

D&D MINIATURES

SET 1: *HARBINGER* UNOFFICIAL SPOILERS

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Cleric of Order

#1/80; *Harbinger*; Uncommon; LG; 24 pts
Commander 5
LVL 4; SPD 6; AC 16; HP 25
Melee Attack: +4 (5)
Type: Humanoid (Human)
Commander Effect: Followers rallied by this creature can take their turn normally if they rally successfully.
Special Abilities: Turn Undead 4 []
Spells: 1st-*command* [][] (range 6; Stun; DC 13), *shield of faith* [] (touch; +2 AC); 2nd-*major resistance* [][] (touch; Save +3).

Cleric of Yondalla

#2/80; *Harbinger*; Uncommon; LG; 14 pts
Commander 3
LVL 2; SPD 3; AC 23; HP 15
Melee Attack: +0 (5)
Type: Small Humanoid (Halfling)
Commander Effect: Attack +2 against larger creatures.
WARBAND BUILDING: Halflings of any faction are legal in your warband.
Special Abilities: Save +4; Turn Undead 2 []
Spells: 1st-*cure light wounds* [][] (touch; heal 5 hp), *magic weapon* [] (touch; attack +1, ignore DR).

Dwarf Axefighter

#3/80; *Harbinger*; Common; LG; 12 pts
LVL 3; SPD 4; AC 19; HP 30
Melee Attack: +7 (10)
Type: Humanoid (Dwarf)
Special Abilities: Cleave; Save +4

Ember, Human Monk

#4/80; *Harbinger*; Uncommon; LG; 18 pts
LVL 6; SPD 10; AC 20; HP 35
Melee Attack: +7/+7 (5 magic)
Type: Humanoid (Human)
Special Abilities: Unique. Deflect Arrows (+4 AC against ranged attacks); Mobility (+4 AC against attacks of opportunity); Save +4; Stunning Attack [][] (DC 15).

Evoker's Apprentice

#5/80; *Harbinger*; Uncommon; LG; 10 pts
LVL 1; SPD 6; AC 12; HP 5
Melee Attack: +0 (5)
Type: Humanoid (Human)
Spells: 1st-*magic missile* [] (sight; 5 damage), *magic weapon* [] (touch; attack +1, ignore DR).

Halfling Veteran

#6/80; *Harbinger*; Uncommon; LG; 11 pts
LVL 5; SPD 4; AC 19; HP 35
Melee Attack: +9/+9 (5)
Type: Small Humanoid (Halfling)

Hound Archon

#7/80; *Harbinger*; Rare; LG; 31 pts
LVL 6; SPD 8; AC 19; HP 35
Melee Attack: +8/+3 (10)
Type: Outsider
Special Abilities: DR 5; Spell Resistance
Spells: 4th-*dimension door* (unlimited uses) (self; place this creature in any space it can see at least part of).

Human Commoner

#8/80; *Harbinger*; Common; LG; 3 pts
LVL 1; SPD 6; AC 10; HP 5
Melee Attack: +0 (5)
Type: Humanoid (Human)
Special Abilities: Difficult 7

Large Earth Elemental

#9/80; *Harbinger*; Rare; LG; 35 pts
LVL 8; SPD 4; AC 18; HP 70
Melee Attack: +4/+4 (25)
Type: Large Elemental
Special Abilities: Difficult 12. Requires Commander Ally.
Burrow 4; Cleave; DR 5; Melee Reach 2.

Man-at-Arms

#10/80; *Harbinger*; Common; LG; 3 pts
LVL 1; SPD 4; AC 19; HP 5
Melee Attack: +3 (5)
Type: Humanoid (Human)

Sun Soul Initiate

#11/80; *Harbinger*; Uncommon; LG; 8 pts
LVL 3; SPD 8; AC 15; HP 15
Melee Attack: +3/+3 (5)
Type: Humanoid (Human)
Special Abilities: Deflect Arrows (+4 AC against ranged attacks); Mobility (+4 AC against attacks of opportunity); Save +4; Stunning Attack [] (DC 13).

Sword of Heironeous

#12/80; *Harbinger*; Rare; LG; 29 pts
Commander 7
LVL 5; SPD 4; AC 20; HP 35
Melee Attack: +8 (10 magic)
Type: Humanoid (Human)
Commander Effect: +1 AC.
Special Abilities: Fearless; Smite Evil +5 []
Spells: 2nd-*cure moderate wounds* [] (touch; heal 10 hp).

Tordek, Dwarf Fighter

#13/80; *Harbinger*; Uncommon; LG; 5 pts
LVL 1; SPD 4; AC 17; HP 15
Melee Attack: +5 (5)
Type: Humanoid (Dwarf)
Special Abilities: Unique; Save +4

Jozan, Cleric of Pelor

#14/80; *Harbinger*; Uncommon; LG/CG; 4 pts
LVL 1; SPD 4; AC 16; HP 10
Melee Attack: +2 (5)
Type: Humanoid (Hhuman)
Special Abilities: Unique. Turn Undead 2 []
Spells: 1st-*command* [] (range 6; Stun; DC 13), *cure light wounds* [] (touch; heal 5 hp).

Arcane Archer

#15/80; *Harbinger*; Rare; CG; 48 pts
Commander 3
LVL 8; SPD 6; AC 17; HP 40
Melee Attack: +8/+3 (5)
Ranged Attack: +13/+13/+8 (5 magic)
Type: Humanoid (Elf)
Commander Effect: Followers with ranged attacks gain ranged attack +2, Selective Shot 2
Special Abilities: Precise Shot; Selective Shot 2 (this creature can target each ranged attack against the nearest or second-nearest enemy).

Axe Sister

#16/80; *Harbinger*; Uncommon; CG; 21 pts
LVL 5; SPD 8; AC 15; HP 50
Melee Attack: +10 (15)
Type: Humanoid (Human)
Special Abilities: 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).

Centaur

#17/80; *Harbinger*; Rare; CG; 20 pts
LVL 4; SPD 10; AC 15; HP 25
Melee Attack: +7/+3 (10)
Ranged Attack: +5 (10)
Type: Large Monstrous Humanoid

Cleric of Corellon Larethian

#18/80; *Harbinger*; Rare; CG; 25 pts
Commander 4
LVL 4; SPD 6; AC 16; HP 25
Melee Attack: +5 (5)
Type: Humanoid (Elf)
Commander Effect: Elf followers gain Save +4.
Special Abilities: Turn Undead 4 []
Spells: 1st-*bless* [] (your warband; attack +1), *magic weapon* [] (touch; attack +1, ignore DR); 2nd-*hold person* [] (sight; Humanoids only, Paralysis; DC 14), *cure moderate wounds* [] (touch; heal 10 hp).

Crested Felldrake

#19/80; *Harbinger*; Common; CG; 5 pts
LVL 2; SPD 8; AC 15; HP 15
Melee Attack: +3 (5)
Type: Small Dragon
Special Abilities: Difficult 3.

Devis, Half-Elf Bard

#20/80; *Harbinger*; Uncommon; CG; 6 pts
LVL 3; SPD 6; AC 16; HP 15
Melee Attack: +3 (5)
Type: Humanoid (Elf)
Special Abilities: Unique. Countersong.
Spells: Sorcerer Spells: 1st-[] *cure light wounds* (touch; heal 5 hp), *lesser confusion* (range 6; Confusion, ends after target creature's next activation; DC 13).

Elf Archer

#21/80; *Harbinger*; Common; CG; 10 pts
LVL 1; SPD 6; AC 15; HP 10
Melee Attack: +2 (5)
Ranged Attack: +4/+4 (5)
Type: Humanoid (Elf)

Elf Pyromancer

#22/80; *Harbinger*; Rare; CG; 32 pts
LVL 6; SPD 6; AC 13; HP 20
Melee Attack: +3 (5)
Type: Humanoid (Elf)
Spells: 1st-*lesser fire orb* [] (range 6; 5 fire damage, ignore Spell Resistance); 2nd-*resist energy* [] (touch; target creature gains Resist 10 to energy type of your choice), *scorching ray* [] (range 6; 15 fire damage); 3rd-*fireball* [] (sight; radius 4; 20 fire damage; DC 15), *protection from energy* [] (touch; target creature gains Immune to energy type of your choice)

Elf Ranger

#23/80; *Harbinger*; Uncommon; CG; 21 pts
Commander 2
LVL 2; SPD 6; AC 16; HP 15
Melee Attack: +3/+3 (5)
Ranged Attack: +5 (5)
Type: Humanoid (Elf)
Commander Effect: Followers with ranged attacks gain ranged attack +1.

Gnome Recruit

#24/80; *Harbinger*; Common; CG; 3 pts
LVL 1; SPD 4; AC 16; HP 5
Melee Attack: +2 (5)
Type: Small Humanoid (Gnome)

Human Wanderer

#25/80; *Harbinger*; Uncommon; CG; 13 pts
LVL 3; SPD 6; AC 15; HP 20
Melee Attack: +4/+4 (5)
Ranged Attack: +5 (5)
Type: Humanoid (Human)

Krusk, Half-Orc Barbarian

#26/80; *Harbinger*; Uncommon; CG; 16 pts
LVL 3; SPD 8; AC 14; HP 35
Melee Attack: +10 (15)
Type: Humanoid (Orc)
Special Abilities: Unique. Difficult 1.

Lidda, Halfling Rogue

#27/80; *Harbinger*; Uncommon; CG; 4 pts
LVL 1; SPD 4; AC 16; HP 5
Melee Attack: +1 (5)
Ranged Attack: +4 (5)
Type: Small Humanoid (Halfling)
Special Abilities: Unique. Hide; Slow Ranged Attack; Sneak Attack +5.

Nebin, Gnome Illusionist

#28/80; *Harbinger*; Uncommon; CG; 18 pts
LVL 4; SPD 4; AC 15; HP 20
Melee Attack: +2 (5)
Type: Small Humanoid (Gnome)
Special Abilities: Unique
Spells: 1st-*color spray* [] (cone; Stun; DC 13), *magic weapon* [] (touch; attack +1, ignore DR); 2nd-*blur* [] (touch; target creature gains Conceal 6), *Melf's acid arrow* [] (sight; 10 acid damage, ignore Spell Resistance).

Vadania, Half-Elf Druid

#29/80; *Harbinger*; Rare; CG; 22 pts
Commander 2
LVL 3; SPD 4; AC 18; HP 20
Melee Attack: +4 (5)
Type: Humanoid (Elf)
Commander Effect: Animal and Magical Beast followers gain Save +2
Special Abilities: Unique. Beastmaster 2.
Spells: 1st-*magic fang* [] (touch, Animal or Magical Beast only; attack +1, ignore DR); *produce flame* [] (sight; 5 fire damage); 2nd-*cat's grace* [] (touch; +2 AC, ranged attack +2), *flame blade* [] (self; melee attack +5, melee damage becomes 5 fire).

Wild Elf Barbarian

#30/80; *Harbinger*; Uncommon; CG; 13 pts
LVL 2; SPD 8; AC 12; HP 25
Melee Attack: +6 (5)
Ranged Attack: +3 (5)
Type: Humanoid (Elf)

Wood Elf Skirmisher

#31/80; *Harbinger*; Uncommon; CG; 18 pts
LVL 3; SPD 6; AC 13; HP 20
Melee Attack: +5 (5)
Ranged Attack: +6/+6 (5)
Type: Humanoid (Elf)
Special Abilities: Precise Shot.

Azer Raider

#32/80; *Harbinger*; Uncommon; LG/LE; 5 pts
LVL 2; SPD 6; AC 19; HP 10
Melee Attack: +3 (5 + 5 fire)
Type: Outsider
Special Abilities: Immune Fire; Vulnerable Cold.

Half-Orc Monk

#33/80; *Harbinger*; Uncommon; LG/LE; 17 pts
LVL 4; SPD 8; AC 14; HP 25
Melee Attack: +7/+7 (10 magic)
Type: Humanoid (Orc)
Special Abilities: Deflect Arrows (+4 AC against ranged attacks); Save +4; Stunning Attack [] (DC 14).

Dire Boar

#34/80; *Harbinger*; Rare; Any; 23 pts
LVL 7; SPD 8; AC 15; HP 50
Melee Attack: +12 (15)
Type: Large Animal
Special Abilities: Difficult 20, Death Strike (when this creature's hp are reduced to 0 or lower, it may immediately make one melee attack).

Lizardfolk

#35/80; *Harbinger*; Uncommon; Any; 5 pts
LVL 2; SPD 6; AC 17; HP 10
Melee Attack: +2 (5)
Type: Humanoid (Reptilian)

Shambling Mound

#36/80; *Harbinger*; Rare; Any; 30 pts
LVL 8; SPD 4; AC 20; HP 60
Melee Attack: +11 (15)
Type: Large Plant
Special Abilities: Difficult 8. Immune Electricity; Melee Reach 2.

Wolf

#37/80; *Harbinger*; Common; Any; 5 pts
LVL 2; SPD 10; AC 14; HP 15
Melee Attack: +3 (5)
Type: Animal
Special Abilities: Difficult 20. Stunning Attack [] (DC 13).

Thri-Kreen Ranger

#38/80; *Harbinger*; Rare; CG/CE; 11 pts
LVL 4; SPD 8; AC 17; HP 20
Melee Attack: +6/+0 (10/5 + Poison)
Type: Monstrous Humanoid
Special Abilities: Deflect Arrows (+4 AC against ranged attacks); Immune Sleep; Poison (Paralysis; DC 11).

Barghest

#39/80; *Harbinger*; Rare; LE; 27 pts
LVL 6; SPD 6; AC 18; HP 35
Melee Attack: +9/+4 (10/5)
Type: Outsider
Special Abilities: Difficult 5. DR 5; Feed 10 (whenever this creature destroys a Humanoid, it immediately gains +10 hp).

Bearded Devil

#40/80; *Harbinger*; Rare; LE; 34 pts
LVL 6; SPD 8; AC 17; HP 60
Melee Attack: +11/+6 (10)
Type: Outsider
Special Abilities: Difficult 7. DR 5; Immune Fire, Poison; Resist 5 Acid, Cold; Spell Resistance.

Displacer Beast

#41/80; *Harbinger*; Rare; LE; 27 pts
LVL 6; SPD 8; AC 16; HP 50
Melee Attack: +9/+9 (10)
Type: Large Magical Beast
Special Abilities: Difficult 4. Conceal 11; Melee Reach 2.

Goblin Sneak

#42/80; *Harbinger*; Common; LE; 6 pts
LVL 1; SPD 6; AC 17; HP 5
Melee Attack: +2 (5)
Ranged Attack: +4 (5)
Type: Small Humanoid (Goblin)
Special Abilities: Slow Ranged Attack; Sneak Attack +5.

Half-Orc Fighter

#43/80; *Harbinger*; Common; LE; 21 pts
Commander 3
LVL 2; SPD 4; AC 18; HP 20
Melee Attack: +7 (10)
Type: Humanoid (Orc)
Commander Effect: Melee attack +2.

Hell Hound

#44/80; *Harbinger*; Common; LE; 10 pts
LVL 4; SPD 8; AC 16; HP 20
Melee Attack: +5 (5 + 5 fire)
Type: Outsider
Special Abilities: Breath Weapon [] (replaces attacks: cone; 5 fire damage; DC 13); Immune Fire; Vulnerable Cold.

Human Blackguard

#45/80; *Harbinger*; Rare; LE; 46 pts
Commander 6
LVL 9; SPD 4; AC 20; HP 70
Melee Attack: +14/+9 (10 magic)
Type: Humanoid (Human)
Commander Effect: Tyrannical Morale +4.
Special Abilities: Sneak Attack +5; Smite Good +10 []
Spells: 1st. *cure moderate wounds* [] (touch; heal 10 hp), *doom* [] (sight; attack -2; DC 13).

Human Executioner

#46/80; *Harbinger*; Uncommon; LE; 15 pts
LVL 4; SPD 6; AC 13; HP 30
Melee Attack: +8 (15)
Type: Humanoid (Human)
Special Abilities: Executioner's Blade (melee attack +4 and melee damage +5 against creatures that are out of command or routing).

Human Thug

#47/80; *Harbinger*; Uncommon; LE; 4 pts
LVL 2; SPD 4; AC 16; HP 15
Melee Attack: +4 (5)
Type: Humanoid (Human)

Kobold Warrior

#48/80; *Harbinger*; Common; LE; 3 pts
LVL 1; SPD 6; AC 15; HP 5
Melee Attack: +0 (5)
Type: Small Humanoid (Reptilian)
Special Abilities: Cowardly (if this creature does not have an ally within 6 squares of it when an ally is destroyed, it routs).

Medusa

#49; Rare; LE; 62 pts
LVL 6; SPD 6; AC 15; HP 35
Melee Attack: +5/+3 (5/5 + Poison)
Ranged Attack: +9/+4 (5)
Type: Monstrous Humanoid
Special Abilities: Difficult 3. Gaze Attack (replaces ranged attacks: range 6; affects only living creatures, destroys nearest target creature and turns it into a statue; DC 15); Poison (5 damage whenever poisoned creature activates; DC 14).

Mind Flayer

#50/80; *Harbinger*; Rare; LE; 35 pts
Commander 4
LVL 8; SPD 6; AC 15; HP 45
Melee Attack: +8/+8 (5)
Type: Aberration
Commander Effect: Enemy creatures gain Morale Save -4
Special Abilities: Mind Blast (replaces attacks: cone; Stun; DC 17); Rend +15 (if this creature hits one creature with two melee attacks on the same turn, damage +15 to second attack); Spell Resistance.

Mummy

#51/80; *Harbinger*; Rare; LE; 36 pts
LVL 8; SPD 4; AC 20; HP 55
Melee Attack: +11 (15)
Type: Undead
Special Abilities: Difficult 5. Aura of Fear 2 (enemies in squares threatened by this creature gain Morale Save -2); DR 5; Vulnerable Fire.

Wight

#52/80; *Harbinger*; Uncommon; LE; 13 pts
LVL 4; SPD 6; AC 15; HP 25
Melee Attack: +3 (5 + Level Drain)
Type: Undead
Special Abilities: Blind-Fight; Level Drain (whenever this creature's melee attack deals damage to a living creature, the damaged creature gains attack -1 and save -1, and this creature gains +5 hp).

Wraith

#53/80; *Harbinger*; Rare; LE; 29 pts
LVL 5; SPD F8; AC 15; HP 30
Melee Attack: +10 (5 + Constitution Drain)
Type: Undead
Special Abilities: Incorporeal. Constitution Drain (whenever this creature's melee attack deals damage to a living creature, the damaged creature must make a save, or it takes damage +5 and this creature gains +5 hp; DC 14); Flight.

Owlbear

#54/80; *Harbinger*; Rare; LE/CE; 22 pts
LVL 5; SPD 6; AC 15; HP 50
Melee Attack: +9/+9 (10)
Type: Large Magical Beast
Special Abilities: Difficult 20. Rend +15 (if this creature hits one creature with two melee attacks on the same turn, damage +15 to second attack).

Skeleton

#55/80; *Harbinger*; Common; LE/CE; 4 pts
LVL 1; SPD 4; AC 17; HP 5
Melee Attack: +1 (5)
Type: Undead
Special Abilities: Immune Cold.

Troglodyte Zombie

#56/80; *Harbinger*; Uncommon; LE/CE; 10 pts
LVL 4; SPD 3; AC 16; HP 30
Melee Attack: +3 (5)
Type: Undead

Wolf Skeleton

#57/80; *Harbinger*; Common; LE/CE; 9 pts
LVL 2; SPD 10; AC 15; HP 15
Melee Attack: +2 (5)
Type: Undead
Special Abilities: Immune Cold.

Zombie

#58/80; *Harbinger*; Common; LE/CE; 4 pts
LVL 2; SPD 3; AC 11; HP 15
Melee Attack: +2 (5)
Type: Undead

Cleric of Gruumsh

#59/80; *Harbinger*; Rare; CE; 21 pts
Commander 3
LVL 4; SPD 4; AC 16; HP 20
Melee Attack: +6 (10)
Type: Humanoid (Orc)
Commander Effect: Followers gain Cleave. **WARBAND BUILDING**: Orcs and Half-Orcs of any faction are legal in your warband.
Spells: 1st-*doom* [] (sight; attack -2; DC 13); 2nd-*inflict moderate wounds* [] (touch; 10 damage; DC 14); *bear's endurance* [] (touch; target living creature gains +10 hp).

Drow Archer

#60/80; *Harbinger*; Uncommon; CE; 14 pts
LVL 2; SPD 6; AC 17; HP 15
Melee Attack: +3 (5)
Ranged Attack: +7 (5)
Type: Humanoid (Elf)
Special Abilities: Precise Shot; Spell Resistance.

Drow Cleric of Lolth

#61/80; *Harbinger*; Rare; CE; 42 pts
Commander 5
LVL 6; SPD 4; AC 19; HP 35
Melee Attack: +5 (5)
Type: Humanoid (Elf)
Commander Effect: Followers deal melee damage +5 to flanked creatures.
Special Abilities: Conceal 6; Spell Resistance.
Spells: 1st-*cause fear* [] (range 6; target creature of level 5 or below makes a morale save), *magic weapon* [] (touch; attack +1, ignore DR); 2nd-*inflict moderate wounds* [] (touch; 10 damage; DC 14); 3rd-*slashing darkness* [] (sight; 10 damage, or heal undead 10 hp)

Drow Fighter

#62/80; *Harbinger*; Uncommon; CE; 10 pts
LVL 3; SPD 6; AC 19; HP 25
Melee Attack: +4 (10)
Type: Humanoid (Elf)
Special Abilities: Spell Resistance.

Ghoul

#63/80; *Harbinger*; Common; CE; 14 pts
LVL 2; SPD 6; AC 14; HP 15
Melee Attack: +4 (5 + Ghoul Touch)
Type: Undead
Special Abilities: Difficult 3. Ghoul Touch (Paralysis, does not affect Elves; DC 12).

Gnoll

#64/80; *Harbinger*; Uncommon; CE; 3 pts
LVL 2; SPD 6; AC 15; HP 10
Melee Attack: +1 (10)
Type: Humanoid (Gnoll)

Half-Orc Assassin

#65/80; *Harbinger*; Rare; CE; 15 pts
LVL 6; SPD 6; AC 18; HP 25
Melee Attack: +6/+6 (5)
Type: Humanoid (Orc)
Special Abilities: Hide; Sidestep (if this creature moves only 1 square, it does not draw attacks of opportunity and can make a full attack); Sneak Attack +15.

Human Bandit

#66/80; *Harbinger*; Common; CE; 3 pts
LVL 1; SPD 6; AC 16; HP 5
Melee Attack: +2 (5)
Type: Humanoid (Human)

Hyena

#67/80; *Harbinger*; Common; CE; 4 pts
LVL 2; SPD 10; AC 14; HP 15
Melee Attack: +3 (5)
Type: Animal
Special Abilities: Difficult 20.

Kuo-toa

#68/80; *Harbinger*; Common; CE; 5 pts
LVL 2; SPD 4; AC 16; HP 10
Melee Attack: +3 (5)
Ranged Attack: +2, range 6 [] (5)
Type: Monstrous Humanoid (Aquatic)
Special Abilities: Immune Paralysis, Poison; Resist 5 Electricity.

Large Fire Elemental

#69/80; *Harbinger*; Rare; CE; 50 pts
LVL 8; SPD 10; AC 19; HP 60
Melee Attack: +10/+10 (10 + 5 fire)
Type: Large Elemental
Special Abilities: Difficult 12. Requires Commander Ally. DR 5; Fire Shield 5 (any creature that hits this creature with a melee attack takes 5 fire damage); Immune Fire; Melee Reach 2; Mobility (+4 AC against attacks of opportunity); Vulnerable Cold.

Minotaur

#70/80; *Harbinger*; Rare; CE; 17 pts
LVL 6; SPD 6; AC 14; HP 40
Melee Attack: +7/+2 (20)
Type: Large Monstrous Humanoid
Special Abilities: Difficult 4. Powerful Charge (melee damage +5 when charging); Melee Reach 2.

Ogre

#71/80; *Harbinger*; Rare; CE; 13 pts
LVL 4; SPD 6; AC 16; HP 30
Melee Attack: +8 (15)
Type: Large Giant
Special Abilities: Melee Reach 2.

Orc Archer

#72/80; *Harbinger*; Uncommon; CE; 8 pts
LVL 2; SPD 6; AC 13; HP 10
Melee Attack: +5 (5)
Ranged Attack: +3 (5)
Type: Humanoid (Orc)

Orc Berserker

#73/80; *Harbinger*; Uncommon; CE; 8 pts
LVL 1; SPD 8; AC 12; HP 15
Melee Attack: +6 (15)
Type: Humanoid (Orc)
Special Abilities: Difficult 3. Fearless.

Orc Spearfighter

#74/80; *Harbinger*; Common; CE; 5 pts
LVL 2; SPD 6; AC 14; HP 15
Melee Attack: +5 (10)
Type: Humanoid (Orc)

Orc Warrior

#75/80; *Harbinger*; Common; CE; 3 pts
LVL 1; SPD 6; AC 13; HP 5
Melee Attack: +4 (10)
Type: Humanoid (Orc)

Tiefling Captain

#76/80; *Harbinger*; Uncommon; CE; 21 pts
Commander 4
LVL 3; SPD 6; AC 16; HP 30
Melee Attack: +6 (10)
Type: Outsider
Commander Effect: Score critical hits with melee attacks on a roll of 19 or 20.
Special Abilities: Blind-Fight; Conceal 6; Resist 5 Cold, Electricity, Fire.

Troll

#77/80; *Harbinger*; Rare; CE; 27 pts
LVL 6; SPD 6; AC 16; HP 60
Melee Attack: +9/+9 (10)
Type: Large Giant
Special Abilities: Difficult 5. Reach Attack 2; Regeneration 5 (this creature heals 5 HP at the start of its turn); Rend 15 (if this creature hits one creature with two melee attacks on the same turn, damage +15 to second attack); Vulnerable Fire.

Umber Hulk

#78/80; *Harbinger*; Rare; CE; 30 pts
LVL 8; SPD 4; AC 18; HP 70
Melee Attack: +11/+11 (15)
Type: Large Aberration
Special Abilities: Difficult 7. Burrow 4; Gaze Attack (replaces attacks: range 6; Confusion; DC 15); Melee Reach 2.

Werewolf

#79/80; *Harbinger*; Uncommon; CE; 14 pts
LVL 3; SPD 6; AC 16; HP 20
Melee Attack: +4/+4 (5)
Type: Humanoid (Human, Shapechanger)
Special Abilities: Difficult 4; Blind-fight; DR 5.

Worg

#80/80; *Harbinger*; Uncommon; CE; 11 pts
LVL 4; SPD 10; AC 14; HP 30
Melee Attack: +7 (10)
Type: Magical Beast
Special Abilities: Difficult 4.

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>