

D&D MINIATURES

SET 4: GIANTS OF LEGEND UNOFFICIAL SPOILERS

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

Bronze Wyrmling

#1/72; Uncommon; LG; 24 pts
LVL 6; SPD F8; AC 17; HP 45
Melee Attack: +7/+2/+2 (5)
Ranged Attack: -
Type: Small Dragon
Special Abilities: Flight. Breath Weapon [] (Replaces attacks: line; 5 electricity damage; DC 14)
Breath Weapon [] (Replaces attacks: cone; living creatures immediately move as though routing, then the effect ends; DC 14); Immune Electricity.

Dwarf Sergeant

#2/72; Uncommon; Commander 4; LG; 30 pts
LVL 3; SPD 4; AC 23; HP 35
Melee Attack: +4 (10)
Ranged Attack: -
Type: Humanoid(Dwarf)
Command Effect:Dwarf followers gain +2 AC, or +4 AC against Giants.
Special Abilities: +4 AC against Giants; Save +4.

Standardbearer

#3/72; Uncommon; LG; 10 pts
LVL 3; SPD 4; AC 17; HP 20
Melee Attack: +4 (5)
Ranged Attack: -
Type: Humanoid (Human)
Special Abilities: Countersong; Relay Orders (This creature gains the highest Commander rating and each Commander Effect of creatures that have it under command); Save +4
Spells: 1st-cure light wounds [] (touch, heal 5 hp).

Stone Golem

#4/72; Rare; LG; 134 pts
LVL 14; SPD 4; AC 26; HP 105
Melee Attack: +18/+18 (20)
Ranged Attack: -
Type: Large Construct
Special Abilities: Command Dependent (This creature has speed 0 if it activates when out of command). DR5; Melee Reach 2; Slow Effect (Enemies that are adjacent to this creature when they activate can't make more than one ranged or melee attack this turn; DC 17); Spell Resistance All.

Sword of Glory

#5/72; Uncommon; LG; 21 pts
LVL 5; SPD 4; AC 20; HP 40
Melee Attack: +8/+8 (10)
Ranged Attack: -
Type: Humanoid (Human).

Warforged Fighter

#6/72; Uncommon; LG; 16 pts
LVL 3; SPD 4; AC 19; HP 30
Melee Attack: +7 (10 magic)
Ranged Attack: -
Type: Construct (Living)
Special Abilities: Adamantine Laced 5 (Melee and ranged attacks deal 5 less damage to this creature); Living Construct.

Warmage

#7/72; Uncommon; LG; 22 pts
LVL 4; SPD 6; AC 18; HP 20
Melee Attack: +3(5)
Ranged Attack: -
Type: Humanoid (Human)
Spells: Sorcerer Spells 1st-[][][] lesser sonic orb (range 6; 5 sonic damage, ignore Spell Resistance); 2nd-[][] fireburst (each adjacent creature;15 fire damage,can cast while adjacent to enemy; DC 14), Melf's acid arrow (sight;10 acid damage, ignore Spell Resistance), scorching ray (range 6; 15 fire damage).

Young Master

#8/72; Rare; Commander 3; LG; 44 pts
LVL 8; SPD 10; AC 21; HP 55
Melee Attack: +8/+8 (10magic)
Ranged Attack: -
Type: Humanoid (Human)
Commander Effect: Followers gain attack +4 and damage +10 when using Stunning Attack.
Special Abilities: Deflect Arrows (+4 AC against ranged attacks); Evade Damage (If this creatures successfully saves against a damaging spell or special ability, it takes no damage); Mobility (+4 AC against attacks of opportunity); Save +4; Stunning Attack [] (DC 17); Wholeness of Body [] (Replaces attacks: self; heal 15 hp).

Aramil, Adventurer

#9/72; Uncommon; LG/CG; 13 pts
LVL 3; SPD 6; AC 13; HP 20
Melee Attack: +1 (5)
Ranged Attack: +5 (5)
Type: Humanoid (Elf)
Special Abilities: Unique.
Spells: Sorcerer Spells: 1st-[][][] mage armor (Self; +4 AC), magic missile (sight; 5 damage), ray of enfeeblement (range 6; attack -2, damage -5 [minimum 5]).

Eberk, Adventurer

#10/72; Uncommon; LG/CG; 16 pts
 LVL 3; SPD 4; AC 20; HP 25
 Melee Attack: +4 (5)
 Ranged Attack: -
 Type: Humanoid (Dwarf)
 Special Abilities: Unique. Save+4; Turn Undead 2 []
 Spells: 1st-cure light wounds [] (touch; heal 5 hp),
 magic weapon [] (touch; +1 attack, ignore DR), 2nd-
 divine protection [] (your warband; +1AC, save +1);
 spiritual weapon [] (sight; melee attack at +5 against
 target creature whenever it activates, 5 damage).

Protectar

#11/72; Uncommon; LG/CG; 7 pts
 LVL 2; SPD 5; AC 18; HP 15
 Melee Attack: +4 (5)
 Ranged Attack: -
 Type: Outsider
 Special Abilities: Flight.
 Spells: 1st-cure light wounds [] (touch; heal 5 hp).

Redgar, Adventurer

#12/72; Uncommon; LG/CG; Commander 2; 20 pts
 LVL: 3; SPD: 4; AC: 19; HP: 25
 Melee Attack: +7 (10)
 Ranged Attack: +6 (5)
 Type: Humanoid (Human)
 Commander Effect: Unique followers gain attack +2 and
 Save +2. WARBAND BUILDING: Unique CG creatures
 and Unique LG creatures are legal in your warband
 Special Abilities: Unique. Cleave.

Basilisk

#13/72; Uncommon; CG; 27 pts
 LVL: 6; SPD: 4; AC: 16; HP: 45
 Melee Attack: +8 (10)
 Ranged Attack: -
 Type: Magical Beast
 Special Abilities: Difficult 20. Blind-Fight; Gaze Attack
 (Replaces attacks: range 6; destroys nearest living
 target creature and turns it into a statue; DC13).

Deepshadow Elf

#14/72; Uncommon; CG; 22 pts
 LVL: 7; SPD: 9; AC: 18; HP: 25
 Melee Attack: +8/+5 (10 magic/5)
 Ranged Attack: +9 (5)
 Type: Humanoid (Elf)
 Special Abilities: Evade Damage (If this creature
 successfully saves against a damaging spell or special
 ability, it takes no damage); Sneak Attack +15.

Fire Genasi Dervish

#15/72; Rare; CG; 30 pts
 LVL 6; SPD 6; AC 18; HP 50
 Melee Attack: +9 (10 magic)
 Ranged Attack: -
 Type: Outsider
 Special Abilities: Dual Activation (this creature can take
 two turns in each round; each turn counts as one of
 your activations in that phase); Mobility.

Githyanki Renegade

#16/72; Rare; CG; 42 pts
 LVL: 7; SPD: 6; AC: 19; HP: 55
 Melee Attack: +12/+7 (15 magic)
 Ranged Attack: +11/+6(5 magic)
 Type: Humanoid (Extraplanar)
 Special Abilities: Mobility (+4 AC against attacks of
 opportunity); Spell Resistance; Spring Attack;
 Whirlwind Attack (on its turn, if this creature moves no
 more than 1 square, it can make one melee attack
 against every enemy creature it threatens).
 Spells: 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).

Half-Giant Psychic Warrior

#17/72; Rare; CG; 42 pts
 LVL: 7; SPD: 6; AC: 15; HP: 55
 Melee Attack: +11 (25 magic)
 Ranged Attack: -
 Type: Giant
 Special Abilities: Cleave; Ghost Touch (this creature's
 melee attacks ignore incorporeal)
 Spells: Psionics 19pp--biofeedback 7pp (self; gain DR
 5), dissolving weapon 3pp (self; damage +15 acid, next
 attack), hustle 3pp (self; +6 speed this turn, swift
 action).

Inspiring Marshal

#18/72; Rare; CG; Commander 4; 29 pts
 LVL: 6; SPD: 7; AC: 19; HP: 35
 Melee Attack: +7 (10 magic)
 Ranged Attack: -
 Type: Small Humanoid(Human)
 Commander Effect: Followers gain attack +3 on attacks
 of opportunity. Followers with ranged attacks gain
 ranged attack +1.
 Special Abilities: Grant Move Action [] (Replaces
 attacks: active followers that are under command may
 move up to their speed as an immediate action).

Lidda, Adventurer

#19/72; Uncommon; CG; 9 pts
 LVL: 3; SPD: 4; AC: 19; HP: 15
 Melee Attack: +7 (5)
 Ranged Attack: +7 (5)
 Type: Small Humanoid(Halfling)
 Special Abilities: Unique.Hide; Mobility (+4 AC against
 attacks of opportunity); Sneak Attack +5.

Medium Astral Construct

#20/72; Common; CG; 10 pts
 LVL: 2; SPD: 10; AC: 18; HP: 30
 Melee Attack: +4 (5)
 Ranged Attack: -
 Type: Construct
 Special Abilities: Requires Commander.

War Chanter

#21/72; Common; CG; 10 pts
 LVL: 2; SPD: 10; AC: 18; HP: 30
 Melee Attack: +4 (5)
 Ranged Attack: -
 Type: Construct
 Special Abilities: Requires Commander.

Xeph Soulknife

#22/72; Uncommon; CG; 20 pts
LVL 5; SPD 10; AC 19; HP 35
Melee Attack: +5/+5 (10 magic)
Ranged Attack: +7, range 6 (10magic)
Type: Humanoid (Xeph)
Special Abilities: Smite+10 [].

City Guard

#23/72; Common; LG/LE; 3 pts
LVL 1; SPD 4; AC 16; HP 5
Melee Attack: +2 (5)
Ranged Attack: -
Type: Humanoid (Human).

Crucian

#24/72; Uncommon; LG/LE; 8 pts
LVL: 3; SPD: 4; AC: 21; HP: 20
Melee Attack: +5(5) Humanoid(Reptilian)
Ranged Attack: -

Dire Wolf

#25/72; Rare; Any; 22 pts
LVL 6; SPD 10; AC 14; HP 45
Melee Attack: +11 (15)
Ranged Attack: -
Type: Large Animal
Special Abilities: Difficult 20. Stunning Attack [] (Stun, DC 18).

Mordenkainen the Mage

#26/72; Rare; Any; Commander 3; 69 pts
LVL 9; SPD 6; AC 17; HP 55
Melee Attack: +7 (5magic)
Ranged Attack: -
Type: Humanoid (Human)
Commander Effect: Mordenkainen's Faithful Hound (Enemies lose Conceal and take 5 magic damage whenever they activate).
Special Abilities: Unique. Resist 15 Fire; Spell Penetration (Roll twice to overcome Spell Resistance); Sudden Empower [] (Damage +10, one spell that deals damage)
Spells: 1st-Mordenkainen's buzzing bee [] [] [] (sight; target noncommander creature can't be put under command and can't cast spells; DC 13), 2nd-scorching ray [] [] [] (range 6; 15 fire damage); 3rd-lightning bolt [] [] (line; 20 Electricity damage; DC 15); 5th-cone of cold [] (cone; 30 cold damage; DC 17).

Otyugh

#27/72; Rare; CG/CE; 22 pts
LVL 6; SPD 4; AC 17; HP 35
Melee Attack: +4/+4(5+Constrict)
Ranged Attack: -
Type: Large Aberration
Special Abilities: Difficult 5; Constrict (smaller creature skips next turn; DC 16 negates); Melee Reach 2; Wandering Monster.

Bladeling Fighter

#28/72; Common; LE; 21pts
LVL: 2; SPD: 6; AC: 22; HP: 20
Type: Outsider
Melee Attack: +6 (10)
Ranged Attack: -
Special Abilities: DR 5; Immune Acid; Razor Storm[] (Replaces attacks: cone; 10 damage; DC 15, then Bladeling Fighter gains -3 AC); Resist 5 Cold, Fire.

Blue

#29/72; Common; LE; 5 pts
LVL 1; SPD 6; AC 15; HP 5
Melee Attack: -2 (5)
Ranged Attack: -
Type: Small Humanoid (Goblinoid, Psionic)
Spells: Psionics: 5 pp-mind thrust 1pp (sight; 5 damage; DC 13 negates), psionic charm 1 pp (range 6; Confusion, Humanoid only, ends after target creature's next turn; DC13).

Dire Rat

#30/72; Common; LE; 4 pts
LVL 1; SPD 8; AC 15; HP 5
Melee Attack: +3(5)
Ranged Attack: -
Type: Small Animal
Special Abilities: Difficult 20.Pack Attack +2 (This creature gains attack +2 for each allied Dire Rat adjacent to target of this creature's attack); Pack Hunter 3 (Treat this creature as under command if it has line of sight to 3 other Dire Rats).

Fire Giant

#31/72; Rare; LE; 117 pts
LVL 15; SPD 6; AC 23; HP 140
Melee Attack: +20/+15 (25)
Ranged Attack: -
Type: Large Giant
Special Abilities: Cleave; Immune Fire; Melee Reach 2; Powerful Charge +5; Save=10; Vulnerable Cold.

Hobgoblin Sergeant

#32/72; Uncommon; Commander 3; LE; 23 pts
LVL 3; SPD 4; AC 20; HP 30
Melee Attack: +7 (10magic)
Ranged Attack: +6, range 6 [] (5)
Type: Humanoid (Goblinoid)
Commander Effect: Followers gain melee attack +1 for each active creature you control adjacent to the follower's target)
Special Abilities: Blind-Fight.

King Snurre

#33/72; Rare; LE; Commander 4; 165 pts
LVL: 16; SPD: 6; AC: 24; HP: 150
Melee Attack: +22/+17 (25 magic+ 10 fire)
Ranged Attack: -
Type: Large Giant
Commander Effect: Followers gain Pushback(When this creature's melee attack deals damage to a smaller creature, it may push the smaller creature one square).
WARBAND BUILDING: CE Giants are legal in your warband.
Special Abilities: Unique. Cleave; Immune Fire; Melee Reach 2; Pushback (When this creature's melee attack deals damage to a smaller creature, it may push the smaller creature one square); Save=10 (King Snurre is higher level on the D&D Quick Reference side.).

Lemure

#34/72; Common; LE; 5 pts
 LVL 2; SPD 4; AC 14; HP 10
 Melee Attack: +2 (5)
 Ranged Attack: -
 Type: Outsider
 Special Abilities: Difficult 20. DR 5; Fearless; Immune Confusion, Dominate, Fire, Incite, Poison, Sleep; Resist 10 Acid, Cold.

Lizardfolk Rogue

#35/72; Common; LE; 16 pts
 LVL 4; SPD 6; AC 17; HP 30
 Melee Attack: +5/+5/+5 (5)
 Ranged Attack: -
 Type: Humanoid (Reptilian)
 Special Abilities: Sneak Attack +5.

Lord Soth

#36/72; Rare; Commander 6; LE ;98pt
 LVL 11; SPD 4; AC 23; HP 75
 Melee Attack: +11/+6 (25 magic)
 Ranged Attack: -
 Type: Undead
 Commander Effect: Followers that cause a creature to rout with a melee attack can make an immediate attack of opportunity against that routing creature.
 Special Abilities: Unique. Abyssal blast [] (sight; radius 4; 30 fire damage; DC 18); Aura of Fear 3; Blind-Sight; Cleave; DR 5; Immune Cold, Electricity; Spell Resistance.

Manticore

#37/72; Rare; LE; 32 pts
 LVL 6; SPD 6; AC 17; HP 55
 Melee Attack: +10/+10 (10)
 Ranged Attack: +8 (5)
 Type: Large Magical Beast
 Special Abilities: Difficult 5; Flight; Spike Volley [] (Replace Attacks: sight; radius 2; 15 damage; DC18).

Rakshasa

#38/72; Rare; LE; Commander 4; 41 pts
 LVL: 7; SPD: 8; AC: 22; HP: 50
 Melee Attack: +8/+8(5)
 Ranged Attack: -
 Type: Outsider
 Commander Effect: Followers benefit from the Commander Effects of every enemy commander this creature can see.
 Special Abilities: DR 5; Spell Resistance
 Spells: Sorcerer Spells 1st-[] slide (range6; slide target creature 1 square), 2nd-[] Bigby's slapping hand (sight; target creature provokes attacks of opportunity from all creatures that threaten its square; DC 20); 3rd-[] hold person (sight; Paralysis; Humanoids only; DC 15).

Scarlet Brotherhood Monk

#39/72; Uncommon; LE; 20 pts
 LVL: 5; SPD: 8; AC: 15; HP: 35
 Melee Attack: +6/+6(10 magic + Poison)
 Type: Humanoid(Human)
 Special Abilities: Deflect Arrows (+4 AC against ranged attacks); Poison (5 damage whenever poisoned creature activates; DC 16); Powerful Charge +5; Save +4.

Zombie

#40/72; Common; LE/CE; 4 pts
 LVL 2; SPD 3; AC 11; HP 15
 Melee Attack: +2(5)
 Ranged Attack: -
 Type: Undead.

Blue Slaad

#41/72; Rare; CE; 50 pts
 LVL 8; SPD 6; AC 21; HP 70
 Melee Attack: +13/+13 (20)
 Ranged Attack: -
 Type: Large Outsider
 Special Abilities: Difficult 6. Immune Sonic; Melee Reach 2; Mobility; Resist 5 Acid, Cold, Electricity, Fire
 Spells: 4th-chaos hammer [] (sight; radius 4; lawful creatures take 20 damage; DC 14).

Bugbear Footpad

#42/72; Common; CE 16 pts
 LVL: 5; SPD: 6; AC: 20; HP: 35
 Melee Attack: +10 (10 magic)
 Ranged Attack: +7, range 6 (10)
 Type: Humanoid (Goblinoid)
 Special Abilities: Hide; Sneak Attack +5.

Displacer Serpent

#43/72; Common; CE; 11 pts
 LVL 2; SPD 4; AC 13; HP 20
 Melee Attack: +5 (10)
 Ranged Attack: -
 Type: Magical Beast
 Special Abilities: Difficult 2. Conceal 11.

Drider Sorcerer

#44/72; Rare; CE; 30 pts
 LVL 6; SPD 6; AC 17; HP 45
 Melee Attack: +6 (5+Poison)
 Ranged Attack: +5 (5)
 Type: Large Aberration
 Special Abilities: Conceal 6; Poison (5 damage whenever poisoned creature activates; DC 16); Spell Resistance
 Spells: Sorcerer Spells 2nd-[] baleful transposition (range 6; any two creatures switch position; DC 14), blur (touch; target creature gains Conceal 6), 3rd-[] lightning bolt (line; 20 electricity; DC 15).

Drow Fighter

#45/72; Uncommon; CE; 10 pts
 LVL 3; SPD 6; AC 19; HP 25
 Melee Attack: +4 (10)
 Ranged Attack: -
 Type: Humanoid (Elf)
 Special Abilities: Spell Resistance.

Drow Rogue

#46/72; Uncommon; CE; 19 pts
 LVL 6; SPD 7; AC 18; HP 30
 Melee Attack: +8/+8 (5 magic)
 Ranged Attack: -
 Type: Humanoid (Elf)
 Special Abilities: Conceal 6; Sneak Attack +10; Spell Resistance.

Ettercap

#47/72; Common; CE; 11 pts
LVL 5; SPD 6; AC 14; HP 25
Melee Attack: +5/+3(5+Poison/5)
Ranged Attack: -
Type: Aberration
Special Abilities: Difficult 1. Morale Save-4; Poison (5 damage whenever poisoned creature activates; DC 15), Web (Replace attacks: range 6; Entangle; DC13).

Frost Giant

#48/72; Rare; CE; 104 pts
LVL 14; SPD 8; AC 21; HP 135
Melee Attack: +14/+9 (30)
Ranged Attack: -
Type: Large Giant
Special Abilities: Cleave; Immune Cold; Melee Reach 2; Save=10; Vulnerable Fire.

Ghast

#49/72; Common; CE; 25 pts
LVL: 4; SPD: 6; AC: 17; HP: 30
Melee Attack: +7 (10+Paralysis)
Ranged Attack: -
Type: Undead
Special Abilities: Difficult 5. Paralysis (DC 15); Stench (Adjacent living creatures gain attack -2, save -2, and -2 AC).

Gnoll Sergeant

#50/72; Uncommon; Commander 2; CE; 33 pts
LVL 5; SPD 7; AC 18; HP 50
Melee Attack: +9 (15 magic)
Ranged Attack: -
Type: Humanoid (Gnoll)
Commander Effect: Followers gain melee damage +5 against wounded creatures.
Special Abilities: Hyenamaster 9 (As Beastmaster, but Hyenas only).

Grick

#51/72; Common; CE; 5 pts
LVL: 2; SPD: 6; AC: 16; HP: 10
Melee Attack: +6/+6 (5 magic)
Ranged Attack: -
Type: Aberration
Special Abilities: Difficult 20. DR 5; Ravenous Hunger (When this creature destroys a living enemy, its speed is reduced to 0); Wandering Monster (Instead of placing this creature on your assembly tile at the start of the battle, place it on a random feature tile).

Lareth the Beautiful

#52/72; Rare; CE; Commander 3; 54 pts
LVL 7; SPD 4; AC 23; HP 60
Melee Attack: +8 (25 magic)
Ranged Attack: -
Type: Humanoid (Human)
Commander Effect: Avatar of Chaos (Followers and enemies take 5 magic damage whenever they make an attack roll of natural 1. They deal triple damage instead of double damage on a critical hit).
Special abilities: Unique.
Spells: 1st-cause fear [][][]; 3rd-searing light [][][]; 4th-confusion [] (sight; radius 2; Confusion, save at the end of each affected creature's turn; DC 16).

Lich Necromancer

#53/72; Rare; CE; Commander 2; 64 Pts
LVL 11; SPD 6; AC 19; HP 75
Melee Attack: +10 (10 magic+Paralysis)
Ranged Attack: -
Type: Undead
Commander Effect: Whenever a living enemy is destroyed, replace it with an undead creature under your control with cost 5 or less.
Special Abilities: DR 5; Aura of Fear 2 (Enemies in squares threatened by this creature gain Morale Save - 2); Immune Cold, Electricity; Paralysis (DC 16)
Spells: 2nd-command undead [][][] (range 6; takes control of enemy Undead creature; DC 14); 3rd-empowered magic missile [][][] (sight; 15 damage); 5th-hold monster [] (sight; Paralysis; DC 17).

Minotaur

#54/72; Rare; CE; 17 pts
LVL 6; SPD 6; AC 14; HP 40
Melee Attack: +7/+2 (20)
Ranged Attack: -
Type: Large Monstrous Humanoid
Special Abilities: Difficult 4, Powerful Charge +5 (melee damage +5 when charging); Melee Reach 2.

Minotaur Skeleton

#55/72; Rare; CE; 16 pts
LVL 6; SPD 6; AC 12; HP 40
Melee Attack: +6(15)
Ranged Attack: -
Type: Large Undead
Special Abilities: Immune Cold; Powerful Charge +5; Melee Reach 2.

Orc Brute

#56/72; Common; CE; 8 pts
LVL:1; SPD: 9; AC: 12; HP: 15
Melee Attack: +7 (15)
Type: Humanoid (Orc)
Special Abilities: Difficult 1.

Quasit

#57/72; Uncommon; CE; 19 pts
LVL 3; SPD F7; AC 18; HP 15
Melee Attack: +6/+6 (5+Poison)
Ranged Attack: -
Type: Tiny Outsider
Special Abilities: Flight; Conceal 11; DR 5; Immune Poison; Poison (5 damage whenever poisoned creature activates; DC 13); Resist 10 Fire; Tiny Reach (Can't make attacks of opportunity)
Spells: 1st-fear cone [] (cone; creatures of level 3 or below make a morale save).

Red Wyrmling

#58/72; Rare; CE; 32 pts
LVL 7; SPD F9; AC 16; HP 60
Melee Attack: +10/+5/+5 (10/5/5)
Ranged Attack: -
Type: Dragon
Special Abilities: Difficult 3. Flight. Breath Weapon [] (Replaces attacks; Cone; 10 fire damage DC 15); Cleave; Immune Fire; Vulnerable Cold.

Tanarukk

#59/72; Common; CE; 11 pts
LVL: 5; SPD: 4; AC: 15; HP: 20
Melee Attack: +8 (10)
Ranged Attack: -
Type: Outsider
Special Abilities: Difficult 4. Resist10 Fire; Spell Resistance.

Werewolf

#60/72; Uncommon; CE; 14 pts
LVL 3; SPD 6; AC 16; HP 20
Melee Attack: +4/+4 (5)
Ranged Attack: -
Type: Humanoid (Human, Shapechanger)
Special Abilities: Difficult 4. Blind-Fight; DR 5.

Huge Gold Dragon

#61/72; Rare Huge; LG; 291 pts
LVL 20; SPD F12; AC 27; HP 230
Melee Attack: +26/+21/+21 (20 magic/15 magic/15 magic)
Ranged Attack: -
Type: Huge Dragon
Special Abilities: Independent. Flight. Aura of Fear 5; Breath Weapon [] (Replaces attacks: cone; 55 fire damage; DC25); Breath Weapon [] (Replaces attacks: cone; affected creatures gain attack -2, damage -5; DC 25); DR5; Immune Fire; Melee Reach 2; Save=10; Spell Resistance; Vulnerable Cold.

Cloud Giant

#62/72; Uncommon Huge; Commander 3; LG/CG; 287 pts
LVL 17; SPD 10; AC 25; HP 180
Melee Attack: +20/+15 (35)
Ranged Attack: +12 [] (20)
Type: Huge Giant
Commander Effect: Followers gain attack +2 against smaller creatures.
Special Abilities: Cleave; Melee Reach 3; Pushback; Save=10.

Storm Giant

#63/72; Rare Huge; CG; 278 pts
LVL 19; SPD 7; AC 27; HP 200
Melee Attack: +24/+19 (40)
Ranged Attack: +14/+9 (25)
Type: Huge Giant
Special Abilities: Cleave; Immune Electricity; Melee Reach 3; Pushback (When this creature's melee attack deals damage to a smaller creature, it may push the smaller creature one square); Save=10.

Treant

#64/72; Uncommon Huge; CG; 44 pts
LVL 7; SPD 6; AC 20; HP 65
Melee Attack: +10/+10 (20)
Ranged Attack: -
Type: Huge Plant
Special Abilities: DR 5; Melee Reach 3; Trample 20 (this creature can move through a smaller enemy's space to deal 20 damage; DC 22); Vulnerable Fire.

Warforged Titan

#65/72; Rare Huge; LG/LE; 151 pts
LVL 12; SPD 10; AC 25; HP 105
Melee Attack: +16/+16 (20)
Ranged Attack: -
Type: Huge Construct
Special Abilities: Adamantine Laced 5 (Melee and ranged attacks deal 5 less damage to this creature); Cleave; DR5; Melee Reach 3; Powerful Charge +10; Pushback (When this creature's melee attack deals damage to a smaller creature, it may push the smaller creature one square); Resist 10 Acid, Cold, Electricity, Fire, Sonic; Save=10; Trample 20 (this creature can move through a smaller enemy's space to deal 20 damage; DC 25).

Behir

#66/72; Rare Huge; CG/CE; 75 pts
LVL 9; SPD 8; AC 20; HP 95
Melee Attack: +15 (15 + Constrict)
Ranged Attack: -
Type: Huge Magical Beast
Special Abilities: Difficult 5. Breath Weapon [] (Replaces attacks: line; 25 electricity damage; DC 19); Constrict (smaller creature skips next turn and takes 15 damage; DC 16 negates); Immune Electricity; Melee Reach 2.

Bulette

#67/72; Uncommon Huge; LE/CE; 57 pts
LVL 9; SPD 8; AC 22; HP 95
Melee Attack: +16/+10 (15/10)
Ranged Attack: -
Type: Huge Magical Beast
Special Abilities: Difficult 20. Burrow 4. Leap [] (Replace attacks: attack +15, 45 damage); Melee Reach 2.

Fiendish Tyrannosaurus

#68/72; Uncommon Huge; CE; 122 pts
LVL: 8; SPD: 8; AC: 14; HP: 180
Melee attack: +20 (25 magic + Chomp)
Ranged Attack: -
Type: Huge Magical Beast
Special Abilities: Difficult 6. Chomp (Smaller creatures take +10 damage; DC 15 negates); DR 5; Melee Reach 2; Resist 10 Cold, Fire; Save=10; Smite Good +20 []; Spell Resistance.

Fomorian

#69/72; Uncommon Huge; CE; 119 pts
LVL 15; SPD 8; AC 21; HP 155
Melee Attack: +17/+12 (40)
Ranged Attack: -
Type: Huge Giant
Special Abilities: Difficult 4. Cleave; DR 5; Melee Reach 3; Save=10.

Glabrezu

#70/72; Rare Huge; CE; 269 pts
LVL 12; SPD 8; AC 27 HP 175
Melee Attack: +15/+15 (30)
Ranged Attack: -
Type: Huge Outsider
Special Abilities: Cleave; Conceal 11; DR 5; Immune Electricity, Poison; Melee Reach 3; Resist 10 Acid, Cold, Fire; Spell Resistance; True Seeing (Ignore Conceal); Save=10
Spells: 4th-chaos hammer [] (Sight, radius 4; lawful creatures take 20 damage DC 19); dimension door [] (self; place this creature in any space it can see at least part of); unholy blight [] (sight, radius 4; Good creatures take 15 damage and gain attack -2, DC 19).

Huge Red Dragon

#71/72; Rare Huge; CE; 216 pts
LVL 19; SPD F9; AC 26; HP 220
Melee Attack: +16/ +11/ +11 (30 magic/25 magic/25 magic)
Ranged Attack: -
Type: Huge Dragon
Special Abilities: Independent. Flight; Aura of Fear 4; Breath Weapon [] (Replaces attacks: Cone; 55 fire damage; DC 24); Immune Fire; Melee Reach 2; Save=10; Spell Resistance; Vulnerable Cold.

Nightwalker

#72/72; Uncommon Huge; CE; 393 pts
LVL: 21; SPD: 8; AC: 32; HP: 180
Melee Attack: +19/+19 (30 magic)
Ranged Attack: -
Type: Huge Undead
Special Abilities: Blindsight; Cleave; Conceal 6; DR 5; Immune Cold; Melee Reach 3; Save=10; Spell Resistance
Spells: 4th-quickened unholy blight [] (sight; radius 4; good creatures take 15 damage and gain attack -2, swift action; DC 18); 5th-cone of cold [] (cone; 30 cold damage; DC 19); 7th-finger of death [] (range 6; destroy living creature; 25 damage instead on successful save, DC 21).

List compiled by Robysdc – <http://myminiaturesite.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>