 Damage while bloodied

**Grasping Beard:** Adjacent enemies that move  
away from this creature take 5 Damage.

### Deathgrasp Sarcophagus

10/60, *Demonweb*, Uncommon, Evil,  
Borderlands/Underdark, 31 points  
Level:10, AC:26, DEF:20, Speed:0, HP:65

#### Attack Actions

Ⓢ [] **Claws of the Hungry Dead:** +15 vs Ref: 10  
Damage And Entombed. Recharge if no creature  
is entombed.

#### Abilities

Evil

Demon

Construct

+4Will

Reach: 4

Immune: Poison, Necrotic

#### Special Powers

**Entombed:** remove affected target from the battle  
map. When that target Activates, the only Action it  
can take is to make a Ⓢ against this creature. If  
this creature is eliminated, place the Entombed  
target in the square this creature occupied.

**Shadow Teleport:** Replace move Action: Place  
this creature in an occupied victory area.

### Drow Adventurer

#11/60, *Demonweb*, Uncommon, Evil,  
Borderlands/Underdark, 22 points  
Level:7, AC:22, DEF:19, Speed:7, HP:45

#### Attack Actions

Ⓢ **Fangblade:** +14 vs AC;10 Damage AND  
ongoing 5 poison (save ends)

↘ **Shuriken:** [range 10,nearest] +14 vs AC; 5  
Damage AND ongoing 5 poison Damage (save  
ends)

#### Abilities

Evil

Drow

#### Special Powers

**Mobile Melee Attack:** immediate, after resolving  
this creatures Ⓢ,shift.

[] **Parry:** can't be used while bloodied; immediate,  
when a Ⓢ would hit this creature that attack  
misses instead.

[] **Sleep Poison:** followup after any attack:+12 vs  
Fort; Helpless.

### Drow Demonbinder

#12/60, *Demonweb*, Rare, Evil,  
Borderlands/Underdark, 34 points  
Level:10, AC:21, DEF:19, Speed:7, HP:50

#### Attack Actions

Ⓢ **Acid Touch:** +15 vs Ref;10 ACid Damage

↘ **Acid Blast:** sight; +15 vs ref;10 ACid Damage  
AND Dazed

[] Ⓢ **Arms of the Marilith:** +6 attacks,+17 vs AC  
each, 5 Damage each. Recharge when this  
creature takes 20 or more Damage from an attack

#### Abilities

Evil

Drow

Demon

#### Special Powers

[] **Wings of the Vrock:** +2 Speed and Flight this  
turn. Recharge when first bloodied.

**Eldritch Support:** Immediate, when a Demon ally  
makes an opportunity attack against an enemy in  
line of sight to this creature; Acid Balst against  
that enemy.

### Lolthbound Goblin

#13/60, *Demonweb*, Common, Evil,  
Brderlands/Underdark, 8 points  
Level:3, AC:18, DEF:14, Speed:6, HP:30

#### Attack Actions

Ⓢ **War Pick:** +10 vs AC;10 Damage

[] ↙ **Lolthbound Shriek:** (large cone) +8 vs  
DEF (Fort); 10 thunder Damage, Drow and  
Goblins immune

#### Abilities

Goblin

**Drow Follower:** +2AC/DEF while a Drow ally is  
within 5 Squares

#### Special Powers

**Venomous Thirst:** +5 Damage against targets  
taking ongoing Damage.

### Runespiral Demon

#14/60, *Demonweb*, Common, Evil,  
Borderlands/Underdark, 16 points  
Level:5, AC:19, DEF:17, Speed:7, HP:40

#### Attack Actions

Ⓢ **Bite:** +10 vs AC;10 Damage

↙ **Arcane Arc:** (all creatures in unblocked line  
between this creature and 1 Arcane creature  
within 6) +8 vs REF:10 lightning Damage

#### Abilities

Evil

Demon

Arcane

#### Resist 10:Lightning

**Defensive Mobility:** +5 AC vs OA while moving.

#### Special Powers

**Lightning Speed:** whenever it damages an  
enemy this creature has +3Speed until end of its  
next turn.

### Shardsoul Slayer

#15/60, *Demonweb*, Uncommon, Evil,  
Borderlands/Underdark, 15 points  
Level:5, AC:21, DEF:17, Speed:6, HP:40

#### Attack Actions

⊕ **Slam:** +12 vs AC; 10 Damage

#### Abilities

Evil

Construct

Shardsoul

Immune: Poison

Special Powers

**Death's Release:** immediate, when this creature is eliminated: nearest ally has +2 attack/+10 Damage until end of its next turn. If that ally is a Shardsoul, it can also make an immediate ⊕ attack

↖ **Disorienting Aura:** burst 1; USE at end of this creatures turn. +10 vs Will; confused

**Powerful Charge +10**

### Solamith

#16/60, *Demonweb*, Rare, Evil,  
Borderlands/Underdark, 58 points  
Level:12, AC:24, DEF:20, Speed:7, HP:80

#### Attack Actions

⊕ **Claw:** +19 vs AC;10 Damage

✦ **Soulfire:** radius 1; +17 vs ref:15 Damage +15 fire Damage. Hit or miss this creature takes 5 Damage. It can take 10 extra Damage to increase the radius to 3

#### Abilities

Evil

Demon

+6Fort

Resist:10 fire

Reach:2

Special Powers

⊔ ↖ **Soulfire Retort:** small cone; Immediate. when this creature takes Damage from an enemies attack;+18 vs Ref; 15+15 fire Damage.

### Soulrider Devil

#17/60, *Demonweb*, Uncommon, Evil,  
Borderlands/Underdark, 34points  
Level:9, AC:21, DEF:18, Speed:7, HP:45

#### Attack Actions

⊕ **Longsword:** +15 vs AC; 10 Damage

⊔ ✦ **Acid Flame:** (radius 2 within sight) + 14 vs DEF (Ref); 15 fire damage AND ongoing 10 ACid damage (save ends), 10 fire only on miss

⊔ ↖ **Black Chill Blast:** (large cone) + 14 v DEF (Ref); 15 cold + 10 necrotic Damage, 10 Necrotic only on miss

#### Abilities

Evil

Devil

+4 DEF (Ref)

Special Powers

**Arcane Sacrifice:** Replaces move Action: This creature takes 10 damage to recharge one of its attack Actions.

### Deathlock Wight

#18/60, *Demonweb*, Common, Evil,  
Civilization/Underdark, 14 points  
Level:4, AC:18, DEF:16, Speed:6, HP:35

#### Attack Actions

⊕ **Claw:** +7 vs Fort; 5 necrotic Damage and this creature heals 5 HP

✦ **Grave Bolt:** [sight] +7 vs REF:10 necrotic Damage AND immobilized

✦ **Horrific Visage:** [range 10] +7 vs Will: target that ends its next turn within 3 squares of this creature is stunned.

#### Abilities

Evil

Undead

Immune: poison

Vulnerable 10: radiant

Special Powers

⊔ **Reanimate:** immediate when an Undead ally of level 5 or lowers would be reduced to 0HP, that ally instead remains in play with 10 HP.

### **Draegloth Favored One**

#19/60, *Demonweb*, Rare, Evil,  
Civilization/Underdark, 41 points  
Level:11, AC:25, DEF:23, Speed:6, HP:65

#### **Attack Actions**

⊕ **Flaying Rod:** +18 vs AC;15 Damage.stunned on critical

↘ **Profane Agony:** [range 6] +16 vs Fort;10 necrotic Damage AND staggered

✱ **Unholy Blight:** [radius 5 within sight] +16 vs Ref; 20 necrotic Damage AND staggered. Recharge when first bloodied.

#### **Abilities**

**Evil**

**Drow**

**Demon**

**Divine**

**Reach: 2**

#### **Special Powers**

☐☐ **Burning Sting:** immediate when this creature takes Damage from an attack; the attacker takes your choice of ongoing 10 fire Damage or ongoing 10 Acid Damage (save ends)

### **Drow Assassin**

#20/60, *Demonweb*, Common, Evil,  
Civilization/Underdark, 7points  
Level:2, AC:18, DEF:16, Speed:7, HP:20

#### **Attack Actions**

⊕ **Short Sword:** +6 vs AC;10 Damage

↘ **Crossbow:** [nearest] +7 vs AC;10Damage

☐ ↘ **Sniper's Fang:** [sight] +9 vs AC;5Damage AND ongoing 5 poison Damage(save ends).Recharge at end of turn if this creature doesn't attack on its turn.

#### **Abilities**

**Evil**

**Drow**

**Stealth**

**Hide:** if this creature has ranged cover other than from intervening creatures against a non-adjacent enemy, it is invisible to that enemy

#### **Special Powers**

**Sneak attack +5:** +5 Damage whenever this creature has combat advantage against target

### **Shadow Flayer**

#21/60, *Demonweb*, Rare, Evil,  
Civilization/Underdark, 40 points  
Level:12, AC:25, DEF:25, Speed:8, HP:55

#### **Attack Actions**

⊕ **Longspear:** +16 vs AC;15 Damage AND ongoing 5 poison Damage (save ends)

☐ ↙ **Mind Blast:** large cone +15 vs Will 15 psychic Damage AND stunned. Recharge when this creature uses Shadowcloak.

#### **Abilities**

**Evil**

**Mind Flayer**

**Stealth**

**+4Will**

**Reach:2**

#### **Special Powers**

☐ **Shadowcloak:** Use at start of this creatures turn; this creature becomes invisible until start of its next turn. Recharge when first bloodied.

**Sneak Attack +10:** (melee only) +10 Damage whenever this creature has combat advantage against target

### **Spiderbound Drow Warrior**

#22/60, *Demonweb*, Uncommon, Evil,  
Civilization/Underdark, 29 points  
Level:9, AC:24, DEF:21, Speed:6, HP:60

⊕ **Longsword:** +15 vs AC;15 Damage

#### **Abilities**

**Evil**

**Drow**

**Martial**

#### **Special Powers**

**Spiderbind:** use only while bloodied, Replace move Action: adjacent enemies are immobilized.

† **Spiderbound Shield:** Replace attack Action: this creature has -4 AC until end of its next turn AND 1 adjacent enemy gains ongoing 5 poison Damage (save ends)

### Thoon Hulk

#23/60, *Demonweb*, Rare, Evil,  
Civilizational/Underdark, 69 points  
Level:14, AC:26, DEF:23, Speed:5, HP:100

#### Attack Actions

⊕ **Arm Axe:** +17 vs. AC: 30 damage

#### Abilities

Evil

Mind Flayer

+4 DEF(fort)

Immune stun

Resist 5 poison

Reach 2

#### Special Powers

**Attack Overdrive:** use at the start of this creature's turn, this creature takes 15 damage to gain +4 Attack until the end of its turn.

**Defensive Overdrive:** Immediate, when damaged by a melee attack this creature takes 10 extra damage to make a Basic attack.

**Radiate Quintessence:** While this creature is Bloodied, adjacent non-mindflayer creatures take 5 damage at the start of this creature's turn.

### Black Dragon Lurker

#24/60, *Demonweb*, Rare, Evil, Underdark  
32 points  
Level:4, AC:22, DEF:20, Speed: fly 7, HP:50

#### Attack Actions

⊕ **Bite:** +12 vs AC;10 Damage

☞ **Corrosive breath:** [large cone] +10vs REF;30 Acid Damage,15 Acid Damage on a miss. Recharge when first bloodied.

#### Abilities

Evil

Dragon

Flight

Resist 5:acid

Reach:2

#### Special Powers

**Darkness:** Replace attack Action. This creature recharges Corrosive Breath and cannot be targeted by ☞ until end of its next turn.

#### Champion 2

\* Use at start of round. Spend 10VP; Until end of round, all acid Damage is increased by +15

\* use before taking your first turn of a round. The player whose warband eliminates more enemies than any other this round scores +10VP.

### Concord Illithid

#25/60, *Demonweb*, Rare, Evil, Underdark  
72 points

Level:14, AC:25, DEF:25, Speed:6, HP:85

#### Attack Actions

⊕ **Tentacles:** +19 vs AC: 15 Damage AND immobilized

☞ **Mind Blast:** +17 vs WILL; 20 psychic Damage AND stunned; 10 Psychic only on a miss. Recharge when an ally destroys an enemy.

#### Abilities

Evil

Mind Flayer

Psionic - Mastermind

+4Will

#### Special Powers

☞ **Dominate:** followup after Mind Blast: Stunned target is instead Dominated.

#### Champion 2

\* use when an enemy is eliminated. That enemy immediately makes a ⊕ attack against target of your choice adjacent to it (ally or enemy)

\* Use when a creature makes an attack against WILL. Allies get +5 WILL against that attack.

### Phaseweb Spider

#26/60, *Demonweb*, Uncommon, Evil, Underdark  
38 points

Level:10, AC:26, DEF:24, Speed:7, HP:75

#### Attack Actions

⊕ **Bite:** +15vs Fort: 10 Damage AND ongoing 10 poison Damage (save ends)

☞ **Phase Web:** small cone +15 vs REF: 5 Damage AND immobilized (save ends). When a creature succeeds on its save against this effect, place it up to 4 squares away from its current location (your choice) Recharge when first bloodied.

#### Abilities

Evil

Demon

Spider - Phasing

Reach: 2

#### Special Powers

☞ **Join the Fray:** Replace move Action: place this creature adjacent to an Evil, Demon, Spider Ally in line of sight.

**Shifting Realities:** Whenever this creature hits

with a ⊕ attack it can shift 1 square or slide target 1 square.

### Skull Lord

#27/60, *Demonweb*, Rare, Evil, Underdark  
41 points

Level:9, AC:23, DEF:22, Speed:5, HP:60

#### Attack Actions

⊕ **Bone Staff:** +16 vs AC; 10 Damage +5 cold Damage

✂ **Osseous Call:** sight +14 vs Fort; 10 necro Damage AND this creature or an undead ally within 5 squares of it heals 10HP

#### Abilities

Evil

Undead

Resist 10: Cold/Necro

Shattered Skull: -4 ✂ while bloodied.

#### Champion 3

**Warband Building:** All evil undead creatures are legal in you warband

\* use when an Undead ally would be reduced to 0 HP. Transfer 20HP from another Undead ally to that ally.

\* Use when any creature takes cold/necro Damage. That creature takes an extra 10 Damage of the same type.

### Gnoll Demon Adept

#28/60, *Demonweb*, Uncommon, Evil, Wilds  
33 points

Level:8, AC:20, DEF:18, Speed:7, HP:65

#### Attack Actions

⊕ **Flail:** +11 vs AC; 25 Damage

#### Abilities

Evil

Gnoll

Demon

#### Special Powers

**Pack Attack:** +10 Damage with a † attacks while 2 or more allies are adjacent to target.

#### Champion 2

**Warband Building:** Your warband can include 1 Demon creature that doesn't match this champion's Action

\* Use at start of round. Demon or Gnoll allies have +1 attack this round (+2 attack if this Champion is bloodied)

\* Use when an enemy becomes Bloodied by this Champion. All Demon and Gnoll deal +10 Damage against that enemy until end of this Champion's next turn.

### Yuan-Ti Malison Incanter

#29/60, *Demonweb*, Rare, Evil, Wilds  
51 points

Level:12, AC:24, DEF:22, Speed:7, HP:55

#### Attack Actions

⊕ **Baneflame Staff:** +15 vs DEF (Ref); 10 fire Damage AND ongoing 10 poison Damage (save ends)

✂ **Mindwarp:** (sight) +17 vs DEF (Will); 10 psychic Damage

[] ✂ **Dominate:** (nearest) +15 vs DEF (Will); Dominated

#### Abilities

Evil

Yuan-Ti

Arcane

Resist 15 Poison

#### Special Powers

**Zehir's Tactics:** Allies deal +10 Damage to Enemies adjacent to this creature

### Ogre Pulverizer

#30/60, *Demonweb*, Uncommon, Unaligned  
Borderlands, 27 points

Level:8, AC:20, DEF:15, Speed:8, HP:75

#### Attack Actions

⊕ **Tree:** +11 vs AC; 25 Damage

[] † **Angry Smash:** Use only when bloodied +13 vs AC; 35 Damage

#### Abilities

Ogre

+4 Fort

Reach: 2

#### Special Powers

**Big Dumb Friend:** An adjacent ally can redirect a † attack against it to this creature.

### Stormrage Blue Dragon

#31/60, Demonweb, Rare, Unaligned  
Borderlands, 65 points  
Level:13, AC:27, DEF:26, Speed:Fly8, HP:85

#### Attack Actions

⊕ **Gore:** +18 vs AC; 15 +10 lightning  
[] ⚡ **Lighting Breath:** line 10+16 vs REF;25 lightning Damage, 10 lightning Damage on miss. Recharge when first bloodied.

✳️ **Lightning Burst:** radius 1 sight, +16vs REF;20 lightning Damage

#### Abilities

#### Dragon

**Resist 30: Lightning**

#### Special Powers

[] **Clear the Way:** immediate; after this creatures ⊕ attack hits; push up to 2 squares AND make another ⊕ attack against a different target.

#### Champion 2

\* Use before a creature in your warband makes a † attack against a bloodied enemy: +20 Damage with that attack.  
\* use before a creature in your warband makes a ⚡ attack. For every enemy destroyed by that attack, score +5VP

### Bugbear Strangler

#32/60, Demonweb, Uncommon, Unaligned  
Borderlands/Civilization, 19 points  
Level:6, AC:22, DEF:20, Speed:7, HP:45

#### Attack Actions

⊕ **Morningstar:** +11 vs AC:10 Damage  
† **Strangling Grasp:** +11 vs REF: 10 Damage and Immobilized

#### Abilities

#### Bugbear

#### Special Powers

[] **Body Shield:** Redirect a † or a ↘ attack against this creature to an adjacent immobilized enemy other than the attacker. Recharge: when this creature hits with strangling grasp

**Sneak Attack +15:** +15 Damage whenever this creature has combat advantage against target

### Bugbear Warrior

#33/60, Demonweb, Uncommon, Unaligned  
Borderlands/Civilization, 17 points  
Level:5, AC:18, DEF:15, Speed:6, HP:50

#### Attack Actions

⊕ **Morningstar:** +8 vs AC, 10 Damage  
[] † **Big Swing:** 2 targets adjacent to each other; +8 vs AC; 15 Damage each

#### Abilities

#### Bugbear

#### Martial

#### Special Powers

**Sneak attack +10:** +10 Damage whenever this creature has combat advantage against target

### Human Bandit

#34/60, Demonweb, Common, Unaligned  
Borderlands/Civilization, 5 points  
Level:2, AC:16, DEF:14, Speed:6, HP:25

#### Attack Actions

⊕ **Mace:** +7 vs AC; 5 Damage  
↘ **Thrown Dagger:** range 4, +7 vs AC; 5 Damage

[] † **Footpad's Attack:** +8 vs AC; 15 Damage. Recharge when this creature ends its turn in a victory area.

#### Abilities

#### Human

#### Martial

#### Special Powers

**Sneak Attack +5:** +5 Damage whenever this creature has combat advantage against target

### Spiretop Drake

#35/60, Demonweb, Uncommon, Unaligned  
Borderlands/Civilization, 7 points  
Level:1, AC:16, DEF:13, Speed:Fly8, HP:20

#### Attack Actions

⊕ **Bite:** +6 vs AC; 5 Damage

#### Abilities

#### Dragon

#### Flight

**Loyal Follower:** +5 AC against opportunity attacks while an Active Dragon Champion is in the warband.

#### Special Powers

**High Perch:** If this creature ends its turn adjacent to a wall, it can't be targeted by † attacks until start of its next turn.

**Mobile Melee Attack:** Immediate; after resolving this creatures † attack; Shift



### Scythejaw

#36/60, *Demonweb*, Uncommon, Unaligned  
Borderlands/Underdark 27points  
Level:9, AC:25, DEF:22, Speed:4, HP:65

#### Attack Actions

⊕ **Iron Jaws:** +14 vs AC; 15 Damage

#### Abilities

#### Construct

#### Immune Poison

#### Wandering Monster

#### Special Powers

⌋ **Clampdown:** Followup a ⊕ attack. Immobilize (save ends). Recharge if no immobilized enemy is adjacent at end of this creatures turn.

**Sneak Attack+10:** +10 Damage whenever this creature has combat advantage against target

**Viscous jaw:** This creature gains combat advantage against immobilized targets

### Autumn Wind Ranger

#37/60, *Demoweb*, Rare, Unaligned  
Borderlands/wild, 33 points  
Level:9, AC:23, DEF:19, Speed:7, HP:55

#### Attack Actions

⊕ **Sylvan Longsod:** +14 vs AC; 10 Damage; +5 Damage when adjacent to Wild Ally

↘ **Longbow:** sight; +14 vs AC; 10 Damage

⌋ ↘ **Ricochet Shot:** (nearest) +15 vs AC; 15 Damage And make this attack against an enemy within line of sight of the first target(max 1 turn) Recharge: when this creature hits with a ⊕ attack

#### Abilities

#### Elf

#### Martial

#### Special Powers

**Not So Close:** Immediate when an enemy misses

this creature with a ⊕ attack; Shift 1 square and make a longbow attack against the attacker

**Skirmish 10:** +10 Damage this turn if this creature moved at least 2 squares from where it started before attacking

### Blood Slaad

#38/60, *Demonweb*, Rare, Unaligned  
Borderlands/Wilds, 32 points  
Level:10, AC:23, DEF:21, Speed:8, HP:60

#### Attack Actions

⊕ **Claw:** +15 vs AC;10Damage

⌋ ↖ **Horrid Croak:** (large cone); +13 vs Will; 10 Damage AND Dazed

#### Abilities

#### Slaad

#### Chaos

#### Special Powers

**Leaping Pounce:** flight while charging

**Chaos Storm:** on any round in which your initiative roll is natural 6-10; this creature recharges Horrid Croak AND all Slaad allies have +2 Speed until end of round.

**Sneak attack+10:** +10 Damage whenever this creature has combat advantage against target

### Brutal Ogre Warhulk

#39/60, *Demonweb*, Rare, Unaligned  
Borderlands/Wilds, 53 points  
Level:11, AC:25, DEF:23, Speed:6, HP:95

#### Attack Actions

⊕ **Heavil Flail:** +14 vs AC; 25 Damage

⌋ ⊕ **Flail Hurricane:** make a single attack against each target within reach, +15 vs AC; 25 Damage AND push 1 Square. Recharge when damaged by a medium or smaller creature.

#### Abilities

#### Ogre

#### +4Fort

#### Reach:2

#### Special Powers

**Ignore Puny Ones:** Can move through medium or smaller enemies.

### Curse Slaad

#40/60, *Demonweb*, Rare, Unaligned  
Borderlands/Wilds, 55 points  
Level:14, AC 27, DEF 25, Speed 7, HP 80

#### Attack Actions

⊕ **Claw:** +18 vs AC; 15 damage

☐ ↗ **Chaos curse:** (range 5)+16 vs DEF(will); 15 damage and target must roll twice for attacks and saves, taking the lower result (save ends)  
Recharge when an enemy is eliminated

#### Abilities

**slaad - chaos**

**+4 DEF(will)**

**Reach 2**

#### Special powers

**Chaos storm:** On any round in which your initiative roll is natural 16-20, this creature recharges chaos curse AND all enemies have -2 speed (min 1) until end of round

**Chaos warp:** Use at start of this creatures turn: Choose a target and roll 1d20, 1-5 opponent may slide target 1 square; 6-10 pull 1 square; 11-15: slide 1 square; 16-20 Push 1 square

### Cyclops Hewer

#41/60, *Demonweb*, Rare, Unaligned  
Borderlands/Wilds, 54 points  
Level:13, AC:26, DEF:23, Speed:7, HP:80

#### Attack Actions

⊕ **Battleaxe:** +18 vs AC; 20 Damage

☐ ↙ **Wide Swing:** (small cone) +18 vs AC; 20 Damage. Recharge when first bloodied.

#### Abilities

**Cyclops - Fomorian**

**+4Will**

**Blindsight**

**Reach:2**

#### Special Powers

**Evil Eye:** When this creature Activate, choose a target enemy. Until start of this creatures next turn, whenever the target misses with a ⊕ attack, this creature can make an immediate ⊕ attack against that target if within reach.

### Etin Spirit Talker

#42/60, *Demonweb*, Rare, Unaligned  
Borderlands/Wilds, 79 points  
Level:12, AC:26, DEF:24, Speed:4, HP:75

#### Attack Actions

⊕ **Club:** +17 vs AC; 20 Damage

↗ **Curse of Shattered Bone:** (sight) +17 vs Will; target takes +20Damage the next time it is hit by a ⊕ attack

☐ ↙ **Spirit Call:** (burst 2) +17 vs Fort; 20 necrotic Damage AND 10 extra Damage if target moves on its next turn. Recharge as an Activation.

#### Abilities

**Primal**

**Reach:2**

#### Special Powers

**Multi-Activation 2:** Activates twice per round.

### Minotaur Warrior

#43/60, *Demonweb*, Rare, Unaligned  
Borderlands/Wilds, 36 points  
Level:10, AC:26, DEF:22, Speed:5, HP:65

#### Attack Actions

⊕ **Battleaxe:** +17vs AC; 15 Damage

☐ ⊕ **Wild Swing:** (up to 2 enemies)+18 vs AC; 30 Damage;hit or miss this creature has -4 AC until end of its next turn. Recharge when first bloodied.

#### Abilities

**Minotaur**

#### Special Powers

**Goring Charge:** on a charge +10 Damage AND target is immobilized.

**Ferocity:** immediate when destroyed make a ⊕ attack

### Sharn Redcloak

#44/60, *Demonweb*, Common, Unaligned  
Civilization, 9 points  
Level:2, AC:18, DEF:14, Speed:6, HP:25

#### Attack Actions

⊕ **Longsword:** +7 vs AC; 10 Damage

↗ **Longbow:** (sight); +6 vs AC; 10 Damage

#### Abilities

**Human – Martial**

#### Special Powers

**Follow Orders:** add you warbands highest

Champion rating to this creatures ⊕ attack rolls

**Pincer Attack:** Each ally flanking with this creature deals +10 Damage against flanked target.

### Warforged battle Captain

#45/60, Demonweb, Uncommon, Unaligned Civilization, 20 points

Level:6, AC:22, DEF:18, Speed:6, HP:45

#### Attack Actions

⊕ **Glaive:** +13 vs AC; 15 Damage

#### Abilities

#### Warforged

#### Constructed

#### Martial

#### Immune: Poison

#### Reach:2

#### Special Powers

**Iron Charge:** Use after hitting with a charge attack. An ally can immediately make a charge attack.

#### Champion 1

\* use at start of this creatures turn. Allies have +2 attack this round.

\* use when an ally would be hit by an opportunity attack. That attack misses instead.

### Corruption Corpse

#46/60, Demonweb, Uncommon, Unaligned Civilization/Underdark, 11 points

Level:4, AC:16, DEF:14, Speed:4, HP:25

#### Attack Actions

⊕ **Slam:** +8 vs AC; 10 Damage

✂ **Mote of Corruption:** (range 10): +9 vs DEF (Fort) 10 necrotic Damage AND Enervated

#### Abilities

#### Undead

#### Immune Poison

#### Resist 10 Necrotic

#### Vulnerable 10 Radiant

#### Special Powers

**Grave Stink:** Each living creature that Activates while adjacent to this creature is slowed and has -2 Attack.

### Hobgoblin Warcaster

#47/60, Demonweb, Common, Unaligned Civilization/Underdark, 10 points

Level:3, AC:15, DEF:13, Speed:6, HP:30

#### Attack Actions

⊕ **Staff:** +10 vs AC: 5 Damage

✂ **Force Dart:** (range 6) +9 vs REF:10 Damage, ignore insubstantial

✂ **Force Slide:** (range 6) +9 vs FORT; slide 3 squares

⌚ **Dragonfire Blast:** (small cone) +9 vs REF;10 fire Damage AND ongoing 5 fire Damage (save ends).Recharge when first bloodied.

#### Abilities

#### Hobgoblin - War

#### Arcane

#### +4Will

### Guard Drake

#48/60, Demonweb, Common, Unaligned Civilization/Wild, 6 points

Level:2, AC:14, DEF:12, Speed:6, HP:30

#### Attack Actions

⊕ **Bite:** +5 vs AC;15Damage

#### Abilities

#### Dragon

**Immune to fear:** only while bloodied

#### Special Powers

**Loyal Guardian:** +5Damage while an allied champion is within 2 squares.

### Quickling Runner

#49/60, Demonweb, Uncommon, Unaligned Civilization/Wilds, 34 points

Level:9, AC:24, DEF:19, Speed:9, HP:50

#### Attack Actions

⊕ **Short Sword:** +14 vs AC;15 Damage

⌚ **A Thousand Cuts:** make 3 ⊕ attacks against 1 targets. Recharge when first bloodied

⌚ **Spring Attack:** this creature moves up to its speed and makes a ⊕ attack at any time during its move. Recharge when no enemy is adjacent at start of this creatures turn

#### Abilities

#### Fey

#### +4(ref)

**Quick Step 4:** can shift up to 4 squares

### Kruthik Hive Lord

#50/60, Demonweb, Uncommon, Unaligned Underdark, 38 points

Level:6, AC:22, DEF:20, Speed:6, HP:65

#### Attack Actions

⊕ **Claw:** +13 vs AC:15 Damage

⌚ **Putrid Blast:** large cone +11 vs Fort; 15 Damage AND -2 attacks (save ends), 5 Damage only on a miss. Recharge when a beast ally eliminates a creature.

#### Abilities

#### Beast

#### Kruthik

#### Special Powers

**Gnashing Horde:**10 Damage to each enemy that ends its turn adjacent

**Sneak attack +10:** +10 Damage whenever this creature has combat advantage against target

#### Champion 2

\* Use at start of round. Each enemy that ends its turn adjacent to a beast ally this round takes 10 Damage

\* Use at end of this creatures or a Beast allies turn. Creatures adjacent to the creature that just Activated can't shift this round

### Troglodyte Brute

#51/60, *Demonweb*, Common, Unaligned Underdark, 20 points

Level:7, AC:19, DEF:15, Speed:5, HP:60

#### Attack Actions

⊕ **Claws:** +10 vs AC; 20 Damage

† **Bite:** +14 vs AC;10 Damage

☐ † **Tooth and Claw:** (bloodied target only) Make a Bite and a ⊕ attack against that target.

#### Abilities

#### Troglodyte

+4Fort

#### Special Powers

**Stench:** Adjacent living creatures have -2 attack; Troglodytes immune

### Troglodyte Curse Chanter

#52/60, *Demonweb*, Uncommon, Unaligned Underdark, 24 points

Level:8, AC:22, DEF:21, Speed:5, HP:55

#### Attack Actions

⊕ **Staff:** +15 vs AC:15Damage

✂ **Caverne Curse:** (range 5,target effected by stench) +13 vs Fort; ongoing 15 necrotic Damage(save ends; no save while affected by stench)

✂ **Sickening Ray:** (range 10) +13vs Fort 10 Damage AND -2 attack until end of round.

#### Abilities

#### Troglodyte

+4REF

#### Special Powers

**Stench:** Adjacent living creatures have -2 attacks; Troglodytes immune

### Crazed Kuo-Toa

#53/60, *Demonweb*, Common, Unaligned Underdark/wild, 13 points

Level:5, AC:19, DEF:16, Speed:5, HP:40

#### Attack Actions

⊕ **Spear:** +10 vs AC; 10 Damage

☐ † **Bloodbath:** +10 vs AC; 20 Damage.Recharge when missed by an attack.

#### Abilities

#### Kuo-Toa

#### Rage

+4Will

#### Special Powers

**Death Rage:** +2 attacks +5 and Damage while bloodied

**Slick Maneuver:** Replace move Action, only while adjacent to an enemy: shift to another square adjacent to that enemy.

### Deathcap

#54/60, *Demonweb*, Uncommon, Unaligned Underdark/Wilds, 13 points

Level:3, AC:14, DEF:12, Speed:0, HP:40

#### Attack Actions

↩ **Cloud of Spores:** (burst 3) +8 sv FORT; 10 poison Damage

#### Abilities

**Object:** doesn't score VP for occupying victory areas: immune to attacks against (Will)

**Battlefield Terrain:** Sets up in a victory area instead of your start area.

**Stationary:** Cant move; not subject to effects that force movement

#### Special Powers

**Flourishing Fungus:** At end of each round; while this creature is in one of your victory areas, score +5 VP if a Drow ally is also in that victory area.

**Potent Poison:** While this creature is in an Opponents victory area, an attack within 5 squares that deals poison Damage deals +5 poison Damage.

### Kruthik Adult

#55/60, *Demonweb*, Common, Unaligned Underdark/Wilds, 21 points

Level:6, AC:18, DEF:16, Speed:6, HP:55

#### Attack Actions

⊕ **Claw:** +9 vs AC:10 Damage

☐ ✂ **Toxic Spikes:** range 5, 2 Targets: +8 vs FORT, each; ongoing 5 poison Damage (save ends) AND slowed.

#### Abilities

#### Beast

#### Kruthik

#### Special Powers

**Gnashing Horde:** 5 Damage to each enemy that ends its turn adjacent.

**Sneak attack +10:** +10 Damage whenever this creature has combat advantage against target

**Surrounding Spikes:** This creature gains combat advantage with † attacks against any target adjacent to at least 2 Kruthik creatures.

### Stirge Drone

#56/60, *Demonweb*, Uncommon, Unaligned Underdark/Wilds, 6 points

Level:1, AC:17, DEF:14, Speed:fly6, HP:20

#### Attack Actions

⊕ **Blood Drain:** +6 vs Fort; 10 Damage AND -2 attack

#### Abilities

#### Stirge

#### Flight

**Special Powers:** Attach: Replace attack Action; Eliminate this creature. An adjacent living creature takes ongoing 10 Damage(save ends)

### Web Golem

#57/60, *Demonweb*, Rare, Unaligned  
Underdark/Wilds, 30 points  
Level:9, AC:23, DEF:21, Speed:6, HP:60

#### Attack Actions

⊕ **Stinging Claw:** +12 vs FORT; 10 Damage  
AND ongoing 5 poison Damage (save ends)  
[] ← **Web Spray:** (small cone); +13 vs REF;  
Immobilized (save ends); slowed (save ends) on a  
miss. Recharge when first bloodied.

#### Abilities

##### Construct

immune: **Poison**

Reach:2

Vulnerable 10 fire

Inexorable: can move through enemies

#### Special Powers

**Entrap Attacker:** immediate, when missed by a ⊕  
attack; attacker immobilized (save ends)

### Dire Bear Mauler

#58/60, *Demonweb*, Uncommon, Unaligned  
Wilds, 45 points  
Level:11, AC:25, DEF:21, Speed:6, HP:95

#### Attack Actions

⊕ **Claw:** +14 vs AC; 20 Damage

[] ⊕ **Ravage:** make 2 ⊕ attacks, if both hit the  
same target, Immobilized.

⊕ **Maul Rend:** (immobilized targets only) 40  
automatic Damage

#### Abilities

Beast

Primal

+4Fort

Reach:2

### Girallon

#59/60, *Demonweb*, Rare, Unaligned  
Wilds, 39 points  
Level:10, AC:22, DEF:20, Speed:8, HP:80

#### Attack Actions

⊕ **Claw:** +13 vs AC; 20 Damage

⊕ **Rending Arms:** 2 attacks against 1 target +13  
vs AC each; 10 Damage if 1 hits;30 Damage if  
both hit

#### Abilities

Beast

+4fort

reach:2

#### Special Powers

**Four-Armed Fury:** While Bloodied this creature  
can use Rending arms twice with a single attack  
Action.

### Iron Dragon Prowler

#60/60, *Demonweb*, Rare, Unaligned  
Wilds, 54 points  
Level:11, AC:25, DEF:24, Speed:fly7, HP:65

#### Attack Actions

⊕ **Iron Jaws:** +17 vs AC; 15 Damage

[] ← **Lightning Breath:** (large cone) +17 vs Fort:  
20 lightning Damage AND pull 2 squares.  
Recharge when first bloodied.

#### Abilities

Dragon

Metallic

Flight

ReACh:2

#### Special Powers

**Sneak attack +15:** +15 Damage whenever this  
creature has combat advantage against target

[] **Lightning Field:** until start of this creatures next  
turn. each creature that Activates adjacent to it  
takes 10 lightning Damage.

#### Champion 3

\* Use when you win initiative. Score +10vp the  
first time one of your creatures is hit by an  
opportunity attack this round.

\* Use at start of round. Creatures in your warband  
have+2 Speed this round.

List compiled by Robysdc – <http://myminaturesite.altervista.org>

This list is based on the D&D Miniatures game created by Wizards of the Coast.

This is an unofficial list - visit the Wizards website for official lists and information about the game. <http://www.wizards.com/dn>