

# D&D MINIATURES

## SET 14: *DESERT OF DESOLATION* UNOFFICIAL SPOILERS

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

### Angel of Vengeance

#1/60; *Desert of Desolation*; Rare; LG; 74 points  
Level: 11; Speed: F6; AC: 23; HP: 85

**Melee Attack:** +18/+13 (20 magic)

Type: Outsider

#### **Special Abilities:**

- Flight
- Blindsight
- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Fearless (Always succeeds on morale saves)
- Bolstering Presence (Allies within line of sight get morale save +4)
- Back in Action [] (Immediate: 1 attempt to rally a creature automatically succeeds)
- Melee Reach 2
- Word of Truth [] (Replaces attacks: Enemies within 2 squares take 15 sonic damage and are stunned; DC 19)

### Animated Statue

#2/60; *Desert of Desolation*; Common; LG; 10 points  
Level: 5; Speed: 4; AC: 21; HP: 30

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

Type: Construct

#### **Special Abilities:**

- Construct Traits
- Fearless (Always succeeds on morale saves)
- Statue (Can start off the battle map; before rolling initiative for a round, you may place this creature in any square that contains a statue. Can occupy statue squares but cannot score victory points while in a statue square)

### Dwarf Brawler

#3/60; *Desert of Desolation*; Uncommon; LG; 23 points  
Level: 8; Speed: 6; AC: 16; HP: 55

**Melee Attack:** +11/+11 (10 + Bully)

Type: Humanoid – Dwarf

#### **Special Abilities:**

- Bully (Push an enemy with fewer hp up to 1 square)
- Fearless (Always succeeds on morale saves)
- Stunning Rend (If this creature hits 1 enemy with 2 melee attacks on the same turn, Stun that enemy; DC 18)

### Dwarf Maulfighter

#4/60; *Desert of Desolation*; Uncommon; LG; 40 points  
Level: 11; Speed: 4; AC: 21; HP: 80

**Melee Attack:** +13/+8 (20 magic)

Type: Humanoid – Dwarf

#### **Special Abilities:**

- Resounding Blow (If this creature scores a critical hit, Stun that enemy)
- Stunning Cleave [] (When this creature's melee attack destroys an enemy, Stun all enemies adjacent to that enemy, use after enemy is destroyed; DC 18)

### Human Cleric of Bahamut

#5/60; *Desert of Desolation*; Uncommon; LG; 31 points  
Level: 7; Speed: 4; AC: 22; HP: 60

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

Type: Humanoid – Human

#### **Special Abilities:**

- Divine Fortune [] (Immediate: self; save +4 on 1 save)
- Piercing Critical (Quadruple damage instead of double on a critical hit)

#### **Spells:**

2nd—cure moderate wounds [][] (touch; heal 10 hp)  
1st—bless [] (your warband; attack +1)

### Macetail Behemoth

#6/60; *Desert of Desolation*; Rare; LG; 40 points  
Level: 10; Speed: 6; AC: 22; HP: 70

**Melee Attack:** +14 (25)

Type: Large Animal

#### **Special Abilities:**

- Macetail Sweep [] (Replaces attacks: Stun, all adjacent enemies; DC 18)

### Militia Archer

#7/60; *Desert of Desolation*; Common; LG; 14 points  
Level: 4; Speed: 6; AC: 16; HP: 30

#### **COMMANDER 2**

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

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

Type: Humanoid — Human

#### **Commander Effect:**

Followers get attack +2 against higher-level enemies.

#### **Special Abilities:**

- Coordinated Shot (This creature's ranged attacks ignore cover from its allies)
- Willing to Follow (This commander can benefit from the Commander Effects of other commanders in your warband as though it were a follower)

### Sphinx

#8/60; *Desert of Desolation*; Rare; LG; 35 points  
Level: 8; Speed: F8; AC: 21; HP: 50

**Melee Attack:** +11/+11 (10 magic)

Type: Large Magical Beast

#### **Special Abilities:**

- Flight
- Pounce (This creature can use all its melee attacks when charging)
- Rend +10 (If this creature hits 1 enemy with two melee attacks on the same turn, damage +10 to second attack)
- Riddle of the Sphinx (Replaces attacks: range 6; target enemy can take no actions on its turn; DC 18, save at the end of each of target enemy's turns)

### Thundertusk Boar

#9/60; *Desert of Desolation*; Uncommon; LG; 24 points  
Level: 7; Speed: 8; AC: 18; HP: 50

**Melee Attack:** +12 (15)

Type: Large Animal

#### **Special Abilities:**

- Death Strike (When this creature's hp are reduced to 0 or lower, it may make one immediate melee attack)
- Dwarf Mount (Can have a Medium or smaller Dwarf creature as a rider)
- Rabid Charger (When charging with a rider, the rider and this creature can each make 1 melee attack)

### Bruenor Battlehammer

#10/60; *Desert of Desolation*; Rare; LG/CG; 53 points  
Level: 10; Speed: 6; AC: 21; HP: 100

#### **COMMANDER 5**

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

Type: Humanoid - Dwarf

#### **Commander Effect:**

Dwarf followers get Speed +2

#### **Special Abilities:**

- Unique (Only 1 creature whose name contains Bruenor in your warband)
- Dodge Giants +4 (+4 AC against Giants)
- Hard to Kill 5 [] (When this creature would be reduced to 0 hp or fewer, it instead has 5 hp remaining on a roll of 5+)
- Keen Critical 19 (Scores critical hits on melee attack rolls of natural 19 and 20)
- Willing to Follow Drizzt (This commander can benefit from the Commander Effect of a commander in your warband whose name contains Drizzt as though it were a follower)
- Cleave

### Bruenor Battlehammer (Epic)

#10/60; *Desert of Desolation*; Rare; LG/CG; 195 points  
Level: 13; Speed: 6; AC: 23; HP: 165

#### **COMMANDER 5**

**Melee Attack:** +19/+14 (20 magic)

Type: Humanoid - Dwarf

#### **Commander Effect:**

Dwarf followers get Speed +2

#### **Special Abilities:**

- Unique (Only 1 creature whose name contains Bruenor in your warband)
- Cleave
- Dodge Giants +4 (+4 AC against Giants)
- Hard to Kill 5 [] (When this creature would be reduced to 0 hp or fewer, it instead has 5 hp remaining on a roll of 5+)
- Keen Critical 17 (Scores critical hits on melee attack rolls of natural 19 and 20)
- Willing to Follow Drizzt (This commander can benefit from the Commander Effect of a commander in your warband whose name contains Drizzt as though it were a follower)

### Farmer

#11/60; *Desert of Desolation*; Common; LG/CG; 3 points

Level: 1; Speed: 6; AC: 14; HP: 5

**Melee Attack:** +1 (5)

Type: Humanoid – Human

### Merchant Guard

#12/60; *Desert of Desolation*; Common; LG/CG; 8 points

Level: 3; Speed: 4; AC: 19; HP: 20

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

Type: Humanoid – Human

#### **Special Abilities:**

- Bold (Has Fearless while under command)
- Bodyguard (Whenever an enemy attacks an adjacent ally, you can choose to have it attack this creature instead)

### Warhorse

#13/60; *Desert of Desolation*; Uncommon; LG/CG; 16 points

Level: 4; Speed: 8; AC: 17; HP: 30

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

Type: Large Animal

#### **Special Abilities:**

- Human Mount (Can have a Medium or smaller Human creature as a rider)
- Charger +10 (When charging with a rider, this creature's rider gets damage +10)

### Black Woods Dryad

#14/60; *Desert of Desolation*; Common; CG; 16 points  
Level: 4; Speed: 8; AC: 16; HP: 35

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

Type: Fey – Plant

#### **Special Abilities:**

- Roots of the Earth (Nonflying enemies cannot move out of squares adjacent to this creature)
- Immune Pushback
- Plant Traits
- Woodland Stride (Not slowed by Forest terrain)

### Cliffwalk Archer

#15/60; *Desert of Desolation*; Uncommon; CG; 36 points

Level: 7; Speed: 8; AC: 17; HP: 60

**Melee Attack:** +11 (15 magic)

**Ranged Attack:** +13/+13 (10 magic)

Type: Humanoid - Shapechanger - Shifter

#### **Special Abilities:**

- Coordinated Shot (This creature's ranged attacks ignore cover from its allies)
- Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus)
- Shot on the Run (Replaces turn: This creature can move up to its Speed and make a single ranged attack at any point during its move)

### Elf Conjurer

#16/60; *Desert of Desolation*; Rare; CG; 32 points

Level: 7; Speed: F6; AC: 18; HP: 35

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

Type: Humanoid - Elf

#### **Special Abilities:**

- Flight
- Immune Sleep
- Perfect Targeting (This creature's spells can target any enemy or ally within range and line of sight)

#### **Spells:**

3rd—curse of arrow attraction [] (sight; -4 AC against ranged attacks), dispel magic [] (sight or any ally in line of sight; remove 1 ongoing spell from target creature), Melf's unicorn arrow [] (sight, 15 damage and push target up to 3 squares)

1st—Kelgore's fire bolt [] (sight; 20 fire damage; DC 13; 5 fire damage instead if caster fails to overcome Spell Resistance, no save)

### Elf Conjurer (Epic)

#16/60; *Desert of Desolation*; Rare; CG; 200 points

Level: 11; Speed: F8; AC: 22; HP: 95

**Melee Attack:** +14 (15 magic + Force Blade)

Type: Humanoid – Elf

#### **Special Abilities:**

- Flight
- Immune Sleep
- Perfect Targeting (This creature's spells can target any enemy or ally within range and line of sight)
- Spell Penetration (Roll twice to overcome Spell Resistance)
- Force Blade (This creature's melee attacks ignore Incorporeal)
- Greater Dimension Door (Replaces move: On its turn, place this creature in any space up to 10 squares away)

#### **Spells:**

7th—stun ray [] (range 6; Stun target creature)  
6th—empowered orb of force [] (range 6; 40 damage; DC 21; ignore Incorporeal and Spell Resistance)  
3rd—dispel magic (unlimited uses) (sight or any ally in line of sight; remove 1 ongoing spell from target creature), Melf's unicorn arrow (unlimited uses) (sight, 15 damage and push target up to 3 squares)

### Eternal Blade

#17/60; *Desert of Desolation*; Uncommon; CG; 54 points

Level: 9; Speed: 6; AC: 17; HP: 75

#### **COMMANDER 4**

**Melee Attack:** +11/+6 (15 magic)

Type: Humanoid - Elf

#### **Commander Effect:**

Followers get save +4

#### **Special Abilities:**

- Immune Sleep
- Bounding Assault [] (Replaces turn: This creature can move up to twice its Speed, then make a single melee attack at the end of its move)
- Eternal Training [] (Choose a creature type; this creature gets attack +2 and damage +10 against enemies with that type for the rest of the skirmish)
- Improved Initiative 8 (Commander rating counts as 8 for initiative checks)
- Moment of Perfect Mind [] (Immediate: self; 1 save automatically succeeds)

### Halfling Enchanter

#18/60; *Desert of Desolation*; Uncommon; CG; 23 points

Level: 5; Speed: 6; AC: 17; HP: 20

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

Type: Small Humanoid – Halfling

#### **Special Abilities:**

- Mirror Image [] (Whenever an attack would hit this creature, the attack misses instead on a roll of 11+)

#### **Spells:**

3rd—hesitate [] (sight; on its turn, target creature can only move; DC 15, save at the end of each of target creature's turns)

2nd—vertigo [] (sight; creature cannot move on its turn; DC 14, save at the end of each of target creature's turns)

1st—whelm [] (sight; 10 damage, living creature only; DC 13 negates)

### Halfling Rogue

#19/60; *Desert of Desolation*; Uncommon; CG; 13 points

Level: 5; Speed: 6; AC: 20; HP: 25

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

**Ranged Attack:** +12, range 6 (5)

Type: Small Humanoid – Halfling

#### **Special Abilities:**

- Hide
- Melee and Ranged Sneak Attack +10
- Tumble [] (Swift: Until the end of its turn, this creature's movement does not provoke attacks of opportunity)

### Gelatinous Cube

#20/60; *Desert of Desolation*; Rare; Any; 28 points

Level: 4; Speed: 3; AC: 4; HP: 55

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

Type: Large Ooze

#### **Special Abilities:**

- Wild (Always out of command)
- Ooze Traits
- Engulf (Replaces attacks: Destroy all adjacent paralyzed creatures)
- Fearless (Always succeeds on morale saves)
- Immune Electricity
- Paralysis (DC 20)
- Spasm (Replaces attacks: Paralysis, all adjacent creatures; DC 13)
- Wandering Monster (Sets up on a random feature tile instead of your assembly tile)

### **Mercenary General**

#21/60; *Desert of Desolation*; Rare; Any; 42 points

#### **COMMANDER 4**

Level: 9; Speed: 7; AC: 15; HP: 85

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

Type: Humanoid - Human

#### **Commander Effect:**

Commanders in your warband gain Fearless

#### **Special Abilities:**

- Unique (Only 1 creature whose name contains Mercenary General in your warband)
- Drillmaster (Lawful creatures in your warband with cost 15 or less get Speed +4; chaotic creatures in your warband with cost 15 or less get save +4)
- Entourage (Creatures in your warband with the same name as this creature's Minion get attack +4)
- Fervor (Morale save +4 while another commander is in your warband)
- Minion (1 Humanoid or Monstrous Humanoid with cost 12 or less)
- Peerless Rider (Attack +2 and damage +5 while a rider)

### **Visejaw Crocodile**

#22/60; *Desert of Desolation*; Uncommon; Any; 24 points

Level: 5; Speed: 4; AC: 16; HP: 60

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

Type: Large Animal

#### **Special Abilities:**

- Natural Soul (Melee attack +2 and melee damage +5 when under command by a commander with Beastmaster)
- Visejaw (A Large or smaller enemy hit by this creature's melee attack cannot move on that enemy's next turn)

### **Capricious Copper Dragon**

#23/60; *Desert of Desolation*; Rare; CG/CE; 58 points

Level: 9; Speed: F9; AC: 21; HP: 100

**Melee Attack:** +13/+11/+11 (15)

Type: Large Dragon

#### **Special Abilities:**

- Flight
- Breath Weapon [] (Replaces attacks: line 12; 20 acid damage; DC 17)
- 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)
- Immune Acid
- Hoardkeeper +10 (While this creature occupies one of your victory areas, you score 10 extra victory points for each enemy destroyed)
- Multiple Threats (All enemies adjacent to this creature are considered to be flanked)

### **Tiefling Cleric**

#24/60; *Desert of Desolation*; Uncommon; CG/CE; 24 points

Level: 6; Speed: 6; AC: 18; HP: 50

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

Type: Humanoid - Outsider

#### **Special Abilities:**

- Resist 5 Cold
- Resist 5 Electricity
- Resist 5 Fire
- Undead Slayer +10 (Damage +10 to Undead enemies)

#### **Spells:**

3rd—searing light [][] (sight; 10 damage, or 20 damage against Undead)

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

1st—command [][] (range 6; Stun; DC 13)

### **Tiefling Rogue**

#25/60; *Desert of Desolation*; Uncommon; CG/CE; 11 points

Level: 5; Speed: 6; AC: 17; HP: 25

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

Type: Humanoid – Outsider

#### **Special Abilities:**

- Hide
- Melee Sneak Attack +5
- Mobility (+4 AC against attacks of opportunity)
- Resist 5 Cold
- Resist 5 Electricity
- Resist 5 Fire
- Sidestep (On its turn, if it moves only 1 square, this creature can make all its attacks and does not provoke attacks of opportunity)

### **Astral Stalker**

#26/60; *Desert of Desolation*; Uncommon; LE; 45 points

Level: 9; Speed: 8; AC: 23; HP: 75

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

**Ranged Attack:** +10 (10 magic + Paralytic Poison)

Type: Outsider

#### **Special Abilities:**

- Hide
- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Hunter's Claws (Melee damage +5 against poisoned enemies)
- Melee and Ranged Sneak Attack +10
- Paralytic Poison (Speed -2; DC 19)

### **Blood of Vol Fanatic**

#27/60; *Desert of Desolation*; Common; LE; 30 points

Level: 6; Speed: 6; AC: 18; HP: 65

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

Type: Humanoid – Human

#### **Special Abilities:**

- Devotee of Undead (Melee damage +5 when a follower of an Undead commander)
- Fearless (Always succeeds on morale saves)
- Rage +5 (While this creature's hp are half its starting total or below, it gets damage +5)

### Guardian Mummy

#28/60; *Desert of Desolation*; Uncommon; LE; 32 points  
Level: 6; Speed: 6; AC: 20; HP: 55

**Melee Attack:** +11 (15)

Type: Undead

#### Special Abilities:

- Undead Traits
- Aura of Fear 2 (Enemies in squares threatened by this creature gain morale save -2)
- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Double Damage from Fire
- Fearless (Always succeeds on morale saves)
- Mummy Rot [] (Use after hit is determined; target takes 15 damage at the start of its next turn and gets save -2; DC 21)

### Manticore Sniper

#29/60; *Desert of Desolation*; Rare; LE; 29 points  
Level: 6; Speed: F8; AC: 17; HP: 60

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

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

Type: Large Magical Beast

#### Special Abilities:

- Flight
- Guided Sniper (This creature gains Perfect Targeting (This creature's ranged attacks can target any - enemy or ally within range and line of sight) while it has a rider)
- Humanoid Mount (Can have a Medium or smaller Humanoid creature as a rider)
- Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus)
- Spike Volley [][] (Replaces attacks: sight; radius 2; 15 damage; DC 18)

### Nightmare

#30/60; *Desert of Desolation*; Rare; LE; 44 points  
Level: 8; Speed: F8; AC: 22; HP: 75

**Melee Attack:** +13/+13 (10 magic + 5 fire)

Type: Large Outsider

#### Special Abilities:

- Flight
- Blink Out [][] (Swift; on its turn, this creature gains Incorporeal)
- Humanoid Mount (Can have a Medium or smaller Humanoid creature as a rider)
- Concealing Mount (This creature's rider gains Smoke)
- Smoke (Conceal 6, or Conceal 11 against nonadjacent enemies)

### Osyluth

#31/60; *Desert of Desolation*; Rare; LE; 56 points  
Level: 10; Speed: 8; AC: 22; HP: 95

**Melee Attack:** +14/+12 (10 magic/10 magic + Virulent Poison)

Type: Large Outsider – Devil

#### Special Abilities:

- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Fearsome Presence 2 (Enemies in line of sight get morale save -2)
- Immune Fire
- Immune Poison
- Melee Reach 2
- Spell Resistance (May ignore spells unless caster rolls 11+)
- Virulent Poison (10 damage whenever poisoned creature activates; DC 20)

### Osyluth (Epic)

#31/60; *Desert of Desolation*; Rare; LE; 167 points  
Level: 11; Speed: 8; AC: 25; HP: 110

**Melee Attack:** +16/+14 (20 magic/10 magic + Virulent Poison)

Type: Large Outsider – Devil

#### Special Abilities:

- Virulent Poison (10 damage whenever poisoned creature activates; DC 20)
- DR 10 (Takes 10 less damage from nonmagical melee and ranged attacks)
- Fearsome Presence 2 (Enemies in line of sight get morale save -2)
- Immune Fire
- Immune Poison
- Melee Reach 2
- Spell Resistance (May ignore spells unless caster rolls 11+)
- Aura of Unlife (Whenever a living creature is destroyed within 6 squares, this creature gains 30 hp)
- Teleportation 6 (Swift: Place this creature in any space up to 6 squares away that it can see at least part of)

### Rot Scarab Swarm

#32/60; *Desert of Desolation* Common; LE; 19 points  
Level: 2; Speed: 4; AC: 14; HP: 25

**Melee Attack:** +12 (5 + Stun)

Type: Vermin - Swarm

#### Special Abilities:

- Vermin Traits
- Fearless (Always succeeds on morale saves)
- Infest (This creature can enter an enemy creature's space and can end its move in a space occupied by a non-Swarm creature)
- Devour (A stunned creature that activates when this creature occupies its space takes 15 damage)
- Formless (Damage from melee and ranged attacks is reduced to 5)
- Mob 2 (Every 2 creatures named Rot Scarab Swarm count as 1 creature for the purpose of warband construction)
- Squad Activation (All creatures in your warband named Rot Scarab Swarm must activate as a single activation)
- No Reach (Can't make attacks of opportunity)
- Stun (DC 13)
- Swarm (Whenever this creature would be eliminated, you may choose to eliminate 1 adjacent ally named Rot Scarab Swarm instead)

### Sahuagin

#33/60; *Desert of Desolation*; Uncommon; LE; 13 points  
Level: 5; Speed: 6; AC: 16; HP: 35

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

Type: Monstrous Humanoid

#### Special Abilities:

- Blood Frenzy [] (If this creature succeeds on a morale save, it gets damage +5 for the rest of the skirmish)
- Rend +5 (If this creature hits 1 enemy with two melee attacks on the same turn, damage +5 to second attack)

### Sahuagin Baron

#34/60; *Desert of Desolation*; Rare; LE; 42 points

Level: 8; Speed: 6; AC: 19; HP: 75

#### COMMANDER 5

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

Type: Large Monstrous Humanoid

#### Commander Effect:

Sahuagin and Aquatic followers get damage +5 against wounded enemies.

#### Special Abilities:

- Blood Frenzy [] (If this creature succeeds on a morale save, it gets damage +5 for the rest of the skirmish)
- Melee Reach 2
- Rend +15 (If this creature hits 1 enemy with two melee attacks on the same turn, damage +15 to second attack)

### Shadar-Kai Assassin

#35/60; *Desert of Desolation*; Uncommon; LE; 24 points

Level: 7; Speed: 6; AC: 16; HP: 50

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

Type: Humanoid – Fey

#### Special Abilities:

- Hide
- Melee Reach 2
- Melee Sneak Attack +10
- Shadow Life (Save +4 against special abilities and spells that affect only living creatures)

### Shadow Mastiff

#36/60; *Desert of Desolation*; Uncommon; LE; 17 points

Level: 4; Speed: 10; AC: 15; HP: 30

**Melee Attack:** +7 (10)

Type: Outsider

### Spined Devil

#37/60; *Desert of Desolation*; Uncommon; LE; 27 points

Level: 6; Speed: 6; AC: 21; HP: 50

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

**Ranged Attack:** +12 (5 + 5 fire + Painful Spines)

Type: Outsider – Devil

#### Special Abilities:

- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Immune Fire
- Immune Poison
- Painful Spines (Speed -2, living creatures only; DC 13)
- Stench (Adjacent living creatures without Stench get attack -2, save -2, and -2 AC)

### Blade Spider

#38/60; *Desert of Desolation*; Rare; LE/CE; 31 points

Level: 8; Speed: 6; AC: 19; HP: 75

**Melee Attack:** +12 (15 + Wounding Poison)

Type: Large Magical Beast – Spider

#### Special Abilities:

- Blindsight
- Deadly Blades (Once per turn, after this creature attacks a flanked target, it can make 1 additional attack against the same target)
- Web (Replaces attacks: range 6; Entangle; DC 17)
- Wounding Poison (5 damage whenever poisoned creature activates, and poisoned creature cannot be healed for the rest of the skirmish; DC 17)

### Boneshard Skeleton

#39/60; *Desert of Desolation*; Common; LE/CE; 7 points

Level: 4; Speed: 6; AC: 16; HP: 20

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

Type: Undead

#### Special Abilities:

- Undead Traits
- Death Burst 15 (15 damage; DC 14)
- Fearless (Always succeeds on morale saves)

### Cyclops

#40/60; *Desert of Desolation* Rare; LE/CE; 42 points

Level: 8; Speed: 8; AC: 21; HP: 95

**Melee Attack:** +15 (20)

Type: Large Giant

#### Special Abilities:

- Blindsight
- Melee Reach 3
- Perfect Charge (Can charge any enemy within range and line of sight instead of the nearest)
- Powerful Charge +10 (Melee damage +10 when charging)

### Demonweb Swarm

#41/60; *Desert of Desolation*; Common; LE/CE; 10 points

Level: 4; Speed: 6; AC: 15; HP: 10

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

Type: Vermin – Spider – Swarm

#### Special Abilities:

- Vermin Traits
- Fearless (Always succeeds on morale saves)
- Immune Entangle
- Infest (This creature can enter an enemy creature's space and can end its move in a space occupied by a non-Swarm creature)
- Formless (Damage from melee and ranged attacks is reduced to 5)
- Mob 3 (Every 3 creatures named Demonweb Swarm count as 1 creature for the purpose of warband construction)
- Squad Activation (All creatures in your warband named Demonweb Swarm must activate as a single activation)
- No Reach (Can't make attacks of opportunity)
- Poison (5 damage whenever poisoned creature activates; DC 12)
- Stable Footing (Not slowed by difficult terrain)
- Swarm (Whenever this creature would be eliminated, you may choose to eliminate 1 adjacent ally named Demonweb Swarm instead)
- Swarm Attack [][] (Replaces attacks: Poison, each creature that is adjacent or in a square occupied by this creature)

### Flame Snake

#42/60; *Desert of Desolation*; Common; LE/CE; 8 points

Level: 4; Speed: 8; AC: 14; HP: 20

**Melee Attack:** +6 (5 + 5 fire + Fiery Poison)

**Ranged Attack:** +9, range 6 (10 fire)

Type: Magical Beast

#### Special Abilities:

- Fiery Poison (5 fire damage whenever poisoned creature activates; DC 15)

### **Naga**

#43/60; *Desert of Desolation*; Rare; LE/CE; 31 points  
Level: 8; Speed: 6; AC: 17; HP: 60

**Melee Attack:** +12 (10 magic + Dream Poison)

Type: Large Aberration

#### **Special Abilities:**

- Dream Poison (On its next turn, poisoned creature can activate only on a roll of 6+; DC 17)
- Oracle's Insight +3 (+3 to your initiative checks)
- Oracle of Victory (Score 5 extra victory points at the end of each round in which this creature occupies one of your victory areas)

### **Bar-Lgura**

#44/60; *Desert of Desolation* Rare; CE; 36 points  
Level: 7; Speed: 8; AC: 17; HP: 55

**Melee Attack:** +12/+12 (15)

Type: Large Outsider – Demon

#### **Special Abilities:**

- Abduct [] (Replaces attacks: Place this creature and 1 adjacent enemy in any victory area)
- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Immune Electricity
- Immune Poison
- Melee Reach 2
- Spell Resistance (May ignore spells unless caster rolls 11+)

### **Drider**

#45/60; *Desert of Desolation*; Rare; CE; 26 points  
Level: 6; Speed: 8; AC: 17; HP: 55

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

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

Type: Large Aberration – Drow

#### **Special Abilities:**

- Conceal 6
- Poison (5 damage whenever poisoned creature activates; DC 16)
- Spell Resistance (May ignore spells unless 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)
- Web (Replaces attacks: range 6; Entangle; DC 15)

#### **Spells:**

3rd—lightning bolt [] (line; 20 electricity damage; DC 15)  
1st—faerie fire [] (range 6; affected creature loses Conceal), magic missile [] (sight; 5 damage; ignore Incorporeal)

### **Drow Blademaster**

#46/60; *Desert of Desolation*; Common; CE; 22 points  
Level: 5; Speed: 6; AC: 17; HP: 45

#### **COMMANDER 2**

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

Type: Humanoid - Drow - Elf

#### **Commander Effect:**

Drow and Spider followers get damage +5.

#### **Special Abilities:**

- Conceal 6
- Immune Sleep
- Sleep Poison [] (Sleep, first enemy damaged by this creature's melee attack; DC 14)
- Spell Resistance (May ignore spells unless caster rolls 11+)
- Willing to Follow (This commander can benefit from the Commander Effects of other commanders in your waband as though it were a follower)

### **Drow Spider Priestess**

#47/60; *Desert of Desolation*; Uncommon; CE; 43 points

#### **COMMANDER 4**

Level: 8; Speed: 6; AC: 17; HP: 60

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

Type: Humanoid – Drow - Elf

#### **Commander Effect:**

Drow and Spider followers get attack +2, and the DCs of their special abilities and spells increase by 2.

#### **Special Abilities:**

- Aura of Doom (Adjacent enemies get attack -2)
- Conceal 6
- Immune Sleep
- Spell Resistance (May ignore spells unless caster rolls 11+)

#### **Spells:**

4th—unholy blight [] (sight; radius 4; good creatures take 15 damage and gain attack -2; DC 16)  
3rd—bestow curse [] (sight; attack -4, save -4; DC 15)  
2nd—inflict moderate wounds [] (touch; 10 negative damage; DC 14), sound burst [] (range 6; radius 2; 5 sonic damage and Stun; DC 14 negates)

### **Ettercap Webspinner**

#48/60; *Desert of Desolation*; Uncommon; CE; 12 points

Level: 5; Speed: 6; AC: 14; HP: 25

**Melee Attack:** +6/+6 (10/5 + Poison)

Type: Aberration - Spider

#### **Special Abilities:**

- Poison (5 damage whenever poisoned creature activates; DC 15)
- Web (Replaces attacks: range 6; Entangle; DC 13)
- Web Walker (Attack +2 against entangled enemies)

### Feral Troll

#49/60; *Desert of Desolation*; Rare; CE; 28 points

Level: 6; Speed: 6; AC: 16; HP: 60

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

Type: Large Giant

#### **Special Abilities:**

- Double Damage from Fire
- Humanoid Killer (On its turn, this creature cannot attack a non-Humanoid if a Humanoid enemy is within its Melee Reach)
- Feral Surge [] (Swift: This creature can move up to its Speed)
- Melee Reach 2
- Rend +15 (If this creature hits 1 enemy with two melee attacks on the same turn, damage +15 to second attack)
- Feral Regeneration 20 [] (Immediate: This creature heals 20 hp)

### Fire Archon

#50/60; *Desert of Desolation*; Rare; CE; 37 points

Level: 8; Speed: 8; AC: 15; HP: 70

**Melee Attack:** +14/+9 (15 magic + 5 fire)

Type: Elemental

#### **Special Abilities:**

- Elemental Traits
- Death Burst (15 fire; DC 16)
- Fireburst [[]] (Swift: Each adjacent creature takes 10 fire damage)
- Immune Fire

### Large Fire Elemental

#51/60; *Desert of Desolation*; Uncommon; CE; 31 points

Level: 8; Speed: 10; AC: 18; HP: 60

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

Type: Large Elemental

#### **Special Abilities:**

- Requires Commander
- Elemental Traits
- Double Damage from Cold
- Fire Shield 5 (Any creature that hits this creature with a melee attack takes 5 fire damage)
- Immune Fire
- Melee Reach 2
- Mobility (+4 AC against attacks of opportunity)

### Ogre Brute

#52/60; *Desert of Desolation*; Rare; CE; 28 points

Level: 5; Speed: 6; AC: 14; HP: 65

**Melee Attack:** +11 (20 + Pushback)

Type: Large Giant

#### **Special Abilities:**

- Pushback (Push smaller creature 1 square)
- Melee Reach 2
- Overwhelming Size (Melee attack +2 and melee damage +5 against Medium or smaller enemies)

### Rage Drake

#53/60; *Desert of Desolation*; Rare; CE; 65 points

Level: 9; Speed: 10; AC: 20; HP: 125

**Melee Attack:** +16/+16 (20)

Type: Large Dragon

#### **Special Abilities:**

- Immune Paralysis
- Immune Sleep
- Orc Mount (Can have a Medium or smaller Orc creature as a rider)
- Pounce (This creature can use all its melee attacks when charging)
- Rend +15 (If this creature hits 1 enemy with two melee attacks on the same turn, damage +15 to second attack)
- Rage +5 (While this creature's hp are half its starting total or below, it gets damage +5)
- Raging Mount (While this creature's hp are half its starting total or below, its rider gains Rage)
- Stunning Attack [] (DC 19)

### Ravenous Ghoul

#54/60; *Desert of Desolation*; Uncommon; CE; 8 points

Type: Undead

Level: 3; Speed: 8; AC: 14; HP: 35

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

#### **Special Abilities:**

- Undead Traits
- Fearless (Always succeeds on morale saves)
- Ghoul Touch (Paralysis, does not affect Elves; DC 12)
- Ravenous Feast (Replaces attacks: 30 damage to 1 adjacent paralyzed creature)

### Shrieking Harpy

#55/60; *Desert of Desolation*; Uncommon; CE; 21 points

Level: 7; Speed: F6; AC: 13; HP: 30

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

Type: Monstrous Humanoid

#### **Special Abilities:**

- Flight
- Harpy Shriek [[]] (Replaces attacks: cone; 15 sonic damage; DC 14)
- Lure [] (Immediate: range 6; if not already adjacent to this creature, target must move to a square adjacent to this creature before taking any other actions; this effect ends if no path to an adjacent square is available on target's turn)



### Snaketongue Cultist

#56/60; *Desert of Desolation*; Common; CE; 17 points  
Level: 5; Speed: 6; AC: 14; HP: 35

#### COMMANDER 2

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

Type: Humanoid - Human

#### Commander Effect:

Monstrous Humanoid followers with Poison get attack +2, and the DCs of their Poison increase by 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)
- Poison Touch (Replaces attacks: touch; 5 damage, and 5 damage whenever poisoned creature activates; DC 15)

#### Spells:

1st—magic fang [] (touch; Animal or Magical Beast only; attack +1, ignore DR), snake's swiftness [] (range 6; target creature may make an immediate attack)

### Umber Hulk Delver

#57/60; *Desert of Desolation*; Rare; CE; 36 points  
Level: 8; Speed: 4; AC: 18; HP: 70

**Melee Attack:** +11/+11 (15)

Type: Large Aberration

#### Special Abilities:

- Burrow 4
- Blindsight
- Gaze Attack (Replaces attacks: range 6; Confusion; DC 15)
- Melee Reach 2
- Prey on the Weak-Minded (Attack +4, damage +5 against stunned or confused enemies)
- Sapper [][] (When this creature moves into a Large or smaller enemy's space, Stun that enemy; DC 19)

### Werewolf Champion

#58/60; *Desert of Desolation*; Rare; CE; 39 points  
Level: 7; Speed: 8; AC: 15; HP: 60

**Melee Attack:** +11/+6 (20)

Type: Humanoid – Human – Shapechanger

#### Special Abilities:

- Bloodrage [] (If this creature takes damage, it gets melee attack +4 and melee damage +10 until the end of the skirmish)
- Cleave

### Yuan-Ti Champion of Zehir

#59/60; *Desert of Desolation*; Rare; CE; 36 points  
Level: 9; Speed: 6; AC: 21; HP: 65

**Melee Attack:** +13/+10 (15 magic/10 + 10 acid + Poison)

Type: Large Monstrous Humanoid

#### Special Abilities:

- Blind-Fight
- Entwine [] (On its turn, if this creature does not move and damages a smaller target with its melee attack, the target creature cannot move or be moved until the end of its next turn; DC 17)
- Melee Reach 2
- Poison (5 damage whenever poisoned creature activates; DC 17)
- Spell Resistance (May ignore spells unless caster rolls 11+)

### Yuan-Ti Champion of Zehir (Epic)

#59/60; *Desert of Desolation*; Rare; CE; 188 points  
Level: 10; Speed: 8; AC: 23; HP: 145

**Melee Attack:** +18/+18/+16 (20 magic/20 magic/20 acid + Dread Poison)

Type: Large Monstrous Humanoid

#### Special Abilities:

- Blind-Fight
- Entwine (On its turn, if this creature does not move and damages a smaller target with its melee attack, the target creature cannot move or be moved until the end of its next turn)
- Melee Reach 2
- Spell Resistance (May ignore spells unless caster rolls 11+)
- Dread Poison (20 damage whenever poisoned creature activates; DC 20)

### Yuan-Ti Malison

#60/60; *Desert of Desolation*; Uncommon; CE; 26 points

Level: 8; Speed: 6; AC: 20; HP: 50

**Melee Attack:** +9 (5 + Poison)

**Ranged Attack:** +10/+10 (10)

Type: Monstrous Humanoid

#### Special Abilities:

- Blind-Fight
- Poison (5 damage whenever poisoned creature activates; DC 14)
- Spell Resistance (May ignore spells unless caster rolls 11+)
- Snake Charmer (Snakes and Yuan-Ti in this creature's warband get attack +2 and save +2)

#### Spells:

1st—cause fear [][] (range 6; target creature of level 5 or lower makes a morale save), magic weapon [][] (touch; attack +1, ignore DR)

List compiled by Robysdc – <http://myminiaturesite.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/dnd>