

# D&D MINIATURES

## SET 10: *WAR of the DRAGON QUEEN* UNOFFICIAL SPOILERS

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

### Aasimar Fighter

#1; LG; Medium Common; Cost: 4 pts  
Lvl: 2  
Spd: 4  
AC : 18  
HP : 15  
Melee Attack: +4 (5)  
Type: Outsider  
Special Abilities  
Chaos Foe (Damage +5 against chaotic enemies);  
Resist 5 acid, cold, electricity.

### Aspect of Bahamut

#2; LG; Huge Rare Epic; Cost: 318 pts  
commander 8  
Lvl 15  
Spd F12  
Ac 27  
Hp 250  
Melee Attack: +22/+17/+17 (25 magic)  
type huge dragon-outsider  
commander effect: dragon followers gain Dragon  
Bolstered(attack+2 and melee damage+5 while an  
allied Dragon is adjacent)  
Warbandbuilding:CG dragons are legal in your warband  
Special Abilities: Flight. Aura of fear 5 (Enemies in  
squares threatened by this creature get morale save -  
5);  
breath weapon [] (replaces attacks:cone;60 cold  
damage;DC26)  
breath weapon [] (replaces  
attacks:line;60damage;DC26)  
Cleave; DR5; Dragon bane(melee attacks+2,melee  
damage +10 against dragon enemies); dragonmaster  
20; Immune cold;melee reach 2; spell resistance.

### Cleric of Syreth

#3; LG; Medium Uncommon; Cost: 47 pts  
Commander 5  
Lvl: 7  
Spd: 4  
AC : 21  
HP : 60  
Melee Attack: +10/+5 (5 magic)  
Range Attack: +10 (5 magic + 5 fire)  
Type: Humanoid - Human  
Commander Effect: Followers flanking an enemy get +4  
AC  
Spells  
1st - Magic Weapon [] (touch; attack +1, ignore DR);  
2nd - Cure Moderate Wounds [] (touch; heal 10 hp);  
4th - Legion's Shield of Faith [] (your warband +2 AC).

### Dragonborn Fighter

#4; LG; Medium Rare; Cost: 30 pts  
Lvl: 6  
Spd: 4  
AC : 22  
HP : 65  
Melee Attack: +10/+5 (10)  
Type : Dragon  
Special Ability  
Breath Weapon [] (replaces Attack; line 12, 15 damage,  
your choice of acid, cold, electricity or fire, DC 16);  
Cleave; Dodge Dragons +3 (+3 AC against attacks by  
dragons); Dragon Bane(Melee attack +2, Melee  
damage +5 against Dragon enemies); Immune Aura of  
fear.

### Golden Protector

#5; LG; Large Rare; Cost: 41 pts  
Lvl: 7  
Spd: F6  
AC : 20  
HP : 60  
Melee Attack: +12/+12 (15)  
Type: Large Dragon  
Special Abilities  
Flight; Aura of Protection from Evil (This Creature and  
adjacent  
allies get +2 AC against evil creatures); Breath Weapon  
[] (replaces Attacks. cone; 25 fire damage DC 16); DR  
5; Pounce; Resist 5 Acid, Cold Electricity; Resist 10 fire  
Spells  
3rd-Cure Serious Wounds [] (touch heal 20hp)  
4th-Holy Smite [] (Sight; radius 4; 20 damage to evil  
creatures or 25 damage to evil outsiders DC 16),  
Neutralize Poison [] (touch; remove Poison, and target  
creature gains Immune Poison).

### Meepo, Dragonlord

#6; LG; Small Rare; Cost: 31 pts  
Lvl: 8  
Spd: 4  
AC : 24  
HP : 55  
Melee Attack: +13/+8 (10 magic)  
Type: Small Humanoid - Kobold - Reptilian  
Special Abilities  
Unique; DragonLord (Dragons within 6 cannot use  
breath weapons)  
Mob Morale 2 (Your warband gains morale +2 save  
while it  
contains at least 4 other creatures).

**Slaughterstone Eviscerator**

#7; LG; Large Rare; Cost: 36 pts

Lvl: 5

Spd: 6

AC : 21

HP : 55

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

Type: Large Construct

Special Abilities

Requires Dwarf Commander; DR 5; Enhance Mobility 3

(This creature can move up to 3 squares and make all its melee attacks); Fearless

Melee Reach 2.

**Slaughterstone Eviscerator, Epic**

#7; LG; Large Rare; Cost: 179 Pts

Lvl: 10

Spd: 6

AC : 29

HP : 160

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

Type: Large Construct

Special Abilities

DR 5; Enhance Mobility 3 (This creature can move up to 3 squares and make all its melee attacks); Fearless;

Melee Reach 2; Resist 10 Acid, Cold, Electricity, Fire;

Spell Resistance.

**Tordek, Dwarf Champion**

#8; LG; Medium Rare; Cost 59 pts

Lvl: 10

Spd: 6

AC: 22

HP: 100

Melee Attack: +19/+14 (15 magic +5 electricity)

Range Attack: +12 range 6 []

Type: Humanoid - Dwarf

Special Abilities

Unique; Independent; Cleave; Dodge Giants (+4 ac against Giants)

Ghost touch (This creature's melee attacks ignore

Incorporeal).

**Tordek, Dwarf Champion, Epic**

#8; LG; Medium Rare; Cost: 240 Pts

Lvl: 14

Spd: 6

AC : 27

HP : 265

Melee Attack: +24/+19 (40 magic +10 electricity)

Range Attack: +16 range 6 [] (40 magic)

Type: Humanoid - Dwarf

Special Abilities

Unique; Independent; Cleave; Dodge Giants (+4 ac against Giants)

Ghost touch (This creature's melee attacks ignore

Incorporeal); Immune Pushback.

**War Weaver**

#9; LG; Medium Rare; Cost: 33 pts

Lvl: 8

Spd: 6

AC : 15

HP : 35

Melee Attack: +3 (5)

Type: Humanoid - Human

Special Abilities

Eldritch Tapestry (when casting a touch spell, this creature can affect itself and up to 3 adjacent allies instead of the spell's normal target)

Spells

1st Magic Weapon [] (touch; attack +1, ignore DR),

Snake Swiftness [][] (range 6; target creature may make an immediate attack);

2nd Bull strength [] (touch; target creature with cost 16

or less gets melee damage +5), Dimension Hop []

(touch; move target creature 3 squares, DC 14; allies

may voluntarily fail this save).

**Bonded Fire Summoner**

#10; CG; Medium Uncommon; Cost: 43 pts

Commander 2

Lvl: 10

Spd: 6

AC : 16

HP : 45

Melee Attack: +4 (5 +5 fire)

Type: Humanoid - Elf - Human

Commander Effect - Elemental Followers gain Immune

Cold. **WARBAND BUILDING** - Elementals with Immune

fire of any faction are legal in your warband

Special Abilities

Fire Companions (Elementals with Immune fire in your

warband get Speed +2 and Attack. +2)

Fire Elemental Master (AS Beastmaster, but Fire

Elementals only)

Immune Fire, Poison

Spells

2nd-Sorching Ray [][] (range 6; 15 fire damage)

4th-Summon Monster IV [][] (up to three elementals with

total

cost 25 or less).

**Clawfoot Rider**

#11; CG; Medium Rare; Cost: 48 pts

Lvl: 9

Spd: 8

AC : 18

HP : 65

Melee Attack: +10/+5 (10)

Range Attack: +14/+14 (10 magic)

Type: Mounted Humanoid - Halfling

Special Abilities

Mounted Range Attack. (This creature can move at

double speed

and make a single range Attack. at any point during its

move)

Precise shot; Woodland Stride.

### **Goliath cleric of Kavaki**

#12; CG; Medium Rare; Cost: 36 pts

Lvl 6

spd 4

ac 17

hp 55

Melee Attack: +8 (20 magic)

type humanoid-Goliath

Special Abilities:

Powerful build (this creature is considered to be Large for Chomp, constrict, pushback, swallow whole, and trample effects)

pushback (When this creature's melee attack deals damage to a Medium or smaller creature, it may push that creature 1 square);

Spells:

2nd--bull's strength (touch; target creature with cost 16 or less gets melee damage+5) hold person

(sight; paralysis, humanoid only; DC14)

3rd--cure serious wounds (touch; heal 20 hp).

### **Griffon Cavalry**

#13; CG; Large Rare; Cost: 63 pts

Lvl: 9

Spd: F8

AC : 21

HP : 70

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

Type: Mounted Humanoid - Human - Magical Beast

Special Abilities

Flight; Bloodlust (if it's melee Attack. destroys a living target

this creature gains fearless); Joust +10 (Damage +10 against mounted enemies); Melee Reach 2; Pounce;

Powerful Charge +10 (Melee damage +10 when charging).

### **Griffon Cavalry Epic**

#13; CG; Large Rare, Cost: 167 pts

Lvl: 11

Spd: F8

AC : 23

HP : 180

Melee Attack: +20/+15 (20 magic + 10 Electricity)

Type: Large Mounted Humanoid - Human - Magical Beast

Special Abilities

Flight; Fearless; Joust + 10 (Damage +10 against Mounted enemies); Melee Reach 2; Powerful Charge

+20 (Melee damage +20 when charging); Pounce.

### **Small Copper Dragon**

#14; CG; Small Uncommon; Cost: 15 pts

Lvl: 5

Spd: F8

AC : 16

HP : 35

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

Type: Small Dragon

Special Abilities

Flight; Breath Weapon (replaces attack, line 12, 10 acid damage,

DC 13); Breath Weapon (replaces attack, cone; gain slow attack

[can't Attack, and move on the same turn] and can't make

more than 1 attack per turn, DC 13); Immune Acid.

### **Spellscale Sorcerer**

#15; CG; Medium Rare; Cost: 31 pts

Lvl: 6

Spd: 6

AC : 18

HP : 35

Melee Attack: +2 (5)

Type: Dragon

Special Abilities

Counterspell 3 (Immediate: sight; cancel spell of up to 3rd level as an enemy casts it)

Sorcerer Spells

1st Ray of Enfeeblement,

Sleep (sight; radius 4; sleep DC 13)

2nd Blur; touch; target creature gains conceal 6),

Melf Acid Arrow (+10 damage; ignore spell resistance).

### **Storm Archer**

#16; CG; Medium Uncommon; Cost: 33 pts

Lvl: 6

Spd: 7

AC : 20

HP : 50

Melee Attack: +7/+2 (5)

Range Attack: +13/+8 (10 magic + 5 electricity)

Type: Humanoid - Elf

Special Abilities

Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus).

### **Tavern Brawler**

#17; CG; Medium Common; Cost: 4 Pts

Lvl: 2

Spd: 6

AC : 12

HP : 10

Melee Attack: +4 (5)

Range Attack: +2, range 6 (5)

Type: Humanoid - Human

Special Abilities

Fearless; Stagger (This creature can charge even if it does not

move in a straight line).

### Warden of the Wood

#18; CG; Medium Uncommon; Cost: 46 pts

Commander 4

Lvl: 8

Spd: 6

AC : 17

HP : 55

Melee Attack: +7 (5)

Range Attack: +11 (5 magic + Magic Stone)

Type: Humanoid - Elf - Human

Commander Effect

Plant followers gain immune fire. Animal followers gain fearless. **WARBAND BUILDING:** Animals and plants of any faction are legal in your warband.

Special Abilities

Beastmaster 8; Plantmaster 8; Magic Stone (Damage +5 to Undead)

Stable Footing (not slowed by difficult terrain)

Spells

2nd - Briar Web [] (sight; radius 4, the next time an affected creature moves, it takes 5 damage and is considered to be in difficult terrain, ignore spell resistance, does not affect creatures with flight)

3rd - Call lightning [] (sight; 20 electricity damage, ignore spell resistance, DC 15; 20 electricity damage whenever target creature activates until its save succeeds)

Neutralize Poison [] (Touch; remove poison, and target creature gains immune poison)

4th - Flame Strike [] (sight; radius 2, 30 fire damage DC 16).

### Azer Fighter

#19; LG/LE; Medium Common; Cost: 10 pts

Lvl: 3

Spd: 4

AC : 23

HP : 20

Melee Attack: +5 (5+5 fire)

Type: Outsider

Special Abilities

Double Damage from Cold; Explosive Strikes 5 (All creatures adjacent to an enemy hit by this creature's melee attack take 5 fire damage); Immune Fire.

### Huge Fire Elemental

#20; CG/CE; Huge Uncommon Epic; Cost: 151 pts

Lvl 10

spd 10

ac 19

hp 135

Melee Attack: +17/+17 (15+10 fire)

type:huge elemental

Special Abilities:

double damage from cold; DR 5; enflamed (adjacent allies with Immune fire or resist fire get melee attack+2 and damage+5 fire)

fire shield 10 (Any creature that hits this creature with a melee attack takes 10 fire damage); Immune fire; melee reach 3; mobility (+4 AC against attacks of opportunity).

### Purple Worm

#21; CG/CE; Huge Uncommon Epic; Cost: 189 pts

Lvl: 10

SPd: 6

AC : 19

HP : 220

Melee Attack: +25/+20 (25 + Swallow whole/10 + poison)

Type: Huge Magical Beast

Special Abilities

Burrow 6; Melee Reach 3; Poison (Attack. -4 and damage -10 [minimum 5] DC 25); Swallow Whole (Destroys Medium or Smaller Creature; DC 20).

### War Ape

#22; CG/CE; Small Common; Cost: 14 pts

Lvl: 4

Spd: 6

AC : 15

HP : 35

Melee Attack: +7/+7 (5)

Type: Animal

Special Abilities

Battle Fury (Fearless while enemy is adjacent)

Natural Soul (Melee Attack +2 and Melee Damage +5 when

under Command by a Commander with Beastmaster).

### Wizened Elder Watcher

#23; CG/CE; Medium Rare; Cost: 34 pts

Lvl: 9

Spd: 4

AC : 19

HP : 65

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

Type: Plant

Special Abilities

Double Damage from Fire; DR 5; Stable Footing (Not slowed by difficult terrain); Thorny Grasp [][][] (Replaces attacks; range 6; target creature is entangled and takes 5 damage each time it activates until its save succeeds; DC 16)

Spells

1st - farie fire [] (range 6; radius 2 affected creatures lose conceal; DC 13)

3rd - Greater Magic Fang [] (range 6, target animal or magical creature gets attack +2 ignore DR)

Winter's Embrace [] ( Range 6; 5 cold damage whenever target creature activates; DC 15, save at the end of each of target creature's turns).

### Aspect of Tiamat

#24; LE; Huge Rare Epic; Cost: 352  
commander 5  
lvl 13  
spd F4  
ac 23  
hp 250  
Melee Attack: +19/+19/+19 (20 magic)  
type:huge dragon-outsider  
commander effect: dragon and spawn followers get attack +2 and melee damage+5  
warband building: CE dragons are legal in your warband.  
Special Abilities:  
flight; DR 5; aura of fear 5 (Enemies in squares threatened by this creature get morale save -5); dual activation  
breath weapon [] (replace attacks:line 12; 45 acid damage; DC22)  
breath weapon [] (replace attacks:cone; 45 acid damage; DC22)  
breath weapon [] (replace attacks:cone; 45 cold damage; DC22)  
breath weapon [] (replace attacks:line 12; 45 electricity damage; DC22)  
breath weapon [] (replace attacks:cone; 45 fire damage; DC22)  
Immune acid,cold,electricity,fire,poison; melee reach 2; spell resistance; poison sting(1 melee attack per phase;a hit deals normal damage+virulent poison[10 damage whenever poisoned creature activates;DC22]).

### Blackguard on Nightmare

#25; LE; Large Rare; Cost: 68 pts  
Commander 4  
Lvl: 9  
Spd: 10  
AC : 21  
HP : 80  
Melee Attack: +15/+10 (10 magic + 5 fire)  
Type: Large Mounted Humanoid - Outsider  
Commander Effect : Tyrannical Morale +6  
Special Abilities  
Blink out [] (Swift; on its turn, this creature gains Incorporeal)  
Melee Sneak Attack +5; Mounted Melee Attack; Smite Good + 10 [].

### Blackguard on Nightmare Epic

#25; LE; Large Rare; Cost: 195 pts  
commander 4  
lvl 11  
spd F10  
ac 24  
hp 170  
Melee Attack: +23/+18 (15 magic+5fire)  
type: large mounted humanoid-human-outsider  
commander effect: tyrannical morale +6  
Special Abilities:  
flight; aura of fear 2 (Enemies in squares threatened by this creature get morale save -2); blink out [[]]; breath weapon [] (replace attacks:cone; Weaken[attack-5,melee damage-10(minimum 5)];DC20); melee sneak attack +10; mounted melee attack smite good+15 [[]].

### Bluespawn Godslayer

#26; LE; Huge Uncommon Epic; Cost: 145 pts  
Lvl: 10  
Spd: 6  
AC : 23  
HP : 185  
Melee Attack: +21/+16 (20 magic + 5 Electricity)  
Type : Huge Dragon - Mountrous Humanoid - Spawn  
Special Abilities  
DR 10; Dragon Slayer (Damage +10 against Dragon enemies)  
Fearless; Immune Electricity; Melee Reach 3  
Outsider Slayer (Damage +10 against Outsider Enemies); Spell Resistance.

### Cadaver Collector

#27; LE; Large Rare; Cost: 103 pts  
LvL: 10  
Spd: 6  
AC: 20  
HP: 120  
Melee Attack: +22/+22 (30)  
Type: Large Construct  
Special Abilities  
Breath Weapon []; (replaces Attacks, paralysis DC 18); DR 5; Fearless  
Melee Reach 2; Spell Resistance all; Corspe Collecting: (Whenever this creature destroys an enemy it gains a cumulative +1 AC).

### Diseased Dire Rat

#28; LE; Medium Common; Cost: 14 pts  
Lvl: 5  
Spd: 8  
AC : 15  
HP : 30  
Melee Attack: +6 (5)  
Type: Animal  
Special Abilities  
Distracting Presence(Adjacent enemies do not score victory points for occupying victory areas); Pack Frenzy (+2 Attack and damage +5 if at least 1 other allied creature whose name contains Rat or Wererat is within 6 squares).

### Displacer Beast Pack Lord

#29; LE; Huge Uncommon Epic; cost: 169 pts  
commander 0  
lvl 10  
spd 8  
ac 17  
hp 200  
Melee Attack: +19/+19 (20)  
type: huge magical beast  
commander effect: folloers whose name contains displacer get melee damage+5 and gain fearless  
Special Abilities:  
conceal 11; displeacemaster (As beastmaster, but Displacer Beasts only); melee reach 4.

### **Doom Fist Monk**

#30; LE; Medium Common; Cost: 27 pts  
Lvl: 7  
Spd: 8  
AC : 18  
HP : 45  
Melee Attack: +9/+9 (10)  
Type: Humanoid - Goblinoid - Hobgoblin  
Special Abilities  
Evade Damage (If this creature successfully saves against a damaging spell or special ability it takes no damage)  
Melee Reach 2; Stunning Attack [ ] (DC 16).

### **Dracolich**

#31; LE; Huge Rare Epic; Cost: 256 pts  
Lvl: 12  
Spd: F9  
AC : 24  
HP : 140  
Melee Attack: +20/+18/+18 (25 magic + Paralysis/25 magic/25 magic)  
Type: Huge Undead - Dragon  
Special Abilities  
Flight; Aura of Fear 5 (Enemies in squares threatened by this creature get morale save -5); Breath Weapon [ ] (replaces Attacks.; line 12, 55 electricity damage; DC 23); DR 5; Fearless; Immune Cold, Electricity  
Melee Reach 2; Paralysis (DC 23); Spell Resistance (May ignore spells unless the caster rolls 11+).

### **Dragonwrought Kobold**

#32; LE; Small Uncommon; Cost: 11 pts  
Lvl: 3  
Spd: F6  
AC : 16  
HP : 20  
Melee Attack: +7 (10)  
Type: Small Humanoid - Kobold - Reptilian - Dragon  
Special Abilities  
Flight; Powerful Charge +5 (Melee damage +5 when charging).

### **Dread Warrior**

#33; LE; Medium Common; Cost: 10 Pts  
Lvl: 4  
Spd: 4  
AC : 18  
HP : 30  
Melee Attack: +9 (10)  
Type: Undead  
Special Abilities  
Fearless; Requires Instruction (This creature behaves as though confused if it activates when out of command).

### **Eldritch Giant**

#34; LE; Huge Rare Epic; cost: 236 pts  
lvl 11  
spd 7  
ac 24  
hp 250  
Melee Attack: +23/+18 (40)  
type:huge giant  
Special Abilities:  
arrogant(commander ratings don't add to this creature's morale saves); melee reach3  
spells  
3rd--empowerd magic missile [ ] (sight;15 damage)  
4th-- dimension door [ ] (self;place this creature in any space it can see at least part of).

### **Greenspawn Razorfiend**

#35; LE; Large Uncommon; Cost: 45 pts  
Lvl: 8  
SPD: 6  
AC : 21  
HP : 95  
Melee Attack: +13/+13 (15)  
Type: Large Dragon - Magical Beast - Spawn  
Special Abilities  
Immune Acid; Keen Critical 19 (Scores crit. hits on melee attack rolls of 19 and 20); Tiamat's Blessing - Acid (Adjacent spawn gain resist acid 5); Vivious Attack (Triple damage instead of double on a crit. hit).

### **Hobgoblin Talon of Tiamat**

#36; LE; Medium Rare; cost: 37 pts  
commander 3  
lvl 6  
spd 4  
ac 19  
hp 50  
Melee Attack: +10 (10)  
Ranged Attack: +9 range6 [ ] (5)  
type:humanoid-goblinoid-hobgoblin  
commander effect  
dragon,goblinoid and spawn folloers get attack +3  
warband building: spawn of any faction are legal in your warband  
Special Abilities:  
breath weapon [ ] (replaces attacks: cone;10 cold damage;DC14)  
dragonmaster 20 (As beastmaster, but Dragons only);  
pack attack+2(attack +2 for each alied dragon or goblinoid adjacent to target of this creature's attack).

### **Kobold Zombie**

#37; LE; Small common; Cost: 4 pts  
Lvl: 2  
Spd: 4  
AC : 13  
HP : 15  
Melee Attack: +1 (5)  
Type: Small undead  
Special Abilities  
Fearless; Mob 3 (Every 3 creatures name Kobold Zombie count as 1 creature for the purposes of warband construction); Slow Attack (Can't attack and move on the same turn);  
Squad Activation (all creatures in your warband named Kobold  
Zombie must activate as a single activation).

**Large Green Dragon**

#38; LE; Large Rare; Cost: 51 pts  
 Lvl: 11  
 Spd: F9  
 AC : 20  
 HP : 95  
 Melee Attack: +12/+10/+10 (10 Magic)  
 Type: Large Dragon  
 Special Abilities  
 Flight  
 Breath Weapon [] (replaces Attacks; Cone: 25 Acid damage, DC 17)  
 Devious Strategy (Creatures in your warband get attack +4 when flanking instead of +2); Elf Slayer (Damage +10 against Elf enemies); Immune Acid.

**Wererat Rogue**

#39; LE; Medium Uncommon; Cost: 9 pts  
 Lvl: 4  
 Spd: 6  
 AC : 19  
 HP : 20  
 Melee Attack: +9 (5)  
 Type: Humanoid - Human - Shapechanger  
 Special Abilities  
 DR 5; Hide; Melee Sneak Attack + 5.

**Poison Dusk Lizardfolk**

#40; LE/CE; Small Uncommon; Cost: 7 Pts  
 Lvl: 1  
 Spd: 6  
 AC : 17  
 HP : 5  
 Melee Attack: +3 (5 + Poison)  
 Type: Small Humanoid - Reptilian  
 Special Abilities  
 Hide; Human Foe (Damage +5 against human enemies)  
 Poison (5 damage whenever poisoned creature activates, DC 11).

**Witchknife**

#41; LE/CE; Small Common; Cost: 33 pts  
 Lvl: 9  
 Spd: 6  
 AC : 18  
 HP : 40  
 Melee Attack: +10/+5 (5)  
 Range Attack: +12, Range 6 [] (5)  
 Type: Mountrous Humanoid  
 Special Abilities  
 Melee Sneak Attack +5; Resist Fire 5  
 Spell Silencer (Enemies within 6 squares cannot cast non-psionics spell); Universally Hated (When this creature is eliminated, all living creatures heal 5 hp)  
 Spells  
 Psionics (12pp) - Witchknife Command 1 pp (range 6; stun; DC 16), Witchblade greater Command 7pp - (Choose a type of creature stun all creatures of that type, DC 18).

**Blackspawn Exterminator**

#42; CE; Medium Uncommon; Cost: 39 pts  
 Lvl: 8  
 Spd: 8  
 AC : 18  
 HP : 85  
 Melee Attack: +9/+4 (15)  
 Type: Dragon - Monstrous Humanoid - Spawn  
 Special Abilities  
 Breath Weapon [] (replaces Attack.; line 12; 20 acid damage, DC 18); Ghost step [] (until the end of it's turn this creature gains invisibility)  
 Immune Acid  
 Sudden Strike + 5 (Melee Damage +5 against enemies that are stinned, helpless or unable to see this creature).

**Cleric of Lagzed**

#43; CE; Medium Common; Cost: 30 pts  
 Lvl: 6  
 Spd: 6  
 AC : 15  
 HP : 55  
 Melee Attack: +5/+3/+3 (5 magic)  
 Range Attack: +5 Range 6 [] (5)  
 Type: Humanoid - Reptilian - Trogodyte  
 Special Abilities  
 Deific Favor (After 1 or more enemies have been destroyed, trogodytes in your warband get melee attack +2 and melee Damage +5);  
 Eater of the Dead (Whenever it destroys a living enemy, this creature is stunned; DC 15);  
 Stenched (adjacent living creatures without stench get attack -2, -2 save and -2 AC);  
 Spells  
 1st - Inflict light wounds [] (Touch; 5 negative damage, DC 13)  
 2nd - Hold Person [] (Sight, paralysis humanoid only DC 14)  
 Inflict moderate wounds [] (Touch; 10 negative damage, DC 14).

**Cloudreaver**

#44; CE; Medium Common; Cost: 6 pts  
 Lvl: 2  
 Spd: 6  
 AC : 14  
 HP : 15  
 Melee Attack: +5 (10)  
 Type: Humanoid - Human  
 Special Abilities  
 Lucky [] (Immediate; Reroll 1 attack or Save)  
 Mobility (+4 AC against attacks of opportunity).

**Demonic Gnoll Archer**

#45; CE; Medium Uncommon; Cost: 40 pts  
 Commander 2  
 Lvl: 6  
 Spd: 6  
 AC : 15  
 HP : 55  
 Melee Attack: +11 (15)  
 Range Attack: +10/+10 (10)  
 Type: Outsider - Gnoll  
 Commander Effect: Followers get attack +2 against wounded enemies  
 Special Abilities  
 Elf Foe (Damage +5 against Elfs)  
 Infernal Eye (On its turn, if this creature makes a single range attack, damage +5 on that attack); Resist 10 Cold, Fire; Smite Good +10 [] (melee damage +10 against good enemies); Spell resistance (May ignore spells unless the caster rolls 11+).

**Huge Fiendish Spider**

#46; CE; Uncommon Huge Epic; Cost: 142 pts  
 lvl 8  
 spd 6  
 ac 20  
 hp 180  
 Melee Attack: +20 (30+virulent poison)  
 type:huge magical beast  
 Special Abilities:  
 DR 5; melee reach 2; resist 10 cold,fire  
 smite poisoned foe +10 (unlimited uses)(melee damage+10 against poisoned enemies); spell resistance  
 virulent poison(10 damage whenever poisoned creature activates;DC20)  
 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;DC16).

**Hunting Hyena**

#47; CE; Medium Common; Cost: 5 Pts  
 Lvl: 3  
 Spd: 10  
 AC : 14  
 HP : 20  
 Melee Attack: +2 (5)  
 Type: Animal  
 Special Abilities  
 Gnoll Bolstered (Attack +2 and melee damage +5 when an allied Gnoll is Adjacent).

**Large Fang Dragon**

#48; CE; Large Rare; Cost: 42 pts  
 Lvl: 7  
 Spd: F6  
 AC :19  
 HP:110  
 Melee Attack: +10/+8/+8 (20+Blood Drain/15/15)  
 Type: Large Dragon  
 Special Abilities  
 Flight  
 Blood Drain +10 (Damage +10 to living enemies, DC 18 negates)  
 Stunning Attack [] (DC 16).

**Magma Hurler**

#49; CE; Medium Rare; Cost: 33 pts  
 Lvl: 4  
 Spd: 6  
 AC : 15  
 HP : 60  
 Melee Attack: +9 (15)  
 Range Attack: +11 (15 +15 fire)  
 Type: Elemental  
 Special Abilities  
 Requires Commander; Double Damage from Cold;  
 Immune Fire  
 Slow Range Attack (Can't make a ranged attack and move in the same turn).

**Mountain Troll**

#50; CE; Uncommon Huge Epic; Cost: 173 pts  
 Lvl: 9  
 Spd: 8  
 AC : 20  
 HP : 210  
 Melee Attack: +16/+11 (40)  
 Type: Huge Giant  
 Special Abilities  
 Melee Reach 3  
 Regeneration 10 (This creature heals 10 hp at the start of its turn); Stunning Attack [][][] (DC 20).

**Ogre Skirmisher**

#51; CE; Uncommon Large; Cost 38 pts  
 Lvl: 7  
 Spd: 8  
 AC : 16  
 HP : 75  
 Melee Attack: +13 (20)  
 Range Attack: [] +7 (10)  
 Type: Large Giant  
 Special Abilities  
 Melee Reach 2; Mobility (+4 AC against Attacks of Opportunity)  
 Skirmish Attack +10 (10 damage if this creature has moved at least 2 squares this turn); Spring Attack.

**Redspawn Firebelcher**

#52; CE; Rare Large; Cost: 39 pts  
 Lvl: 8  
 Spd: 8  
 AC : 18  
 HP : 85  
 Melee Attack: +11 (15+5 fire)  
 Type: Magical Beast - Spawn  
 Special Abilities  
 Double Damage from Cold  
 Fire Belch [][][](replaces attack. range 6, 20 fire damage to target and 10 fire damage to creatures adjacent to target)  
 Immune Frie; Tiamat's Blessing - Fire (Adjacent spawn gain resist fire 5).



### Small Black Dragon

#53; CE; Small Uncommon; Cost: 11 pts  
Lvl: 4  
Spd: F8  
AC : 15  
HP : 30  
Melee Attack: +6/+4/+4 (5)  
Type: Small Dragon  
Special Abilities  
Flight; Breath Weapon [] (replaces attacks.,line 12 10 acid damage, DC 13); Immune Acid.

### Small Fire Elemental

#54; CE; Small Uncommon; Cost: 8 pts  
Level 2  
Speed 10  
AC 15  
HP 10  
Melee Attack + 3 (5+5 fire)  
Small Elemental  
Special Abilities:  
Requires Commander; Double Damage from Cold  
Fire Shield 5 (Any creature that hits this creature with a melee attack takes 5 fire damage); Immune Fire  
Mobility (+4 AC against Attacks of opportunity).

### Sorcerer on Black Dragon

#55; CE; Rare Huge Epic; Cost: 200 pts  
lvl 10  
spd F9  
ac 21  
hp 195  
Melee Attack: +16/+14/+14 (15 magic)  
type huge mounted humanoid-human-dragon  
Special Abilities:  
flight.; Aura of fear 5 (Enemies in squares threatened by this creature get morale save -5);  
breath weapon [] (replaces attacks:line 12; 40 acid damage;DC20);  
DR 5; Immune Acid; melee reach 2  
mounted spellcasting (casts spells as swift actions);  
Spell resistance  
Sorcerer spells  
3rd--[][] lightening bolt (line 12;20 electricity damage;DC15) protection from energy (touch;target creature gains Immune to energy type of your choices)  
5th--[][] hold monster (sight;paralysis;DC17) maximized scorching ray (range6;45 fire damage).

### Stirge

#56; CE; Uncommon Tiny; Cost: 9 pts  
Lvl: 1  
Spd: F8  
AC : 16  
HP : 5  
Melee Attack: +10 (5)  
Type: Tiny Magical Beast  
Special Abilities  
Flight  
Blood Syphon (On this creature's turn, it gets attack +4 and damage +10 against a living creature that is adjacent when this creature activates)  
Mob 3 (Every 3 creatures named Stirge counts as 1 creature for the purpose of Warband construction)  
No Reach (Can't make AoOs); Squad Activation (All creatures in your warband named Stirge must activate as a single activation).

### Tundra Scout

#57; CE; Rare Huge Epic; Cost: 166 pts  
lvl 10  
spd 8  
ac 21  
hp 210  
Melee Attack: +19/+19 (25)  
type:huge mounted giant  
Special Abilities:  
double damage from fire; Immune cold; melee reach 3;  
Pushback (When this creature's melee attack deals damage to a smaller creature, it may push the smaller creature 1 square);  
strike in the air (once per turn,if this creature uses pushback against an adjacent enemy, it can make 1 additional attack against that enemy);  
trample 25 (can move through 1 smaller enemy's space to deal 25 damage;DC22).

### Twig Blight

#58; CE; Small Common; Cost: 3 pts  
lvl 1  
spd 4  
ac 15  
hp 5  
Melee Attack: +0 (5+twig poison)  
type:small plant  
Special Abilities:  
DR 5; twig poison -3(attack-3;DC11).

### Whitespawn Hordeling

#59; CE; Medium Common; Cost: 9 pts  
Lvl: 2  
Spd: 8  
AC : 13  
HP : 15  
Melee Attack: +2/+2 (5)  
Type: Small Dragon - Monstrous Humanoid - Spawn  
Special Abilities  
Breath Weapon [][] (Replaces attacks: cone; 5 cold damage, DC 13)  
Double damage from fire; Immune Cold; Mob 3 (Every 3 creatures named Stirge counts as 1 creature for the purpose of Warband construction); Squad Activation (All creatures in your warband named Whitespawn Hordeling must activate as a single activation).

### Yuan-ti Halfblood Sorcerer

#60; CE; Uncommon Medium; Cost: 51 pts

Commander 3

Lvl: 10

Spd: 6

AC : 16

HP : 65

Melee Attack: +8 (10 + 10 acid + poison)

Type: Monstrous Humanoid

Commander Effect: Followers get attack +2 and damage +5

against poisoned enemies)

Special Abilities

Blind Fight

Hide

Poison (5 damage whenever poisoned creature activates DC 14)

Spell Resistance

Spells

3rd - [ ][ ] Suggestion (range 6; confusion, save at the end of affected creature's turn, DC 15)

Venomfire (touch, 5 acid damage whenever target creature takes damage from Poison)

4th - [ ][ ] Serpent Arrow (Touch; target creature's ranged attacks gain poison [5 damage whenever poisoned creature activates] DC 16)

Venombolt (line 12; 10 acid damage + Stun DC 16).

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>