

# D&D MINIATURES

## SET 6: *DEATHKNELL* UNOFFICIAL SPOILERS

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

### **Champion of Yondalla**

#01/60; LG; Deathknell; Rare; 54 pts  
Commander 6  
LVL 8; SPD 3; AC 25; HP 70  
Melee Attack: +13/+13 (10 magic)  
Type: Small Humanoid (Halfling)  
Commander Effect: Followers gain +3 attack against larger creatures. **WARBAND BUILDING:** Halflings of any faction are legal in your warband.

### **Couatl**

#02/60; LG; Deathknell; Rare; 42 pts  
Commander 0  
LVL 9; SPD F8; AC 22; HP 60  
Melee Attack: +12 (10 + Poison)  
Type: Large Outsider  
Commander Effect: Followers within 6 squares gain Resist 10 Acid, Cold, Electricity, Fire, Sonic.  
**WARBAND BUILDING:** CG Outsiders are legal in your warband.  
Special Abilities:  
- Flight  
- Poison (5 damage whenever poisoned creature activates; DC 16)  
- Resist 10 Acid, Cold, Electricity, Fire, Sonic  
Spells: Sorcerer Spells  
2nd [[]] - cure moderate wounds (touch; heal 10 hp), snake's swiftness (range 6; target creature may make an immediate melee attack)  
3rd [[]] - empowered lesser sonic orb (range 6, 15 sonic damage, ignore SR)  
4th [[]] - legion's undeniable gravity (any warband; creatures lose flight and cannot gain flight; DC 16).

### **Dwarf Artificer**

#03/60; LG; Deathknell; Uncommon; 21 pts  
LVL 9; SPD 4; AC 19; HP 30  
Melee Attack: +6 (5 magic)  
Type: Humanoid (Dwarf)  
Spells:  
2nd-infllict moderate damage [[]] (touch; constructs only, 10 damage, ignore SR; DC 14)  
3rd-greater magic weapon [] (touch, +2 attack, ignore DR)  
4th-legion's shield of faith [] (warband; +2 AC), rust construct [] (touch; constructs only; -4 AC, -5 damage [minimum 5 damage], lose DR; ignores Spell Resistance).

### **Dwarf Caver**

#04/60; LG; Deathknell; Uncommon; 24 pts  
Commander 4  
LVL 8; SPD 5; AC 18; HP 35  
Melee Attack: +7/+7 (5 magic/5)  
Type: Humanoid (Dwarf)  
Commander Effect: Followers gain melee attack +1.  
Enemy orcs gain morale save -8.  
Special Abilities:  
- Orc Foe (melee damage +5 against orcs).

### **Dwarf Phalanx Soldier**

#05/60; LG; Deathknell; Uncommon; 12 pts  
LVL 8; SPD 4; AC 23; HP 45  
Melee Attack: +6 (5)  
Type: Humanoid (Dwarf)  
Special Abilities:  
- Phalanx Fighting (+2 AC when adjacent to ally with Phalanx Fighting).

### **Dwarf Samurai**

#06/60; LG; Deathknell; Rare; 32 pts  
LVL 11; SPD 4; AC 20; HP 70  
Melee Attack: +12/+7 (10 magic)  
Type: Humanoid (Dwarf)  
Special Abilities:  
- Battlefield Promotion (if you lose your last commander, this creature gains Commander 1)  
- Smite +5 [[]].

### **Gold Dragon**

#07/60; LG; Deathknell; Rare; 70 pts  
LVL 11; SPD F10; AC 19; HP 105  
Melee Attack: +12/+7/+7 (15/10/10)  
Type: Dragon  
Special Abilities:  
- Flight  
- Breath Weapon [] (cone, 20 fire damage, DC 18)  
- Breath Weapon [] (cone, Weaken [atk -2, dmg -5 (min 5)], DC 18)  
- Double damage from cold  
- Immune fire.

### **Skullclan Hunter**

#08/60; LG; Deathknell; Uncommon; 36 pts  
Lvl 9; Spd 4; AC 21; HP 65  
Melee Attack: +12/+7 (10 magic)  
Type: Small Humanoid (Halfling)  
Special Abilities:  
- Divine Strike (can sneak attack undead)  
- Hide  
- Melee Sneak Attack +10  
- Sidestep  
- Turn Undead 2 [].

### **Soldier of Thrane**

#09/60; LG; Deathkneel; Uncommon; 20 pts  
Lvl 4; Spd 4; AC 22; HP 35  
Melee Attack: +5 (15)  
Type: Humanoid (Human).

### **Valorous Prince**

#10/60; LG; Deathkneel; Rare; 48 points  
Commander ?  
Lvl 6; Spd 6; AC 21; HP 55  
Melee Attack: +9 (10 magic)  
Type: Humanoid (Human)  
Commander Effect: Undead enemies take an additional 5 damage whenever they take damage from any source.  
Special Abilities:  
- Fearless  
- Ghost Touch  
- Lay on Hands 10 [] (touch; heal 10 hp)  
- Powerful Charge +5  
- Smite +10 []  
- Spell Resistance.

### **Warforged Wizard**

#11/60; LG; Deathkneel; Uncommon; 19 pts  
Lvl 5; Spd 6; AC 16; HP 35  
Melee Attack: +3 (5)  
Type: Construct (Living Construct)  
Special Abilities:  
- Living Construct  
Spells:  
1st-lesser sonic orb [][][] (rng 6, 5 sonic dmg, ignore SR)  
3rd-bolt of disruption [][] (line 12, 15 sonic dmg, DC 15).

### **Whirling Steel Monk**

#12/60; LG; Deathkneel; Uncommon; 30 pts  
Lvl 9; Spd 10; AC 19; HP 45  
Melee Attack: +8/+8 (10 magic)  
Special Abilities:  
- Deflect Arrows  
- Mobility  
- Stand Still (Moving creatures hit by this creature's attack of opportunity stop moving and skip the rest of that turn)  
- Stunning Attack [][] (DC 15).

### **Celestial Dire Badger**

#13/60; LG/CG; Deathkneel; Common; 9 pts  
Lvl 3; Spd 6; AC 14; HP 35  
Melee Attack: +6/+6 (5)  
Type: Magical Beast  
Special Abilities:  
- Bloodlust (If this creature reduces a living enemy's hp to 0 with a melee attack, it gains Fearless [Always succeeds on morale saves])  
- Resist 5 Acid, Cold, Electricity  
- Smite Evil +5 [] (Melee damage +5 against evil enemies)  
- Spell Resistance (May ignore spells unless the caster rolls 11+).

### **Catfolk Wilder**

#14/60; CG; Deathkneel; Uncommon; 28 pts  
Lvl 8; Spd 8; AC 19; HP 55  
Melee Attack: +10/+10 (5 magic)  
Type: Humanoid (Catfolk)  
Special Abilities:  
- Psychic Enervation (roll d20 after using psionics: 1-2 = this creature is stunned)  
Spells: Psionics (20 pp total)  
body adjustment 5 pp (self, heal 15 hp); mind thrust 4 pp (range 6; 35 damage, living creatures only; DC 15 negates); specified energy adaptation 3 pp (self, resist 10 to chosen energy type).

### **Centaur Hero**

#15/60; CG; Deathkneel; Rare; 78 pts  
Lvl 9; Spd 10; AC 18; HP 95  
Melee Attack: +16/+11 (20 magic)  
Ranged Attack: +16/+11 (15 magic)  
Type: Large Monstrous Humanoid  
Special Abilities:  
- Precise Shot.

### **Dark Traveler**

#16/60; CG; Deathkneel; Uncommon; 43 pts  
Commander 2  
Lvl 8; Spd 6; AC 20; HP 65  
Melee Attack: +12/+7 (10 magic)  
Type: Humanoid (Human)  
Commander Effect: Psionic Speed (Followers gain Melee Reach 2)  
Special Abilities:  
- Smite +15 [] (Melee damage +15)  
Spells: Psionics 11 pp - burst 1 pp (swift: self; +2 speed this turn); exhalation of the black dragon 5 pp (range 6; 10 acid damage); specified energy adaptation 3 pp (self; Resist 10 to chosen energy type).

### **Dragonblade Ninja**

#17/60; CG; Deathkneel; Uncommon; 26 pts  
Lvl 6; Spd 8; AC 17; HP 30  
Melee Attack: +7 (5 magic + Poison)  
Ranged Attack: +7, range 6 (5 + Poison)  
Type: Humanoid (Human)  
Special Abilities:  
- Ghost Step [][] (Until the end of its turn, this creature gains Invisible)  
- Mobility (+4 AC against attacks of opportunity)  
- Poison (5 damage whenever poisoned creature activates; DC 14)  
- Sudden Strike +10 (+10 melee or ranged damage against enemies that are stunned, helpless, or unable to see this creature).

### **Goliath Barbarian**

#18/60; CG; Deathkneel; Rare 31 pts  
Lvl 6; Spd 8; AC 11; HP 75  
Melee Attack: +10/+5 (20)  
Special Abilities:  
- Reroll Attack [][][] (reroll 1 attack, use this no more than once per turn).

### **Greenfang Druid**

#19/60; CG; Deathknell; Rare; 50 pts

Commander 4

Lvl 10; Spd 8; AC 21; HP 70

Melee Attack: +10/+5 (15 magic)

Commander Effect: Animals and Magical Beasts score critical hits on 19-20.

Warband building: CE animals and magical beasts are legal in your warband.

Special Abilities:

- Beastmaster 20

- Immune Poison

- Pounce

Spells:

2nd-produce flame [ ] (touch OR sight, 10 fire dmg)

5th-legion's magic fang [ ] (one warband, all animals and magical beasts get +1 attack and ignore DR), greater vigor [ ] (touch, target gains regeneration 5).

### **Griffon**

#20/60; CG; Deathknell; Rare; 28 pts

Lvl 7; Spd 8; AC 17; HP 60

Melee Attack: +11/+8 (10)

Type: Large Magical Beast

Special Abilities:

- Bloodlust

- Flight

- Pounce

- Rend +10.

### **Ibixian**

#21/60; CG; Deathknell; Common; 8 pts

Lvl 3; Spd 6; AC 15; HP 15

Melee Attack: +6 (10)

Type: Monstrous Humanoid

Special Abilities:

- Pack Fervor (Attack +2 and morale save +4 if there is at least 1 other active creature whose name contains "Ibixian" within 6 squares).

### **Rask, Half-Orc Fighter**

#22/60; CG; Deathknell; Rare; 52 pts

Lvl 8; Spd 8; AC 14; HP 85

Melee Attack: +16/+16 (20 magic)

Type: Humanoid (Orc)

Special Abilities:

- Unique

- Melee Reach 2

- Stunning Attack [ ] (DC 19).

### **Renegade Warlock**

#23/60; CG; Deathknell; Uncommon; 30 pts

Lvl 6; Spd 6; AC 18; HP 45

Melee Attack: +5 (5)

Type: Humanoid (Human)

Special Abilities:

- Flight

- Conceal 6

Spells:

2nd - eldritch spear (unlimited uses) (sight; 10 damage).

### **Undying Soldier**

#24/60; CG; Deathknell; Uncommon; 12 pts

Lvl 4; Spd 4; AC 17; HP 25

Melee Attack: +5 (5)

Ranged Attack: +3, range 6 [ ] (5)

Special Abilities:

- Blind-Fight

- DR 5

- Fearless

- Smite Evil +5 [ ].

### **Voice of Battle**

#25/60; CG; Deathknell; Uncommon; 29 pts

Lvl 6; Spd 6; AC 17; HP 35

Melee Attack: +8 (10 magic)

Type: Humanoid (Human)

Special Abilities:

- Improved Countersong

- Mobility

Spells: Sorcerer Spells

1st-[ ] Tasha's hideous laughter (sight, stun, DC 13)

2nd-[ ] curse of impending blades (sight, -2 AC)

3rd-[ ] suggestion (range 6, confusion, save at end of affected creature's turn, DC 16).

### **Dire Bear**

#26/60; Any; Deathknell; Uncommon; 44 pts

Lvl 8; Spd 8; AC 17; HP 105

Melee Attack: +19/+13 (15)

Type: Large Animal

Special Abilities:

- Wild (Always out of command).

### **Timber Wolf**

#27/60; Any; Deathknell; Common; 5 pts

Lvl 3; Spd 10; AC 14; HP 20

Melee Attack: +4 (5)

Type: Animal

Special Abilities:

- Wild (Always out of command)

- Stunning Attack [ ] (DC 13).

### **Giant Frog**

#28/60; CG/CE; Deathknell; Common; 10 pts

Lvl 3; Spd 4; AC 14; HP 30

Melee Attack: +6 (10 + Swallow Whole)

Type: Animal

Special Abilities:

- Wild (Always out of command)

- Swallow Whole (Destroy smaller creature; DC 15)

- Wandering Monster (Sets up on a random feature tile instead of your assembly tile).

### **Wood Woad**

#29/60; CG/CE; Deathknell; Uncommon; 15 pts

Lvl 8; Spd 6; AC 17; HP 60

Melee Attack: +9/+4 (5)

Type: Plant

Special Abilities:

- Not subject to commander effects

- Double damage from fire

- Woodland Stride (not slowed by difficult terrain on tiles whose name contains Forest, Jungle, or Tangle).

### **Ambush Drake**

#30/60; LE; Deathkneel; Rare; 58 pts  
Lvl 7; Spd F6; AC 18; HP 75  
Melee Attack: +10/+8 (10 + Poison/5)  
Special Abilities:  
- Flight  
- 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 17)  
- Poison (5 dmg when activates, DC 17)  
- Spell Resistance.

### **Aspect of Nerull**

#31/60; LE; Deathkneel; Rare; 81 pts  
Lvl 10; Spd 8; AC 21; HP 125  
Melee Attack: +15/+10 (15 magic)  
Type: Large Outsider  
Special Abilities:  
- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)  
- Melee Reach 2  
Spells:  
4th - inflict critical wounds (unlimited uses) (touch; 30 negative damage; DC 18).

### **Beholder**

#32/60; LE; Deathkneel; Rare; 83 pts  
Lvl 11; Spd F2; AC 22; HP 95  
Melee Attack: +2 (5)  
Type: Large Aberration  
Special Abilities:  
- Flight  
- Antimagical Eye (All creatures within line of sight must roll 11+ when casting a spell or lose the spell)  
- Dual Activation (Can take 2 turns in each round; each turn counts as 1 of your activations in that phase)  
- Eye Rays (Replaces attacks: sight; roll 1d20 and use the indicated effect or any 1 effect with a lower number; choose target after rolling):  
1-4: telekinesis (slide target creature up to 3 spaces, DC 17, allies can voluntarily fail).  
5-8: inflict wounds (20 negative damage, DC 17)  
9-12: slow (Slow [Gain Slow Attack (Can't attack and move on the same turn) and can't make more than 1 attack per turn]; DC 17)  
13-15: fear (morale save)  
16-18: flesh to stone (destroy target living creature and replace it with a statue; DC 17)  
19-20: disintegrate (60 damage; DC 17).

### **Death Knight**

#33/60; LE; Deathkneel; Rare; 80 pts  
Lvl 10; Spd 4; AC 23; HP 65  
Melee Attack: +19/+14 (20 magic)  
Type: Undead  
Special Abilities:  
- Abyssal Blast 25 [] (Replaces attacks: sight; radius 4; 25 fire damage; DC 15)  
- DR 5  
- Fearless  
- Immune Cold, Electricity  
- Spell Resistance.

### **Goblin Adept**

#34/60; LE; Deathkneel; Common; 10 pts  
Lvl 4; Spd 6; AC 14; HP 15  
Melee Attack: +0 (5)  
Type: Small Humanoid (Goblinoid, Goblin)  
Spells:  
1st - burning hands [] (cone; 5 fire damage; DC 13)  
2nd - cure moderate wounds [] (touch; heal 10 hp).

### **Grell**

#35/60; LE; Deathkneel; Uncommon; 26 pts  
Lvl 5; Spd F6; AC 16; HP 35  
Melee Attack: +4/+4/+4/+4 (5 + Paralysis)  
Type: Aberration  
Special Abilities:  
- Flight  
- Blindsight  
- Immune Electricity, Paralysis  
- Melee Reach 2  
- Paralysis (DC 14).

### **Grim Necromancer**

#36/60; LE; Deathkneel; Uncommon; 35 pts  
Commander 2  
Lvl 5; Spd 6; AC 15; HP 20  
Melee Attack: +1 (5)  
Type: Humanoid (Human)  
Commander effect: Undead followers gain attack +4.  
Spells:  
2nd - Curse of impending blades (unlimited uses, sight, -2 AC); scare [] (sight; radius 2; creatures of level 2 or below make a morale save)  
3rd - Summon Undead III [] (up to 2 undead, total cost up to 20).

### **Kruthik Hatchling**

#37/60; LE; Deathkneel; Common; 10 pts  
Lvl 4; Spd 10; AC 19; HP 25  
Melee Attack: +11 (5)  
Type: Small Magical Beast  
Special Abilities:  
- Incited (Each round, this creature must activate before any nonincited creatures in its warband).

### **Large Blue Dragon**

#38/60; LE; Deathkneel; Rare; 68 pts  
Lvl 10; Spd F8; AC 20; HP 100  
Melee Attack: +15/+13/+13 (10)  
Type: Large Dragon  
Special Abilities:  
- Flight  
- Breath Weapon [] (Replaces attacks: line 12; 25 electricity damage; DC 18)  
- Immune Electricity.

### **Mummy Lord**

#39/60; LE; Deathkneel; Rare; 77 pts  
Lvl 10; Spd 5; AC 22; HP 95  
Melee Attack: +20 (15)  
Type: Undead  
Special Abilities:  
- Aura of Fear 2  
- Death Touch 35 [] (touch, destroy living creature with 35 HP or less)  
- Double damage from fire  
- DR 5  
- Fearless  
Spells:  
2nd - Curse of Ill Fortune [] (rng 6, atk -3, save -3, DC 14)  
3rd - Wrack [] (rng 6, paralysis, humanoid only, DC 15).

### **Skeletal Dwarf**

#40/60; LE; Deathkneel; Common; 6 pts  
Lvl 1; Spd 4; AC 22; HP 5  
Melee Attack: +2 (10)  
Type: Undead  
Special Abilities:  
- Fearless (Always succeeds on morale saves)  
- Immune cold.

### **Skullcrusher Ogre**

#41/60; LE; Deathkneel; Uncommon; 31 pts  
Lvl 8; Spd 6; AC 20; HP 60  
Melee Attack: +12/+7 (15)  
Ranged Attack: +6 [] (15)  
Type: Large Giant  
Special Abilities:  
- Melee Reach 2.

### **Spectre**

#42/60; LE; Deathkneel; Rare; 44 pts  
Lvl 7; Spd 6; AC 15; HP 45  
Melee Attack: +20 (10 magic + Life Drain)  
Special Abilities:  
- Flight  
- Incorporeal  
- Blind-Fight  
- Fearless  
- Life Drain 10 (max 45).

### **Spellstitched Hobgoblin Zombie**

#43/60; LE; Deathkneel; Common; 11 pts  
Lvl 2; Spd 2; AC 14; HP 20  
Melee Attack: +4 (5)  
Type: Undead  
Special Abilities:  
- Fearless  
Spells:  
1st-chill touch [] (touch, 5 dmg to living creature, OR Turn Undead 20 to undead creatures).

### **Thaskor**

#44/60; LE; Deathkneel; Rare; 86 pts  
Lvl 10; Spd 8; AC 23; HP 125  
Melee Attack: +22 (25)  
Type: Large Outsider  
Special Abilities:  
- Melee Reach 2  
- Trumpeting Blast [] (Swift; cone; Stun; DC 18).

### **Warpriest of Hextor**

#45/60; LE; Deathkneel; Rare; 52 pts  
Commander 5  
Lvl 9; Spd 4; AC 19; HP 45  
Melee Attack: +11/+6 (10 magic)  
Type: Humanoid (Human)  
Commander Effect: Followers that make more than 1 melee attack in a turn gain attack +4 on attacks after the first  
Spells:  
2nd-wave of grief [] (cone, attack -3, save -3, DC 14)  
3rd-wrack [] (Range 6, Paralysis, humanoid only, DC 15);  
4th-energy vortex [] (can cast while adjacent to enemy; radius 4, centered on caster; other creatures take 30 damage of chosen energy type; DC 16).

### **Bloodhulk Fighter**

#46/60; CE; Deathkneel; Uncommon; 26 pts  
Lvl 8; Spd 4; AC 12; HP 100  
Melee Attack: +10 (15)  
Type: Undead  
Special Abilities:  
- Bleeder (takes 5 additional dmg whenever it takes dmg from any source)  
- Fearless.

### **Boneclaw**

#47/60; CE; Deathkneel; Rare; 45 pts  
Lvl 10; Spd 8; AC 16; HP 105  
Melee Attack: +8 (15)  
Special Abilities:  
- Double Opportunity Attacker (If this creature hits with an attack of opportunity, it can immediately make a second attack of opportunity against the same enemy; use this ability no more than once per turn)  
- Fearless  
- Immune Cold  
- Melee Reach 3.

### **Bullywug Thug**

#48/60; CE; Deathkneel; Common; 4 pts  
Lvl 2; Spd 4; AC 15; HP 15  
Melee Attack: +3 (5)  
Type: Humanoid (Bullywug).

### **Burning Skeleton**

#49/60; CE; Deathkneel; Uncommon; 13 pts  
Lvl 5; Spd 6; AC 16; HP 30  
Melee Attack: +4 (5 + 5 fire)  
Type: Undead  
Special Abilities:  
- Fearless  
- Fire Shield (Any creature that hits this creature with a melee attack takes 5 fire damage)  
- Immune Cold, Fire.

### **Deathlock**

#50/60; CE; Deathkneel; Common; 12 pts  
Lvl 3; Spd 6; AC 13; HP 20  
Melee Attack: +1 (5)  
Type: Undead  
Special Abilities:  
- Fearless (Always succeeds on morale saves)  
Spells:

1st - cause fear [][ ] (range 6; target creature of level 5 or below makes morale save), magic missile [][ ] (sight; 5 damage).

### **Dolgrim**

#51/60; CE; Deathknell; Uncommon; 10 pts  
Lvl 1; Spd 4; AC 15; HP 10  
Melee Attack: +4/+4 (5)  
Ranged Attack: +3 (5)  
Type: Small Aberration  
Special Abilities:  
- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)  
- Slow Ranged Attack (Can't make a ranged attack and move on the same turn).

### **Ettin Skirmisher**

#52/60; CE; Deathknell; Rare; 40 pts  
Lvl 6; Spd 8; AC 16; HP 65  
Melee Attack: +7/+7/+2/+2 (20)  
Special Abilities:  
- Melee Reach 2.

### **Fiendish Monstrous Scorpion**

#53/60; CE; Deathknell; Rare; 26 pts  
Lvl 5; Spd 10; AC 16; HP 30  
Melee Attack: +6/+4 (15 magic/5 magic + Poison)  
Special Abilities:  
- Wild  
- DR 5  
- Poison (5 dmg when activates, DC 16)  
- Resist 5 cold, fire  
- Smite Good +5 [ ]  
- Spell Resistance.

### **Flind Captain**

#54/60; CE; Deathknell; Uncommon; 53 pts  
Commander 3  
Lvl 7; Spd 6; AC 19; HP 70  
Melee Attack: +14/+9 (15 magic)  
Type: Humanoid (Flind, Gnoll)  
Commander Effect: Humanoid followers gain melee damage +5 and -2 AC.

### **Forest Troll**

#55/60; CE; Deathknell; Uncommon; 20 pts  
Lvl 5; Spd 6; AC 18; HP 45  
Melee Attack: +6/+6 (5 + poison)  
Ranged Attack +6, rng 6 (5 + poison)  
Type: Giant  
Special Abilities:  
- Poison (5 damage whenever poisoned creature activates; DC 17)  
- Regeneration 5 (This creature heals 5 hp at the start of its turn).

### **Kenku Sneak**

#56/60; CE; Deathknell; Common; 6 pts  
Lvl 1; Spd 6; AC 16; HP 5  
Melee Attack: -1 (5)  
Ranged Attack: +3 (5)  
Type: Humanoid (Kenku)  
Special Abilities:  
- Hide  
- Melee Sneak Attack +5  
- Ranged Sneak Attack +5.

### **Orc Savage**

#57/60; CE; Deathknell; Common; 7 pts  
Lvl 2; Spd 8; AC 10; HP 5  
Melee Attack: +7 (15)  
Type: Humanoid (Orc)  
Special Abilities:  
- Fearless (Always succeeds on morale saves)  
- Savage Frenzy (gains +20 hp the first time it hits with a melee attack).

### **Ravenous Vampire**

#58/60; CE; Deathknell; Rare; 58 pts  
Commander 4  
Lvl 5; Spd 9; AC 22; HP 40  
Melee Attack: +14 (15)  
Type: Undead  
Commander Effect: Followers gain melee damage +5 against enemy commanders.  
Special Abilities:  
- Beastmaster 3  
- Domination Surge (Replaces attacks: range 6; Dominate [Target Humanoid enemy makes a single immediate attack as if it were a member of your warband]; DC 18)  
- DR 5  
- Fearless  
- Minions (2 Animals, points 5 or less, whose name contains wolf)  
- Regeneration 5  
- Resist 10 Cold, Electricity.

### **Vampire Spawn**

#59/60; CE; Deathknell; Uncommon; 23 pts  
Lvl 4; Spd 6; AC 15; HP 30  
Melee Attack: +5 (5 + Life Drain)  
Type: Undead  
Special Abilities:  
- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)  
- Fearless (Always succeeds on morale saves)  
- Life Drain 5 (If target is a living creature, this creature gainst +5 hp [maximum 30 hp])  
- Resist 10 Cold, Electricity.

### **Zombie White Dragon**

#60/60; CE; Deathknell; Rare; 37 pts  
Lvl 10; Spd F6; AC 15; HP 130  
Melee Attack: +18 (10 magic)  
Type: Large Undead  
Special Abilities:  
- Breath Weapon [ ] (cone, 10 cold dmg, DC 14)  
- Flight  
- Slow attack  
- Immune Cold.

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>