

D&D MINIATURES

SET 2: DRAGONEYE UNOFFICIAL SPOILERS

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

Cleric of Moradin

#1/60; *Dragoneye*; Uncommon; LG; 14 pts
LVL 2; SPD 4; AC 17; HP 15
Melee Attack: +3 (5)
Type: Humanoid (Dwarf)
Special Abilities: Save +4; Turn Undead 2 []
Spells: 1st-*command* [][] (range 6; stun; DC 13), *shield of faith* [][] (touch; +2 AC).

Dwarven Defender

#2/60; *Dragoneye*; Rare; LG; 55 pts
Commander 4
LVL 8; SPD 4; AC 23; HP 75
Melee Attack: +13/+8 (10 magic)
Type: Humanoid (Dwarf)
Commander Effect: +4 AC against creatures that have moved this turn.
Special Abilities: Save +4; Defensive Stance [] (At the start of its turn, this creature gains +2 AC, Save +2 and melee damage +5; the effect ends if this creature moves); Giant Bane (Melee attack +2, melee damage +10 against Giants).

Gnome Fighter

#3/60; *Dragoneye*; Common; LG; 6 pts
LVL 2, SPD 3, AC 21, HP 20
Melee Attack: +5 (5)
Type: Small Humanoid (Gnome).

Gold Champion

#4/60; *Dragoneye*; Rare; LG; 51 pts
LVL 6; SPD 4; AC 25; HP 60
Melee Attack: +15/+10 (15 magic)
Type: Dragon
Special Abilities: Breath Weapon [] (Replaces attacks: cone; 25 fire damage; DC 16); Immune Fire, Paralysis, Sleep.

Human Crossbowman

#5/60; *Dragoneye*; Common; LG; 7 pts
LVL 1; SPD 4; AC 16; HP 10
Melee Attack: +1 (5)
Ranged Attack: +3 (5)
Type: Humanoid (Human)
Special Abilities: Slow Ranged Attack.

Lion Falcon Monk

#6/60; *Dragoneye*; Rare; LG; 36 points
LVL 8, SPD 10, AC 19, HP 45
Melee Attack: +6/+6 (10 magic)
Type: Humanoid (Human)
Special Abilities: Independent; Deflect Arrows (+4 AC against ranged attacks); Fearless; Mobility (+4 AC against attacks of opportunity); Save +4; Smite +10 [][]; Stunning Attack [][] (DC 17).

Purple Dragon Knight

#7/60; *Dragoneye*; Rare; LG; 45 pts
Commander 6
LVL 8; SPD 4; AC 22; HP 65
Melee Attack: +13/+8 (15 magic)
Type: Humanoid (Human)
Commander Effect: Followers successfully rallied by this creature can take their turn normally
Spells: 3rd-*Fear* [] (cone; morale save).

Stalwart Paladin

#8/60; *Dragoneye*; Uncommon; LG; 9 pts
LVL 2; SPD 4; AC 20; HP 20
Melee Attack: +5 (5)
Type: Humanoid (Human)
Special Abilities: Fearless; Smite Evil +5 []
Spells: 1st-*cure light wounds* [] (touch; heal 5 hp).

Stonechild

#9/60; *Dragoneye*; Common; LG; 12 pts
LVL 2; SPD 4; AC 19; HP 20
Melee Attack: +6 (15)
Ranged Attack: +3, range 6 (Magic Stone)
Type: Outsider
Special Abilities: Magic Stone (5 magic damage; or 10 magic damage to Undead).

Dwarven Werebear

#10/60; *Dragoneye*; Uncommon; LG; 23 pts
LVL 4; SPD 4; AC 17; HP 30
Melee Attack: +9 (15 magic)
Type: Humanoid (Dwarf, Shapechanger)
Special Abilities: DR 5; Save +4.

Dire Lion

#11/60; *Dragoneye*; Rare; LG/CG; 32 points
LVL 8; SPD 8; AC 15; HP 60
Melee Attack: +13/+13 (10)
Type: Large Animal
Special Abilities: Difficult 20; Pounce; Rend +5.

Regdar, Human Fighter

#12/60; *Dragoneye*; Uncommon; LG/CG; 6 pts
LVL 1; SPD 4; AC 15; HP 10
Melee Attack: +4 (10)
Type: Humanoid (Human)
Special Abilities: Unique. Clave.

Bladesinger

#13/60; *Dragoneye*; Rare; CG; 34 points
Commander 3
LVL 10; SPD 8, AC 21; HP 55
Melee Attack: +15/+10 (5 magic)
Type: Humanoid (Elf)
Commander Effect: Followers that moved before attacking this turn gain attack +3.
Special Abilities: Mobility (+4 AC against attacks of opportunity); Quick Cast [] (This creature can cast one spell as a swift action); Spellson (This creature can cast spells even when in a square threatened by an enemy)
Spells: 1st-*magic missile* [][] (sight; 5 damage); 2nd-*daze monster* [][] (sight; Stun, creature of 6th level or lower; DC 14).

Brass Dragon

#14/60; *Dragoneye*; Rare; CG; 48 pts
LVL 10; SPD F12; AC 20; HP 85
Melee Attack: +10/+5/+5 (10/5/5)
Type: Dragon
Special Abilities: Difficult 3; Breath Weapon [] (Replaces attacks: line; 10 fire damage; DC 17); Breath Weapon [] (Replaces attacks: cone; Sleep; DC 17); Flight; Immune Fire; Vulnerable Cold.

Copper Samurai

#15/60; *Dragoneye*; Uncommon; CG; 32 pts
Commander 2
LVL 7; SPD 7; AC 16; HP 55
Melee Attack: +10/+5 (10 magic)
Ranged Attack:: +10/+5 (5)
Type: Humanoid (Human)
Commander Effect: Followers that roll a natural 20 on an attack can immediately make another attack of the same type at their highest printed attack bonus.
Special Abilities: Breath Weapon [] (Replaces attacks: line; 10 acid damage; DC 13)/60; Dragon Bane (Melee attack +2, melee damage +10 magic against Dragons); Resist Acid 5.

Daring Rogue

#16/60; *Dragoneye*; Uncommon; CG; 14 points
LVL 5, SPD 7; AC 17; HP 25
Melee Attack: +5/+5 (5 magic)
Ranged Attack: +6 (5)
Type: Humanoid (Human)
Special Abilities: Hide; Mobility (+4 AC against attacks of opportunity); Sidestep; Slow Ranged Attack; Sneak Attack +10.

Drunken Master

#17/60; *Dragoneye*; Uncommon; CG; 20 pts
LVL 7; SPD 8; AC 16; HP 50
Melee Attack: +6/+6 (10 magic)
Type: Humanoid (Human)
Special Abilities: Deflect Arrows (+4 AC against ranged attacks); Improved Mobility (+8 AC against attacks of opportunity); Save +4; Stagger (This creature can charge even if it does not move in a straight line).

Dwarf Barbarian

#18/60; *Dragoneye*; Common; CG; 10 pts
LVL 2; SPD 6; AC 10; HP 25
Melee Attack: +6 (10)
Type: Humanoid (Dwarf)
Special Abilities: Powerful Charge +5; Save +8.

Elf Spearguard

#19/60; *Dragoneye*; Common; CG; 6 pts
LVL 1; SPD 7; AC 17; HP 10
Melee Attack: +4 (10)
Type: Humanoid (Elf)
Special Abilities: Melee Reach 2.

Half-Elf Sorcerer

#20/60; *Dragoneye*; Uncommon; CG; 14 pts
LVL 2; SPD 6; AC 13; HP 15
Melee Attack: +0 (5)
Type: Humanoid (Elf)
Spells: Sorcerer Spells: 1st level [][][] – *magic missile* (sight; 5 magic damage), *magic weapon* (touch; attack +1, ignore DR).

Halfling Outrider

#21/60; *Dragoneye*; Rare; CG; 29 pts
LVL 6; SPD 8; AC 16; HP 40
Melee Attack: +11/+6 (10 magic)
Ranged Attack: +11/+6 (5 magic)
Type: Humanoid (Mounted Halfling)
Special Abilities: Powerful Charge +10; Save +4.

Kerwyn, Human Rogue

#22/60; *Dragoneye*; Uncommon; CG; 7 points
LVL 3; SPD 6; AC 15; HP 15
Melee Attack: +6 (5)
Type: Humanoid (Human)
Special Abilities: Unique. Hide; Mobility (+4 AC against attacks of opportunity); Sneak Attack +5.

Medium Air Elemental

#23/60; *Dragoneye*; Uncommon; CG; 18 pts
LVL 4; SPD F14; AC 19; HP 25
Melee Attack: +8 (5)
Type: Elemental
Special Abilities: Difficult 4. Requires Commander. Flight; Whirlwind Attack [] (On its turn, if this creature moves no more than 1 square, it can make one melee attack against every enemy creature whose square it threatens).

Silver Sorcerer

#24/60; *Dragoneye*; Rare; CG; 49 pts
LVL 7; SPD 6; AC 16; HP 35
Melee Attack: +9 (10 magic)
Type: Dragon
Special Abilities: Breath Weapon [] (Replaces attacks: cone; 25 cold damage; DC 14); Immune Cold
Spells: Sorcerer *Spells*: 1st-[] lesser cold orb (range 6; 5 cold damage; ignore Spell Resistance); 2nd-[] blur (touch; target creature gains Conceal 6), *scare* (sight; radius 2; creatures of level 2 or below make a morale save); 3rd-[] lightning bolt (line; 20 electricity damage; DC 15).

Barbarian Mercenary

#25/60; *Dragoneye*; Common; Any; 9 points
LVL 1, SPD 8, AC 10, HP 20
Melee Attack: +5 (15)
Type: Humanoid (Human)
Special Abilities: Difficult 2.

Dire Ape

#26/60; *Dragoneye*; Rare; Any; 25 pts
LVL 5; SPD 6; AC 15; HP 35
Melee Attack: +8/+8 (10)
Type: Large Animal
Special Abilities: Difficult 20; Rend +20.

Druid of Obad-Hai

#27/60; *Dragoneye*; Uncommon; Any; 29 points
LVL 3, SPD 6, AC 14; HP 20
Melee Attack: +4 (5)
Type: Humanoid (Human)
Spells: 1st-*magic fang* [] (touch, Animal or Magical Beast only; attack +1, ignore DR); 2nd-*summon nature's ally II* [] (Animals or Magical Beasts with a total cost of 10 or less).

Baaz Draconian

#28/60; *Dragoneye*; Common; LE; 6 points
LVL 2, SPD 6, AC 17, HP 20
Melee Attack: +2 (5)
Type: Dragon
Special Abilities: Stone Dead (When this creature is reduced to 0 hp, it becomes a statue).

Blue Wyrmling

#29/60; *Dragoneye*; Uncommon; LE; 25 pts
LVL 6; SPD 8; AC 16; HP 45
Melee Attack: +8/+6/+6 (5)
Type: Small Dragon
Special Abilities: Breath Weapon [] (Replaces attacks: line; 10 electricity damage; DC 14); Flight.

Cleric of Nerull

#30/60; *Dragoneye*; Uncommon; LE; 28 pts
Commander 3
LVL 4; SPD 4; AC 18; HP 30
Melee Attack: +5 (5)
Type: Humanoid (Human)
Commander Effect: Followers gain Death Strike (When this follower's hp are reduced to 0 or lower, it may make one immediate melee attack).
Spells: 1st-*cause fear* [] (range 6; target creature of level 5 or below makes a morale save); 2nd-*inflict moderate wounds* [] (touch; 10 negative damage; DC 14).

Goblin Skirmisher

#31/60; *Dragoneye*; Common; LE; 3 pts
LVL 1, SPD 6, AC 14; HP 5
Melee Attack: +2 (5)
Ranged Attack: +3, range 6 (5)
Type: Small Humanoid (Goblinoid).

Goblin Warrior

#32/60; *Dragoneye*; Common; LE; 3 pts
LVL 1; SPD 6; AC 15; HP 5
Melee Attack: +2 (5)
Type: Small Humanoid (Goblinoid).

Hobgoblin Warrior

#33/60; *Dragoneye*; Common; LE; 3 pts
LVL 1; SPD 6; AC 15; HP 10
Melee Attack: +2 (5)
Type: Humanoid (Goblinoid).

Kapak Draconian

#34/60; *Dragoneye*; Uncommon; LE; 11 pts
LVL 2; SPD 6; AC 15; HP 15
Melee Attack: +2 (5 + Poison)
Ranged Attack: +3 (5)
Type: Dragon
Special Abilities: Death Burst (5 acid damage; DC 12); Sneak Atk +5; Spell Resistance.

Kobold Skirmisher

#35/60; *Dragoneye*; Common; LE; 5 pts
LVL 1; SPD 6; AC 15; HP 5
Melee Attack: +0 (5)
Ranged Attack: +3 (5)
Type: Small Humanoid (Reptilian)
Special Abilities: Cowardly (If this creature does not have an active ally within 6 squares of it when an ally is destroyed, it routs); Slow Ranged Attack.

Medium Water Elemental

#36/60; *Dragoneye*; Uncommon; LE; 13 pts
LVL 4; SPD 4; AC 19; HP 30
Melee Attack: +6 (10)
Type: Elemental
Special Abilities: Difficult 4. Requires Commander. Clave.

Salamander

#37/60; *Dragoneye*; Rare; LE; 32 pts
LVL 9; SPD 4; AC 18; HP 60
Melee Attack: +11/+6 (10 + 5 fire)
Type: Outsider
Special Abilities: Cleave; DR 5; Immune Fire; Vulnerable Cold.

Thayan Knight

#38/60; *Dragoneye*; Rare; LE; 30 points
LVL 7, SPD 4, AC 22; HP 75
Melee Attack: +12/+7 (10 magic)
Type: Humanoid (Human)
Special Abilities: Arrow Catching Shield (Enemy ranged attacks against adjacent creatures target this creature instead); Save +4.

Urthok the Vicious

#39/60; *Dragoneye*; Uncommon; LE; 34 points
Commander 5
LVL 6, SPD 4, AC 22; HP 50
Melee Attack: +11/+6 (10)
Ranged Attack: +8, range 6 [] (5)
Type: Humanoid (Goblinoid)
Commander Effect: Followers gain melee attack +2; or Goblinoid followers gain melee attack +4. **WARBAND BUILDING**: Goblinoids of any faction are legal in your warband.
Special Abilities: Unique. Hurling Charge (This creature can make its ranged attack against a creature it changes during its charge movement before it makes its melee attack).

Wererat

#40/60; *Dragoneye*; Uncommon; LE; 11 pts
LVL 2; SPD 6; AC 17; HP 10
Melee Attack: +5 (5)
Type: Humanoid (Human, Shapechanger)
Special Abilities: DR 5; Hide.

Carrion Crawler

#41/60; *Dragoneye*; Rare; LE/CE; 19 pts
LVL 3; SPD 6; AC 17; HP 20
Melee Attack: +6/+6 (5 + Paralysis)
Type: Large Aberration
Special Abilities: Difficult 20. Paralysis (DC 13); Wandering Monster (Instead of placing this creature on your assembly tile at the start of the battle, place it on a random feature tile).

Grimlock

#42/60; *Dragoneye*; Common; LE/CE; 7 pts
LVL 2, SPD 6, AC 15, HP 10
Melee Attack: +4 (10)
Type: Monstrous Humanoid
Special Abilities: Blindsight.

Abyssal Maw

#43/60; *Dragoneye*; Common; CE; 5 pts
LVL 2; SPD 6; AC 15; HP 10
Melee Attack: +5 (15)
Type: Outsider
Special Abilities: Difficult 2. Immune Electricity, Poison; Resist 10 Acid, Cold, Fire.

Black Dragon

#44/60; *Dragoneye*; Rare; CE; 45 pts
LVL 10; SPD F9; AC 19; HP 85
Melee Attack: +9/+4/+4 (10)
Type: Dragon
Special Abilities: Difficult 5; Breath Weapon [] (Replaces attacks: line; 15 acid damage; DC 17); Flight; Immune Acid.

Bright Naga

#45/60; *Dragoneye*; Rare; CE; 15 pts
LVL 5; SPD 8; AC 15; HP 35
Melee Attack: +4 (10)
Type: Large Aberration
Spells: 1st-*burning hands* (unlimited uses) (cone; 5 fire damage; DC 13).

Bugbear

#46/60; *Dragoneye*; Common; CE; 5 pts
LVL 3; SPD 6; AC 17; HP 15
Melee Attack: +5 (5)
Type: Humanoid (Goblinoid).

Chitine

#47/60; *Dragoneye*; Uncommon; CE; 7 points
LVL 2; SPD 6; AC 16; HP 10
Melee Attack: +1/+1/+1 (5)
Type: Small Monstrous Humanoid.

Dretch

#48/60; *Dragoneye*; Common; CE; 14 pts
LVL 2; SPD 4; AC 16; HP 15
Melee Attack: +4/+4 (5)
Type: Small Outsider
Special Abilities: Difficult 6. DR 5; Immune Electricity, Poison; Resist 10 Acid, Cold, Fire.
Spells: 2nd-*scare* [] (sight; radius 2; creatures of level 2 or below make a morale save).

Drow Warrior

#49/60; *Dragoneye*; Uncommon; CE; 6 pts
LVL 1; SPD 6; AC 16; HP 5
Melee Attack: +3 (5)
Ranged Attack: +2, range 6 (5 + Poison)
Type: Humanoid (Elf)
Special Abilities: Poison (5 damage whenever poisoned creature activates; DC 13); Slow Ranged Attack; Spell Resistance.

Drow Wizard

#50/60; *Dragoneye*; Uncommon; CE; 29 pts
Commander 2
LVL 4; SPD 6; AC 13; HP 20
Melee Attack: +1(5)
Type: Humanoid (Elf)
Commander Effect: Damage +5 when making attacks of opportunity.
Special Abilities: Conceal 6; Spell Resistance
Spells: 1st-*magic missile* [] (sight; 5 damage); *magic weapon* [[]] (touch; attack +1, ignore DR); 2nd-*Snilloc's snowball swarm* [[]] (sight; radius 2; 10 cold damage; DC 14).

Eye of Gruumsh

#51/60; *Dragoneye*; Rare; CE; 44 pts
Commander 1
LVL 8; SPD 8; AC 11; HP 90
Melee Attack: +15/+15 (25 magic)
Type: Humanoid (Orc)
Commander Effect: Orc followers gain melee damage +5
Special Abilities: Immune Flanking; Vicious Attack
(Whenever this creature hits with a melee attack, it deals 5 magic damage to itself).

Gargoyle

#52/60; *Dragoneye*; Uncommon; CE; 21 pts
LVL 4, SPD F8, AC 16, HP 35
Melee Attack: +6/+4 (10)
Type: Monstrous Humanoid
Special Abilities: DR 5; Flight; Hide.

Harpy

#53/60; *Dragoneye*; Uncommon; CE; 15 pts
LVL 7; SPD F6; AC 13; HP 30
Melee Attack: +7/+2 (5)
Type: Monstrous Humanoid
Special Abilities: Difficult 2. Captivating Song [] (Replaces attacks: Stun, each living enemy except creatures within 6 squares of an enemy with Countersong; DC 13); Flight.

Large Monstrous Spider

#54/60; *Dragoneye*; Rare; CE; 11 pts
LVL 4; SPD 6; AC 14; HP 20
Melee Attack: +4 (10 + poison)
Type: Large Vermin
Special Abilities: Difficult 20. Poison (5 damage whenever poisoned creature activates; DC 13); Web (Replaces attacks: range 6; Entangle; DC 13).

Large Red Dragon

#55/60; *Dragoneye*; Rare; CE; 83 points
LVL 13, SPD F8, AC 21; HP 125
Melee Attack: +14/+9/+9 (20/10/10)
Type: Large Dragon
Special Abilities: Breath Weapon [] (Replaces attacks: cone; 30 fire damage; DC 19); Flight; Immune Fire; Vulnerable Cold.

Ogre Ravager

#56/60; *Dragoneye*; Rare; CE; 38 pts
LVL 9; SPD 6; AC 17; HP 80
Melee Attack: +10/+5 (30)
Type: Large Giant
Special Abilities: Aura of Fear 2 (Enemies in squares threatened by this creature gain Morale Save -2); Melee Reach 2; Resist Fire 10; Smite +10 [].

Orc Druid

#57/60; *Dragoneye*; Rare; CE; 27 pts
Commander 2
LVL 5; SPD 6; AC 11; HP 35
Melee Attack: +6 (10)
Type: Humanoid (Orc)
Commander Effect: Animal and Magical Beast followers gain attack +2.
Special Abilities: Beastmaster 4
Spells: 1st-*snake's swiftness* [][][] (range 6; target creature may make an immediate attack); 2nd-*warp wood* [][][] (range 6; target creature loses its ranged attack; DC 14); 3rd-*poison* [][] (touch; 5 damage whenever poisoned creature activates; DC 15).

Red Samurai

#58/60; *Dragoneye*; Uncommon; CE; 40 pts
LVL 9; SPD 8; AC 14; HP 75
Melee Attack: +14/+9 (15 magic + 5 fire)
Type: Humanoid (Human)
Special Abilities: Breath Weapon [] (Replaces attacks: cone; 20 fire damage, DC 14); Resist Fire 5.

Small White Dragon

#59/60; *Dragoneye*; Uncommon; CE; 24 points
LVL 6, SPD F12, AC 16; HP 45
Melee Attack: +8/+3/+3 (5)
Type: Small Dragon
Special Abilities: Difficult 5; Breath Weapon [] (Replaces attacks: cone; 10 cold damage; DC 14); Flight; Immune Cold; Vulnerable Fire.

Troglodyte

#60/60; *Dragoneye*; Common; CE; 7 pts
LVL 2; SPD 6; AC 15; HP 15
Melee Attack: +1/-1 (5)
Type: Humanoid (Reptilian)
Special Abilities: Stench (Adjacent creatures other than Troglodytes gain attack -2, save -2, and -2 AC).

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>