

D&D MINIATURES

SET 12: *UNHALLOWED* UNOFFICIAL SPOILERS

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

Blessed Hunter

#1/60; *Unhallowed*; Uncommon; LG; 47 points
Level 8; Speed 6; AC 17; HP 90

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

Type: Large Magical Beast

Special Abilities

- Acrobatic Charge (Can charge through allies and terrain that slows movement)
- DR 5
- Immune Electricity
- Pounce (This creature can use all its melee attacks when charging)
- Powerful Charge +10 (Melee damage +10 when charging)
- Rend +10 (If this creature hits 1 enemy with both melee attack on the same turn, damage +10 to second attack)
- Smite Evil +10 [] (Melee damage +10 against evil enemies)

Celestial Giant Owl

#2/60; *Unhallowed*; uncommon; LG, 30 points
Level 8; Speed F6; AC 16; HP 55

Melee Attack: +15 (15)

Type: Large Magical Beast

Special Abilities:

- Flight
- DR 5
- Immune Electricity
- Smite Evil +10 [] (Melee damage +10 against evil enemies)
- Spell Resistance

Cormyrean War Wizard

#3/60; *Unhallowed*; uncommon; LG, 29 points
Level 8; Speed 6; AC 19; HP 45

Melee Attack: +5 (10 electricity)

Type: Humanoid - Human

Special Abilities

- Phalanx Spellcasting (This creature's damaging spells deal damage +10 whenever it is adjacent to a spellcaster ally)

Spells:

3rd - *lightning bolt* [][] (line; 20 electricity damage; DC 15); 2nd - *ray of ice* [] (range 6; 15 cold damage), *scorching ray* [] (range 6; 15 fire damage); 1st - *slide* [][] (range 6; slide target creature 1 square)

Devotee of the Silver Flame

#4/60; *Unhallowed*; common; LG, 7 points
Level 4; Speed 4; AC 18, HP 25

Melee Attack: +6 (5magic)

Special abilities

- Supernatural Bane (Melee attack +2 melee damage +10 against enemies with DR)

Knight of the Chalice

#5/60; *Unhallowed*; common; LG, 25 points
Commander 3

Melee Attack: +6(5magic)

Level 5; Speed 4; AC 21; HP 30

Commander effect:

Followers gain immune aura of fear and evil outsider foe +5 (Damage +5 to evil outsider enemies)

Special Abilities

- Evil outsider foe +5 (Damage +5 to evil outsider enemies)
- Fearless
- Lay on hands 10 [] (Replace attacks; touch; heal 10 hp)
- Smite evil +5 [][] (Melee damage +5 to evil enemies)
- Willing to Follow (This commander can benefit from the commander effect of other commanders in your warband as though it were a follower)

Pentifex Monolith

#6/60; *Unhallowed*; rare; LG, 32 points
Level 6; Speed 4; AC 21; HP 65

Melee Attack: +9 (10 magic)

Type: Humanoid - Human

Special Abilities

- Chaos Bane (Melee attack +2, melee damage +10 against chaotic enemies)
- Ghost Touch (This creature's melee attack ignores incorporeal)
- Soulmelds (Choose 1 effect. Soulmeld effects end immediately if this creature is eliminated.)

Airstep Sandals (Swift: self; Flight and speed F6 until this creature's next activation)

Crystal Helm (Swift: self; +3 AC until this creature's next activation)

Armguards of Destruction (Replaces attacks: 15 damage to adjacent Undead)

Phalanx Soldier

#7/60; *Unhallowed*; common; LG; 12 points

Level 4; Speed 6; AC 16; Hp 30

Melee Attack: +7(5)

Type: Humanoid-Human

Special abilities

- Melee reach 2
- Phalanx Fighting (+2 AC when adjacent to an ally with Phalanx Fighting)
- Set against charge 10 (Enemies that charge this creature take 10 damage after their charge movement but before making their melee attack)
- Spear wall +5 (Melee damage +5 for each adjacent ally with spear wall)

Shield Guardian

#8/60; *Unhallowed*; rare; LG; 41 points

Level 10; Speed 6; AC 21; HP 70

Melee Attack: +10/+10 (15)

Type: Large Construct

Special Abilities

- Requires Commander
- Construct Traits
- Fearless
- Guard (Adjacent allied commanders get +2 AC)
- Melee Reach 2
- Shield Controller (If this creature's required commander takes damage, this creature can take half of that damage)
- Stored Spell (Can cast 1 spell of up to 4th level from any spellcaster in your starting warband. Spell must be chosen during setup. Does not apply to Psionics.)

Stone Giant Runecarver

#9/60; *Unhallowed*; rare; LG; 91 points

Level 10; Speed 6; AC 22; HP 130

Melee Attack: +16/+11 (20 magic +5 sonic)

Ranged Attack: +12 (2 of them) (20 magic + Stone Shards)

Type: Large Giant

Special Abilities

- Melee Reach 2
- Precise Shot (Whenever this creature shoots - into melee, the defender doesn't get the AC Bonus)
- Stone Shards (All creatures adjacent to an enemy hit by this attack take 10 magic damages)

Spells

7th - *symbol of showing* [] (Place a counter in an adjacent square; on its turn, an enemy with 65 or fewer hp moves into the counter's square or any adjacent square to the counter, or that activates wwithin these squares, is stunned; dc 19, only one save is needed each turn)

Van Richten

#10/60; *Unhallowed*; rare; LG; 59 points

Commander 6

Melee Attack: +10/+5 (10 Magic)

Type: Humanoid-Human

Level 10; Speed 4; AC 20; HP 75

Commander effect

Followers with half of there maximum hit points or fewer get melee damage +5

Special Abilities

- Grater Turn Undead 10 [] (As turn undead but creatures that fail the moral save are destroyed)
- Undead Bane Melee (Attack +2, Melee damage +10 against Undead enemies)

Spells

5th - *Mass cure light wounds* [] (self and allies within 6 squares heal 15 hp); 4th - *Holy Smite* [] (sight radius 4 20 damage to evil creatures or 25 damage to evil outsiders DC 16), *Make Manifest* [] (range 6 target creature losses incorporeal DC 16); 3rd - *Searing Light* [][] (Sight 10 damage or 20 damage to undead); 2nd - *Close wounds* [] (immediate range 6 a target that would be reduced to 0 hp or fewer instead has 5 hp remaining)

Van Richten, epic

#10/60; *Unhallowed*; rare; LG; EPIC 231 points

Level 12; Speed 6; AC 23; HP 180

Commander 6

Melee Attack: +20/+15 (15 Magic)

Type: Humanoid-Human

Commander effect

Followers with half of there maximum hit points or fewer get melee damage +5

Special Abilities

- Grater Turn Undead 12 [] (As turn undead but creatures that fail the moral save are destroyed)
- Undead Bane Melee (Attack +2, melee damage +10 against Undead enemies)
- Evil Bane (Melee attack+2, melee damage 10 against evil enemies)

Spells

6th - *bolt of glory* [] (range 6; 35 damage to evil creature or 60 damage to undead or evil outsiders), *Heal* [] (touch heal 100 hp); 4th - *Holy Smite* [] (sight radius 4 20 damage to evil creatures or 25 damage to evil outsiders DC 16), *Make Manifest* [] (range 6 target creature losses incorporeal DC 16); 2nd - *Close wounds* [] (immediate range 6 a target that would be reduced to 0 hp or fewer instead has 5 hp remaining)

Vampire Hunter

#11/60; *Unhallowed*; uncommon; LG/CG; 18 points

Level 7; Speed 6; AC 16; HP 40

Melee Attack: +8(10magic)

Ranged Attack: +11 (5 magic)

Type: Humanoid - Human

Special abilities

- Undead Slayer +10 (damage +10 to undead enemies)
- Wooden Stake [] (Replaces attacks; make a melee or ranged attack roll: If successful destroy undead creature whose name contains Vampire DC 20 % damage instead on successful save)

Air Mephit

#12/60; *Unhallowed*; uncommon; CG; 13 points
Level 3; Speed F12; AC 16; HP 15

Melee Attack: +4 (5 + Pushback)

Type: Small Outsider

Special Abilities

Flight

- Breath Weapon [] (Replaces attacks; cone, 10 damage + push affected creatures 1 square; DC 12)
- Conceal 6
- Pushback (When this creature's melee attack deals damage to a Medium or smaller creature, it may push that creature 1 square; DC 12)

Asura

#13/60; *Unhallowed*; Rare; CG; 40 points

Level 8; HP 55; AC 19; Speed F10

Melee Attack: +13/+8 (10 magic +5 fire)

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

Special Abilities:

- DR 5
- Immune Confusion
- Immune Fire
- Spell Resistance
- Burning Wind [] (Replaces attacks; 10 fire damage within 3 squares)

Changling Rogue

#14/60; *Unhallowed*; Common; CG; 8 points

Level 4; Speed 6; AC 17; HP 25

Melee Attack: +6(5 Magic)

Type Humanoid- Changling – Shapeshifter

Special abilities

- Disguise self (Until it attacks or casts a spell, this creature has invisible)
- Melee sneak attack +5

Cleric of Sune

#15/60; *Unhallowed*; Uncommon; CG; 34 points

Commander 3

Level 7; Speed 6; AC 17; HP 50

Melee Attack: +8 (5magic)

Type Humanoid - Human

Commander Effect: Allied and Enemy Humanoids get melee attack +2 and melee damage +5.

Special Abilities

- Amazing Beauty (A Humanoid that makes a melee attack against this creature must save or that attack automatically misses; DC 17)

Spells

4th- *Castigate* [] (radius 2, centered on caster; 10 damage to enemy creatures, or 20 damage to LE creatures, cast cast while adjacent to enemy; DC 16);
3rd - *Cure Serious Wounds* [] (touch; heal 20 hp),
Legion's Magic Weapon [] (your warband; attack +1, ignore DR),
Suggestion [] (range 6; Confusion, save at the end of affected creature's turn; DC 15)

Dwarf Battlerager

#16/60; *Unhallowed*; Common; CG; 17 points

Level 7; Speed 7; AC 12; HP 35

Melee Attack: +5/+5(10)

Type Humanoid-Dwarf

Special abilities

- Battlerage (If this creature has taken damage it gets melee attack +4 and Melee damage +10 until end of the skirmish)
- Dodge Giants +4 (+4 AC against Giants)
- Fearless

Halfling Brawler

#17/60; *Unhallowed*; Uncommon; CG; 15 points

Level 5; Speed: 6; AC 13; HP 35

Melee Attack: +7/+7 (10)

Ranged Attack: +7, range 6 [] (10 + Double Throw)

Type: Small Humanoid - Halfling

Special Abilities

- Size Advantage (Melee damage +5 to larger enemies)
- Double Throw (When this creature makes a ranged attack, it can immediately make 1 extra ranged attack against the same target)

Large Astral Construct

#18/60; *Unhallowed*; Rare; CG; 43 points

Level 7; Speed 6; AC 19; HP 70

Melee Attack: +13/+13 (15)

Type: Large Construct

Special Abilities

- Requires Commander
- Construct Traits
- DR5
- Astral Construct Ability [] (During Setup, choose 1 effect):
 - Energy Damage* (Melee damage +5 fire or +5 cold; choose type during setup)
 - Flight and Speed +4*
 - Melee Attack +4*
 - +4 AC*
 - Spell Resistance*

Large Brass Dragon

#19/60; *Unhallowed*; Rare; CG; 50 points

Level 10; Speed F9; AC 19; HP 90

Melee Attack: +10/+8/+8 (15)

Type: Large Dragon

Special Abilities

- Flight
- Breath Weapon [] (Replaces attacks; cone; Sleep, DC 18)
- Breath Weapon [] {Replaces attacks: line; 20 fire damage; DC 18)
- Double Damage from Cold
- Immune Fire, Paralysis, Sleep
- Misdirection (Whenever an enemy misses this creature with a melee attack, reroll the enemy's attack against one of its allies within its Melee Reach)

Lyrandard Skyfire Captain

#20/60; *Unhallowed*; Rare; CG; 55 points

Commander 3

Level 8; Speed 6; AC 18; HP 45

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

Ranged Attack: +12/+7 (10 magic +5 fire)

Type: Humanoid - Elf

Commander Effect

Enemies lose flight

Special abilities

- Prepared for battle (Immediately after setup this creature may cast 2 of its spells upon itself or an adjacent ally)

Spells

4th - *speed weapon augmentation* [] (touch chose a ranged attack or melee attack: target creature gains an extra attack of the chosen type on each of its turns); 3rd - *Fiery weapon augmentation* [] (touch chose a ranged attacks or melee attacks; target creature gains damage +5 fire with the attack type chosen); 2nd - *Cats grace* [] (touch +2 AC, ranged attack +2); 1st - *energy alteration* [] (touch chose ranged attacks or melee attacks; acid cold electricity, or fire energy damage on the chosen attacks changes to another energy type[acid, cold, electricity, or fire] DC13)

Marid

#21/60; *Unhallowed*; Uncommon; CG; 46 points

Level 8; Speed 6; AC 19; HP 70

Melee Attack: +10/+5 (20)

Type: Large outsider

Special Abilities

- Drown [] (replace attack range 6 destroy living creature with 60 or fewer hp; DC 17)
- Fire Slayer +10 (damage +10 to enemies with immune fire)
- Melee reach 2
- Spell resistance

Spells

3rd - *quench* [] (range 6 this creature and target creature gain resist 10 fire)

Pseudodragon

#22/60; *Unhallowed*; Uncommon; CG; 12 points

Level 2; Speed F8; AC 18; HP 15

Melee Attack: +4(5+Sleep Poison)

Type: Tiny Dragon

Special Abilities

- Flight
- Hide
- Sleep Poison (Sleep;DC 14)
- Spell Resistance
- Spellcrafters Cohort(If this creature puts an enemy to sleep, choose a spellcaster in your warband within 6, that spellcaster gains 1 extra casting of a spell of your choice. Does not apply to Psionics)

Rat Swarm

#23/60; *Unhallowed*; Uncommon; CG; 17 points

Level 4; Speed 6; AC 14; HP 35

Type: Large Animal

Melee Attack: +5(5+Black Death)

Special Abilities

- Black Death (Living creature only; attack -1 whenever creature activates; penalty is cumulative, but only can be affected by one black death at a time; DC 15, save at end of each turn)
- No Reach
- Swarm Attack [] (each adjacent saves against black death)
- Trample 0 + Black Death (Can move through 1 smaller enemies space to use Black death only; DC 15)
- Wandering Monster (Sets up on a random victory area instead of your start area)

Stormrage Shambler

#24/60; *Unhallowed*; Uncommon; CG; 72 points

Level 8; Speed 6; AC 17; HP120

Melee Attack: +15/+15 (25)

Type: Large Plant

Special abilities

- Wild
- Electricity healing 10 (This creature heals 10 hp each time it is subjected to electricity damage)
- Immune Electricity
- Melee reach 2
- Plant traits

Virtuous Charger

#25/60; Rare; CG; 40 points

Level 7; Speed 12; AC 18; HP 85

Melee Attack: +11/+9 (15 magic/10)

Type: Large Mounted Humanoid - Elf - Magical Beast

Special Abilities

- Aura of Protection from Evil (This creature and adjacents creatures get +2 AC against evil creatures)
- Immune Confusion, Dominate, Poison
- Enhanced Mobility 12 (This creature can move up to 12 squares on its turn and use all its melee attacks)
- Skirmish Attack +10 (Damage +10 if this creature has moved at least 2 squares this turn)

Spells

4th - *neutralize poison* [] (Touch, remove Poison and target creature gains Immune Poison); 2nd - *cure moderate wounds* [] (Touch; heal 10 hp)

Wild Elf Warsinger

#26/60; Uncommon; CG; 9 points

Level 3; Speed 8, AC 16; HP 20

Melee Attack: + 8 (10)

Type: Humanoid Elf

Special Abilities

- Aura of fear 2 (Adjacents enemies get morale save -2)
- Dirge for the unloving (Undead within 6 squares take 5 damages whenever this creature activates)
- Warsong (Allies that activates within line of sight of this creature gain Powerful charge +10 [Melee damage +10 when charging] until end of turn)

Wizard of Turmish

#27/60; *Unhallowed*; Rare; CG; 33 points (misprinted as LG/LE, but faction symbol is CG)

Level 7; Speed F8; AC 13; HP 30

Melee Attack: +3 (5 magic)

Type: Humanoid - Human

Special Abilities

- Flight,
- Cooperative Spellcasting (This creature's spell DCs increase by 1 for each adjacent allied spellcaster)
- Devoted Familiar [] (Immediate: When this creature takes damage that would destroy it, it takes no damage instead)

Spells

4th - *burning blood* [] (sight, 5 fire damage whenever target creature activates; DC 16); 3rd - *anyspell* [] (cast any spell of 2nd or lower that an adjacent allied spellcaster can cast); 1st - *backbiter* [] (range 6; target creature makes an immediate melee attack against itself; DC 13), *disrupt undead* [unlimited] (range 6; 5 damage to Undead creature)

High Inquisitor

#28/60; *Unhallowed*; Uncommon; LE/LG, 49 points
Level 8; Speed 4; AC 22; HP 65

Commander 4

Melee Attack: +9/+4 (10 magic)

Type: Humanoid - Human

Commander Effect

Each enemy hit by a smite attack must make a moral save.

Special Abilities

- Smite +10 [] (Melee damage +10)
- Turn undead 6 []
- Zealotry [] (immediate reroll 1 save this creature just failed can use when routing)
- Overbearing Presence (Adjacent noncommander enemies are considered out of command)

Spells

4th - *Order's wrath* [] (sight radius 4 20 damage to chaotic creatures DC16); 3rd - *Inflect serious wounds* [] (touch 20 negative damage DC15); 1st - *Cure light wounds* [] (touch; heal 5 Hp)

Large Ice Elemental

#29/60; *Unhallowed*; Rare; LG/LE; 28 points

Level 8; Speed 6; AC 19; HP 55

Melee Attack: +10/+10 (10 + 5 cold)

Type: Large Elemental

Special Abilities

- Cold Healing 10 (This creature heals 10 hp each time it is subjected to cold damage)
- Double Damage from Fire
- DR 5
- Ice Spikes (An enemy that moves into any square adjacent to this creature, or that activates within these squares, takes 5 cold damage; does not affect creatures with Flight)
- Immune Cold
- Melee Reach 2

Bat Familiar

#30/60; *Unhallowed*; Uncommon; Any; 6 points

Level 1; Speed F8; AC 16; HP 5

Type: Tiny Magical Beast

Special Abilities

- Flight
- Required Spellcaster
- Attendant (don't count as a creature for the purpose of warband construction. Your warband cannot contain more than 1 Bat Familiar for each required spellcaster)
- Blindsight
- Deliver Touch Spell [] (This creature can cast 1 touch spell of the required spellcaster; a spell cast in this fashion is treated as though cast by that spellcaster)
- Evade Damage (If this creature successfully saves against a damaging spell or special ability, it takes no damage)
- No Reach (Can't make attacks of opportunity)

Beholder Lich

#31/60; *Unhallowed*; Rare; LE; 64 points

Level 11; Speed F4; AC 22; HP 70

Melee Attack: +3(10)

Type: Large Undead-Aberration

Sepecial Abilities

- Flight
- Fearless
- Undead traits
- Unhallowed Sigh (All creatures within line of sight lose turn undead; undead creatures within line of sight get attack +1)
- Double Eye Rays (Replaces Attacks, sight, roll d20 twice; each time, use indicated effect or any effect with lower number, choose target after each roll):
 - 1-5 *Chill touch* (5 damage or turn undead 20 to undead creature)
 - 6-10 *Inflict Moderate wounds* (10 negative damage; dc 18)
 - 11-14 *Vampiric touch* (15 damage to living creature; dc 18; this creature gets hp equal to damage dealt (max 70 hp))
 - 15-18 *bestow Curse* (attack -4 save -4; dc 18)
 - 19 -20 *Finger of Death* (destroy living creature; dc 18; 25 damage on successful save)

Blood Golem of Hextor

#32/60; *Unhallowed*; LE, 52 points

Level 10; Speed 4; AC 20; HP 75

Melee Attack: +13/+13 (15)

Type: Large Construct

Special Abilities

- Construct Traits
- DR 5
- Fearless
- Feed 10 (Whenever this creature destroys a living creature, it immediately gets +10 hp [maximum 75 hp])
- Fountain of Blood (Squares occupied by and adjacent to this creature are treated as blood rock terrain)
- Melee Reach 2
- Spell Resistance All
- Whirlwind Attack (On its turn, if this creature moves no more than 1 square, it can make a separate melee attack against each enemy within its melee reach)

Blood of Vol Divinity Seeker

#33/60; *Unhallowed*; Uncommon; LE; 26 points

Level 7; Speed 8; AC 18; HP 40

Melee Attack: +8/+8 (5 magic)

Special Abilities

- Blood Syphon (On this creatures turn it gets melee attack +4 and melee damage +10 against a living enemy that is adjacent when this creature activates)
- Devotee of Undead (Melee damage +5 when a follower of an undead commander)
- Fearless

Bone Naga

#34/60; *Unhallowed*; Rare, LE; 62 points

Level 10; Speed 6; AC 20; HP 70

Melee Attack: +9 (10 + poison)

Type: Large Undead

Special Abilities

- Fearless
- Immune Cold
- Poison (5 damage whenever poisoned creature activates; DC 17)
- Spell Resistance
- Undead Traits

Spells

6th - *[] flesh to stone* (range 6; destroys target living creature and replace it with a statue; DC 18); 5th - *[] cone of cold* (cone; 30 cold damage; DC 17, *telekinesis* (sight; slide target creature up to 3 squares; DC 17, allies may voluntarily fail save); 4th - *[] assay spell resistance* (sight; target creature loses Spell Resistance; ignore Spell Resistance), *Stoneskin* (touch; creature gains DR 5 [Takes 5 less damage from nonmagical melee and ranged attacks]); 3rd - *[] empowered magic missile* (sight; 15 damage)

Count Strahd von Zarovich Vampire

#35/60; *Unhallowed*; Rare; LE, 93 points

Commander 7

Level 11; Speed 6; AC 21; HP 75

Melee Attack: +13 (15 + Life Drain)

Type: Undead

Commander Effect: Routing creatures get Speed +4.

Special Abilities:

- DR 5
- Fearless
- Gaseous Form *[]* (Immediate: If this creature is reduced to 0 hp, this creature appears with 10 hp in any victory area within 6 squares; if no victory area is within 6 squares, or if this creature is within a victory area when reduced to 0 hp, this ability has no effect)
- Immune Cold, Electricity
- Life Drain 15 (If target is a living creature, this creature gets +15 hp [maximum 75 hp])
- Undead Traits

Spells

5th - *night's carress* *[]* (touch; 50 damage to living creature; DC 17; or Undead creature routs as if successfully turned), *telekinesis* *[]* (sight; slide target creature up to 3 squares; DC 17, allies may voluntarily fail save); 4th - *bloodstar* *[]* (sight; living creature takes +10 damage each time it takes damage; DC 16);

Count Strahd Von Zarovich, epic

#35/60; *Unhallowed*; Epic; LE, 255 points

Commander 7

Level 13; Speed: 6; AC 25; HP 150

Melee Attack: +21/+16 (20 + Life Drain)

Type: Undead

Commander Effect: Routing creatures get Speed +4.

Warband Building: Undead of any alignment are legal in your warband.

Special Abilities

- Domination *[]* (replaces attacks; range 6; living creature becomes part of this creature's warband; DC 20; this is a Dominate effect);
- DR 5
- Fearless;
- Gaseous Form *[]* (Immediate: If this creature is reduced to 0 hp, this creature appears with 10 hp in any victory area within 6 squares; if no victory area is within 6 squares, or if this creature is within a victory area when reduced to 0 hp, this ability has no effect)
- Immune Cold, Electricity
- Life Drain 20 (If target is a living creature, this creature gets +20 hp [maximum 150 hp])
- Undead Traits

Spells

6th - *revive undead* *[]* (immediate: range 6; remove 50 damage from target Undead creature); 5th - *night's caress* *[]* (touch; 50 damage to living creature; DC 17; or Undead creature routs as if successfully turned), *telekinesis* *[]* (sight; slide target creature up to 3 squares; DC 17, allies may voluntarily fail save); 4th - *bloodstar* *[]* (sight; living creature takes +10 damage each time it takes damage; DC 16); 3rd - *undead torch* *[]* (range 6; target Undead gets damage +10 against living creatures)

Devourer

#36/60; *Unhallowed*; Rare; LE; 60 points

Level 10; Speed 6; AC 21; HP 80

Melee Attack: +15/+15 (15)

Special Abilities

- Undead Traits
- Fearless
- Melee Reach 2
- Spell Resistance
- Draw Close *[]* (Swift; pull target to adjacent square)
- Trap Essence *[]* (Destroy living creature with 55 or lower HPs; DC19)

Displacer Beast Manhunter

#37/60; *Unhallowed*; Rare; LE; 47 points

Level 9; Speed 8; AC 17; HP 80

Melee Attack: +11/+11 (10)

Type: Large Magical Beast

Special Abilities

- Conceal 11
- Humanoid Foe +5 (Melee damage +5 to humanoid enemies)
- Hunter +5 (Melee damage +5 unless more than 1 enemy is adjacent)
- Melee Reach 2
- Sidestep (On its turn, if it moves only 1 square, this creature can make all its attacks and does not draw Attack of opportunity)

Duergar Slaver

#38/60; *Unhallowed*; Common; LE; 26 points

Level 6; Speed 4; AC 18; HP 45

Melee Attack: +9 (10+5 fire)

Commander 2

Commander Effect: Routing enemies that take damage are eliminated

Special Abilities

- Conceal 6
- Willing to Follow (This commander can benefit from the commander effect of other commanders in your warband as though it were a follower)

Spells

2nd – *invisibility* (Touch; creature gains invisible until it attack or casts a spell)

Gorgon

#39/60; *Unhallowed*; Rare; LE; 70 points

Level 8; Speed 6; AC 20; 85 HP

Melee Attack: +12 (25)

Special Abilities

- Breath Weapon [] (replaces attack; cone; destroy living creatures and replace them with statues)
- Trample 15 (This creature can move through 1 smaller enemy's space to deal 15 damage; DC 19)

Graypeak Goblin Archer

#40/60; *Unhallowed*; Common; LE; 8 points

Melee Attack: +4(5)

Ranged Attack: +2/+2 (5)

Type: small Houtmanoid-Goblinoid-goblin

Level 2; Speed 6; AC 16; HP10

Special abilities

- Goblin squad (Whenever this creature attacks an enemy that is adjacent to an allied goblinoid it does not count against your limit of activating 2 creatures per phase)
- Mob2 (Every 2 creatures named Graypeak Goblin Archer count as 1 creature for the purpose of warband construction)
- Volley (Ranged attack +2 for each adjacent creature with volley)

Inspired Shock Trooper

#41/60; *Unhallowed*; Uncommon; LE, 11 points

Level 2; Speed 6; AC 17; HP 25

Melee Attack: +5 (5)

Type: Humanoid - Human

Special Abilities

- Dissolving Weapon [] (This creature gets melee damage +15 acid with its first successful melee attack)

Spells

Psionics 6pp - *burst* 1 pp (swift; self; +2 speed this turn), *dissipating touch* 3 pp (touch, 10 damage)

Nessian Warhound

#42/60; *Unhallowed*; Uncommon; LE; 62 points

Level 10; Speed 8; AC 21; HP 115

Type: Large Outsider

Melee Attack: +15 (20 + 5 fire)

Special Abilities

- Breath Weapon [] (Replaces attacks; cone; 20 fire damage, DC 19)
- Double Damage from Cold
- Immune Fire

Ogre Executioner

#43/60; *Unhallowed*; Rare; LE; 51 points

Type: Large Giant

Level 9; Speed 6; AC 19; HP 80

Melee Attack: +16/+11 (20)

Special Abilities

- Executioner's Blade (Melee attack +4 and melee damage +5 against creatures that are out of command or routing)
- Melee Reach 2
- Smite Good +15 [] (Melee damage +15 to good enemies)

Strahd Zombie

#44/60; *Unhallowed*; Common; LE; 20 points

Level 6; Speed 6; AC 16; HP 40

Melee Attack: +6(10)

Type: Undead

Special Abilities

- Hard to kill 11 (When this creature would be reduced to 0 hp or fewer it instead has 5 hp remaining on a roll of 11+)
- Plodding (can't charge or move more than its speed on a turn)
- Fearless
- Undead traits

Torturer

#45/60; *Unhallowed*; Uncommon; LE; 27 points

Level 9; Speed 6; AC 16; HP 45

Melee Attack: +11/+6(5 magic+Torment)

Type: Humanoid-Human

Special Abilities

- Bloodlust (Gains fearless if destroys living enemy)
- Melee Sneak Attack +5
- Smite Good +5 [] (Melee damage +5 to good enemies)
- Torment 5 (5 damage; living creatures only)

Tsucora Quori

#46/60; *Unhallowed*; Rare; LE; 67 points

Level 10; Speed 8; AC 18; HP 110

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

Type: Large Outsider

Special Abilities

- DR 5
- Melee Reach 2
- Psionic Channeler (The DCs of Psionics cast by allies increase by 2)
- Psionic Envoy (Treat the faction of any one creature with Psionics as LE for the purpose of warband construction)
- Spell Resistance
- Terrifying Sting (An enemy that fails a morale save caused by this creature's melee attack is destroyed, and this creature heals 10 hp)

Spells

Psionics 8 pp

body adjustment 5 pp (self; heal 15 damage), *recall*

agony 3 pp (sight; 10 damage; DC 16)

Ultraloth

#47/60; *Unhallowed*; Rare; LE; 62 points

Level 12; Speed 6; AC 21; HP 80

Melee attack: +16/+11(15 magic)

Commander 5

Warband Building: Yugoloths of any faction are legal in your warband

Commander Effects: Yugoloths followers gain Hide

Special Abilities

- Dark Suggestion [unlimited] (Replaces attacks; any living enemy within 6 squares; Dominate [Target living enemy makes a single immediate attack as if it were a member of your warband]; DC 19)
- DR 5
- Immune Acid, Poison
- Quick Cast [] (Cast 1 spell as swift action)
- Spell Resistance
- Telepathy (Treat followers are always being within 6 squares of this commander)

Spells

5th - *heightened ray of exhaustion* [] (range 6, attack -3, damage -10 [min 5]; DC 17 negates); 1st - *rays of enfeeblement* [unlimited] (range 6, attack -2, damage -5 [minimum 5]), *scorching ray* [unlimited] (range 6; 15 fire damage)

Ultraloth, epic

#47/60; *Unhallowed*; Epic; LE; 260 points

Level 14; Speed 6; AC 23; HP 170

Melee Attack: +19/+14 (15 magic)

Type: Outsider - Yugoloth

Commander Effect: Yugoloth followers gain Hide.

Warband Building: Yugoloths of any faction are legal in your warband. Yugoloths cost 10 less for the purpose of warband construction.

Special Abilities

- Conceal 11
- Dark Suggestion [unlimited] (Replaces attacks; any living enemy within 6 squares; Dominate [Target living enemy makes a single immediate attack as if it were a member of your warband]; DC 23)
- DR 5
- Immune Acid, Poison
- Quick Cast [] (Cast 1 spell as swift action)
- Spell Resistance
- Telepathy (Treat followers as always being within 6 squares of this commander)

Spells

9th - *power word kill* [] (range 6; destroy living creature with 60 or fewer hp); 5th - *heightened ray of exhaustion* [] (range 6; attack -3, damage -10 [minimum 5]; DC 17 negates); 1st - *ray of enfeeblement* [unlimited] (range 6; attack -2, damage -5 [minimum 5]), *scorching ray* [unlimited] (range 6; 15 fire damage)

Bugbear Gang Leader

#48/60; *Unhallowed*; Common; CE; 23 points

Commander 1

Melee Attack: +7/+7(10)

Type: Goblinoid-Bugbear

Level 4; Speed 8; AC 15; HP 40

Commander effect

Followers of level 6 or lower gain death strike (when this creature's hp are reduced to 0 or lower it can make 1 immediate melee attack)

Special abilities

- Goblin Squad (Whenever this creature attacks an enemy that is adjacent to an allied goblinoid, it does not count against your limit of activating 2 creatures per phase)
- Willing to Follow (This commander can benefit from the commander effects of other commanders in your warband as though it were a follower)

Caller in Darkness

#49/60; *Unhallowed*; Uncommon; CE; 53 points

Level 10; Speed 8; AC 14; HP 55

Melee Attack: +7/+7 (10)

Type: Large Undead

Special Abilities

- Flight
- Incorporeal
- Fearless
- Melee Reach 2
- Steal Essence (Replaces Attacks; range 6 destroy target paralyzed or sleeping creature)
- Undead Traits

Spells

psionic 19 pp

Concussion Blast - 7pp (sight, two nearest enemies take 10 damage), *Death Urge* - 7pp (sight, target creature must make an immediate successful critical hit against itself with it's first printed attack, living creatures only, DC 16), *Mind Trust* - 4pp (range 6 ; 35 damage living creatures only, DC 15 negates)

Canoloth

#50/60; *Unhallowed*; Uncommon; CE; 24 points

Melee Attack: +11 (10+ Tongue Grab)

Level 6; Speed 10; AC 18; HP 50

Type: Outsider-Yugoloth

Special Abilities

- Blind-Fight
- DR5
- Immune Acid, Poison
- Melee reach 4
- Spell Resistance
- Tongue Grab (pull target creature to a legal adjacent square, DC15)

Dark Talon Champion

#51/60; *Unhallowed*; Common; CE; 7 points

Level 3; Speed 8; AC 14; HP 10

Melee Attack: +6 (10)

Type: Humanoid - Reptilian

Special Abilities

- Fearless
- Reptilian Bolstered (Attack +2 and damage +5 while an allied Reptilian is adjacent)
- Savage Frenzy +15 (This creature gains +15 hp the first time it hits with a melee attack)

Fire Mephit

#52/60; *Unhallowed*; Uncommon; CE; 13 points

Level 3; Speed F10; AC 16; HP15

Melee Attack: +4 (5 fire + Burn)

Type: Small Outsider

Special Abilities

- Flight
- Breath Weapon [] (Replaces attacks; cone; 10 fire damage + 5 fire damage on affected creatures' next activations; DC 12)
- Burn (5 fire damage on affected creature's next activation; DC 12)
- Fire Healing 5 (This creature heals 5 hp each time it is subjected to fire damage)
- Immune Fire

Gravetouched Ghoul

#53/60; *Unhallowed*; Common; CE; 23 points

Level 5; Speed 9; AC 18; HP 40

Melee Attack: +7 (5 magic +)

Type: Undead

Special Abilities

- Ghoul Touch (Paralysis; DC 15)
- Evade Damage (If this creature successfully saves against a damaging spell or special ability, it takes no damage)
- Undead traits

Intellect Devourer

#54/60; *Unhallowed*; Uncommon; CE; 32 points

Level 6; Speed 8; AC 20; HP 40

Melee Attack: +9 (10)

Type: Small Aberration

Special Abilities

- Blindsight
- Body Thief: [] (When this creature destroys a living enemy with a cost of 50 points or less, you may remove this creature from play and place the destroyed enemy in its space. Use the destroyed enemy's printed stats but this creature's hit points.)
- DR 5
- Immune Fire, Electricity
- Spell Resistance

Large Black Dragon

#55/60; *Unhallowed*; Rare; CE; 44 points

Level 10; Speed F10; AC 18; HP 90

Melee Attack: +10/+8/+8 (20)

Type: Large Dragon

Special Abilities

- Flight
- Breath Weapon [] (Replaces attacks: line 12; 25 acid damage; DC 18)
- Enforcer (If this creature is under command, allies within line of sight get morale save +2)
- Immune Acid, Paralysis, Sleep

Redspawn Arcaniss

#56/60; *Unhallowed*; Uncommon; CE ; 44 points

Level 8; Speed 8; AC 18; HP 50

Melee Attack: +9 (5)

Type: Monstrous Humanoid - Dragon - Spawn

Special Abilities

- Double Damage from Cold
- Fire Spell Affinity (This creature heals 5 hp each time it casts a spell that deals fire damage)
- Immune Fire, Paralysis, Sleep

Sorcerer Spells

3rd - [] *fireball* (sight; radius 4; 20 fire damage, DC 15);
2nd - [] *fireburst* (each adjacent creature; 15 fire damage, can cast while adjacent to enemy, DC 14),
scorch (line 12; 10 fire damage, DC 14)

Thrall of Blackrazor

#57/60; *Unhallowed*; Rare; CE; 43 points

Level 8, Speed 8; AC 14; HP 65

Melee Attack: +14/+9 (20 magic)

Type: Humanoid - Human

Special Abilities

- Unique
- A New Thrall (if this creature is destroyed by a melee attack from a living enemy, that enemy immediately joins your warband and gains the Devour the Soul and a New Thrall abilities; DC20)
- Devour the Soul (If this creature destroys a living enemy, it gets +20hp)
- Fearless
- Haste [] (Swift; this creature can make 1 additional attack at its highest attack bonus)
- Immune Confusion

Thrall of Blackrazor, epic

#57/60; *Unhallowed*; Rare; CE; 149 points

Level 8, Speed 8; AC 21; HP 180

Melee Attack: +22/+17 (25 magic)

Type: Humanoid - Human

Special Abilities

- Unique
- A New Thrall (If this creature is destroyed by a melee attack from a living enemy, that enemy immediately joins your warband and gains the Devour the Soul and a New Thrall abilities; DC25)
- Devour the Soul (If this creature destroys a living enemy, it gets +20hp)
- Fearless
- Unholy Haste [] (This creature can take another activation, which does not count against your limit of activating 2 creatures per phase; use only during your turn)
- Immune Confusion

Tiefling Warlock

#58/60; *Unhallowed*; Uncommon; CE; 25 points

Level 6; Speed 6; AC 16; HP 30

Melee Attack: +7 (5 + Hideous Blow)

Type: Outsider

Special Abilities

- Conceal 6
- DR 5
- Hideous Blow (10 damage; Spell Resistance applies)
- Resist 5 Cold, Electricity, Fire

Spells

3rd - *eldritch chain* [unlimited] (range 6; 10 damage to target and another enemy within line of sight and 6 squares of target)

Vampire Dire Wolf

#59/60; *Unhallowed*; Uncommon; CE ; 48 points

Level 6; Speed 10; AC 16; HP 75

Melee Attack: +14 (25 magic + Life Drain)

Type: Large Undead

Special Abilities

- DR5 (Takes 5 less damage from non magical melee and ranged attacks)
- Fearless
- Life Drain (If target is a living creature, this creature gains +10 hp [maximum 75 hp])
- Resist 10 Cold, Electricity
- Stunning Attack [] (DC 20)
- Undead Traits

Werewolf Lord

#60/60; *Unhallowed*; Rare; CE; 53 points

Commander 2

Level 8; Speed 8; AC 15; HP 100

Melee Attack: +15/+15(25)

Type: Humanoid - Human - Shapechanger

Commander effect: animal and shapechanger followers gain bloodlust (If its melee attack destroys a living enemy, this creature gains fearless)

Warband Building: Shapechangers of any faction are legal in your warband

Special Abilities

- Beastmaster 8
- Blind Fight
- Bloodlust (if it's melee attack destroys a living enemy, this creature gains Fearless)
- Cleave
- DR 5

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>