

D&D MINIATURES

SET 14: *DUNGEONS OF DREAD* UNOFFICIAL SPOILERS

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

Dwarf Warlord

#1/60, *Dungeons of Dread*, Uncommon, Good, Borderlands, 58 points

Level: 12, AC: 26, DEF: 24, Speed: 5, HP: 80

Attack Actions

⬇️ **Dwarven Waraxe:** +19 vs AC; 20 Damage
[] ↘️ **Crossbow:** (nearest) +14 vs AC; 15 Damage
[] ⬇️ **Drive into Peril:** +19 vs AC; 30 Damage AND push target up to 2 squares; an ally can make a free basic attack against that target if adjacent to it after push; RECHARGE when 2 or more enemies are adjacent to this creature at end of its turn

Abilities

Good • Dwarf

+4 DEF (Fort)

Champion 3

- Use when an ally's attack roll is a natural 18+. That attack becomes a critical.
- Use when this champion is the first creature you activate in a round. All Dwarf creatures in your warband get +2 Speed and +2 Attack this round.

Angel of Valor

#2/60, *Dungeons of Dread*, Rare, Good, Borderlands/Civilization, 30 points

Level: 8, AC: 25, DEF: 21, Speed: F8, HP: 55

Attack Actions

⬇️ **Lightning Blades:** +12 vs AC OR DEF (Ref); 15 Damage
[] ⚡️ **Lightning Strike:** (all adjacent enemies) +11 vs DEF (Fort); 20 lightning Damage AND Stunned; RECHARGE when first Bloodied

Abilities

Good • Angel

+4 DEF (Will)

Immune Fear

"If angels are the pets of the gods, as I've asserted, then the angels of valor are lapdogs."—
Arvus Gahnd, Blasphemies

Cleric of Pelor

#3/60, *Dungeons of Dread*, Uncommon, Good, Civilization, 32 points

Level: 8, AC: 22, DEF: 20, Speed: 6, HP: 55

Attack Actions

⬇️ **Shining Mace:** +15 vs AC; 15 radiant Damage

Abilities

Good • Human • Divine

Special Powers

Combat Healing: Whenever a living ally within 5 squares makes a ⬇️ attack roll of natural 16+, it heals 15 HP.

Aura of Radiance: Allies within 5 squares get +5 radiant Damage to ⬇️ attacks.

Champion 3

- Use when a living ally ends its turn in one of your victory areas. That ally heals 15 HP.
- Use when an enemy attacks this champion. Your warband gets +2 Attack against that enemy until end of battle.

Halfling Paladin

#4/60, *Dungeons of Dread*, Uncommon, Good, Civilization, 21 points

Level: 7, AC: 23, DEF: 20, Speed: 5, HP: 60

Attack Actions

⬇️ **Longsword:** +12 vs AC; 15 Damage
⬇️ **Vendicativ Blow:** +12 vs AC; 15 Damage AND this creature or 1 living ally within 5 squares heals 10 hp

Abilities

Good • Halfling • Paladin

Immune Fear

Special Powers

Charge Protection: Enemies can't charge allies who are within 5 squares of this creature

[] **Second Chance:** reroll one of this creature's attacks

Young Silver Dragon

#5/60, *Dungeons of Dread*, Rare, Good, Civilization, 62 points
Level: 8, AC: 23, DEF: 21, Speed: F7, HP: 95

Attack Actions

⊕ **Bite:** +13 vs AC; 15 + 10 cold Damage
[] ↵ **Cold Breath:** (large cone) +8 vs DEF (Fort); 40 cold Damage AND target is pushed 1 square and Immobilized (save ends); RECHARGE when first Bloodied

Abilities

Good • Dragon

Flight

Reach 2

Resist 5 Cold

Champion 2

- Use when this champion uses its Cold Breath. Creatures in your warband score criticals against Evil targets on attack rolls of natural 18+ this round.
- +10 VP when this champion starts a round in one of your victory areas

Elf Archer

#6/60, *Dungeons of Dread*, Common, Good, Civilization/Wild, 5 points
Level: 2, AC: 13, DEF: 11, Speed: 7, HP: 20

Attack Actions

⊕ **Shortsword:** +7 vs AC; 5 Damage
✂ **Longbow:** (sight) +8 vs AC; 10 Damage

Abilities

Good • Elf

+4 DEF (Will)

Special Powers

Archer's Mobility: If this creature moves at least 4 squares from its starting position on its turn, it gets +2 ✂ Attack this turn.

Elf arrows strike without warning, hitting the mark faster than the sound of their flight reaches the ears.

Death Knight

#7/60, *Dungeons of Dread*, Rare, Evil, Borderlands, 65 points
Level: 13, AC: 29, DEF: 27, Speed: 5, HP: 80

Attack Actions

⊕ **Greatsword:** +20 vs AC; 20 Damage
[] ✂ **Unholy Flames:** (range 10, radius 2) +14 vs DEF (Fort); 20 necrotic OR 20 fire Damage

Abilities

Evil • Undead • War

Immune Poison

Vulnerable 10 Radiant

Bloodthirsty: +5 ↓ Attack against Bloodied targets.

Special Powers

Death's Right Hand: Lower-level Undead allies within 10 squares get +2 ↓ Attack.

Champion 2

Warband Building: All Evil Undead creatures are legal in your warband.

- Use when an Undead ally's ↓ attack hits: +20 Damage.
- Use when an adjacent enemy activates. That enemy takes 10 Damage and cannot move away from this champion on its turn

Orc Raider

#8/60, *Dungeons of Dread*, Common, Evil, Borderlands, 8 points
Level: 3, AC: 15, DEF: 13, Speed: 6, HP: 35

Attack Actions

⊕ **Battleaxe:** +6 vs AC; 15 Damage

Abilities

Evil • Orc

Special Powers

Opportunist: Whenever an adjacent Bloodied enemy misses with a ↓ attack, this creature can make a ⊕ attack against that enemy.

Orcs raid not only for plunder, but also for glory in the eye of Gruumsh.

Young Red Dragon

#9/60, *Dungeons of Dread*, Rare, Evil, Borderlands, 52 points
Level: 7, AC: 24, DEF: 18, Speed: F8, HP: 85

Attack actions

⊕ **Fiery Bite:** +15 vs AC; 10 + 10 fire Damage
↓ **Draconic Fury:** 2 attacks, +13 vs AC; 15 Damage each

[] ↵ **Fiery Breath:** (large cone) +11 vs DEF (Ref); 25 fire Damage; RECHARGE when first Bloodied

Abilities

Evil • Dragon

Flight

Reach 2

Resist 5 Fire

Champion 2

- Use when a critical is scored: +20 Damage.
- Use before taking your first turn of a round. The player whose warband destroys the highest-cost enemy this round scores +15 VP

Gargoyle

#10/60, *Dungeons of Dread*, Uncommon, Evil, Borderlands/Civilization, 29 points

Level: 9, AC: 23, DEF: 22, Speed: F7, HP: 50

Attack Actions

⬇️ **Claw:** +13 vs AC; 15 Damage

⬇️ **Stonesoul Frenzy:** Use only if this creature began its turn in Stone Form; move up to its Speed and attack each enemy once whose space it enters this turn, +11 vs DEF (Ref); 15 Damage AND Slowed (Speed 2)

Abilities

Evil • Gargoyle • Earth

Flight

Special Powers

Stone Form: Replaces attack action; this creature cannot move, attack, or threaten enemies and has Resist 20 All. If this creature starts a round in Stone Form, it can leave Stone Form on its turn by taking a move action. While in Stone Form, this creature cannot score VP

Oni

#11/60, *Dungeons of Dread*, Rare, Evil,

Borderlands/Civilization, 38 points

Level: 10, AC: 21, DEF: 20, Speed: 8, HP: 70

Attack Actions

⬇️ **Greatsword:** +15 vs AC: 20 Damage

☐ ⬅️ **Freezing Blast:** (large cone) +15 vs DEF (Fort): 20 cold Damage

☐ ⬅️ **Lightning Bolt:** (line 10) +15 vs DEF (Ref): 20 lightning Damage

Abilities

Evil • Giant

Reach 2

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

Special Powers

☐ **Gaseous Form:** This creature gains Flight and Speed F8 and takes half Damage from all attacks until the next time it attacks

Chillborn

#12/60, *Dungeons of Dread*, Common, Evil,

Borderlands/Underdark, 18 points

Level: 6, AC: 18, DEF: 16, Speed: 4, HP: 45

Attack Actions

⬇️ **Slam:** +13 vs AC: 15 + 5 cold Damage AND Followup

Followup: +10 vs DEF (Fort); Immobilized (Speed 0)

Abilities

Evil • Undead • Cold

Immune Poison

Vulnerable 5 Radiant

Special Powers

Ice Reaper: +5 cold Damage against Immobilized enemies, additional +5 cold if another Cold creature is within 5 squares of this creature.

Chillborn are the cold of the grave, given just enough motivation to hunt and to kill

Drow Spiderguard

#13/60, *Dungeons of Dread*, Uncommon, Evil, Borderlands/Underdark, 26 points

Level: 8, AC: 23, DEF: 20, Speed: 7, HP: 50

Attack Actions

⬇️ **Frostburn Longsword:** +13 vs AC; 10 + 5 cold Damage

Abilities

Evil • Drow

+4 DEF (Ref)

Special Powers

Deadly Patience: +2 Attack and +10 Damage against enemies who have activated this round.

Rapid Advance: Once per turn when an adjacent enemy shifts, this creature can immediately shift.

A sudden bite of cold steel in the dark, the spider guard is the hunter among the web spinners

Eye of Flame

#14/60, *Dungeons of Dread*, Rare, Evil,

Borderlands/Underdark, 61 points

Level: 13, AC: 26, DEF: 26, Speed: F5, HP: 90

Attack Actions

⬇️ **Bite:** +16 vs AC; 10 Damage

⬅️ **Cinder Cone:** (large cone) +15 vs DEF (Ref); 20 fire Damage, 10 fire on miss

➤ **Eye Rays:** (range 8) Any 2 of the following against different targets: *Fear:* +13 vs DEF (Will); target immediately moves its Speed away from this creature AND gets a -2 Attack against Beholder enemies (*Fear*; save ends), *Fire:* +15 vs DEF (Ref); 25 fire Damage, *Telekinesis:* +13 vs DEF (Fort); 15 Damage AND slide target up to 4 squares

Abilities

Evil • Beholder

Flight

Special Powers

☐ **Eye Ray Frenzy:** Use once Bloodied: 3 attacks with Eye Rays instead of 2.

Firestarter: Allies get +2 Attack with attacks that deal fire damage

Immolith

#15/60, *Dungeons of Dread*, Rare, Evil, Borderlands/Underdark, 83 points
Level: 15, AC: 27, DEF: 27, Speed: 8, HP: 90

Attack Actions

⬇️ **Claw:** +18 vs AC; 20 Damage AND Followup
Followup: +18 vs DEF (Fort); pull target to a square adjacent to this creature

Abilities

Evil • Demon • Undead • Fire

Immune Poison

Vulnerable 10 Radiant

Resist 15 Fire

Reach 4

Special Powers

Pale Fire: 15 fire OR 15 necrotic Damage to each enemy that starts its turn adjacent.

Rolling Flames: All squares within 2 count as difficult terrain for enemies

Shadow Demon

#16/60, *Dungeons of Dread*, Uncommon, Evil, Borderlands/Underdark, 42 points
Level: 11, AC: 21, DEF: 23, Speed: F8, HP: 60

Attack Actions

⬇️ **Shadow Claw:** +12 vs DEF (Ref); 15 Damage and Shadowed

Abilities

Evil • Demon • Shadow

Flight

Insubstantial: Half Damage from all attacks except criticals

Resist 5 Necrotic

Special Powers

☐ **Deathport:** Immediately after any creature has been destroyed, place this creature in a square that was adjacent to the destroyed creature.

Shadowed: Whenever affected creature activates, it and any adjacent allies take 5 damage: effect ends when it ends its turn at least 5 squares from Shadow enemies

Warrior Wight

#17/60, *Dungeons of Dread*, Uncommon, Evil, Borderlands/Underdark, 30 points
Level: 9, AC: 28, DEF: 23, Speed: 5, HP: 60

Attack Actions

⬇️ **Longsword:** +14 vs AC; 15 Damage AND Followup on attack roll of natural 16 +
Followup: +9 vs DEF (Will); 10 necrotic Damage AND this creature heals 10 HP and gets +2 Attack until the end of its next turn

Abilities

Evil • Undead • Wight

Immune Poison

Resist 5 Necrotic

Vulnerable 5 Radiant

Wrapped in steel, shield ready, sword drawn, it stands with undying vigilance, hollow eyes fixed on the tomb door

Howling Hag

#18/60, *Dungeons of Dread*, Uncommon, Evil, Borderlands/Wild, 22 points
Level: 7, AC: 19, DEF: 18, Speed: 5, HP: 45

Attack Actions

⬇️ **Staff:** +9 vs AC; 10 Damage

☐ **Baleful Whispers:** (range 10, radius 1) +10 vs DEF (Will); 20 Damage AND 10 Damage at start of each of target's turns until target ends its turn farther from this creature; RECHARGE if no creatures are affected by this power at start of round

⬅️ **Shriek of Pain:** (large cone) +10 vs DEF (Fort); 15 Damage, +5 for every 10 Damage to this creature before attack, half total on miss

Abilities

Evil • Hag

+4 DEF (Will)

Special Powers

☐ **Earthwalk:** As a move action, place this creature up to 5 squares away in line of sight; RECHARGE if no creatures are adjacent at start of this creature's turn

Magma Brute

#19/60, *Dungeons of Dread*, Uncommon, Borderlands/Wild, 57 points
Level: 13, AC: 26, DEF: 22, Speed: 4, HP: 90

Attack Actions

⬇️ **Slam:** +15 vs AC; 20 + 10 fire Damage

⬇️ **Power Windup:** (nonadjacent only) +15 vs AC; 20 + 20 fire Damage

Abilities

Evil • Elemental • Fire

+4 DEF (Fort)

Reach 2

Resist 10 Fire

Susceptible Cold: If this creature takes 25 cold Damage or more from a single attack, it is Slowed (Speed 2) until end of battle

Vrock

#20/60, *Dungeons of Dread*, Rare, Evil, Borderlands/Wild, 62 points
Level: 13, AC: 27, DEF: 25, Speed: F8, HP: 80

Attack Actions

⬇️ **Claw:** +17 vs AC; 20 Damage

⬇️ **Bird of Prey:** (adjacent only, provokes opportunity attacks) 3 attacks against the same target, +15 vs AC; 15 Damage each

☐ **Stunning Screech:** (burst 3) +15 vs DEF (Fort); Stunned

Abilities

Evil • Demon

Flight

Reach 2

Special Powers

Mobile Melee Attack: Can shift immediately after making an attack.

☐ **Spores of Madness:** (burst 2) Immediate, when first Bloodied: +15 vs DEF (Will); Confused

Ascendent Hellsword

#21/60, *Dungeons of Blood*, Rare, Evil, Civilization, 96 points
Level: 11, AC: 22, DEF: 25, Speed: F8, HP: 105

Attack Actions

⊕ **Two-Bladed Sword:** +14 vs AC; 20 fire OR 20 cold Damage

↓ **Infernal Slash:** Attack each adjacent enemy once, +12 vs AC; place target up to 3 squares away in line of sight, then deal 20 fire OR 20 cold Damage

Abilities

Evil • Devil • Cambion

Flight

Resist 10 Fire

Special Powers

Soul Shroud: +4 AC and +4 DEF (Ref) against ✈ attacks.

Champion 3

- +10 VP for destroying an enemy in any victory area.
- Use when you win initiative. Activate 1 extra creature during your first turn of the round

Rakshasa Baron

#22/60, *Dungeons of Dread*, Rare, Evil, Civilization, 75 points
Level: 14, AC: 28, DEF: 23, Speed: 7, HP: 85

Attack Actions

⊕ **Claw:** +21 vs AC; 15 Damage

↩ **Mind Twist:** (range 20) +19 vs DEF (Will); 20 Damage and Staggered

☞ **Thundering Phantom:** (range 10, radius 1) +17 vs DEF (Will); 20 psychic Damage OR Stunned (opponent's choice)

Abilities

Evil • Rakshasa • Arcane • Mastermind

+4 DEF (Will)

Special Powers

Desperate Displacement: When first bloodied, this creature gets Conceal 11 until an attack damages it.

Champion 3

- Use when an Evil ally attacks. That ally has combat advantage against its target.
- Use during this champion's turn. Recharge an ally's rechargeable power

Vampire Spawn

#23/60, *Dungeons of Dread*, Common, Evil, Civilization/Underdark, 16 points
Level: 6, AC: 15, DEF: 13, Speed: 6, HP: 40

Attack Actions

⊕ **Claw:** +9 vs AC; 15 Damage

☐ ↓ **Blood Drain:** Use only when this creature has combat advantage against target; +9 vs AC; 10 Damage AND this creature heals 15 HP; RECHARGE when hit by a ↓ attack

Abilities

Evil • Undead • Vampire

Immune Poison

Vulnerable 5 Radiant

Special Powers

Bloodlust: On its turn, this creature cannot move or attack a non-Bloodied enemy if a Bloodied enemy is adjacent.

Vampire spawn are insatiable hunger personified

Champion of Baphomet

#24/60, *Dungeons of Dread*, Rare, Evil, Civilization/Wild, 66 points
Level: 13, AC: 23, DEF: 22, Speed: 7, HP: 95

Attack Actions

⊕ **Maze Hammer:** +19 vs AC; 30 Damage AND push target up to 2 squares

↓ **Bewildering Strike:** +15 vs DEF (Will) 25 Damage and target makes a basic attack against a creature of your choice, including its allies

Abilities

Evil • Minotaur

+4 DEF (Fort)

Reach 2

Special Powers

Ferocity: When reduced to 0 HP, this creature can make an immediate ⊕ attack before being destroyed.

Champion 3

- Reroll a charge attack that missed.
- Use when a Bloodied ally hits with a ↓ attack; +15 Damage

Balhannoth

#25/60, *Dungeons of Dread*, Rare, Evil, Underdark, 53 points
Level: 13, AC: 27, DEF: 23, Speed: 4, HP: 50

Attack Actions

⊕ **Tentacle Slam:** +16 vs AC; 20 Damage
[] ↓ **Tentacle Flail:** Make a separate ⊕ against each enemy within Reach; RECHARGE if only 1 enemy is within Reach at start of this creature's turn

Abilities

Evil • Aberrant

+4 DEF (Will)

Reach 3

Special Powers

[] **Warp:** Each enemy within 3 squares that takes an attack action other than a basic attack rolls 1d20. 1-9: Attack misses, and this creature can pull the enemy 1 square. 10+: No effect.

Reality Burst: Roll 1d20 at start of each of this creature's turns to determine a random immediate action. 1-10: Place this creature up to 10 squares away in line of sight. 11-20: Make a ⊕ attack

Mind Flayer Scourge

#26/60, *Dungeons of Dread*, Rare, Evil, Underdark, 90 points
Level: 11, AC: 23, DEF: 23, Speed: 7, HP: 85

Attack Actions

⊕ **Dagger:** +12 vs AC; 15 Damage
↘ **Focused Mind Blast:** (range 5) +15 vs DEF (Will); 20 psychic Damage AND Stunned
[] ← **Mind Blast:** (large cone) +15 vs DEF (Will); 20 psychic Damage AND Stunned; 10 psychic on miss; RECHARGE when this creature destroys a Stunned enemy.

Abilities

Evil • Mind Flayer • Mastermind

+8 DEF (Will)

Champion 2

- Use before an attack against a Stunned enemy: +4 Attack and +10 Damage
- Use when any player's initiative check is 7 or less. Your warband gets +4 Attack this round

Troglodyte Bonecrusher

#27/60, *Dungeons of Dread*, Common, Evil, Underdark, 18 points
Level: 6, AC: 23, DEF: 19, Speed: 5, HP: 45

Attack Actions

⊕ **Club:** +14 vs AC; 15 Damage

Abilities

Evil • Troglodyte

+4 DEF (Fort)

Special Powers

[] **Stench:** (adjacent creatures) Use at start of this creature's turn, +9 vs DEF (Fort); Slowed (speed 2) until affected creature recovers as an attack action; RECHARGE when hit by a ↓ attack.
"Lucky you can smell them coming." Khur Agundar, human fighter

Vampire Vizier

#28/60, *Dungeons of Dread*, Rare, Evil, Underdark, 51 points
Level: 11, AC: 26, DEF: 22, Speed: 6, HP: 75

Attack Actions

⊕ **Greatsword:** +17 vs AC; 20 Damage
↓ **Drain:** +14 vs DEF (Fort); 10 Damage AND this creature heals 25 HP

Abilities

Evil • Undead • Vampire

+4 DEF (Will)

Immune Poison

Vulnerable 10 Radiant

Special Powers

[] **Dominating Gaze:** When an enemy within 6 squares that targets this creature with a single-target ↓ or ↘ attack, +11 vs DEF (Will); instead slide that enemy up to its Speed, and it makes a basic attack against a target of your choice, including its allies.

Champion 2

- Use when an enemy uses a Champion power. Roll 1d20. On a result of 10+, that enemy's Champion power has no effect.
- Use at the start of a round. Undead allies get +2 Attack this round

Ice Archon

#29/60, *Dungeons of Dread*, Uncommon, Evil, Underdark/Wild, 66 points
Level: 14, AC: 29, DEF: 25, Speed: 8, HP: 85

Attack Actions

⊕ **Icy Warhammer:** +19 vs AC; 20 cold Damage AND Slowed (Speed 2)

Abilities

Evil • Elemental • Cold

Resist Cold 10

Special Powers

Icy Wallop: +4 attack against any enemy whose speed is currently lower than its normal Speed.

Icy Ground: Adjacent squares count as difficult terrain for non-Cold enemies.

The relentless hammer of an undying glacier, the frozen essence of remorseless malice

Lamia

#30/60, *Dungeons of Dread*, Rare, Evil, Underdark/Wild, 98 points
Level: 12, AC: 28, DEF: 24, Speed: 7, HP: 80

Attack Actions

ⓇⓉ Touch: +16 vs DEF (Fort); 10 Damage AND Death Beetle Contagion

⚔ Swarm Spray: (range 6) +16 vs DEF (Fort): 15 Damage AND Death Beetle Contagion

☐ Swarm's Embrace: +16 Vs. DEF (Fort): 15 damage AND Death Beetle Contagion.

RECHARGE when this creature destroys an enemy.

Abilities

Evil • Fey • Undead

Swarm: Takes half damage from Ⓡ and ⚔ attacks

Special Powers

Death Beetle Contagion: Whenever affected enemy activates it and all its adjacent allies take 10 damage. This effect ends when that enemy ends its turn at least 10 squares from this creature

Gnoll Marauder

#31/60, *Dungeons of Dread*, Uncommon, Evil, Wild, 18 points
Level: 6, AC: 17, DEF: 14, Speed: 7, HP: 60

Attack Actions

Ⓡ Spear: +9 vs AC; 20 Damage

Abilities

Evil • Gnoll

+4 DEF (Fort)

Special Powers

Headstrong: +2 Attack if no higher-level ally is within 5 squares.

Stabbing Frenzy: +5 Damage while Bloodied.
When the gnolls come, your choices are simple: Fight, flee, or perish.

Bugbear Headreaver

#32/60, *Dungeons of Dread*, Uncommon, Unaligned, Borderlands/Civilization, 24 points
Level: 7, AC: 19, DEF: 17, Speed: 7, HP: 65

Attack Actions

Ⓡ Battleaxe: +10 vs AC; 20 Damage

Abilities

Bugbear

Evil Soul: +5 Damage while in a warband with an Evil champion.

Special Powers

Headhunter: Use immediately before making a Ⓡ attack. If that attack reduces an enemy to 0 hp, +10 VP; otherwise, -5 VP.

"Was this your friend? Trade you his head for yours."

Dwarf Shieldmaiden

#33/60, *Dungeons of Dread*, Uncommon, Unaligned, Borderlands/Civilization, 49 points
Level: 12, AC: 27, DEF: 20, Speed: 5, HP: 75

Attack Actions

Ⓡ Warhammer: +18 vs AC; 20 Damage

Abilities

Dwarf • Fighter

+4 DEF (Fort)

Bloody Critical 18+: Scores criticals against Bloodied targets on attack rolls of natural 18+.

Special Powers

☐ Deny the Weak: Use when hit by an adjacent Bloodied enemy's attack; that enemy rerolls that attack

Goblin Picador

#34/60, *Dungeons of Dread*, Common, Unaligned, Borderlands/Civilization, 6 points
Level: 2, AC: 18, DEF: 14, Speed: 6, HP: 20

Attack Actions

Ⓡ Harpoon: +8 vs AC; 10 Damage

⚔ Thrown Harpoon: (range 6) +6 vs DEF (Ref); 10 Damage AND Immobilized (Speed 0)

Abilities

Goblin

Special Powers

Battle Training: +10 HP while in a warband with a Hobgoblin champion.

Just as in a bullfight, the goblin picador softens targets for his allies. Unfortunately, you're the bull

Human Fighter

#35/60, *Dungeons of Dread*, Uncommon, Unaligned, Borderlands/Civilization, 24 points
Level: 7, AC: 22, DEF: 17, Speed: 5, HP: 55

Attack Actions

Ⓡ Greatsword: +13 vs AC; 15 Damage

Ⓡ Confidence-Building Strike: +13 vs AC; 15 Damage; +1 cumulative Attack on miss

☐ Ⓡ Death Blow: Bloodied target only, +13 vs AC; 30 Damage; RECHARGE when this creature causes an enemy to become Bloodied

Abilities

Human • Fighter

+4 DEF (Fort)

A skilled fighter is to a common soldier what a tiger is to a housecat

Iron Defender

#36/60, *Dungeons of Dread*, Common, Unaligned, Borderlands/Civilization, 8 points

Level: 3, AC: 19, DEF: 15, Speed: 8, HP: 30

Attack Actions

⊕ **Iron Jaws:** +10 vs AC; 10 Damage

Abilities

Construct • Beast

+4 DEF (Fort)

Immune Poison

Special Powers

Defender: Whenever an adjacent enemy makes a ↓ attack against a target other than this creature, this creature can make an immediate ⊕ attack against that enemy before resolving the enemy attack.

Your best friend... tough as nails and never needing kibble

Dire Wolf

#37/60, *Dungeons of Dread*, Uncommon, Unaligned, Borderlands/Wild, 16 points

Level: 5, AC: 18, DEF: 15, Speed: 8, HP: 40

Attack Actions

⊕ **Bite:** +10 vs AC; 15 Damage

Abilities

Beast • Dire • Wolf

+4 DEF (Will)

Special Powers

Bring Down Prey: Whenever this creature hits a target adjacent to a Wolf ally, that target is Immobilized (Speed 0).

Gnaw: +10 Damage against Immobilized targets.

It's like a whole wolf pack crammed into one ferocious package

Ettin Jack-of-Irons

#38/60, *Dungeons of Dread*, Rare, Unaligned, Borderlands/Wild, 71 points

Level: 10, AC: 23, DEF: 19, Speed: 4, HP: 100

Attack Actions

⊕ **Club:** +15 vs AC; 20 Damage

Abilities

Giant • Ettin

+4 DEF (Fort, Will)

Reach 2

Special Powers

Multi-Activation 2: Activates twice per round.

Awareness: Can make an opportunity attack against an adjacent enemy that shifts.

Double trouble

Everfrost Ranger

#39/60, *Dungeons of Dread*, Uncommon, Unaligned, Borderlands/Wild, 31 points

Level: 9, AC: 23, DEF: 21, Speed: 8, HP: 60

Attack Actions

⊕ **Two-Weapon Slash:** +12 vs AC; 20 Damage

⊕ **Whirlwind of Steel:** Attack each adjacent enemy once; +10 vs AC; 25 Damage

↘ **Frost Longbow:** (nearest) +10 vs AC; 10 + 5 cold Damage

Abilities

Human • Ranger

Bloody Critical 18+: Scores criticals against Bloodied targets on attack rolls of natural 18+.

Special Powers

⊕ **Counterattack:** Immediately after an adjacent enemy hits it with a ↓ attack, this creature can make a ⊕ attack against that enemy (+2 Attack).
The rangers of the Everfrost are as unforgiving and hard as the tundra from which they hail

Griffon

#40/60, *Dungeons of Dread*, Rare, Unaligned, Borderlands/Wild, 22 points

Level: 7, AC: 18, DEF: 19, Speed: F8, HP: 60

Attack Actions

⊕ **Claw:** +11 vs AC; 15 Damage

⊕ **Ripping Beak:** use only when bloodied: 2 ⊕ attacks against the same target: +10 total Damage if both hit.

Abilities

Beast • Griffon • Flight

Immune Fear

Special Powers

Thunder Charge: Additional +4 Attack on charge

Kobold Archer

#41/60, *Dungeons of Dread*, Common, Unaligned, Borderlands/Wild, 6 points

Level: 2, AC: 18, DEF: 16, Speed: 6, HP: 20, Attack Actions

⊕ **Dagger:** +5 vs AC; 5 Damage

↘ **Shortbow:** (nearest) +7 vs AC; 10 Damage

Abilities

Kobold

+4 DEF (Ref)

Defensive Mobility: +5 AC against opportunity attacks while moving.

Special Powers

First Arrow: +2 Attack and +5 Damage with ↘ attacks until attacked.

An archer is the embodiment of kobold battle strategy. Why go toe-to-toe when an arrow from the darkness works better?

Wyvern

#42/60, *Dungeons of Dread*, Rare, Unaligned, Borderlands/Wild, 57 points

Level: 13, AC: 28, DEF: 25, Speed: F8, HP: 80

Attack Actions

⊕ **Bite:** +18 vs AC; 20 Damage

↓ **Sting:** +19 vs AC; 15 Damage and followup

Followup: +19 vs DEF (fort) ongoing 15 poison Damage

Abilities

Beast • Flight

Special Powers

Mobile Melee Attack: Can shift immediately after making a ↓ attack

Defiant Rake

#43/60, *Dungeons of Dread*, Uncommon, Unaligned, Civilization/Underdark, 15 points

Level: 5, AC: 19, DEF: 16, Speed: 6, HP: 40

Attack Actions

⊕ **Rapier:** +10 vs AC; 10 Damage

✂ **Hand Crossbow:** (range 10) +12 vs AC; 10 Damage

Abilities

Human • Rogue

+4 DEF (Ref)

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

Special Powers

☐ **Wicked Dodge:** When an attack roll against this creature is a natural 9 or below, the attack automatically misses. You can choose to have the attack rerolled against a different target within the attacker's Reach.

"Ouch! How unlucky for your friend. And I thought you were aiming at me."

Emerald Orb Wizard

#44/60, *Dungeons of Dread*, Rare, Unaligned, Civilization/Underdark, 33 points

Level: 9, AC: 20, DEF: 23, Speed: 7, HP: 40

Attack Actions

⊕ **Dagger:** +8 vs AC; 5 Damage

↖ **Orb Blast:** (all adjacent enemies) 10 automatic D: ✱age

✱ **Sudden Spikes:** (nearest, radius 2) +11 vs DEF (Ref); 20 Damage, +10 if target is in difficult terrain

☐ **Shard Storm:** (range 10, radius 2) +7 vs DEF (Ref); 25 Damage; hit or miss, 1 clear square in area becomes difficult terrain

Abilities

Human • Wizard

Special Powers

Orb Ward: Enemies whose ↓ attacks miss this creature take 15 Damage

Grick

#45/60, *Dungeons of Dread*, Common, Unaligned, Civilization/Underdark, 14 points

Level: 5, AC: 16, DEF: 13, Speed: 6, HP: 45

Attack Actions

⊕ **Tentacle Rake:** +8 vs AC; 15 Damage

Abilities

Aberrant • Beast

+4 DEF (Will)

Resist 5 All

Special Powers

Bloodlust: On its turn, this creature cannot move or attack a non-Bloodied enemy if a Bloodied enemy is adjacent.

Evil Resonance: +2 Attack while within 5 squares of an Evil ally.

The grick expresses the madness of the Far Realm in simple, predatory brutality

Spectral Magelord

#46/60, *Dungeons of Dread*, Rare, Unaligned, Civilization/Underdark, 26 points

Level: 7, AC: 17, DEF: 15, Speed: F6, HP: 35

Attack Actions

⊕ **Ghostly Touch:** +7 vs DEF (Ref); 10 Damage

✂ **Aether Blast:** (range 10) +9 vs DEF (Fort); 15 Damage and Staggered

✱ **Spectral Dissipation:** (range 10, radius 1) +9 vs DEF (Will); 15 Damage and Enervated (save ends); RECHARGE when an Enervated creature is destroyed

Abilities

Spirit

Flight

Insubstantial: Half damage from all attacks except criticals

Phasing: Can move through walls blocking terrain and enemies

Special Powers

Wandering Monster: Sets up in a random victory area

Tefling Warlock

#47/60, *Dungeons of Dread*, Uncommon, Unaligned, Civilization/Underdark, 27 points

Level: 8, AC: 22, DEF: 18, Speed: 6, HP: 55

⊕ **Soul Blast:** +8 vs DEF (Fort); 15 Damage

✂ **Inevitable Blast:** (range 10) +8 vs DEF (Ref); 20 Damage, 10 on miss if your warband outnumbers opponents warband

☐ **Price of Pride:** (range 5) 8 vs DEF (Will); 20 Damage and 10 Damage whenever target's attack roll is natural 10 (max once per turn) until end of battle

Abilities

Tiefeling

+4 DEF (Will)

Warforged Infiltrator

#48/60, *Dungeons of Dread*, Uncommon, Unaligned, Civilization/Underdark, 34 points
Level: 9, AC: 24, DEF: 23, Speed: 6, HP: 55

Attack Actions

⊕ **Dagger:** +15 vs AC; 10 Damage

✂ **Hand Crossbow:** (range 10) +15 vs AC; 15 Damage

Abilities

Warforged • Stealth

Special Powers

▣ **Covert Agent:** +10 VP if this is the only creature in one of your victory areas.

Runecarved Eidolon

#49/60, *Dungeons of Dread*, Rare, Unaligned, Civilization/Wild, 52 points
Level: 13, AC: 23, DEF: 20, Speed: 4, HP: 60

Attack Actions

⊕ **Slam:** +18 vs AC; 30 Damage

✂ **Divine Retribution:** (nearest) +12 vs DEF (Ref); 30 Damage

Abilities

Construct

Immune Poison

Reach 2

Special Powers

Divine Beacon: Replaces attack action; until end of round, allies get +2 Attack and +5 Damage.

Eidolon Programming: This creature can not use ⊕ or ✂ attacks until it has been attacked or an ally has been destroyed.

Statue Form: This creature has +5 AC and +5 DEF if it has not yet activated in a round

Drow Wand Mage

#50/60, *Dungeons of Dread*, Uncommon, Unaligned, Underdark, 50 points
Level: 11, AC: 21, DEF: 24, Speed: 6, HP: 45

Attack Actions

⊕ **Dagger:** +13 vs AC; 10 Damage

▣ ✂ **Icy Ray:** (range 10, 3 targets) +11 vs DEF (Fort): 25 cold Damage AND Slowed (Speed 2); RECHARGE if this creature starts its turn with no adjacent enemies.

✂ **Wand Blast:** (sight, radius 1) +13 vs DEF (Ref); 20 Damage

Abilities

Drow • Arcane

Feyweave: +4 AC and +4 DEF against ✂ attacks.

Special Powers

Combat Teleport: whenever a ⊕ attack misses this creature; place the attacker up to 3 squares away in line of sight.

Champion 2

• Use before you roll for initiative. This round, Evil allies score criticals against Bloodied targets on attack rolls of natural 16+

• Reroll an ally's attack that deals cold or necrotic Damage

Shade Knight

#51/60, *Dungeons of Dread*, Uncommon, Unaligned, Underdark, 45 points
Level: 11, AC: 26, DEF: 23, Speed: 7, HP: 55

Attack Actions

⊕ **Greatsword:** +15 vs AC; 20 Damage

▣ ⊕ **Shadow Blow:** +15 vs DEF (Ref); 25 necrotic Damage

Abilities

Human • Shadow

Special Powers

Shadow Blade: Whenever this creature hits with an attack roll of a natural 16+, the target becomes Shadowed.

Shadowed: Whenever affected creature activates it and adjacent allies take 5 Damage; effect ends when it ends its turn at least 5 squares from Shadow enemies.

Champion 1

• Spend 10 VP. This creature heals 40 HP.

• Use when an Evil ally hits a ⊕. Roll 1d20. 10+ The hit becomes a critical

Skeletal Tomb Guardian

#52/60, *Dungeons of Dread*, Rare, Unaligned, Underdark, 69 points
Level: 10, AC: 20, DEF: 24, Speed: 8, HP: 110

Attack Actions

⊕ **Scimitar:** +12 vs AC; 25 Damage; on miss, reroll once

⊕ **Cascade of Steel:** +14 vs AC; 25 Damage AND immediately make this attack again (maximum 4 per turn)

Abilities

Undead • Skeleton

Immune Poison

Vulnerable 5 Radiant

Special Powers

Multiple Threats: All enemies adjacent to this creature grant combat advantage to attackers.

Wandering Monster: Sets up in a random victory area

Each sword arm was taken from a skilled soldier

Bulette

#53/60, *Dungeons of Dread*, Uncommon, Unaligned, Underdark/Wild, 59 points
Level: 9, AC: 27, DEF: 22, Speed: 6, HP: 90

Attack Actions

⊕ **Bite:** +14 vs AC; 20 Damage

▣ **Earthcrest:** If this creature moves at least 3 squares from its starting position using Burrow, at the end of its move, attack all targets within 2 squares, +15 vs AC; 20 Damage

Abilities

Beast

Burrow

+4 DEF (Fort)

The earth is their sea, and they are murderous sharks to any who walk the land

Deathjump Spider

#54/60, *Dungeons of Dread*, Common, Unaligned, Underdark/Wild, 11 points

Level: 4, AC: 18, DEF: 16, Speed: 6, HP: 35

Attack Actions

⊕ **Bite:** +8 vs AC; 10 Damage

↓ **Death from Above:** Move up to 6 squares as if with Flight and then attack adjacent target. +11 vs AC; 10 Damage AND ongoing 10 poison Damage.

Abilities

Beast • Spider

Special Powers

⌚ **Agile Leap:** An opportunity attack against this creature automatically misses

Fen Hydra

#55/60, *Dungeons of Dread*, Rare, Unaligned, Underdark/Wild, 93 points

Level: 12, AC: 24, DEF: 20, Speed: 3, HP: 115

Attack Actions

⊕ **Bite:** +16 vs AC; 20 Damage

Abilities

Beast • Hydra

+4 DEF (Fort)

Ponderous: Can't shift.

Reach 3

Special Powers

Multi-Activation 2: Activates twice per round.

New Heads: Once Bloodied, this creature can make 2 ⊕ attacks as an attack action on its turn. *Neither dragon nor serpent, the hydra is far more fearsome than a combination of both*

Giant Centipede

#56/60, *Dungeons of Dread*, Common, Unaligned, Underdark/Wild, 9 points

Level: 4, AC: 19, DEF: 15, Speed: 4, HP: 35

Attack Actions

⊕ **Bite:** +9 vs AC; 15 Damage

Abilities

Beast

Defensive Mobility: +5 AC against opportunity attacks while moving.

Special Powers

Scuttle +4: +4 Speed if every square this creature moves into is adjacent to a wall.

Wriggle 3: Before attacking on its turn, this creature must move at least 3 squares *Primeval in form, size, and purpose, the centipede is an example of evolutionary efficiency*

Hook Horror

#57/60, *Dungeons of Dread*, Uncommon, Unaligned, Underdark/Wild, 65 points

Level: 13, AC: 25, DEF: 20, Speed: 6, HP: 95

Attack Actions

⊕ **Hook:** +15 vs AC; 20 Damage

↓ **Latch On:** Nonadjacent smaller target only, +13 vs DEF (Fort); 30 Damage AND pull target 1 square

⚡ **Thresh:** Use when no enemies are adjacent; make 2 ⊕ attacks

Abilities

Aberrant

+4 DEF (Fort)

Reach 2

Evil Soul: +5 Damage while in a warband with an Evil champion.

Lethal: +4 Attack against Bloodied targets *Once you're hooked, the horror begins*

Shadowhunter Bat

#58/60, *Dungeons of Dread*, Uncommon, Unaligned, Underdark/Wild, 10 points

Level: 3, AC: 17, DEF: 17, Speed: F8, HP: 30

Attack Actions

⊕ **Tail Slash:** +8 vs AC; 10 Damage

Abilities

Beast • Shadow

Flight

Special Powers

Shadow Killer: +5 Damage against Shadowed targets.

Mobile Melee Attack: Can shift immediately after making a ↓ attack *Night has wings, misery a bladed tail*

Spectral Panther

#59/60, *Dungeons of Dread*, Uncommon, Unaligned, Underdark/Wild, 32 points

Level: 9, AC: 26, DEF: 24, Speed: 7, HP: 45

Attack Actions

⊕ **Claw:** +13 vs AC; 20 Damage

Abilities

Beast • Shadow

Special Powers

Fade Out: Remove this creature from the battle map at the end of a round in which it first becomes Bloodied. It remains off the battle map for the next round. Before rolling initiative for the following round, place it on the battle map at least 5 squares from all enemies.

Pounce +20: +20 Damage on charge when this creature has combat advantage against target.

Stalker: +4 Attack and +10 Damage when this creature is the only creature adjacent to target

Bralani

#60/60, *Dungeons of Dread*, Unaligned, Rare, Wild, 43 points

Level: 9, AC: 23, DEF: 21, Speed: F6, HP: 60

Attack Actions

⊕ **Longsword:** +17 vs AC; 20 damage

↶ **Whirlwind Arrow:** (line 10) +15 vs DEF (Ref); 15 Damage, 5 on a miss

Abilities

Fey • Eladrin • Noble

Flight

Vulnerable 5 Necrotic

Champion 3

- Use during this champion's turn. Enemies with Flight are Slowed (Speed 2) this round.
- Use when any creature's attack roll is a natural 16+. For the rest of that round, your warband gets +4 Attack

Autumn's chill winds bear him aloft, buffet his enemies, and carry his arrows singing home

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/dnd>