

D&D MINIATURES

SET 8: UNDERDARK UNOFFICIAL SPOILERS

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Battle Plate Marshal

#01/60; LG; Underdark; Rare; 43 pts
Commander 7
Lvl 12; Spd 4; AC 22; HP 60
Melee Attack: +10/+5 (10 Magic)
Type: Humanoid (Dwarf)
Commander Effect: Followers gain Retaliate +5 (Melee damage +5 against enemies that have activated this round)
Special Abilities:
- Cleave
- Grant Dwarves Move Action [] (Replaces attacks; Active Dwarf followers that are under command may move up to their speed as an immediate action)
- Orc Foe (+5 damage vs Orcs)
- Retaliate +5.

Dwarf Ancestor

#02/60; LG; Underdark; Rare; 49 pts
Lvl 10; Spd 4; AC 22; HP 70
Melee Attack: +11 (20 Magic)
Type: Large Outsider (Dwarf)
Special Abilities:
- Blink Out []
- Cleave
- Dwarf Ancestor Spirit (If your warband contains 1 or more Dwarf commanders, treat Dwarf followers as always within 6 squares of those commanders)
- Melee Reach 2.

Earth Shugenja

#03/60; LG; Underdark; Uncommon; 17 pts
Lvl 5; Spd 6; AC 15; HP 35
Melee Attack: +1 (5)
Type: Humanoid (Human)
Spells: Sorcerer Spells
1st – [][][] Magic Weapon (touch; attack +1, ignore DR)
2nd – [][][] Bull's Strength (touch; target creature with cost 16 or less gets melee damage +5), Cure Moderate Wounds (touch; heal 10 hp).

Githzerai Monk

#04/60; LG; Underdark; Uncommon; 34 pts
Lvl 9; Spd 10; AC 25; HP 55
Melee Attack: +9/+9 (10 Magic)
Type: Outsider
Special Abilities:
- Stunning Attack [][][] (DC 18)
- Unavoidable Strike [] (This creature's next melee attack roll is a natural 20).

Gold Dwarf Soldier

#05/60; LG; Underdark; Common; 17 pts
Lvl 8; Spd 4; AC 21; HP 40
Melee Attack: +8 (15 Magic)
Type: Humanoid (Dwarf)
Special Abilities:
- Cleave.

Half-Orc Paladin

#06/60; LG; Underdark; Uncommon; 48pts
Commander 3
Lvl 10; Spd 4; AC 21; HP 70
Melee Attack: +13/+8 (10 Magic)
Type: Humanoid (Orc)
Commander Effect: Followers get Melee Damage +5 against enemies of level 7 or higher.
Special Abilities:
- Fearless
- Lay on Hands 20 []
- Smite +5 [][].

Lantern Bearer

#07/60; LG; Underdark; Uncommon; 12 pts
Lvl 4; Spd 4; AC 19; HP30
Melee Attack: +4 (5)
Type: Humanoid (Human)
Special Abilities:
- Illuminator
- Mystic Light (Evil creatures within 6 squares get attack -2).

Loyal Earth Elemental

#08/60; LG; Underdark; Uncommon; 34 pts
Lvl 8; Spd 4; AC 18; HP 70
Melee Attack: +12/+12 (15)
Type: Large Elemental
Special Abilities:
- Burrow 4
- Cleave
- DR5
- Earthbound (Attack -4 against creatures with Flight)
- Melee Reach 2
- Requires Commander.

Marut

#09/60; LG; Underdark; Rare; 74 pts
Lvl 10; Spd 6; AC 25; HP 75
Melee Attack: +20 (20 + 10 Sonic)
Type: Large Construct
Special Abilities:
- Blindsight
- DR5
- Fearless
- Melee Reach 2
- Single Minded (On this creatures turn, this creature cannot move or attack a non commander if an enemy commander is within its melee reach)
- Spell resistance (May ignore spells unless caster rolls 11+)
Spells:
5th – Mass inflict light wounds [] (range 6; radius 2; 10 negative damage; DC 16).

Marut, Epic

#09/60; LG; Underdark; Rare; 191 pts
Lvl 10; Spd 6; AC 32; HP 110
Melee Attack: +22/+22 (20 + 10 Sonic/20 + 10 Electricity)
Type: Large Construct
Special Abilities:
- Almighty (Not affected by allies spells)
- Blindsight
- DR5
- Fearless
- Melee Reach 2
- Single Minded (On this creatures turn, this creature cannot move or attack a non commander if an enemy commander is within its melee reach)
- Spell Resistance (May ignore spells unless caster rolls 11+)
Spells:
5th – Mass inflict moderate wounds [] (range 6; radius 2; 15 negative damage; DC 17).

Medium Silver Dragon

#10/60; LG; Underdark; Rare; 52 pts
Lvl 10; Spd F7; AC 19; HP 85
Melee Attack: +11/+8/+8 (10/5/5)
Type: Dragon
Special Abilities:
- Breath Weapon [] (Replaces attacks; cone; 20 cold damage; DC 17)
- Breath Weapon [] (Replaces attacks; cone; paralysis; DC 17)
- Double Damage from Fire
- Immune Acid, Cold
- Morale Booster (your warband gets morale save +2).

Royal Guard

#11/60; LG; Underdark; Common; 10 pts
Lvl 3; Spd 4; AC 18; HP 25
Melee Attack: +6 (10)
Type: Humanoid (Human)
Special Abilities:
- Melee Reach 2
- Set Against Charge 10 (enemies that charge take 10 damage after charge movement, but before making their melee attack).

Slayer of Domiel

#12/60; LG; Underdark; Rare; 46pts
Lvl 12; Spd 6; AC 20; HP 65
Melee Attack: +10/+10 (10 Magic/5 Magic)
Type: Humanoid (Human)
Special Abilities:
- Conceal 6
- Evade Damage (If this creature successfully saves against a damaging spell or special ability, it takes no damage)
- Evil Foe +5 (Damage +5 against evil enemies)
- Hide
- Marked Target (The first enemy this creature destroys is worth double victory points)
- Melee Sneak Attack +10.

Aspect of Kord

#13/60; CG; Underdark; Rare; 65 pts
Lvl 10; Spd 10; AC 19; HP 90
Melee Attack: +18 (30 Magic)
Type: Large Outsider
Special Abilities:
- Aggression +10 (On its turn, this creature gets damage +10 whenever it is the first to activate in a round)
- Melee Reach 2.

Aspect of Kord, Epic

#13/60; CG; Underdark; Rare; 208 pts
Lvl 11; Spd 10; AC 21; HP 160
Melee Attack: +20/+15/+15 (40 Magic)
Type: Large Outsider
Special Abilities:
- Aggression +10 (on its turn, this creature gets damage +10 whenever it is the first to activate in a round)
- Blindfight
- Cleave
- DR5
- Melee Reach 2.

Dromite Wilder

#14/60; CG; Underdark; Rare; 39 pts
Lvl 6; Spd 8; AC 20; HP 40
Melee Attack: +6 (5 magic)
Type: Small Monstrous Humanoid (Dromite)
Special Abilities:
- Blindfight
- Cold Ray [] (Replaces attack; range 6; 15 cold damage)
- Resist 5 cold
- Wild Surge (When this creature uses electricity surge, you may roll 1d20 for damage, 1-5 no damage, 6-10 normal damage, 11-20 double damage)
Psionics: 18pp
Concealing amorphia 3pp (self; gain conceal 6)
Electricity Burst 6pp (self; all other creature within 4 squares take 20 electricity damage; DC 17).

Elf Stalker

#15/60; CG; Underdark; Uncommon; 15 pts
Lvl 5; Spd 6; AC 17; HP 35
Melee Attack: +7 (5)
Ranged Attack: +11/+11 (5 magic)
Type: Humanoid (Elf)
Special Abilities:
- Hide.

Elminster of Shadowdale

#16/60; CG; Underdark; Rare; 100 pts

Commander 5

Lvl 12; Spd 6; AC 18; HP 90

Melee Attack: +13/+8 (10 Magic)

Type; Humanoid (Human)

Commander Effect: Followers and Commanders in your warband gain Spell Focus 2 (Whenever this creature casts a spell, the DC is +2 over printed number)

Warband Building: LG commanders are legal in your warband.

Special Abilities:

- Unique

- Mastery of Spell Casting: This creature may cast 1 of each spell from any spellcaster in your starting warband with cost less than its own; if multiple casters have the same spell, it can be cast once per caster (does not apply to psionics)

- Quick Cast []

- Silver Fire 20 [] (Replaces attacks: Line 12; 20 damage)

- Spell Focus 2

- Spell Penetration

Spell:

2nd – Scorching Ray [][] (Range 6; 15 fire damage)

7th – Mystra's Curse [][] (Sight; Roll twice for each of target creature's rolls and take the lower result; DC 19).

Elminster of Shadowdale, Epic

#16/60; CG; Underdark; Rare; 269pts

Commander 6

Lvl 20; Spd 6; AC 26; HP 200

Melee Attack: +17/+12 (10 Magic)

Type: Humanoid (Human)

Commander Effect: Followers and Commanders in your warband gain Spell Focus 2 (Whenever this creature casts a spell, the SC is +2 over printed number)

Warband Building: LG Commanders are legal in your warband.

Special Abilities:

- Unique

- DR5

- Mastery of Spell Casting: This creature may cast 1 of each spell from any spellcaster in your starting warband with cost less than its own; if multiple casters have the same spell, it can be cast once per caster (does not apply to psionics)

- Quick Cast [][]

- Silver Fire 30 [] (Replaces attacks: Line 12; 30 damage)

- Spell Focus 2

- Spell Penetration

- Spell Resistance

Spells:

2nd – Scorching Ray [Unlimited] (range 6; 15 fire damage)

6th – Disintegrate [][] (Sight; 60 damage; DC 18)

8th – Baleful Teleport [] (Touch; Place target creature on its controller's assembly tile. The Creature's controller chooses the space).

Guenhwyvar

#17/60; CG; Underdark; Uncommon; 33 pts

Lvl 9; Spd 8; AC 18; HP 80

Melee Attack: +16/+11 (10/5)

Type: Magical Beast

Special Abilities:

- Unique

- Devoted (If this creature sets up adjacent to Drizzt at the start of a skirmish, it has Fearless for that skirmish)

- Hide

- Pounce (This creature can use all its melee attacks when charging).

Half-Ogre Barbarian

#18/60; CG; Underdark; Uncommon; 25 pts

Lvl 5; Spd 8; AC 14; HP 65

Melee Attack: +12 (20)

Type: Large Giant

Special Abilities:

- Melee Reach 2.

Halfling Sneak

#19/60; CG; Underdark; Common; 5 pts

Lvl 1; Spd 5; AC 16; HP 10

Melee Attack: +2 (5 magic)

Ranged Attack: +5, range 6 (5)

Type: Small Humanoid (Halfling)

Special Abilities:

- Melee Sneak Attack +5.

Nentyar Hunter

#20/60; CG; Underdark; Uncommon; 47 pts

Commander 2

Lvl 8; Spd 8; AC 17; HP 70

Melee Attack: +9 (5)

Ranged Attack: +10/+10 (5 magic + 5 cold)

Type: Plant

Commander Effect: If this creature makes both ranged attacks against the same target, each follower within 6 with a ranged attack that has line of sight to that target may immediately make a single ranged attack against that target.

Special Abilities:

- Blindfight

- Conceal 6

- Orc Foe +5

- Resist 5 cold

Spells:

1st – True Strike [][][] (self; next attack +20 and automatically succeeds against conceal)

3rd – Greenfire [] (Sight; radius 2; 10 acid damage; DC 15).

Rikka, Angelic Avenger

#21/60; CG; Underdark; Rare; 31pts

Lvl 5; Spd F8; AC 16; HP 75

Melee Attack: +15 (20 Magic)

Type: Outsider

Special Abilities:

- Unique
- DR5
- Flight
- Resist 10 Acid, Cold, Electricity
- Spell Resistance
- Waylay (This creature starts off the battle grid; before rolling initiative for a round, you may place this creature on a feature tile of your choice. Use this only once per skirmish.)

Spell:

2th – Cure Serious Wounds (touch; Heal 20 HP).

Rikka, Angelic Avenger, Epic

#21/60; CG; Underdark; Rare; 143 pts

Lvl 12; Spd F8; AC 20; HP 175

Melee Attack: +20/+15 (30 magic)

Type: Outsider

Special Abilities:

- Cleave
- Celestial Healing 16 (Whenever you roll a natural 16 or higher for initiative, this creature immediately heals 50 HP)
- DR5
- Flight
- Resist 10 Acid, Cold, Electricity
- Spell Resistance
- Waylay (This creature starts off the battle grid; before rolling initiative for a round, you may place this creature on a feature tile of your choice. Use this only once per skirmish.)

Spells:

4th – Cure Critical Wounds [] (touch; heal 30 HP).

Satyr

#22/60; CG; Underdark; Uncommon; 15pts

Lvl 5; Spd 8; AC 16; HP 20

Melee Attack: +2 (5)

Ranged Attack: +3 (5)

Type: Fey

Special Abilities:

- Countersong
- DR5
- Mobility
- Pipes [] (+4 to your initiative this round; use before rolling).

Spirit Folk Fighter

#23/60; CG; Underdark; Common; 19 pts

Lvl 4; Spd 7; AC 17; HP 40

Melee Attack: +7 (10 magic)

Type: Humanoid (Fey)

Special Abilities:

- Natural Soul (Melee attack +2 and melee damage +5 when under command by a commander with Beastmaster).

Wizard Tactician

#24/60; CG; Underdark; Uncommon; 27 pts

Lvl 5; Spd 6; AC 16; HP 30

Melee Attack: +1 (5)

Type: Humanoid (Human)

Special Abilities:

- Conceal 6
- Perfect Targeting (This creatures spells can target any enemy or ally within range and line of sight)

Spells:

1st – Lesser cold orb [][][] (Range 6; 5 cold damage, ignore Spell Resistance)

2nd – Bigby's Slapping hand [][] (Sight; Target creature provokes attacks of opportunity from all creatures that threaten its square; DC 20)

3rd – Empowered Magic Missile [] (Sight; 15 damage).

Iron Golem

#25/60; LG/LE; Underdark; Rare; 61pts

Lvl 10; Spd 4; AC 23; HP 110

Melee Attack: +21 (25)

Type: Large Construct

Special Abilities:

- DR5
- Fearless
- Immune Fire
- Melee Reach 2
- Spell Resistance All.

Iron Golem, Epic

#25/60; LG/LE; Underdark; Rare; 266 pts

Lvl 14; Spd 4; AC 30; HP 150

Melee Attack: +23/+23/+16 (25)

Type: Large Construct

Special Abilities:

- Cleave
- Fearless
- Immune Fire
- Melee Reach 2
- Poison Gas [] (Swift; Poison, all adjacent creature; 5 damage whenever poisoned creature activates; DC 19)
- Reinforced 5 (takes 5 less damage from melee and ranged attacks)
- Spell Resistance All.

Justicator

#26/60; LG/LE; Underdark; Rare; 48 pts

Lvl 10; Spd F6; AC 22; HP 80

Melee Attack: +17/+12 (15 Magic)

Type: Large Outsider

Special Abilities:

- Flight
- Immune paralysis
- Melee Reach 2
- Smite Chaos +10 [].

Justicator, Epic

#26/60; LG/LE; Underdark; Rare; 163 pts

Lvl 12; Spd F6; AC 26; HP 120

Melee Attack: +23/+18/+13 (20 Magic)

Type: Large Outsider

Special Abilities:

- Flight
- Immune Paralysis
- Melee Reach 2
- Smite Chaos +20 [][]
- Spell Resistance
- Swift Cure Moderate Wounds [] (Swift action; Touch; Heal 20 HP).

Mercenary Sergeant

#27/60; LG/LE; Underdark; Common; 23 pts
Commander 2
Lvl 4; Spd 4; AC 20; HP 40
Melee Attack: +8 (10 Magic)
Type: Humanoid (Human)
Commander Effect:
Follows who are also under command by different commander gets melee attack +2
Special Abilities:
- Willing to Follow.

Xorn

#28/60; LG/LE; Underdark; Uncommon; 24 pts
Lvl 7; Spd 4; AC 21; HP 50
Melee Attack: +8/+6/+6 (20/5/5)
Type: Outsider
Special Abilities:
- Burrow 4
- Earthbound (Attack -4 against creatures with Flight)
- Immune Cold, Fire, Flanking
- Resist 10 Electricity.

Monitor Lizard

#29/60; Any; Underdark; Common; 6 pts
Lvl 3; Spd 6; AC 15; HP 20
Melee Attack: +3 (5)
Type: Animal
Special Abilities:
- Natural Soul (Melee attack +2 and melee damage +5 when under command by a commander with Beastmaster)..

Ankheg

#30/60; CG/CE; Underdark; Uncommon; 22 pts
Lvl 3; Spd 4; AC 18; HP 30
Melee Attack: +5 (10 + 5 Acid)
Type: Large Magical Beast
Special Abilities:
- Burrow 4
- Enraged Acid Spirit [] (Only when wounded, replaces attacks; line 12; 10 acid damage; DC 14)
- Feast (When it reduces a living enemy to 0 hp with a melee attack, this creature makes a morale save)
- Natural Soul (Melee attack +2 and melee damage +5 when under command by a commander with Beastmaster).
- Wandering Monster.

Xen'Drik Champion

#31/60; CG/CE; Underdark; Rare; 44 pts
Lvl 9; Spd 8; AC 20; HP 45
Melee Attack: +13/+8 (5 magic)
Ranged Attack: +14/+9 (5 magic)
Type: Humanoid (Drow, Elf)
Special Abilities:
- Conceal 6
- Skirmish Attack +10 (This creature gains melee damage +10 if it has moved this turn)
- Spell Resistance.

Artemis Enteri

#32/60; LE; Underdark; 89 pts
Lvl 10; Spd 6; AC 20; HP 80
Melee Attack: +16/+11 (10 magic)
Ranged Attack: +16, range 6 [] (15 magic)
Type: Humanoid (human)
Special Abilities:
- Unique
- Backstab +20 [] (Damage +20 when making a melee sneak attack or ranged sneak attack)
- Dual Activation
- Hide
- Legendary Assassin (Whenever this creature destroys a Unique enemy, you score 10 extra victory points)
- Melee Sneak Attack +5
- Ranged Sneak Attack +5
- Sidestep.

Artemis Enteri, Epic

#32/60; LE; Underdark; Rare; 215 pts
Lvl 15; Spd 6; AC 25; HP 140
Melee Attack: +20/+15/+10 (10 magic)
Ranged Attack: +20, range 6 [] (20 magic)
Type: Humanoid (Human)
Special Abilities:
- Unique
- Backstab +40 [] (damage +40 when using any sneak attack)
- Blindfight
- Dual Activation
- Hide
- Legendary Assassin 25 (Whenever this creature destroys a unique enemy, you score 25 extra victory points)
- Melee Sneak Attack
- Ranged Sneak Attack
- Sidestep.

Dark Naga

#33/60; LE; Underdark; Uncommon; 42 pts
Commander 3
Lvl 9; Spd 8; AC 18; HP 60
Melee Attack: +7 (5 + Sleep Poison)
Type: Large Aberration
Commander Effect: Special Ability DCs of Aberration followers are +2 over printed numbers. Warband Building: Small and medium CE Aberrations are legal in your warband.
Special Abilities:
- Conceal 6
- Sleep Poison (Sleep; DC 16)
- Immune Poison
Spells: Sorcerer Spells
2nd – [] Bigby's Slapping Hand (Sight; target creature provokes attacks of opportunity from all creatures that threaten its square; DC 20)
3rd – [] Lightning bolt (Line 12; 30 Electricity damage; DC 15).

Dolgaunt Monk

#34/60; LE; Underdark; Uncommon; 14 pts
Lvl 6; Spd 8; AC 18; HP 35
Melee Attack: +5/+5 (5 magic)
Type: Aberration
Special Abilities:
- Blindsight
- DR5
- Melee Reach 2.

Duergar Champion

#35/60; LE; Underdark; Uncommon; 33 pts
Lvl 10; Spd 6; AC 20; HP 65
Melee Attack: +15/+10 (15 Magic)
Type: Humanoid (Dwarf)
Special Abilities:
- Cleave
- Conceal 6
- Immune Paralysis, Poison.

Half-Orc Executioner

#36/60; LE; Underdark; Uncommon; 23 pts
Lvl 5; Spd 6; AC 16; HP 40
Melee Attack: +10 (15)
Type: Humanoid (Orc)
Special Abilities:
- Executioner's Blade (Melee attack +4 and melee damage +5 against creatures that are out of command or routing)
- Melee sneak attack +10.

Helmed Horror

#37/60; LE; Underdark; Rare; 45pts
Lvl 10; Spd F6; AC 22; HP 95
Melee Attack: +16/+11 (10 + 5 Fire)
Ranged Attack: +11 (5)
Type: Construct
Special Abilities:
- Blindsight
- Fearless
- Flight
- Spell Immunity (Fireball, Lightning Bolt, Magic Missile)
- Slow Ranged Attack (Can not make a ranged attack and move in the same turn).

Kobold Miner

#38/60; LE; Underdark; Common; 3 pts
Lvl 1; Spd 6; AC 14; HP 5
Melee Attack: +0 (5)
Type: Small Humanoid (Kobold, Reptile)
Special Abilities:
- Beneath Contempt (Opponents do not score victory points for eliminating this creature)
- Jittery (Must make a morale save after being attacked)
- Wandering Monster.

Skeletal Quiceph

#39/60; LE; Underdark; Uncommon; 13 pts
Lvl 4; Spd 6; AC 17; HP 25
Melee Attack: +5 (15)
Type: Large Undead
Special Abilities:
- Fearless
- Immune Cold
- Melee Reach 2.

Troglodyte Captain

#40/60; LE; Underdark; Uncommon; 53 pts
Commander 5
Lvl 6; Spd 6; AC 22; HP 65
Melee Attack: +11/+6 (10)
Type: Humanoid (Reptilian, Troglodyte)
Commander Effect: Followers gain Melee Attack +5 against foes affected by Stench. Warband building: CE reptilians are legal in your warband.
Special Abilities:
- Blindsight
- Stench.

Balor

#41/60; CE; Underdark; Rare; 95 pts
Commander 0
Lvl 10; Spd F8; AC 20; HP 125
Melee Attack: +16/+16 (20 Magic + Viscious Attack / 10 Magic + 5 Fire)
Type: Large Outsider
Commander Effect: Enslave (Each enemy that fails a morale save must immediately make another morale save; if the second save fails, that enemy counts as eliminated for victory points, is no longer routing, and is a member of your warband for the rest of the skirmish)
Special Abilities:
- Blindsight
- DR5
- Flight
- Immune Electricity, Fire, Poison
- Melee Reach 2
- Red Tide (For initiative checks, treat this creature's Commander rating as the number of creatures eliminated from all warbands)
- Vicious Attack (This attack deals triple damage instead of double on a critical hit).

Balor, Epic

#41/60; CE; Underdark; Rare 326 pts
Commander 0
Lvl 13; Spd F8; AC 28; HP 250
Melee Attack: +23/+23 (30 magic + Vorpal / 15 magic + 10 Fire)
Type: Large Outsider
Commander Effect: Enslave (Each enemy that fails a morale save must immediately make another morale save; if the second save fails, that enemy counts as eliminated for victory points, is no longer routing, and is a member of your warband for the rest of the skirmish)
Special Abilities:
- Almighty (Not affected by Allies' Spells)
- Blindsight
- Cleave
- DR5
- Flight
- Immune Electricity, Fire, Poison
- Melee Reach 2
- Red Tide (For initiative checks, treat this creature's Commander rating as the number of creatures eliminated from all warbands)
- Vorpal (On a critical hit with this attack, the target creature is eliminated).

Dark Creeper

#42/60; CE; Underdark; Common; 8 pts
Lvl 1; Spd 6; AC 17; HP 5
Melee Attack: +4 (5)
Ranged Attack: +5, range 6 (5)
Type: Small humanoid (Creeper, Dark One)
Special Abilities:
- Blindsight
- Conceal 6
- Melee Sneak Attack +10.

Death Slaad

#43/60; CE; Underdark; Rare; 53 pts
Commander 1
Lvl 10; Spd F6; AC 22; HP 70
Melee Attack: +15/+10 (15 magic)
Type: Outsider
Commander Effect: Slaad followers gain melee attack +2

Special Abilities:

- Deadly Rend (An enemy hit by 2 of this creature's attacks on the same turn is eliminated; DC 17)
- Flight
- Immune Sonic
- Regenerate 5
- Slaadmaster 20

Spells:

4th – Chaos Hammer [] (sight; radius 4, lawful creatures take 20 damage; DC 16).

Death Slaad, Epic

#43/60; CE; Underdark; Rare; 202pts
Lvl 12; Spd F6; AC 26; HP 140
Melee Attack: +20/+15 (20 Magic)
Type: Outsider
Commander Effect: Slaad followers gain melee attack +2

Special Abilities:

- Conceal 11
- Deadly Rend (An enemy hit by 2 of this creature's attacks on the same turn is eliminated; DC 17)
- Flight
- Immune Sonic
- Regenerate 5
- Slaadmaster 20

Spells:

3rd – Fireball [] (sight; radius 4, 20 fire damage; DC 15)
4th – Chaos Hammer [] (sight; radius 4; lawful creatures take 20 damage; DC 16)
9th – Power Word: Kill [] (range 6; destroy living creature with 60 hp or less).

Dire Bat

#44/60; CE; Underdark; Uncommon; 12 pts
Lvl 4; Spd F6; AC 20; HP 30
Melee Attack: +3 (5)
Type: Large Animal
Special Abilities:

- Blindsight
- Flight
- Natural Soul (Melee Attack +2 and Melee Damage +5 when under command of a Beastmaster).

Draegloth

#45/60; CE; Underdark; Rare; 56pts
Lvl 8; Spd 8; AC 17; HP 100
Melee Attack: +12/+12 (20)
Type: Large Outsider (Drow)
Special Abilities:

- Blindsight
- Conceal 6
- Furious Spirit (This creature takes 5 damage at the end of its turn until it makes a melee attack)
- Melee Reach 2.

Drow Arachnomancer

#46/60; CE; Underdark; Rare; 52 pts
Commander 4
Lvl 9; Spd 6; AC 18; HP 60
Melee Attack: +8/+3 (5 magic)
Type: Humanoid (Drow, elf)
Commander Effect: Each vermin follow whose name contains spider gets attack +2

Special Abilities:

- Favor of Lolth (Whenever an enemy is destroyed by a Spider of Lolth or poison damage, this creature gains 1 extra use of Summon Spider of Lolth)
- Immune Poison
- Spidermaster 20 (as beastmaster, but only spiders)
- Venomous (Poison that deals damage when a creature activates deals an additional 5 damage)

Spells:

2nd – Slashing Darkness [][] (sight; 10 negative damage)

3rd – Poison [][] (touch; 5 damage when creature activates; DC 16), Summon spider of Lolth [] (swift; one spider of lolth).

Drow Arcane Guard

#47/60; CE; Underdark; Uncommon; 25 pts
Lvl 7; Spd 6; AC 18; HP 35
Melee Attack: +8 (10 Magic)
Type: Humanoid (Drow, Elf)

Special Abilities:

- Conceal 11
- Melee Reach 2
- Spell Resistance

Spells:

1st – Lesser orb of cold [][] (range 6; 5 cold damage, ignore Spell resistance)

2nd – Empowered Burning Hands [] (cone; 20 fire damage; DC 15).

Gray Render

#48/60; CE; Underdark; Rare; 62 pts
Lvl 10; Spd 6; AC 19; HP 125
Melee Attack: +11/+11 (15)
Type: Large magical beast
Special Abilities:

- Aggression +10 (+10 damage when this creature is first to activate)
- Crazy Attacker (On its turn, if this creature attacks when there are several enemies within its melee reach, your enemy chooses which enemy is targeted)
- Melee Reach 2
- Not subject to commander effects
- Rend +15.

Grimlock Barbarian

#49/60; CE; Underdark; Uncommon; 28 pts
Lvl 6; Spd 6; AC 13; HP 60
Melee Attack: +7/+2 (20 magic)
Type: Monstrous Humanoid
Special Abilities:

- Blindsight
- Killer Instinct +4 (vs wounded).

Half-Fiend Ogre

#50/60; CE; Underdark; Rare; 41 pts

Lvl 5; Spd F7; AC 16; HP 65

Melee Attack: +14 (30)

Type: Large Outsider (Giant)

Special Abilities:

- Disruptive (Until this creature makes a melee attack, you cannot add Commander ratings to your initiative rolls)

- Flight

- Melee Reach 2

Spells:

4th – Half-fiend blight [] (sight; radius 4; good creatures take 10 damage; DC 16).

Hunched Giant

#51/60; CE; Underdark; Rare; 48 pts

Lvl 10; Spd 6; AC 18; HP 115

Melee Attack: +10/+5 (25)

Type: Large Giant

Special Abilities:

- Melee Reach 2

- Unfurl (Attack +2 and damage +5 against Huge enemies).

Large Deep Dragon

#52/60; CE; Underdark; Rare; 67 pts

Lvl 10; Spd F8; AC 20; HP 100

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

Type: Large Dragon

Special Abilities:

- Blindsight

- Breath Weapon [] (Replaces attack; Cone; 25 damage, does not affect constructs or incorporeal creatures; DC 18)

- Flight

- Power of the Drow (Creatures in your warband whose name or type contain Drow get attack +3.

Loth's Sting

#53/60; CE; Underdark; Common; 7 pts

Lvl 4; Spd 7; AC 17; HP 20

Melee Attack: +7 (5 + Sleep Poison)

Type: Humanoid (Drow, Elf)

Special Abilities:

Ghost Step

Sleep Poison (Sleep; DC 13)

Sudden Strike +5.

Mounted Drow Patrol

#54/60; CE; Underdark; Rare; 27 pts

Lvl 7; Spd 8; AC 17; HP 50

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

Type:

Special Ability:

- Conceal 6

- Melee Reach 2

- Mounted Melee Attack (This creature can move at double speed and make a single melee attack at any point during its move)

- Spell Resistance

- Wall Walker (This creature is considered to have Flight as long as it begins its move in a square bordered by a wall).

Orc Skeleton

#55/60; CE; Underdark; Common; 5 pts

Lvl 1; Spd 6; AC 14; HP 5

Melee Attack: +3 (10)

Type: Undead

Special Abilities:

- Fearless

- Immune Cold.

Roper

#56/60; CE; Underdark; Rare; 74 pts

Lvl 10; Spd 2; AC 21; HP 85

Melee Attack: +11/+11 (10 + weaken)

Type: Large Magical Beast

Special Abilities:

- Double Damage from Fire

- Immune Electricity

- Melee Reach 3

- Roper Tentacles (If this creature is active, each enemy that starts its turn within this creature's Melee Reach cannot move this turn; DC 17)

-Wandering Monster

- Weaken (Attack –2, Melee Damage –5 (minimum 5); DC 17).

Spider of Lolth

#57/60; CE; Underdark; Common; 9 pts

Lvl 3; Spd 6; AC 14; HP 25

Melee Attack: +5 (5 + poison)

Type: Vermin

Special Abilities:

- Blood Thirsty

- Conceal 6

- Fearless

- Poison (Creature takes +5 damage with failed save; DC 15)

- Wandering Monster

- Wild.

Swarm of Spiders

#58/60; CE; Underdark; Uncommon; 15 pts

Lvl 2; Spd 4; AC 13; HP 30

Melee Attack: +4 (5 + Poison)

Type: Large Vermin

Special Abilities:

- Fearless

- Formless (damage from melee and ranged attack is reduced to 5)

- Poison (5 damage whenever poisoned creature activates, DC 12)

- Swarm Attack [] (Replace Attack; each adjacent creature makes a save against this creatures poison)

- Tiny Reach

- Trample 0 + Poison (move through smaller creatures space to use poison only; DC 12)

- Wandering Monster.

Troglodyte Barbarian

#59/60; CE; Underdark; Common; 24 pts

Lvl 4; Spd 8; AC 14; HP 50

Melee Attack: +8/+7 (10 Magic/5)

Type: Humanoid (Reptile, Troglodyte)

Special Abilities:

- Stench.

Winter Wolf

#60/60; CE; Underdark; Uncommon; 24 pts

Lvl 6; Spd 10; AC 15; HP 50

Melee Attack: +9 (10 + 5 Cold)

Type: Large magical Beast

Special Abilities:

- Breath Weapon [] (Cone; 15 cold damage; DC 16)
- Double damage fire
- Immune Cold
- Stunning attack [] (DC 15).

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>