

D&D MINIATURES

SET 5: ABERRATIONS UNOFFICIAL SPOILERS

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

Alusair Obarskyr

#01/60; Aberrations; LG; rare; 46 pts
Commander 6
LVL 7; SPD 4; AC 23; HP 65
Melee Attack: +12/+7 (10 magic)
Type: Humanoid (Human)
Commander Effect: Followers that activate within 6 squares of this commander gain Powerful Charge +10 (Melee damage +10 when charging) until end of turn.
Special Abilities: Unique (Only 1 of this creature in your warband).

Anvil of Thunder

#02/60; Aberrations; LG; uncommon; 25 pts
LVL 6; SPD 4; AC 18; HP 60
Melee Attack: +9/+9 (10 magic/5 magic)
Type: Humanoid (Dwarf)
Special Abilities: Anvil of Thunder (Stun enemy hit by both this creature's melee attacks in the same turn; DC 15); Save +4.

Celestial Black Bear

#03/60; Aberrations; LG; common; 9pts
LVL 3; SPD 8; AC 13; HP 20
Melee Attack: +6/+6 (5)
Type: Magical Beast
Special Abilities: Resist 5 Acid, Cold, Electricity; Smite Evil +5 [] (melee damage +5 against evil enemies); Spell Resistance (May ignore spells unless the caster rolls 11+).

Cleric of St. Cuthbert

#04/60; Aberrations; LG; uncommon; 29 pts
Commander 3
LVL 3; SPD 4; AC 20; HP 25
Melee Attack: +5 (5 magic)
Type: Humanoid (Human)
Special Abilities: Smite Evil +5 [] (Melee damage +5 against evil enemies); Turn Undead 4 []
Spells: 1st-cause fear [][] (range 6; target creature of level 5 or lower makes a morale save); 2nd-deific vengeance [][] (range 6; 10 damage, or 20 damage to Undead; DC 14)
Commander Effect: Vengeance (Followers gain melee damage +5 if opponents have destroyed at least two of your creatures).

Dragon Samurai

#05/60; Aberrations; LG; rare; 60 pts
LVL 9; SPD 4; AC 24; HP 80
Melee Attack: +11/+11/+6 (10 magic + 5 fire)
Type: Humanoid (Human)
Special Abilities: Breath Weapon [] (Replaces attacks: cone; 20 fire damage; DC 16); Resist Fire 5.

Exorcist of the Silver Flame

#06/60; Aberrations; LG; rare; 38 pts
Commander 5
LVL 6; SPD 4; AC 19; HP 40
Melee Attack +10/+5 (10 magic)
Ranged Attack +7 (5)
Type: Humanoid (Human)
Commander Effect: Cleansing Flame (Followers gain attack +1, or attack +4 against creatures with DR)
Special Abilities: Fearless (Always succeeds on morale saves); Lay on Hands 15 [] (Touch, heal 15 hp); Save +4; Smite Evil +15 [] (Melee damage +15 against evil outsiders); Turn Evil Outsider 3 [] (As Turn Undead, but evil Outsiders only)
Spells: 1st-magic weapon [] (touch; +1 attack, ignore DR).

Hill Dwarf Warrior

#07/60; Aberrations; LG; common; 4 pts
LVL 2; SPD 4; AC 17; HP 15
Melee Attack: +4 (5)
Type: Humanoid (Dwarf)
Special Abilities: Save +4.

Man-at-Arms

#08/60; Aberrations; LG; common; 3 pts
LVL 1; SPD 4; AC 19; HP 5
Melee Attack: +3 (5)
Type: Humanoid (Human).

Rhek

#09/60; Aberrations; LG; uncommon; 22 pts
LVL 5; SPD 4; AC 23; HP 40
Melee: +10 (10)
Type: Monstrous Humanoid
Special Abilities: Powerful Charge +10; Resounding Blow (If this creature scores a critical hit, Stun that enemy); Smite Chaos +5 [][] (Melee damage +5 against chaotic enemies).

Warforged Hero

#10/60; Aberrations; LG; rare; 36 pts
LVL 8; SPD 4; AC 22; HP 80
Melee Attack: +14/+9 (10 magic)
Type: Construct (Living Construct)
Special Abilities: DR 5; Immune Paralysis, Poison, Sleep, Level Drain; Living Construct; Powerful Charge +5; Stable Footing.

Aasimar Favored Soul

#11/60; Aberrations; LG/CG; uncommon; 20 pts
LVL 5; SPD 4; AC 16; HP 40

Melee Attack: +8 (5)

Type: Outsider

Special Abilities: Illuminator (Creatures within 6 squares do not benefit from Conceal, Hide, or Invisible); Resist 5 Acid, Cold, Electricity; Resist 10 Fire; Save +4

Spells: Sorcerer Spells: 1st - [] [] [] [] bless (your warband; attack +1), cure light wounds (touch; heal 5 hp), magic weapon (touch; +1 attack, ignore DR); 2nd - [] [] sound burst (range 6; radius 2; 5 sonic damage and Stun; DC14 negates).

Adventuring Wizard

#12/60; Aberrations; CG; rare; 36 pts
LVL 7; SPD 6; AC 17; HP 25

Melee Attack: +2 (5)

Type: Humanoid (Human)

Spells: 2nd—Bigby's slapping hand (x2) (sight; target creature provokes attacks of opportunity from all creatures that threaten its square; DC 20); 3rd—empowered magic missile (x2) (sight; 15 damage); 4th—blast of flame (cone, 30 fire damage, ignore Spell Resistance, DC 16).

Bariaur Ranger

#13/60; Aberrations; CG; uncommon; 16 pts
LVL 5; SPD 8; AC 17; HP 30

Melee Attack: +9/+9 (10 magic/5 magic)

Ranged Attack: +8 (5)

Type: Outsider

Special Abilities: Aberration Foe (Damage +5 against Aberrations); Spell Resistance (may ignore spells unless the caster rolls 11+).

Cleric of Garl Glittergold

#14/60; Aberrations; CG; uncommon; 31 pts
Commander 3

LVL 5; SPD 5; AC 18; HP 35

Melee Attack: +5 (5 magic)

Type: Small Humanoid (Gnome)

Commander Effect: Enemies within 6 squares that miss with a ranged or melee attack cannot make any other attacks that turn, **WARBAND BUILDING**: Gnomes of any faction are legal in your warband.

Special Abilities: Dodge Giants +4 (+4 AC against Giants); Turn Undead 5 []

Spells: 1st- sanctuary [] (touch; target creature cannot be attacked until its next turn), nimbus of light [] [] (range 6; 10 damage) 3rd- ring of blades [] [] (self; any creature that activates when adjacent to this creature takes 10 damage, ignore Spell Resistance).

Crow Shaman

#15/60; Aberrations; CG; rare; 26 pts
LVL 5; SPD 8; AC 14; HP 40

Melee Attack +2 (5)

Ranged Attack +4, range 6 (5)

Type: Humanoid (human)

Special Abilities: Chastise Spirits [] (Replaces attacks; Elemental, Fey, and Incorporeal creatures within 6 squares take 20 damage; DC 17); Mobility (+4 AC against attacks of opportunity)

Spells: Sorcerer Spells 1st - [] [] [] [] cure light wounds (touch; heal 5 hp), snake's swiftness (range 6; target creature may make an immediate attack); 2nd - [] [] [] cat's grace (touch; +2 AC, ranged attack +2); 3rd - [] [] swift fly (self; gain Flight this turn, speed F8, swift action).

Elf Warrior

#16/60; Aberrations; CG; common; 4 pts
LVL 1; SPD 6; AC 15; HP 5

Melee Attack: +2 (5)

Ranged Attack: +3 (5)

Type: Humanoid (Elf).

Frenzied Berserker

#17/60; Aberrations; CG; rare; 52 pts
LVL 8; SPD 8; AC 10; HP 90

Melee Attack: +14/+9 (30 magic)

Type: Humanoid (human)

Special Abilities: Aura of Fear 2 (Enemies in squares threatened by this creature gain morale save -2); Burnout (This creature takes 5 damage whenever it activates); Death Strike (When its hp are reduced to 0 or lower, this creature may make one immediate melee attack); Fearless (Always succeeds on morale saves).

Half-Elf Bow Initiate

#18/60; Aberrations; CG; rare; 43 pts
LVL 8; SPD 6; AC 19; HP 70

Melee Attack: +9/+4 (5)

Ranged Attack: +14/+14/+9 (10 magic)

Type: Humanoid (Elf)

Special Abilities: Precise Shot (When this creature shoots into melee, the defender doesn't get the AC bonus); Ranged Precision +5 (On its turn, if this creature makes a single ranged attack at an enemy within 6 squares, damage +5 on that attack).

Longtooth Barbarian

#19/60; Aberrations; CG; uncommon; 27 pts
LVL 5; SPD 9; AC 14; HP 65

Melee Attack: +10 / +4 (15 Magic / 10)

Type: Humanoid (Shapechanger, Shifter).

Sharn Cutthroat

#20/60; Aberrations; CG uncommon 9 pts
Level 4; Speed 6; AC 16; HP 20

Melee Attack +8 (5)

Ranged Attack +8, range 6 (+5)

Type: Humanoid (Changeling, Shapechanger)

Special Abilities: Hide; Melee Sneak Attack +5; Ranged Sneak Attack +5; Sidestep (On its turn, if it moves only 1 square, this creature can make all its attacks and does not draw attacks of opportunity).

Valenar Commander

#21/60; Aberrations; CG; rare; 38 pts
Commander 4
LVL 6; SPD 6; AC 18; HP 45
Type: Humanoid (Elf)
Melee Attack +10/+10 (10 magic)
Commander Effect: Followers making ranged attacks can target any noncommander enemy.

Formian Warrior

#22/60; Aberrations; LG/LE; uncommon; 16 pts
LVL 4; SPD 8; AC 19; HP 25
Melee Attack: +7/+5 (10 + Poison/5)
Type: Outsider
Special Abilities: Immune Cold, Poison; Poison (5 damage whenever poisoned creature activates; DC 14); Resist 10 Electricity, Fire, Sonic; Spell Resistance (May ignore spells unless the caster rolls 11+).

Ethereal Filcher

#23/60; Aberrations; CG/CE; uncommon; 10 pts
LVL 5; SPD 8; AC 18; HP 20
Melee Attack: +2 (5)
Type: Aberration
Special Abilities: Filch (Replaces attacks: touch; Humanoid or Monstrous Humanoid only, attack -2, melee damage -5 [minimum 5], then Ethereal Filcher is eliminated).

Ryld Argith

#24/60; Aberrations; CG/CE; rare; 55 pts
Commander 4
LVL 8; Spd 6; AC 19; HP 75
Melee Attack: +13/+8 (15 magic)
Type: Humanoid (Drow, Elf)
Commander Effect: Good Humanoid Followers gain melee +2, evil humanoid followers gain Keen Critical 19 (19-20 is a critical)
Special Abilities: Unique; Improved Init 8 (Commander rating counts as 8 for init checks); Keen Critical 19; Melee sneak attack +5; Spell Resistance.

Wyvern

#25/60; Aberrations; CG/CE; rare; 36 pts
LVL 7; SPD F4; AC 18; HP 60
Melee Attack: +10/+8/+8 (10 Magic+ Poison/10/10)
Type: Large Dragon
Special Abilities: Flight, Incited, Poison (5 points when creature activates; DC17).

Achaierai

#26/60; Aberrations; LE; rare; 29 pts
LVL 6; Spd 10; AC 21; HP 40
Melee Attack: +9/+4 (10/15)
Type: Large Outsider
Special Abilities: Black Cloud [] (replaces attacks: 10 damage and Confusion, all living creatures within 2 squares except Achaierais, DC15); Melee Reach 2; Spell Resistance.

Bladebearer Hobgoblin

#27/60; Aberrations; LE; uncommon; 21 points
Level 4, SPD 6, AC 17, HP 40
Melee Attack: +8/+8 attack (10 magic)
Type: Humanoid (Hobgoblin, Goblinoid)
Special Ability: Executioner's Blade.

Dekanter Goblin

#28/60; Aberrations; LE; common; 5 pts
LVL 2; SPD 4; AC 15; HP 15
Melee Attack: +4 (5)
Type: Humanoid (Dekanter Goblin, Goblinoid)
Special Abilities: Regeneration 5 (this creature heals 5 hp at the start of its turn); Resist 5 cold.

Destrachan

#29/60; Aberrations; LE; uncommon; 26 pts
LVL 8; SPD 6; AC 19; HP 60
Melee Attack: +9 (10)
Type: Large Aberration
Special Abilities: Blast Defenses [] (Replaces attacks: cone; -4 AC; DC 15); Blast Flesh [][][] (Replaces attacks: cone; 15 sonic damage; DC 15); Blindsight.

Emerald Claw Soldier

#30/60; Aberrations; LE; common; 6 pts
LVL 2; SPD 4; AC 17; HP 15
Melee Attack: +3 (5)
Ranged Attack: +2 (5)
Type: Humanoid (Human)
Special Abilities: Slow Ranged Attack.

Fiendish Dire Weasel

#31/60; Aberrations; LE; common; 8 pts
LVL 3; SPD 8; AC 16; HP 15
Melee Attack: +6 (5 + Blood Drain)
Type: Magical Beast
Special Abilities: Blood Drain (5 damage to living creature; DC 15); Cannot Rally, Resist 5 cold, fire. Spell Resistance.

Green Dragon

#32/60; Aberrations; LE; rare; 28 pts
LVL 8; Spd F12; AC 17; HP 70
Melee Attack: +10/+8/+8 (5)
Type: Dragon
Special Abilities: Flight; Breath Weapon [] (cone, 15 acid, DC16); Immune Acid.

Half-Elf Hexblade

#33/60; Aberrations; LE; uncommon; 33 pts
LVL 7; SPD 6; AC 17; HP 45
Type: Humanoid (Elf)
Melee Attack: +12/+7 (10 magic)
Special Abilities: Hexblade's Curse [] [] (Swift action; sight; attack -4, save -4, damage -5 [minimum 5]; DC 19)
Spells: 1st - phantom threat [] (range 6; whenever target is attacked in melee, the attacker is considered to be flanking it; DC 13).

Half-Illithid Lizardfolk

#34/60; Aberrations; LE; uncommon; 13 pts
LVL 3; SPD 6; AC 18; HP 25
Melee Attack: +6 (10)
Type: Aberration (Reptilian)
Special Abilities: Mind Blast [] (replaces attacks: cone; Stun; DC 15); Spell Resistance.

Hook Horror

#35/60; Aberrations; LE; rare; 39 pts
LVL 10; SPD 4; AC 22; HP 65
Melee Attack: +13/+13 (10)
Type: Large Aberration
Special Abilities: Blindsight; Melee Reach 2; Rend +20 (If this creature hits one creature with both melee attacks on the same turn, damage +20 to second attack); Feast (When this creature destroys a living enemy, it must make a morale check).

Iron Cobra

#36/60; Aberrations; LE; uncommon; 14 pts
LVL 2; Spd 6; AC 17; HP 30
Melee Attack: +2 (5 + poison)
Type: Construct
Special Abilities: Command Dependant; DR 5; Fearless; Poison (DC 14); Spell Resistance.

Kobold Champion

#37/60; Aberrations; LE; common; 11 pts
LVL 3, SPD 4, AC 24, HP 20
Melee Attack: +6 (5)
Type: Small Humanoid (Reptilian)
Special Abilities: Brittle Morale (Automatically fails morale saves when out of command).

Kobold Sorcerer

#38/60; Aberrations; LE; uncommon; 20 pts
Commander 1
LVL 5; SPD 6; AC 17; HP 25
Melee Attack: -2 (5)
Commander Effect: Kobold followers gain Conceal 6.
Special Abilities: Willing to Follow (This commander can benefit from the Commander Effects of other commanders in your warband as though it were a follower)
Spells: 1st-[] [] [] magic missile (sight; 5 damage), magic weapon (touch; attack +1, ignore DR)2nd-[] fireburst (each adjacent creature; 15 fire damage, can cast while adjacent to enemy; DC 14).

Mind Flayer Telepath

#39/60; Aberrations; LE; rare; 38 pts
LVL 8; SPD 6; AC 15; HP 45
Melee Attack +8/+8 (5)
Type: Aberration
Special Abilities: Mind Blast (Replaces attacks: cone; Stun; DC 17); Psychic Scream [] (Replaces attacks: enemy noncommander creatures are out of command until end of round); Rend +15 (If this creature hits one creature with both melee attacks on the same turn, damage +15 to second attack); Spell Resistance (May ignore spells unless the caster rolls 11+).

Mongrelfolk

#40/60; Aberrations; LE; common; 3 pts
LVL 1; SPD 4; AC 13; HP 5
Melee Attack: +0 (5)
Type: Humanoid (Goblinoid, Kobold, Mongrelfolk, Orc)
Special Abilities: Cave Setup (May set up on any Cave tile instead of your assembly tile).

Myconid Guard

#41/60; Aberrations; LE; common; 9 pts
LVL 4; SPD 4; AC 12; HP 25
Melee Attack: +5 (5 + Pacification Spores)
Type: Plant
Special Abilities: Pacification Spores (Living creatures can't make melee or ranged attacks until after its next turn ; DC 15).

Sahuagin Ranger

#42/60; Aberrations; LE; uncommon; 15 pts
LVL 4; SPD 6; AC 18; HP 35
Melee Attack: +10 (10 magic)
Type: Monstrous Humanoid
Special Abilities: Elf Bane (Melee Attack +2, melee damage +10 against Elves); Save +4.

Silent Wolf Goblin

#43/60; Aberrations; LE; common; 12 pts
LVL 3; SPD 7; AC 17; HP 20
Melee Attack: +3/+3 (5)
Type: Small Humanoid (Goblin, Goblinoid)
Special Abilities: Melee Sneak Attack +5.

Skullsplitter

#44/60; Aberrations; LE; rare; 28 pts
Commander 2
LVL 4; Spd 6; AC 16; HP 40
Melee Attack: +9 (15)
Type: Humanoid (human)
Commander Effect: Tyrannical Morale +4
Special Abilities: Executioner's Blade (+4 to hit and +5 damage vs creatures that are out of control or routing).

Flesh Golem

#45/60; Aberrations; LE/CE; Rare; 51 pts
LVL 9; SPD 6; AC 18; HP 80
Melee Attack: +10 (15)
Type: Large Construct
Special Abilities: Requires Instruction (This creature acts as though confused if it activates when out of command); DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks); Fearless (Always succeeds on morale saves); Melee Reach 2; Spell Resistance All (Ignores all spells).

Carrion Tribe Barbarian

#46/60; Aberrations; CE; common; 12pts
LVL 3; SPD 8; AC 10; HP 45
Melee Attack: +8 (10)
Type: Humanoid (Human).

Choker

#47/60; Aberrations; CE; uncommon; 14 pts
LVL 3; SPD 4; AC 17; HP 15
Melee Attack: +6 (5 + Constrict)
Type: Small Aberration
Special Abilities: Cave Setup (may start on any cave tile), Constrict (Large or smaller creature skips next turn; DC 13), Dual Activation, Hide, Melee Reach 2.

Chuul

#48/60; Aberrations; CE; rare; 51 pts
LVL 11; SPD 6; AC 22; HP 95
Melee Attack: +12/+12 (10)
Type: Large Aberration
Special Abilities: Blindfight; Immune Poison; Paralyzing Rend +15 (If this creature hits one creature with both melee attacks on the same turn, damage +15 to second attack and Paralysis; DC 19); Save=10.

Fiendish Giant Preying Mantis

#49/60; Aberrations; CE; rare; 33 pts
LVL 8; Spd F4; AC 15; HP 50
Melee Attack: +7/+7 (20 magic)
Type: Large Magical Beast
Special Abilities: DR5; Incited; Resist 5 Cold, Fire; Spell Resistance.

Gibbering Moucher

#50/60; Aberrations; CE; rare; 26 pts
L4 Spd 2 AC19 HP 40
Melee Attack: +4/+4/+4/+4 (5)
Type: Aberration
Special Abilities: Always out of command; DR 5; Swallow Whole (Destroy Medium or smaller creature hit by 3 of this creature's melee attacks in the same turn; DC 14); Gibbering [] (Swift action: Confusion, all within 6 except GMs; DC13); Immune Critical Hits, Flanking; Wandering Monster.

Gnoll

#51/60; Aberrations; CE; common; 3 pts
LVL 2; SPD 6; AC 15; HP 10
Melee Attack: +1 (10)
Type: Humanoid (Gnoll).

Gnoll Skeleton

#52/60; Aberrations; CE; common; 5pts
LVL 2; SPD 6; AC 17; HP 15
Melee Attack: +3 (5)
Type: Undead
Special Abilities: Fearless (always succeeds on morale saves); Immune Cold.

Ice Troll

#53/60; Aberrations; CE; rare; 31 pts
LVL 5; SPD 4; AC 21; HP 45
Melee Attack: +8 (20)
Type: Large Giant
Special Abilities: Double Damage from Acid, Fire; Immune Cold; Melee Reach 2; Regeneration 5 (This creature heals 5 HP at the start of its turn).

Mad Slasher

#54/60; Aberrations; CE; uncommon; 9 pts
LVL 4; SPD 8; AC 15; HP 25
Melee Attack: +6 (5)
Type: Aberration
Special Abilities: Incited (Each round, this creature must activate before any nonincited creatures in its warband); Whirlwind Attack.

Mountain Orc

#55/60; Aberrations; CE; common; 12 pts
LVL 2; SPD 8; AC 11; HP 30
Melee Attack: +8 (15)
Special Abilities: Save +4.

Ogre Zombie

#56/60; Aberration; CE; rare; 29 pts
LVL 8; Spd 4; AC 15; HP 55
Melee +9 (20)
Type: Large Undead
Special Abilities: Fearless; Inhibited; Melee Reach 2.

Orc Sergeant

#57/60; Aberrations; CE; uncommon; 24 pts
Commander 2
LVL 3; SPD 6; AC 15; HP 30
Melee Attack: +7 (15)
Type: Humanoid (Orc)
Commander Effect: Orc and Goblinoid followers gain attack +2. Warband Building: Orcs and Goblinoids of any faction are legal in your warband.

Taer

#58/60; Aberrations; CE; common; 8 pts
LVL 2: SPD 6; AC 12; HP 15
Melee Attack: +3 (10)
Type: Giant
Special Abilities: Double Damage from Fire; Immune Cold; Stench (Adjacent living creatures without Stench gain attack -2, save -2, and -2 AC).

Yuan-Ti Abomination

#59/60; Aberrations; CE; rare; 48 pts
Commander 4
L9 Spd 6 AC 21 HP 65
Melee Attack: +13/+7 (10 / 10 + 10 acid + poison)
Type: Large Monstrous Humanoid
Commander Effect:: DC of follower's poison increased by 4
Special Abilities: Blind-fight; Melee Reach 2; Poison - DC 17; Spell Resistance
Spells: 1st - cause fear [] (range 6, target creature of level 5 or below makes a morale save), 3rd - suggestion [] (range 6; confusion, save at the end of affected creature's turn; DC 16).

Yuan-Ti Halfblood

#60/60; Aberrations; CE; uncommon; 28 pts
LVL 7; SPD 6; AC 19; HP 40
Melee Attack: +10/+4 (5/5 + 10 acid + Poison)
Ranged Attack: +9/+4 (5)
Special Abilities: Blind Fight, Hide, Poison (5 damage when poisoned creature activates; DC14), Spell Resistance.
Spells: 1st - cause fear [] (range 6, target creature of level 5 or below makes a morale save), 3rd - suggestion [] (range 6; confusion, save at the end of affected creature's turn; 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.

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