

D&D MINIATURES

SET 11: *BLOOD WAR* UNOFFICIAL SPOILERS

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

Arcadian Hippogriff

#1/60; *Blood War*; rare; LG; 37 pts

Lvl 6; Spd F8; AC 18; HP 70

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

Type: Large Magical Beast

Special Abilities:

- Flight
 - Elude Chance [] [] [] (Immediate: This creature's next melee attack roll is natural 10)
 - Smite Chaos +15 [] (Melee damage +15 against chaotic enemies)
- It strikes with a knight's conviction and a zephyr's grace.*

Celestial Giant Stag Beetle

#2/60; *Blood War*; uncommon; LG; 26 pts

Lvl 7; Spd 4; AC 19; HP 50

Melee Attack: +10 (20)

Type: Large Magical Beast - Vermin

Special Abilities:

- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
 - Immune Electricity
 - Smite Evil 10 [] (Melee damage +10 against evil enemies)
 - Spell Resistance (May ignore spells unless caster rolls 11+)
 - Trample 10 (May move through 1 smaller enemy's space to deal 10 damage; DR 19)
 - Vermin Traits
- The sacred scarab answers the call of the valiant.*

Dwarf Sniper

#3/60; *Blood War*; uncommon; LG; 34 pts

Lvl 11; Spd 4; AC 18; HP 60

Melee Attack: +9 (10)

Ranged Attack: +13 (10 magic)

Type: Humanoid - Dwarf

Special Abilities:

- Scout
- Coordinated Shot (This creature's ranged attacks ignore cover from its allies)
- Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus)
- Explosive Bolts [] [] (Ranged damage +10 fire; all creatures adjacent to an enemy hit by this attack take 5 fire damage)

Dwarf legions advance under a hail of iron and fire.

Elf Dragonkith

#4/60; *Blood War*; rare; LG; 38 pts

Lvl 9; Spd 4; AC 23; HP 70

Melee Attack: +12/+7 (15 magic)

Type: Humanoid - Elf

Special Abilities:

- Cleave
 - Dragon Bolstered (Attack +2 and damage +5 while an allied Dragon is adjacent)
 - Mighty Attack +10 [] [] (Melee damage +10 for one attack; use after hit is determined)
 - Reclaim - Mighty Attack (Whenever this creature destroys an evil creature, it gains 1 additional use of its Mighty Attack ability)
 - Resist 5 Fire
- "The dragons have given me a gift. Feel their wrath in the touch of my blade!" - Ekelior Arazain, elf dragonkith.*

Elf Warmage

#5/60; *Blood War*; uncommon; LG; 42 pts

LVL 8; SPD 6; AC 19; HP 40

Melee Attack: +7 (5 magic)

Type: Humanoid - Elf

Special Abilities:

- Sudden Empower [] (Damage +10, 1 spell that deals damage)

Sorcerer Spells

4th-[] [] [] *blast of flame* (cone; 30 fire damage, ignore Spell Resistance; DC 16), maximized *shocking grasp* (touch; 30 electricity damage)

3rd-[] [] [] *acid breath* (cone; 10 acid damage, ignore Spell Resistance; DC 15), *ring of blades* (self; any creature that activates when adjacent to this creature takes 10 damage, ignore Spell Resistance), *sound lance* (range 6; 20 sonic damage; DC 15)

Behold: the mighty artillery of the elven army

Half-Orc Spy

#6/60; *Blood War*; uncommon; LG; 26 pts

Lvl 8; Spd 4; AC 18; HP 40

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

Type: Humanoid - Orc

Special Abilities:

- Scout
- Disguise Self (Until it attacks or casts a spell, this creature has Invisible)
- Enemy Battle Plans (Your warband gets attack +2 against enemies in any victory area)
- Melee Sneak Attack +5

A dozen disguises conceal a hundred secrets.

Hammerer

#7/60; *Blood War*; common; LG; 16 pts
Lvl 5; Spd 4; AC 21; HP 30

Melee Attack: +10 (15)

Type: Construct

Special Abilities:

- Construct Traits
- Fearless

Rocks crumble, geodes crack, and skulls shatter beneath its iron mauls.

Harmonium Guard

#8/60; *Blood War*; common; LG; 27 pts

Commander 3

Lvl 6; Spd 4, AC 20; HP 45

Melee Attack: +11/+6 (10 magic)

Type: Humanoid - Human

Commander Effect: +1 AC, or +3 AC to followers that haven't yet activated this round.

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-*charm person* [] (range 6; Confusion, Humanoid only, ends after target creature's next turn; DC 13)

"The law makes uncaged animals into men. It must be respected, not feared." - *Harmonium truism*

Kolyarut

#9/60; *Blood War*; rare; LG; 45 pts

LVL 10; SPD 6; AC 21; HP 70

Melee Attack: +13/+8 (10 magic + Life Drain)

TYPE: Construct

Special Abilities:

- Construct Traits
- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Enervation Ray [] (Replaces attacks; sight; attack -2 and save -2)
- Fearless
- Life Drain 10 (If target is a living creature, this creature gets +10 hp [maximum 70 hp])

Spells

5th-*hold monster* [] (sight; Paralysis; DC 17)

A dire fate awaits those who break bargains and abandon oaths.

Solar

#10/60; *Blood War*; rare; LG; 105 pts

Commander 5

LVL 12; SPD F8; AC 19; HP 105

Melee Attack: +17/+12/+7 (25 magic)

Ranged Attack: +17 (10 magic)

Type: Large Outsider

Commander Effect: Followers get +2 AC against evil enemies and gain immunity to enemy spells of 2nd level or lower.

Special Abilities:

- Flight.
- Immune Acid, Cold
- Melee Reach 2
- Slaying Arrow [] (If this creature's ranged attack hits an enemy with 100 or fewer hp, destroy that enemy; DC 20)

The greatest of all angels, and the pure perfection that evil dreads.

Solar - epic

#10/60; *Blood War*; rare; LG; Epic 284 pts

Commander 6

LVL 15; SPD F8; AC 25; HP 210

Melee Attack: +22/+17/+12 (40 magic)

Ranged Attack: +22 (20 magic)

Type: Large Outsider

Commander Effect: Followers get +4 AC against evil enemies and gain immunity to enemy spells of 3rd level or lower.

Special Abilities:

- Flight.
- Blindsight
- Globe of Invulnerability (Immune to enemy spells of 3rd level or lower).
- Immune Acid, Cold
- Melee Reach 2
- Slaying Arrow [] (If this creature's ranged attack hits an enemy with 100 or fewer hp, destroy that enemy; DC 20)

Soldier of Bytopia

#11/60; *Blood War*; common; LG; 12 pts

Lvl 4; Spd 4; AC 19; HP 20

Melee Attack: +5 (10)

Type: Small Humanoid - Gnome

Special Abilities:

- Retributive Strike [] (Immediate: This creature may make a melee attack against an enemy within its Melee Reach that attacks it.)

Every Bytopian soldier has two sides: one that abhors violence, and another that embraces it.

Thundertusk Cavalry

#12/60; *Blood War*; rare; LG; 44 pts

Lvl 7; Spd 6; AC 22; HP 75

Melee Attack: +14/+14 (20)

Type: Large Mounted Humanoid - Dwarf

Special Abilities:

- Death Strike (When this creature's hp are reduced to 0 or lower, it can make 1 immediate melee attack)
- Mounted Melee Attack (This creature can move at double speed and make a single melee attack at any point during its move)
- Pushback (When this creature's melee attack deals damage to a smaller creature, it may push the smaller creature 1 square)

The great boar charges, the hammer falls, and blood soaks the battlefield.

Air Genasi Swashbuckler

#13/60; *Blood War*; rare; CG; 36 pts

Lvl 8; Spd F6; AC 18; HP 75

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

Type: Medium Outsider

Special Abilities:

- Flight
- Improved Flanking (Melee attack +4 against flanked enemies instead of +2)
- Lucky [] (Immediate: Reroll 1 attack or save)
- Mobility (+4 AC against attacks of opportunity)
- Retributive Strike [] (Immediate: This creature may make a melee attack against an enemy within its melee reach that attacks it)

Air genasi are the inheritors of the sky, the wind, and the air of the world.

Bralani Eladrin

#14/60; *Blood War*; rare; CG; 35 pts
Lvl 6; Spd F8; AC 20; HP 55

Melee Attack: +11/+6 (10 magic)

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

Type: Outsider

Special Abilities:

- Flight
- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Evil Foe +5 (Damage +5 against evil enemies)
- Immune Electricity
- Resist 10 Cold, Fire
- Spell Resistance (May ignore spells unless caster rolls 11+)
- Whirlwind Blast [] (replaces attacks: line 12; 20 damage and push affected creatures 1 square; DC 16)
Wild at heart, a bralani takes feral pleasure in the slaughter of the wicked.

Centaur War Hulk

#15/60; *Blood War*; rare; CG; 58 pts
Lvl 8; Spd 8; AC 20; HP 75

Melee Attack: +14 (30)

Type: Large Monstrous Humanoid

Special Abilities:

- Melee Reach 2
- Powerful Charge +10 (Melee damage +10 when charging)
- 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)
War hulks never lead centaur tribes, but their make excellent guardians for those who do.

Free League Ranger

#16/60; *Blood War*; common; CG; 25 pts

Commander 2

Lvl 6; Spd 8; AC 16; HP 40

Melee Attack: +8 (5)

Ranged Attack: +10 (5)

Type: Humanoid - Human

Commander effect: Followers get attack +2 against creatures that are under command.

Special Abilities:

- Lawful Foe (Damage +5 against Lawful enemies)
- Outsider Foe (Damage +5 against Outsider enemies)
- Initiative Surge [] (+4 to your initiative roll this round; use before rolling for initiative)
- Willing to Follow (This commander can benefit from the Commander Effects of other commanders in your warband as though it were a follower)

Gnome Trickster

#17/60; *Blood War*; uncommon; CG; 27 pts
Lvl 7; Spd 6; AC 16; HP 50

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

Type: Small Humanoid - Gnome

Special Abilities:

- Combat Casting (Can cast spells while adjacent to an enemy); Conceal 6; Disguise Self (Until it attacks or casts a spell, this creature has Invisible); Dodge Giants +4 (+4 AC against giants); Melee Sneak Attack +10

Spells

3rd-*distract* [] (sight; target creature gains Inhibited; DC 15), *invisibility sphere* [] (radius 2; self and allies gain Invisible unless they attack or cast a spell)

2nd-*snake's swiftness* [] (range 6; target creature may make an immediate attack)

1st-*slide* [] (range 6; slide target creature 1 square)

A gnome can't hope to win a stand-up fight, but guile and subtlety more than compensate for physical disadvantages.

Hero of Valhalla

#18/60; *Blood War*; common; CG; 11 pts
Lvl 2; Spd 8; AC 16; HP 20

Melee Attack: +6 (15)

Type: Humanoid - Human

Special Abilities:

- Bravado (When an enemy creature fails a morale save, this creature gains Fearless unless already routing)
- Savage Frenzy +10 (This creature gets +10 hp the first time it hits with a melee attack)
For the wild men of the north, the highest virtue in battle is ferocity and a reckless disregard for one's own safety.

Lillend

#19/60; *Blood War*; rare; CG; 44 pts
Lvl 7; Spd F10; AC 17; HP 45

Melee Attack: +11/+6 (15 magic)

Type: Large Outsider

Special Abilities:

- Flight
- Beguile [] (Replaces attacks: range 6; target living enemy takes an immediate turn under your control, which does not count against your limit of activating 2 creatures per phase, even if it has already been activated this round; this does not count as your opponent's activation of this creature this round; DC16)
- Melee Reach 2

Sorcerer Spells:

2nd-[] *hold person* (Sight; Paralysis, Humanoids only; DC 14), *sound burst* (range 6; radius 2; 5 sonic damage and Stun; DC 14 negates)

1st-[] *remove fear* (range 6; automatically rally routing figure)

Medium Copper Dragon

#20/60; *Blood War*; uncommon; CG; 32 pts

Lvl 8; Spd F8; AC 18; HP 60

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

Type: Dragon

Special Abilities:

- Flight
 - Breath Weapon [] (Replaces attacks: line; 20 acid damage; DC 15)
 - Breath Weapon [] (Replaces attacks: cone; Slow [Gain Slow attack (Can't attack and move on the same turn) and can't make more than 1 attack per turn]; DC 15)
 - Immune Acid, Paralysis, Sleep
- "Admit it, that was funny Where's your sense of humor!"
- Vaerikorth, copper dragon

Phoera

#21/60; *Blood War*; uncommon; CG; 19 pts

Lvl 3; Spd F8; AC 16; HP 20

Melee Attack: +4 (5 + 5 fire)

Type: Magical Beast

Special Abilities:

- Flight
- Double Damage from Cold
- Fiery Tail [][] (Replaces attacks: Creatures whose space this creature moves through this turn take 15 fire damage; DC 14)
- Fire Healing 5 (This creature heals 5 hp each time it is subjected to fire damage)
- Fire Shield 5 (Any creature that hits this creature with a melee attack takes 5 fire damage)
- Immune Fire

A phoera rises from the ashes of a phoelarch, but remembers nothing of its progenitor's proud defense of freedom.

Shadowdancer

#22/60; *Blood War*; uncommon; CG; 28 pts

Lvl 7; Spd 8; AC 16; HP 60

Melee Attack: +13 (10)

Type: Humanoid - Human

Special Abilities:

- Defensive Roll [] (Immediate: Take no damage from a melee or ranged attack)
 - Hide
 - Shadow Jump [] [] (Swift: Place this creature in any space bordered by a wall that it can see at least part of; can be used only when this creature is in a space bordered by a wall)
 - Melee Sneak Attack +10
- Where shadows fall, so do killing strokes.*

Storm Silverhand

#23/60; *Blood War*; rare; CG; 57 pts

Commander 4

Lvl 11; Spd 6; AC 18; HP 80

Melee Attack: +14/+9 (15 magic)

Ranged Attack: +14/+9 (5 magic)

Type: Humanoid - Human

Commander effect: Human and Elf followers gain Fearless. **WARBAND BUILDING:** LG Humans and Elves are legal in your warband.

Special Abilities:

- Unique; Countersong; Electricity Healing 10 (This creature heals 10 hp each time it is subjected to electricity damage)
- Immune Electricity
- Silver Fire 20 [] (Replaces attacks; line 12; 20 damage)

Sorcerer Spells:

4th - [] *confusion* (sight; radius 2; Confusion, save at the end of each affected creature's turn; DC 16)
3rd - [][] *cure serious wounds* (touch; heal 20 hp), *fly* (touch; target creature gains Flight)

Storm Silverhand - epic

#23/60; *Blood War*; rare; CG; EPIC 178 pts

Commander 6

Lvl 15; Spd 6; AC 22; HP 205

Melee Attack: +18/+13 (20 magic + 5 electricity)

Ranged Attack: +18/+13 (15 magic)

Type: Humanoid - Human

Commander effect: Human and Elf followers gain Fearless. **WARBAND BUILDING:** LG Humans and Elves are legal in your warband.

Special Abilities:

- Unique; Electricity Healing 10 (This creature heals 10 hp each time it is subjected to electricity damage); Immune Electricity; Improved Countersong; Silver Fire 30 [] (Replaces attacks: line 12; 30 damage)

Sorcerer Spells:

5th - [] *hold monster* (sight; Paralysis; DC 17)
4th - [][] *confusion* (sight; radius 2; Confusion, save at the end of each affected creature's turn; DC 16)
3rd - [][] *cure serious wounds* (touch; heal 30 hp), *fly* (touch; target creature gains Flight)

Valenar Nomad Charger

#24/60; *Blood War*; rare; CG; 36 pts

Lvl 6; Spd 12; AC 18; HP 65

Melee Attack: +11/+11/+6 (10 magic)

Type: Large Mounted Humanoid - Elf

Special Abilities:

- Human Foe +5 (Damage +5 against Human enemies)
- Keen Critical 18 (Scores critical hits on melee attack rolls of natural 18, 19, and 20)
- Mobility (+4 AC against attacks of opportunity)
- Mounted Melee Attack (This creature can move at double speed and make a single melee attack at any point during its move)
- Valenar Bladebearer [][] (Melee attack +2 and melee damage +5; 1 attack)

The Valaes Tairn value their horses and ancestors above all else.

Dragonmark Heir of Deneith

#25/60; *Blood War*; uncommon; LG/LE; 34 pts
Lvl 9; Spd 6; AC 20; HP 55

Melee Attack: +11/+6 (10 magic)

Type: Humanoid - Human

Special Abilities:

- Bodyguard (If an adjacent creature in your warband would take damage from an attack, this creature can take the damage instead)
- Bold (Has Fearless while under command)
- Melee Sneak Attack +10
- Sidestep (On its turn, if it moves only 1 square, this creature can make all its attacks and does not draw attacks of opportunity)

Spells:

3rd-*protection from energy* [] (touch; target creature gains Immune to energy type of your choice)
House Deneith supplies guards and mercenaries to all Khorvaire.

Maug

#26/60; *Blood War*; uncommon; LG/LE; 41 pts
Lvl 8; Spd 6; AC 21; HP 75

Melee Attack: +11/+11 (20)

Type: Large Construct

Special Abilities:

- Construct Traits
- Fearless
- Melee Reach 2
- Spell Resistance (May ignore spells unless caster rolls 11+)

Initially brought to Acheron as cannon fodder for an ancient war, the maug established a fortress on Thuldadin and now hire themselves to any who can afford them

Living Flaming Sphere

#27/60; *Blood War*; uncommon; CG/CE; 26 pts
Lvl 7; Spd 8; AC 13; HP 45

Melee Attack: +4 (10 fire)

Type: Ooze

Special Abilities:

- Double Damage from Cold
- Fearless
- Fiery Trample 10 (Can move through 1 enemy's space to deal 10 fire damage; DC 14)
- Fire Shield 10 (Any enemy that hits this creature with a melee attack takes 10 fire damage)
- Immune Fire
- Ooze Traits

This spell, cast at the moment of the Mourning, now drifts over ruined Cyre incinerating all it encounters.

Acheron Goblin

#28/60; *Blood War*; common; LE; 7 pts
Lvl 4; Spd 4; AC 19; HP 30

Melee Attack: +5 (5)

Type: Small Humanoid – Goblinoid

Special Abilities:

- Goblinoid Bolstered (Attack +2 and damage +5 if an allied Goblinoid is adjacent)
- 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)

The first layer of Acheron is the realm of Maglubiyet. From his fortress in Clangor, he sends forth goblin forces against the neighboring orcs.

Blood of Vol Cultist

#29/60; *Blood War*; common; LE; 18 pts
Lvl 4; Spd 6; AC 16; HP 25

Melee Attack: +6 (5 + Bleed)

Type: Humanoid - Human

Special Abilities:

- Bleed (Living creatures only; 5 damage whenever affected creature activates, until it gains hit points)
- Devotee of Undead (Melee damage +5 when a follower of an Undead commander)
- Undead Bolstered (Attack +2 and damage +5 while an allied Undead is adjacent)

The Blood of Vol appears to be a religion devoted to the literal and figurative meaning of blood.

Bluespawn Stormlizard

#30/60; *Blood War*; uncommon; LE; 39 pts
Lvl 6; Spd 8; AC 23; HP 70

Melee Attack: +13 (20)

Type: Large Magical Beast - Dragon - Spawn

Special Abilities:

- Electricity Link [][] (Swift: A line between this creature and any other Bluespawn Stormlizard within 12 squares; 10 electricity damage; DC 19)
- Immune Electricity, Paralysis, Sleep
- Lightning Bolt [] (Replaces attacks: line 12; 20 electricity damage; DC 19)
- Powerful Charge +10 (Melee damage +10 when charging)
- Tiamat's Blessing - Electricity (Adjacent Spawn gain Immune Electricity)

Bluespawn stormlizards combine the strength of a dragon with the fury of a storm.

Fire Giant Forgepriest

#31/60; *Blood War*; rare; LE; 84 pts
Lvl 10; Spd 6; AC 23; HP 150

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

Type: Large Giant

Special Abilities:

- Cleave
- Double Damage from Cold
- Forge Blessing (Creatures in your warband deal magic damage)
- Immune Fire
- Melee Reach 2

Burning with rage and hard as iron, forepriests bring the might of Surtur, god of fire giants, to bear on their foes.

Greenspawn Sneak

#32/60; *Blood War*; common; LE; 6 pts
Lvl 2; Spd 6; AC 19; HP 10

Melee Attack: +4/+4 (5)

Ranged Attack: +6 [] (5 acid)

Type: Small Monstrous Humanoid - Dragon - Spawn

Special Abilities:

- Scout
- Hide
- Immune Paralysis, Sleep
- Melee and Ranged Sneak Attack +5

"What we see, so sees the Dragon Queen. What we hear, she hears. What we kill, she leaves to us to eat."

Hellcat

#33/60; *Blood War*; rare; LE; 43 pts

Lvl 8; Spd 8; AC 21; HP 60

Melee Attack: +13/+13 (10)

Type: Large Outsider - Devil

Special Abilities:

- Blindsight
- Conceal 11
- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Pounce (This creature can use all its melee attacks when charging)
- Rend +10 (If this creature hits 1 enemy with both melee attacks on the same turn, damage +10 to second attack)
- Resist 10 Fire
- Spell Resistance (May ignore spells unless the caster rolls 11+)

Hellcats are invisible in any amount of light. You only see their glowing outline when it's pitch black.

Horned Devil

#34/60; *Blood War*; rare; LE; 83 pts

Lvl 10; Spd F6; AC 23; HP 135

Melee Attack: +16 (25 magic + Stun)

Type: Large Outsider - Devil

Special Abilities:

- Flight
- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Immune Fire, Poison
- Melee Reach 4
- Stun (DC 18)

Spells:

4th-*dimension door* [] (self; place this creature in any space it can see at least part of)

Horned devils give the phrase "give them hell" new meaning.

Horned Devil - epic

#34/60; *Blood War*; rare; LE; EPIC 247 pts

Lvl 12; Spd F6; AC 26; HP 190

Melee Attack: +21/+16 (25 magic + Stun/25 magic)

Type: Large Outsider - Devil

Special Abilities:

- Flight
- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Immune Fire, Poison
- Melee Reach 4
- Stun (DC 24)

Spells:

4th-swift *dimension door* [] (swift; self; place this creature in any space it can see at least part of)

Ice Devil

#35/60; *Blood War*; rare; LE; 74 pts

Lvl 10; Spd 8; AC 22; HP 110

Melee Attack: +15 (15 magic + Slow)

Type: Large Outsider - Devil

Special Abilities:

- DR 5
- Immune Cold, Poison
- Melee Reach 2
- Slow (Gain Slow Attack [Can't attack and move on the same turn and can't make more than one attack per turn] until the end of its next activation; DC 17)

Spells

5th – *cone of cold* [] (cone; 30 cold damage; DC 17)

4th – *ice storm* [] (sight; radius 4; 20 cold damage, ignore Spell Resistance)

As brutal as a blizzard and cold as death, an ice devil performs its Blood War missions with ruthless efficiency.

Ice Devil - epic

#35/60; *Blood War*; rare; LE; EPIC 214 pts

Lvl 11; Spd 8; AC 25; HP 150

Melee Attack: +17/+12 (20 magic + Slow)

Type: Large Outsider - Devil

Special Abilities:

- DR 5
- Immune Cold, Poison
- Melee Reach 2
- Slow (Gain Slow Attack [Can't attack and move on the same turn and can't make more than one attack per turn] until the end of its next activation; DC 21)

Spells

5th – *cone of cold* [[]] (cone; 30 cold damage; DC 17)

4th – *ice storm* [[]] (sight; radius 4; 20 cold damage, ignore Spell Resistance)

Karsite Fighter

#36/60; *Blood War*; uncommon; LE; 26 pts

LVL 6; SPD 4; AC 18; HP 45

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

Type: Humanoid - Human - Karsite

Special Abilities:

- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Magic Drain (Affected creature's damage loses magic and cannot gain magic; DC 15)
- Spell Healing (Whenever its Spell Resistance prevents a spell from affecting it, this creature heals 10 hp)
- Spell Resistance (May ignore spells unless the caster rolls 11+)

Incapable of casting spell, karsites relish slaying anyone who uses magic.

Kobold Monk

#37/60; *Blood War*; common; LE; 5 pts

Lvl 3; Spd 8; AC 18; HP 15

Melee Attack: +2/+2 (5)

Type: Small Humanoid – Kobold – Reptilian

Special Abilities:

- Deflect Arrows (+4 AC against ranged attacks)
- Stunning Attack [] (DC 13)

Few would suspect a mere kobold to have the discipline to walk the path of true enlightenment.

Large Water Elemental

#38/60; *Blood War*; uncommon; LE; 36 pts

Lvl 8; Spd 4; AC 20; HP 70

Melee Attack: +10/+10 (15)

Type: Large Elemental

Special Abilities:

- Cleave
 - DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
 - Elemental Traits
 - Fire Slayer +10 (Damage +10 against enemies with Immune Fire)
 - Melee Reach 2
- Water elementals crush life as easily as they crush fire.*

Lord of Blades

#39/60; *Blood War*; rare; LE; 77 pts

Commander 1

Lvl 10; Spd 4; AC 21; HP 80

Melee Attack: +12/+12 (10 magic)

Type: Construct - Living Construct

Commander Effect: Constructs and Living Constructs gain Powerful Charge +10. Living Constructs also gain fearless.

WARBAND BUILDING: Living Constructs of any faction are legal in your warband.

Special Abilities:

- Cleave; DR 5; Extended Charge +2 (Speed +2 while charging); Fearless; Humanoid Slayer +10 (Melee damage +10 against humanoid enemies); Living Construct (Has only Immune Level Drain, Paralysis, Poison, Sleep); Powerful Charge +10 (Melee damage +10 when charging); Resist 10 Fire

Spells:

4th-*repair critical damage* [] (touch; remove 30 damage, Constructs and Living Constructs only, ignore Spell Resistance); 2nd-*bane weapon augmentation* [] (touch; choose ranged attacks or melee attacks and a creature type; damage +10 with the chosen attack against the chosen creature type)

Mercykiller

#40/60; *Blood War*; uncommon; LE; 17 pts

Lvl 4; Spd 4; AC 17; HP 25

Melee Attack: +9 (10 + Mancatcher)

Type: Humanoid - Human

Special Abilities:

- Humanoid Slayer +10 (Melee damage +10 against Humanoid enemies)
- Killer Instinct +4 (Melee attack +4 against wounded enemies)
- Mancatcher (Entangle as long as this creature does not move or attack another creature; DC 14)
- Melee Reach 2
- Murderous (When attacking, this creature cannot move or attack a nonwounded enemy if a wounded enemy is adjacent)

"It's like this, berk: You break the law, I break you." - Dek Drothlek, Mercykiller

Mezzoloth

#41/60; *Blood War*; uncommon; LE; 44 pts

Lvl 8; Spd 6; AC 21; HP 95

Melee Attack: +14 (20 magic)

Type: Outsider - Yugoloth

Special Abilities:

- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Immune Acid, Poison
- Spell Resistance (May ignore spells unless the caster rolls 11+)

Spells:

5th - *cloudkill* [] (sight; radius 4; 15 poison damage, ignore Spell Resistance; DC 17)

No one knows for sure who started the Blood War, but yugoloths seem happy to see it continue.

Pit Fiend

#42/60; *Blood War*; rare; LE; 105 pts

Commander 4

Lvl 11; Spd F6; AC 23; HP 115

Melee Attack: +17/+17 (20 magic)

Type: Large Outsider - Devil

Commander Effect: LE Outsider followers get +5 melee damage and Immune Fire.

Special Abilities:

- Flight; Aura of Fear 2 (Enemies in squares threatened by this creature get morale save -2); Blind-Fight; DR 5; Immune Acid, Fire, Poison; Melee Reach 2

Spells:

7th-*blasphemy* [] (good creatures of level 6 or lower within 4 squares are paralyzed, those of level 12 or lower with 4 squares are stunned, can cast while adjacent to enemy; DC 19)

3rd-*fireball* [[]] (sight; radius 4; 20 fire damage; DC 15)

Pit Fiend - epic

#42/60; *Blood War*; rare; LE; EPIC 310 pts

Commander 4

Lvl 14; Spd F6; AC 28; HP 225

Melee Attack: +26/+24 (25 magic/20 magic + Poison)

Type: Large Outsider - Devil

Commander Effect: Followers get Immune Aura of Fear, Fire

Special Abilities:

- Flight; Aura of Fear 5 (Enemies in squares threatened by this creature get morale save -5); Blind-Fight; Cleave; DR 5; Immune Fire, Poison; Improved Initiative 8 (Commander rating counts as 8 for initiative checks); Melee Reach 2; Poison (10 damage whenever poisoned creature activates; DC 24); Spell Resistance

Spells:

9th-*meteor swarm* [] (40 fire damage to all enemies in line of sight; DC 21)

7th-*blasphemy* [] (good creatures of level 6 or lower within 4 squares are paralyzed, those of level 12 or lower with 4 squares are stunned, can cast while adjacent to enemy; DC 19)

3rd-*fireball* (unlimited uses) (sight; radius 4; 20 fire damage; DC 15)

Red Hand War Sorcerer

#43/60; *Blood War*; uncommon; LE; 34 pts

Commander 3

Lvl 6; Spd 6; AC 19; HP 35

Melee Attack: +5 (5)

Type: Large Humanoid - Goblinoid - Hobgoblin

Commander Effect: Followers are immune to this creature's spells. Enemies get save -2 against spells.

Sorcerer Spells:

3rd- lightning bolt (line 12; 20 electricity damage; DC 15)

2nd- fireburst (each adjacent creature; 15 fire damage, can cast while adjacent to enemy; DC 14), snowball swarm (sight; radius 2; 10 cold damage; DC 14)

Beware the Red Hand, for it marks Tiamat's blessing.

Soulknife Infiltrator

#44/60; *Blood War*; uncommon; LE; 24 pts

Lvl 8; Spd 6; AC 16; HP 45

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

Ranged Attack: +7, range 6 (10 magic)

Type: Humanoid - Human

Special Abilities:

- Hide
- Sidestep (On its turn, if it moves only 1 square, this creature can make all its attacks and does not draw attacks of opportunity)
- Smite 10 (Melee damage +10)
- Melee and Ranged Sneak Attack +10

Spells:

Psionics 2 pp-burst 1pp (swift: self; speed +2 this turn)
What better assassin than one who appears unarmed?"
- Yoffred the Black, soulknife impersonator.

Chasme

#45/60; *Blood War*; rare; CE; 49 pts

Lvl 9; Spd F10; AC 17; HP 75

Melee attack: +7/7 (15)

Type: Large Outsider- Demon

Special Abilities:

- Flight
- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Drone (Replaces attacks: Sleep, all creatures within 3 squares; DC 16)
- Immune Electricity, Sleep
- Spell Resistance (May ignore spells unless caster rolls 11+)

The drone of a chasme's wings saps strength and courage from even the stoutest heart.

Demonic Gnoll Priestess

#46/60; *Blood War*; uncommon; CE; 28 pts

Lvl 8; Spd 6; AC 14; HP 60

Melee Attack: +8 (10 magic)

Type: Outsider - Gnoll

Special Abilities:

- DR 5; Incite Gnolls (Gnolls in your warband get attack +2); Resist 10 Cold, Fire; Smite Good +10 (Melee damage +10 against good enemies); Spell Resistance (May ignore spells unless the caster rolls 11+)

Spells:

3rd-*blindsight* (touch; target creature gains Blindsight)
2nd-*demonic bolt* (range 6; 10 damage and Stun; DC 14), *spores of the vrock* (each adjacent creature; 10 damage and Poison (5 damage whenever poisoned creature activates), can cast while adjacent to enemy; DC 14)

1st: *sorrow* (range 6; living creature gets attack -3 and save -3; DC 13)

Doomguard

#47/60; *Blood War*; common; CE; 26 pts

Commander 1

Lvl 5; Spd 6; AC 14; HP 50

Melee Attack: +6/+6 (10)

Type: Humanoid - Human

Commander Effect: Followers get melee damage +5 against wounded creatures.

Special Abilities:

- Hide
- Rend +10 (If this creature hits 1 enemy with both melee attacks on the same turn, damage +10 to second attack)
- Willing to Follow (This commander can benefit from the Commander Effects of other commanders in your warband as if it were a follower)
The members of the doomguard know dissolution to be triumphant, and hasten the living towards that end.

Earth Element Gargoyle

#48/60; *Blood War*; uncommon; CE; 23 pts

Lvl 6; Spd F8; AC 19; HP 45

Melee Attack: +8/+6 (10)

Type: Monstrous Humanoid

Special Abilities:

- Flight
- Blindsight
- Burrow 4
- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Statue (This creature may start off the battlegrid; before rolling initiative for a round, you may place this creature in any square that contains a statue. This creature may occupy statue squares. It cannot score victory points while in a statue square.)
Any adventurer worthy of the name should never trust a statue

Ethereal Marauder

#49/60; *Blood War*; uncommon; CE; 14 pts
Lvl 4; Spd 8; AC 14; HP 25

Melee Attack: +6 (10)

Type: Magical Beast

Special Abilities:

- Blink Out [][][] (Swift: until the end of the turn, this creature gains Incorporeal)

"What was that? And where's Lidda?" - Miale, adventuring wizard

Fiendish Snake

#50/60; *Blood War*; common; CE; 5 pts
Lvl 2; Spd 6; AC 16; HP 10

Melee Attack: +4 (5 + poison)

Type: Magical Beast

Special Abilities

- Poison (5 damage whenever poisoned creature activates; DC 11)
- Resist: 5 Cold, Fire
- Spell Resistance (May ignore spells unless the caster rolls 11+)

These denizens of the nether realms are the favored minions of conjurers.

Githyanki Dragon Knight

#51/60; *Blood War*; rare; CE; 98 pts
Level 13; SPD F8; AC 21; HP 125

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

Type: Large Mounted Outsider - Dragon

Special Abilities

- Flight
- Breath Weapon [] (Replaces attacks: cone; 30 fire damage; DC 19)
- Double Damage from Cold
- Immune Fire, Paralysis, Sleep
- Mounted Melee Attack (This creature can move at double speed and make a single melee attack at any point during its move)
- Smite Good +15 [] (Melee damage +15 against good enemies)
- Spell Resistance (May ignore spells unless the caster rolls 11+)

The ancient pact between red dragons and the powerful githyanki make enemies of both quake with fear.

Githyanki Dragon Knight - epic

#51/60; *Blood War*; rare; CE; EPIC 211 pts - promotional card

Level 13; SPD F8; AC 23; HP 205

Melee Attack: +17/+17 (30 magic)

Type: Large Mounted Outsider - Dragon

Special Abilities

- Flight
- Breath Weapon [][] (Replaces attacks: cone; 30 fire damage; DC 19)
- Double Damage from Cold
- Immune Fire, Paralysis, Sleep
- Mounted Melee Attack (This creature can move at double speed and make a single melee attack at any point during its move)
- Smite +15 [][] (Melee damage +15)
- Sneak Attack +10
- Spell Resistance (May ignore spells unless the caster rolls 11+)

Gnoll Barbarian

#52/60; *Blood War*; uncommon; CE; 21 pts
Lvl 4; Spd 8; AC 16; HP 50

Melee Attack: +11 (20)

Type: Humanoid - Gnoll

Special Abilities

- Murderous (On its turn, this creature cannot move or attack a nonwounded enemy if a wounded enemy is adjacent)

Gnolls see no tribute to their demon lord more fitting than the blood of a fallen enemy.

Green Slaad

#53/60; *Blood War*; uncommon; CE; 41 pts
Lvl 9; Spd 6; AC 21; HP 75

Melee Attack: +14/+12 (10)

Type: Large Outsider

Special Abilities

- Disguise Self (Until it attacks or casts a spell, this creature has Invisible)
- Immune Sonic
- Melee Reach 2

Spells:

When this creature casts a spell, roll 1d20. It must cast the indicated spell.

1-5: *skein of shadow* (self; until the end of its next turn, this creature has Conceal 11)

6-10: *chaos hammer* (sight; radius 4; lawful creatures take 20 damage; DC 16)

11-15: *fear* (cone; morale save)

16-20: *fireball* (sight; radius 4; 20 fire damage; DC 15)

Howler

#54/60; *Blood War*; rare; CE; 46 pts
Lvl 6; Spd 10; AC 17; HP 70

Melee Attack: +10 (15 + Quills)

Type: Large Outsider

Special Abilities

- Quills (Attack -1 and save -1; this ability stacks with itself)
- Mindnumbing Howl [] (Replaces attacks: cone; Confusion, until the end of affected creatures' next turn; DC 18)

Only the maddening winds of Pandemonium can drown out the baneful wail of a howler.

Marilith

#55/60; *Blood War*; rare; CE; 73 pts
Lvl 10; Spd 8; AC 19; HP 105

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

Type: Large Outsider - Demon

Special Abilities:

- Blindsight
- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Enhanced Mobility 2 (This creature can move up to 2 squares on its turn and use all its melee attacks)
- Immune Electricity, Fire, Poison
- Melee Reach 2
- Spell Resistance (May ignore spells unless caster rolls 11+)

Many arms, many deaths.

Marilith - epic

#55/60; *Blood War*; rare; CE; EPIC 255 pts

Lvl 12; Spd 8; AC 22; HP 215

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

Type: Large Outsider - Demon

Special Abilities:

- Blindsight
- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Enhanced Mobility 2 (This creature can move up to 2 squares on its turn and use all its melee attacks)
- Immune Electricity, Fire, Poison
- Melee Reach 2
- Spell Resistance (May ignore spells unless caster rolls 11+)

Orc Wizard

#56/60; *Blood War*; uncommon; CE; 24 pts

Lvl 7; Spd 6; AC 14; HP 35

Melee Attack: +5 (10 magic)

Type: Humanoid - Orc

Spells:

4th-*empowered fireburst* [] (each adjacent creature; 25 fire damage; can cast while adjacent to enemy; DC 16)

3rd-*dolorous blow* [] (touch; target creature scores critical hits on melee attack rolls of natural 18, 19 and 20)

2nd-*battering ram* [][][] (range 6; 5 damage and push target creature 1 square, can cast while adjacent to enemy)

"Would it comfort you if I yelled 'Grog Smash' while you burned beneath my arcane fire?" - Grog of the Third Eye, orc wizard.

Owlbear Rager

#57/60; *Blood War*; rare; CE; 34 pts

Lvl 8; Spd 6; AC 15; HP 65

Melee Attack: +12/+12 (10)

Type: Large Magical Beast

Special Abilities:

- Aggression +10 (On its turn, this creature gets damage +10 whenever it is the first to activate in a round)
- Murderous (On its turn, this creature cannot move or attack a nonwounded enemy if a wounded enemy is adjacent)
- Rend +20 (If this creature hits 1 enemy with both melee attacks on the same turn, damage +20 to second attack)

"If your first blow does not kill, the owlbear will become enraged. Strike true if you value your life." - Ekelior Arazain, elf dragonkith

Skeletal Reaper

#58/60; *Blood War*; common; CE; 21 pts

Lvl 6; Spd F6; AC 17; HP 40

Melee Attack: +7 (10)

Type: Undead

Special Abilities:

- Flight
- Devastating Attack (Quadruple damage instead of double damage on critical hit)
- Fearless
- Immune Cold
- Undead Traits

This twisted animation of a bralani eladrin was once a champion of hope and freedom-but is now a scion of fear and pain.

Succubus

#59/60; *Blood War*; rare; CE; 40 pts

Lvl 6; Spd F8; AC 20; HP 35

Melee Attack: +7 (5)

Type: Outsider - Demon.

Special Abilities:

- Flight; Beguile [][] (Replaces attacks: range 6; target living enemy takes an immediate turn under your control, which does not count against your limit of activating 2 creatures per phase, even if it has already been activated this round; this does not count as your opponent's activation of this creature this round; DC 16); Disguise Self (Until it attacks or casts a spell, this creature has Invisible); DR 5; Immune Electricity, Poison; Spell Resistance

Spells:

4th-*dimension door* [] (self; place this creature in any space it can see at least part of)

2nd - *beckon* [][] (range 6; on its next turn, if not already adjacent to this creature, target must move to a square adjacent to this creature before taking any other actions, Humanoids only; this effect ends if no path to an adjacent square is available on target's next turn; DC 14)

Vlaakith the Lich Queen

#60/60; *Blood War*; rare; CE; 79 pts

Commander 3

Lvl 10; Spd 6; AC 21; HP 95

Melee Attack: +16 (10 magic + Paralysis)

Type: Undead

Commander Effect: Undead followers and followers whose name contain Githyanki or Red Dragon get melee damage +5.

Special Abilities:

Unique; DR 5; Fearless, Immune Cold, Electricity; Paralysis (DC 18); Spell Penetration (Roll twice to overcome Spell Resistance); Spell Resistance (May ignore spells unless the caster rolls 11+); Undead traits

Spells:

6th-*disintegrate* [] (sight; 60 damage; DC 18)
3rd-empowered *lesser orb of electricity* [][][] (range 6; 15 electricity damage, ignore Spell Resistance), *fireball* [] (sight; radius 4; 20 fire damage; DC 15)

Vlaakith the Lich Queen - epic

#60/60; *Blood War*; rare; CE; EPIC 275 pts

Commander 4

Lvl 15; Spd 6; AC 26; HP 180

Melee Attack: +21/+16 (15 magic + Vorpal/10 magic + Paralysis)

Type: Undead

Commander Effect: Undead followers and followers whose name contain Githyanki or Red Dragon get melee damage +10.

Special Abilities:

Unique; Aura of Fear 2 (Enemies in squares threatened by this creature get morale save -2); Blindfight; Conceal 6; DR 10; Fearless, Immune Cold, Electricity; Paralysis (DC 23); Spell Penetration (Roll twice to overcome Spell Resistance); Spell Resistance (May ignore spells unless the caster rolls 11+); Undead traits; Vorpal (On a critical hit with this attack, the target creature is eliminated)

Spells:

9th-*wail of the banshee* [] (destroy living creatures within 6 squares with 50 or fewer hp, can cast while adjacent to enemy, DC 21)
7th-*finger of death* [] (range 6; destroy living creature; 25 damage instead on successful save; DC 19)
6th-*disintegrate* [][] (sight; 60 damage; DC 18)

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>