

# D&D MINIATURES

## SET 3: ARCHFIENDS UNOFFICIAL SPOILERS

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### Cleric of Lathander

#1/60; Archfiends; Uncommon; LG; 27 points  
Commander 4  
LVL 5; SPD 4; AC 17; HP 30  
Melee Attack: +6 (5)  
Ranged Attack: -  
Type: Humanoid (Human)  
Commander Effect: Followers gain Morale Save +4 on rally attempts; successfully rallied followers heal 10 hp.  
Special Abilities: Turn Undead 5 [][][]; Undead Slayer (Melee damage +10 against Undead).  
Spells: 1st—magic weapon [][][] (touch; attack +1, ignore DR); 2nd—cure moderate wounds [][][] (touch; heal 10 hp); 3rd—searing light [][] (sight; 10 damage, or 20 damage against Undead).

### Dalelands Militia

#2/60; Archfiends; Common; LG; 7 points  
LVL 2; SPD 6; AC 13; HP 15  
Melee Attack: +2 (5)  
Ranged Attack: +3 (5)  
Type: Humanoid (Human).

### Gold Dwarf Fighter

#3/60; Archfiends; Uncommon; LG; 29 points  
LVL 6; SPD 4; AC 21; HP 50  
Melee Attack: +9/+9 (10 magic)  
Ranged Attack: -  
Type: Humanoid (Dwarf)  
Special Abilities: Aberration Bane (Melee attack +2, melee damage +10 against Aberrations); Cleave; Save +4.

### Human Dragonslayer

#4/60; Archfiends; Uncommon; LG; 32 points  
LVL 7; SPD 4; AC 20; HP 55  
Melee Attack: +12/+7 (10 magic)  
Ranged Attack: -  
Type: Humanoid (Human)  
Special Abilities: Aura of Courage 4 (Adjacent allies gain Morale Save +4); Dragon Foe (Melee damage +5 against Dragons); Fearless.

### Large Silver Dragon

#5/60; Archfiends; Rare; LG; 122 points  
LVL 16; SPD 9; AC 24; HP 150  
Melee Attack: +17/+12/+12 (15/10/10)  
Ranged Attack: -  
Type: Large Dragon  
Special Abilities: Breath Weapon [ ] (Replaces attacks: cone; 35 cold damage; DC 21); Breath Weapon [ ] (Replaces Attacks: Cone; Paralysis; DC 21); Flight; Immune Acid, Cold; Vulnerable Fire.

### Medium Earth Elemental

#6/60; Archfiends; Uncommon; LG; 13 points  
LVL 4; SPD 4; AC 18; HP 30  
Melee Attack: +8 (10)  
Ranged Attack: -  
Type: Elemental  
Special Abilities: Requires Commander. Burrow 4; Cleave; Pushback (when this creature's melee attack deals damage to a smaller creature, it may push the smaller creature 1 square).

### Paladin Of Torin

#7/60; Archfiends; Rare; LG; 51 points  
Commander 5  
LVL 7; SPD 6; AC 21; HP 50  
Melee Attack: +12/+7 (10 magic)  
Ranged Attack: -  
Type: Humanoid (Human)  
Commander Effect: Followers gain melee attack +2, or melee attack +4 against evil creatures  
Special Abilities: Fearless; Evil Slayer (Melee damage +10 against evil creatures); Save +4; Turn Undead 4 [ ]  
Spells: 3rd—cure serious wounds [ ] (touch; heal 20 hp).

### Soldier Of Cormyr

#8/60; Archfiends; Common; LG; 11 points  
LVL 3; SPD 4; AC 23; HP 25  
Melee Attack: +6 (5)  
Ranged Attack: -  
Type: Humanoid (Human).

### Healer

#9/60; Archfiends; Uncommon; LG/CG; 12 points  
LVL 3; SPD 6; AC 14; HP 20  
Melee Attack: +1 (5)  
Ranged Attack: -  
Type: Humanoid (Human)  
Special Abilities: Healing Hands (Whenever this creature casts a spell that heals, it heals +5 hp over printed amount)  
Spells: 1st—cure light wounds [][][] (touch; heal 5 hp); 2nd—cure moderate wounds [][] (touch; heal 10 hp); remove paralysis [ ] (range 6; radius 2, remove Paralysis from allies).

### Mialee, Elf Wizard

#10/60; Archfiends; Uncommon; LG/CG; 6 points  
LVL 1; SPD 6; AC 13; HP 5  
Melee Attack: +0 (5)  
Ranged Attack: -  
Type: Humanoid (Elf)  
Special Abilities: Unique  
Spells: 1st—magic missile [ ] (sight; 5 damage); magic weapon [ ] (touch; +1 attack, ignore DR).

### **Catfolk**

#11/60; Archfiends; Common; CG; 5 points  
LVL 1; SPD 8; AC 15; HP 5  
Melee Attack: +3 (5)  
Ranged Attack: +3 (5)  
Type: Humanoid (Catfolk).

### **Champion Of Eilistraee**

#12/60; Archfiends; Rare; CG; 48 points  
Commander 4  
LVL 8; SPD 6; AC 22; HP 60  
Melee Attack: +13/+8 (15 magic)  
Ranged Attack: -  
Type: Humanoid (Elf)  
Commander Effect: Followers wielding swords (see D&D Quick Reference) gain melee attack +2 and +2 AC.  
WARBAND BUILDING: Drow Followers (see D&D Quick Reference) of any faction are legal in your warband.  
Special Abilities: Turn Shapechanger 4 [] (As Turn Undead, but affects Shapechangers instead); Turn Undead 3 [].

### **Cleric Of Kord**

#13/60; Archfiends; Uncommon; CG; 32 points  
Commander 1  
LVL 4; SPD 8; AC 13; HP 45  
Melee Attack: +13 (20 magic)  
Ranged Attack: -  
Type: Humanoid (Orc)  
Commander Effect: Followers gain melee attack +2, or melee attack +4 against Lawful creatures.  
Spells: 1st—cause fear [] (range 6; target creature of level 5 or below makes a morale save), cure light wounds [][] (touch; heal 5 hp).

### **Drizzt, Drow Ranger**

#14/60; Archfiends; Rare; CG; 87 points  
Commander 3  
LVL 12; SPD 8; AC 21; HP 90  
Melee Attack: +15/+15/+10 (10 magic + 5 cold)  
Ranged Attack: -  
Type: Humanoid (Elf)  
Commander Effect: Unique followers gain attack +3, damage +5, and save +3. WARBAND BUILDING: Unique LG creatures are legal in your warband.  
Special Abilities: Unique. Blind-Fight; Conceal 6; Mobility; Scout; Spell Resistance. (Drizzt is higher level on the D&D Quick Reference side).

### **Evermeet Wizard**

#15/60; Archfiends; Uncommon; CG; 39 points  
LVL 5; SPD 7; AC 13; HP 20  
Melee Attack: +7 (10 electricity)  
Ranged Attack: -  
Type: Humanoid (Elf)  
Spells: 1st—benign transposition [][] (range 6; two allies switch positions), mage armor [] (self; +4 AC); 2nd—Melf's acid arrow [][][] (sight; 10 acid damage, ignore Spell Resistance); 3rd—summon monster 3 [][] (Animals or Elementals with total cost 15 or less).

### **Graycloak Ranger**

#16/60; Archfiends; Common; CG; 15 points  
LVL 4; SPD 6; AC 17; HP 25  
Melee Attack: +5 (5)  
Ranged Attack: +10/+10 (5)  
Type: Humanoid (Elf)  
Special Abilities: Giant Foe (Damage +5 against Giants); Hide; Minions (1 Wolf with cost 5; treat this Wolf as if it did not have the Difficult ability)  
Spells: 1st—magic fang [] (touch, Animal or Magical Beast only; attack +1, ignore DR).

### **Halfling Ranger**

#17/60; Archfiends; Uncommon; CG; 23 points  
LVL 6; SPD 6; AC 19; HP 50  
Melee Attack: +8/+3 (5)  
Ranged Attack: +12/+12 (5 magic)  
Type: Small Humanoid (Halfling)  
Special Abilities: Precise Shot; Save +4; Scout; Undead Foe (Damage +5 against Undead).

### **Halfling Wizard**

#18/60; Archfiends; Uncommon; CG; 19 points  
LVL 3; SPD 4; AC 14; HP 15  
Melee Attack: +1 (5)  
Ranged Attack: -  
Type: Small Humanoid (Halfling)  
Spells: 1st—mage armor [] (self; +4 AC), magic missile (unlimited uses) (sight; 5 damage), magic weapon [][] (touch; attack +1, ignore DR); 2nd—scorching ray [][] (range 6; 15 fire damage).

### **Ialdabode, Human Psion**

#19/60; Archfiends; Uncommon; CG; 5 points  
LVL 2; SPD 6; AC 13; HP 10  
Melee Attack: +3 (5)  
Ranged Attack: +4 (5)  
Type: Humanoid (Human)  
Special Abilities: Unique. Slow Ranged Attack  
Spells: Psionics 4 pp—inertial armour 1 pp (self; +4 AC), mind thrust 2 pp (sight; 10 damage; DC 13 negates), psionic daze 1 pp (range 6; Stun Humanoid of level 4 or below; DC 13).

### **Moon Elf Fighter**

#20/60; Archfiends; Uncommon; CG; 49 points  
Commander 5  
LVL 9; SPD 9; AC 22; HP 65  
Melee Attack: +15/+10 (10 magic)  
Ranged Attack: -  
Type: Humanoid (Elf)  
Commander Effect: Followers that start their turns within 6 squares of this commander gain Tactics (When you activate this creature, choose whether it counts against your limit of activating two creatures per phase).

**Ragnara, Psychic Warrior**

#21/60; Archfiends; Uncommon; CG; 7 points  
 LVL 3; SPD 6; AC 19; HP 20  
 Melee Attack: +5 (5)  
 Ranged Attack: -  
 Type: Humanoid (Maenad)  
 Special Abilities: Unique. Smite +10 []  
 Spells: Psionics 3pp—burst 1pp (self; +2 speed this turn, swift action), offensive precognition 1pp (self; attack +1).

**Unicorn**

#22/60; Archfiends; Rare; CG; 21 points  
 LVL 4; SPD 12; AC 18; HP 40  
 Melee Attack: +11 (15)  
 Ranged Attack: -  
 Type: Large Magical Beast  
 Special Abilities: Aura of Protection from Evil (This creature and adjacent creatures gain +2 AC against evil creatures); Immune Confusion, Dominate, Poison  
 Spells: 1st—cure light wounds [][ ] (touch; heal 5 hp); 4th—neutralize poison [ ] (touch; remove Poison effects, and target creature gains Immune Poison).

**Githzerai**

#23/60; Archfiends; Common; LG/LE; 5 points  
 LVL 1; SPD 6; AC 17; HP 5  
 Melee Attack: +5 (5)  
 Ranged Attack: -  
 Type: Humanoid (Extraplanar)  
 Spells: 1st—daze [][ ] (range 6; Stun Humanoid of level 4 or below; DC 12).

**Sage**

#24/60; Archfiends; Common; Any; 5 points  
 LVL 4; SPD 6; AC 10; HP 20  
 Melee Attack: +1 (5)  
 Ranged Attack: -  
 Type: Humanoid (Human).

**Clay Golem**

#25/60; Archfiends; Rare; CG/CE; 56 points; CG/CE  
 LVL 11; SPD 4; AC 22; HP 90  
 Melee Attack: +14/+14 (20)  
 Ranged Attack: -  
 Type: Large Construct  
 Special Abilities: Requires Instruction (This creature is confused if it activates when out of command). DR 5; Melee Reach 2; Spell Resistance All.

**Half-Orc Barbarian**

#26/60; Archfiends; Uncommon; CG/CE; 12 points  
 LVL 2; SPD 8; AC 14; HP 25  
 Melee Attack: +7 (15)  
 Ranged Attack: -  
 Type: Humanoid (Orc)  
 Special Abilities: Difficult 2.

**Wereboar**

#27/60; Archfiends; Uncommon; CG/CE; 16 pts, CG/CE  
 LVL 4; SPD 6; AC 18; HP 35  
 Melee Attack: +6 (10)  
 Ranged Attack: -  
 Type: Humanoid (Human, Shapechanger)  
 Special Abilities: Difficult 4. Death Strike (When this creature's hp are reduced to 0 or lower, it may make one immediate melee attack); DR 5.

**Aspect Of Bane**

#28/60; Archfiends; Rare; LE; 106 pts  
 LVL 14; SPD 6; AC 22; HP 120  
 Melee Attack: +21/+16 (15 magic)  
 Ranged Attack: -  
 Type: Large Outsider  
 Special Abilities: Aura of Fear 8 (Enemies in squares threatened by this creature gain Morale Save -8); DR 5; Melee Reach 2.

**Bone Devil**

#29/60; Archfiends; Rare; LE; 74 points  
 LVL 10; SPD 8; AC 25; HP 95  
 Melee Attack: +14/+12 (10/10 + Poison)  
 Ranged Attack: -  
 Type: Large Outsider  
 Special Abilities: Aura of Fear 2 (enemies in squares threatened by this creature gain Morale Save -2); DR 5; Flight; Immune Fire, Poison; Melee Reach 2; Poison (5 damage whenever poisoned creature activates; DC 20); Resist 10 Acid, Cold; Spell Resistance.

**Dark Moon Monk**

#30/60; Archfiends; Uncommon; LE; 15 points; LE  
 LVL 5; SPD 8; AC 16; HP 30  
 Melee Attack: +4/+4 (5)  
 Ranged Attack: +5, range 6 (5)  
 Type: Humanoid (Human)  
 Special Abilities: Deflect Arrows (+4 AC against ranged attacks); Mobility (+4 AC against attacks of opportunity); Save +4; Stunning Attack [ ] (DC 13)  
 Spells: Sorcerer Spells 1st—[ ][ ][ ] magic weapon (touch; attack +1, ignore DR), true strike (self; next attack, attack +20 and automatically succeeds against Conceal).

**Dread Guard**

#31/60; Archfiends; Common; LE; 14 points  
 LVL 5; SPD 4; AC 17; HP 45  
 Melee Attack: +5 (10)  
 Ranged Attack: -  
 Type: Construct  
 Special Abilities: Requires Commander. Resist 10 Cold, Fire.

**Duergar Warrior**

#32/60; Archfiends; Common; LE; 4 points  
 LVL 1; SPD 4; AC 17; HP 10  
 Melee Attack: +2 (5)  
 Ranged Attack: -  
 Type: Humanoid (Dwarf)  
 Special Abilities: Conceal 6; Immune Paralysis, Poison.

### Erinyes

#33/60; Archfiends; Rare; LE; 72 points  
LVL 9; SPD F6; AC 24; HP 85  
Melee Attack: +14/+9 (10)  
Ranged Attack: -  
Type: Outsider  
Special Abilities: DR 5; Flight; Immune Fire, Poison;  
Resist 10 Acid, Cold; Spell Resistance  
Spells: 3rd—charm monster [ ] (range 6; Confusion, ends after target creature's next turn; DC 19); 4th—dimension door [ ] (self; place this creature in any square you can see at least part of); unholy blight [ ] (sight; radius 4; good creatures take 15 damage and gain attack -2; DC 19).

### Gauth

#34/60; Archfiends; Rare; LE; 39 points  
LVL 6; SPD F3; AC 19; HP 45  
Melee Attack: -3 (5)  
Ranged Attack: -  
Type: Aberration  
Special Abilities: Eye Ray (Replaces attacks; sight; Paralysis, DC 14); Eye Ray (Replaces attacks; sight; 15 fire damage); Flight; Gaze Attack (Replaces attacks; range 6; Stun; DC 14); Selective Target 2 (This creature can target its Eye Rays and Gaze Attack against the nearest or second-nearest enemy or ally); Simultaneous Attack (This creature can use both Eye Rays and Gaze Attack if it does not move).

### Human Cleric of Bane

#35/60; Archfiends; Rare; LE; 57 points  
Commander 4  
LVL 5; SPD 4; AC 20; HP 30  
Melee Attack: +7 (10 magic)  
Ranged Attack: -  
Type: Humanoid (Human)  
Commander Effect: Followers gain melee attack +4 and melee damage +5 against creatures that are out of command or routing.  
Special Abilities: Smite +5 [ ]  
Spells: 1st—magic weapon [ ] (touch; attack +1, ignore DR); 2nd—sound burst [ ] (range 6; radius 2; 5 sonic damage and Stun; DC 14); 3rd—summon monster III [ ] (1 evil Elemental or evil Outsider with cost 15 or less).

### Nothic

#36/60; Archfiends; Uncommon; LE; 10 points  
LVL 5; SPD 6; AC 15; HP 40  
Melee Attack: +7 (5)  
Ranged Attack: -  
Type: Aberration  
Special Abilities: Blindsight, Gaze Attack (Replaces attacks; range 6; 5 damage; DC 16).

### Red Wizard

#37/60; Archfiends; Rare; LE; 63 points; LE  
Commander 3  
LVL 6; SPD 6; AC 13; HP 30  
Melee Attack: +2 (5)  
Ranged Attack: -  
Type: Humanoid (Human)  
Commander Effect: Whenever followers cast spells that deal damage, they deal damage +5 over printed amount.  
WARBAND BUILDING: CE spellcasters are legal in your warband.  
Special Abilities: Spell Penetration (Roll twice to overcome Spell Resistance), Sudden Empower [ ] (Damage +10, 1 spell that deals damage)  
Spells: 1st—mage armor [ ] (self; +4 AC), magic missile [ ] (sight; 5 damage) ; 2nd—scorching ray [ ] (range 6; 15 fire damage); 3rd—fireball [ ] (sight; radius 4; 20 fire damage; DC 15), lightning bolt [ ] (line; 20 electricity damage; DC 15).

### Snig the Axe

#38/60; Archfiends; Common; LE; 20 points  
Commander 0  
LVL 3; SPD 6; AC 18; HP 25  
Melee Attack: +7 (10 magic)  
Ranged Attack: +7, range 6 (5)  
Type: Small Humanoid (Goblinoid)  
Commander Effect: Small followers gain melee damage +5  
Special Abilities: Unique. Minions (3 Small Goblinoids with cost 3 each).

### Xill

#39/60; Archfiends; Uncommon; LE; 15 points  
LVL 5; SPD 8; AC 20; HP 30  
Melee Attack: +5/+5/+5 (5)  
Ranged Attack: -  
Type: Outsider  
Special Abilities: Mobility (+4 AC against attacks of opportunity); Planewalk (This creature may start phased out; on round 4 or later, if you win initiative, it may use a move action to return to play in any legal position); Spell Resistance.

### Zhentarim Fighter

#40/60; Archfiends; Common; LE; 7 points  
LVL 2; SPD 4; AC 19; HP 25  
Melee Attack: +6 (5)  
Ranged Attack: -  
Type: Humanoid (Human)  
Special Abilities: Phalanx Fighting (+2 AC when adjacent to an ally with Phalanx Fighting).

### Gravehound

#41/60; Archfiends; Common; LE/CE; 11 points  
LVL 4; SPD 8; AC 15; HP 25  
Melee Attack: +6 (5 + Stun)  
Ranged Attack: -  
Type: Undead  
Special Abilities: Stun (DC 16).

### **Ochre Jelly**

#42/60; Archfiends; Rare; LE/CE; 19 points  
LVL 6; SPD 2; AC 4; HP 70  
Melee Attack: +5 (10 + 5 acid)  
Ranged Attack: -  
Type: Large Ooze  
Special Abilities: Difficult 20. Strikeback (Whenever this creature takes damage, it may make one immediate melee attack); Wandering Monster (Instead of placing this creature on your assembly tile at the start of the battle, place it on a random feature tile).

### **Warrior Skeleton**

#43/60; Archfiends; Common; LE/CE; 3 points  
LVL 1; SPD 6; AC 15; HP 5  
Melee Attack: +1 (5)  
Ranged Attack: -  
Type: Undead  
Special Abilities: Immune Cold.

### **Abyssal Eviscerator**

#44/60; Archfiends; Uncommon; CE; 29 points  
LVL 4; SPD 6; AC 20; HP 40  
Melee Attack: +10/+10 (10)  
Ranged Attack: -  
Type: Outsider  
Special Abilities: Blind-Fight; Immune Poison; Rend +5; Resist 10 Acid, Cold, Electricity, Fire.

### **Aspect of Demogorgon**

#45/60; Archfiends; Rare; CE; 101 points  
LVL 11; SPD 7; AC 24; HP 105  
Melee Attack: +13/+13 (10 magic)  
Ranged Attack: -  
Type: Large Outsider  
Special Abilities: Blindsight; DR 5; Dual Activation (This creature can take two turns in each round; each turn counts as one of your activations in that phase); Immune Electricity, Poison; Melee Reach 2; Resist 10 Acid, Cold, Fire.

### **Aspect of Lolth**

#46/60; Archfiends; Rare; CE; 75 points  
LVL 14; SPD 8; AC 21; HP 105  
Melee Attack: +18/+13 (10 magic)  
Ranged Attack: -  
Type: Large Outsider  
Special Abilities: Blind-Fight; CG Foe (Damage +5 against CG creatures); DR 5; LE Foe (Damage +5 against LE creatures); LG Slayer (Damage +10 against LG creatures); Melee Reach 3; Spell Resistance.

### **Aspect of Orcus**

#47/60; Archfiends; Rare; CE; 91 points  
LVL 9; SPD F4; AC 21; HP 100  
Melee Attack: +16/+11 (20 magic)  
Ranged Attack: -  
Type: Large Outsider  
Special Abilities: Blindsight; Cleave; Death Blow [] (As Death Attack, but no Sneak Attack required; DC 17); DR 5; Flight; Immune Electricity, Poison; Melee Reach 2; Resist 10 Acid, Cold, Fire.

### **Cultist Of The Dragon**

#48/60; Archfiends; Common; CE; 29 pts  
LVL 4; SPD 6; AC 13; HP 20  
Melee Attack: +3 (5 magic)  
Ranged Attack: -  
Type: Humanoid(Human)  
Spells: Sorcerer Spells 1st—[] lesser fire orb (range 6; 5 fire damage, ignore Spell Resistance); Mordenkainen's buzzing bee (Sight, target noncommander creature can't be put under command and can't cast spells; DC13); 2nd—[] summon monster II (evil Outsiders with total cost 10 or less).

### **Cursed Spirit**

#49/60; Archfiends; Common; CE; 11 points  
LVL 3; SPD F6; AC 13; HP 20  
Melee Attack: +8 (5 magic)  
Ranged Attack: -  
Type: Undead  
Special Abilities: Incorporeal. Curse Aura (Adjacent enemies gain save -2); Flight.

### **Drow Sergeant**

#50/60; Archfiends; Uncommon; CE; 16 points  
Commander 2  
LVL 2; SPD 7; AC 19; HP 20  
Melee Attack: +6 (5)  
Ranged Attack: -  
Type: Humanoid (Elf)  
Commander Effect: Level 1 followers gain melee damage +5  
Special Abilities: Conceal 6; Spell Resistance.

### **Githyanki Fighter**

#51/60; Archfiends; Uncommon; CE; 35 points; CE  
LVL 7; SPD 6; AC 18; HP 50  
Melee Attack: +9/+4 (20 magic)  
Ranged Attack: -  
Type: Human (Extraplanar)  
Special Abilities: Mobility (+4 AC against attacks of opportunity); Spell Resistance; Spring Attack.  
Spells: 1st—magic missile [] (sight; 5 damage); 2nd—blur [] (touch; target creature gains Conceal 6); 4th—dimension door [] (self; place this creature in any space it can see at least part of).

### **Gnoll Archer**

#52/60; Archfiends; Common; CE; 7 points  
LVL 2; SPD 6; AC 13; HP 10  
Melee Attack: +2 (10)  
Ranged Attack: +1 (5)  
Type: Humanoid (Gnoll).

### **Hill Giant**

#53/60; Archfiends; Rare; CE; 55 points  
LVL 12; SPD 6; AC 20; HP 100  
Melee Attack: +8 (40)  
Ranged Attack: +8 [] (15)  
Type: Large Giant  
Special Abilities: Difficult 5. Cleave; Melee Reach 2; Pushback (When this creature's melee attack deals damage to a smaller creature, it may push the smaller creature 1 square).



### **Medium Fire Elemental**

#54/60; Archfiends; Uncommon; CE; 11 points  
LVL 4; SPD 10; AC 17; HP 25  
Melee Attack: +6 (5 + 5 fire)  
Ranged Attack: -  
Type: Elemental  
Special Abilities: Difficult 4. Requires Commander.  
Immune Fire; Mobility (+4 AC against attacks of opportunity); Vulnerable Cold.

### **Orc Champion**

#55/60; Archfiends; Rare; CE; 39 points  
LVL 7; SPD 9; AC 15; HP 80  
Melee Attack: +13/+8 (25 magic)  
Ranged Attack: -  
Type: Humanoid (Orc)  
Special Abilities: Cleave.

### **Orc Raider**

#56/60; Archfiends; Common; CE; 12 pts  
LVL 3; SPD 9; AC 15; HP 25  
Melee Attack: +10 (10)  
Ranged Attack: -  
Type: Humanoid (Orc)  
Special Abilities: Sneak Attack +5.

### **Vampire Aristocrat**

#57/60; Archfiends; Rare; CE; 57 pts  
Commander 3  
LVL 7; SPD 7; AC 21; HP 55  
Melee Attack: +12 (10 magic + Energy Drain)  
Ranged Attack: -  
Type: Undead  
Commander Effect: Enemies that fail morale saves are destroyed.  
Special Abilities: DR 5; Energy Drain (Whenever this creature's melee attack deals damage to a living creature, the damaged creature gains attack -1 and save -1, and this creature gains +5 hp); Mobility (+4 AC against attacks of opportunity); Resist 10 Cold, Electricity  
Spells: Sorcerer Spells 1st— expeditious retreat (self; speed +6), magic missile (sight; 5 damage).

### **Vrock**

#58/60; Archfiends; Rare; CE; 79 points  
LVL 10; SPD F6; AC 22; HP 115  
Melee Attack: +14/+14 (15)  
Ranged Attack: -  
Type: Large Outsider  
Special Abilities: Difficult 6; DR 5; Flight; Immune Electricity, Poison; Melee Reach 2; Resist 10 Acid, Cold, Fire; Spell Resistance; Spores  (Swift action: adjacent creatures and allies; Poison, 10 damage); Stunning Screech  (Replaces attacks: adjacent creatures and allies; Stun; DC 22).

### **Young Minotaur**

#59/60; Archfiends; Uncommon; CE; 13 points  
LVL 3; SPD 6; AC 16; HP 30  
Melee Attack: +6 (15)  
Ranged Attack: -  
Type: Monstrous Humanoid  
Special Abilities: Difficult 3. Powerful Charge +5.

### **Yuan-Ti Pureblood**

#60/60; Archfiends; Uncommon; CE; 11 points  
LVL 4; SPD 6; AC 18; HP 20  
Melee Attack: +5 (5)  
Ranged Attack: -  
Type: Monstrous Humanoid  
Special Abilities: Blind-Fight; Spell Resistance  
Spells: 1st—cause fear  (range 6; target creature of level 5 or below makes a morale save); charm person  (range 6; Confusion, Humanoid only, ends after target creature's next turn; DC 13)

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>