

D&D MINIATURES

SET 9: WAR DRUMS UNOFFICIAL SPOILERS

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

Arcane Ballista

#1; LG; Wardrums; Rare; 48 pts
Lvl 8; Spd 4; AC 18; HP 65
Ranged Attack: +16 (25 magic)
Type: Large Construct
Special Abilities:
Fearless; Flaming Bolt [] (Ranged damage +10 fire); freezing Bolt [] (Ranged damage +10 cold); Lightning Sphere [] (Replaces turn; sight; radius 2; 20 electricity damage; DC 17); Large Target Bonus (Attack +4 and damage +10 against large or larger enemies). No Reach (Can't make attacks of opportunity). SLow Ranged Attack (Can't make a ranged attack and move in the same turn); Spellcaster Crew (Can attack only if an allied spellcaster is adjacent).

Arcanix Guard

#2; LG; Wardrums; Common; 9 pts
Lvl 4; Spd 4; AC 18; HP 35
Melee Attack: +8 (10 magic)
Type: Humanoid (Human)
Special Abilities:
Smite the Resistant +10 [] (Melee damage +10 against enemies with Spell Resistance or Spell Resistance All).

Aspect of Moradin

#3; LG; Wardrums; Rare; 93 pts
Commander 4
Lvl 10; Spd 6; AC 23; HP 130
Melee Attack: +15/+10 (20 magic)
Ranged Attack: +12, range 6 (20 magic)
Type: Large Outsider (Dwarf)
Commander Effect: Dwarf followers gain Stone Lord 5 (Melee damage +5 against an enemy in a square bordered by a wall)
Special Abilities:
Cleave; Giant Bane (Melee attack +2 and melee damage +10 against Giant enemies); Melee Reach 2; Stone Lord 5 (Melee damage +5 against an enemy in a square bordered by a wall).

Aspect of Moradin, Epic

#3; LG; Wardrums; Rare; 220 pts
Commander 4
Lvl 14; Spd 6; AC 27; HP 260
Melee Attack: +20/+15 (30 magic)
Ranged Attack: +17, range 6 (30 magic)
Type: Large Outsider (Dwarf)
Commander Effect: Dwarf followers gain Stone Lord 5 (Melee damage +5 against an enemy in a square bordered by a wall)
Special Abilities:
Cleave; Giant Bane (Melee attack +2 and melee damage +10 against Giant enemies); Melee Reach 2; Stone Lord 10 (Melee damage +10 against an enemy in a square bordered by a wall).

Axe Soldier

#4; LG; Wardrums; Common; 13 pts
Lvl 4; Spd 4; AC 20; HP 40
Melee Attack: +8 (10 magic)
Type: Humanoid (Human)
Special Abilities:
Cleave; Close-Order Fighter +5 (Melee damage +5 whenever 2 or more allies are adjacent to this creature). Squad Activation (All creatures in your warband named Axe Soldier must activate as a single activation).

Combat Medic

#5; LG; Wardrums; Uncommon; 28 pts
Lvl 7; Spd 4; AC 20; HP 35
Melee Attack: +4 (5)
Type: Humanoid (Human)
Special Abilities:
Sacred Healing [] [] (Replaces attacks; All living creatures within 6 squares heal 10 hp, no effect on nonliving creatures); Turn Undead 7 []
Spells:
1st-cure light wounds (unlimited uses) (touch; heal 5hp); 3rd-searing light [] (sight 10 damage, or 20 damage against Undead); 4th-cure critical wounds [] [] (touch; heal 30 hp).

Elemental Wall

#6; LG; Wardrums; Uncommon; 33 pts
Lvl 6; Spd 6; AC 20; HP 65
Melee Attack: +9 (10)
Type: Large Elemental
Special Abilities:
Fearless; Melee Reach 2; Wall Transformation [] [] (Replaces attacks: Each square of this creatures space becomes a wall in all respects until the start of this creature's next turn).

Large Bronze Dragon

#7; LG; Wardrums; Rare; 65 pts
Lvl 10; Spd F7; AC 20; HP 100
Melee Attack: +10/+5/+5 (15/10/10)
Type: Large Dragon
Special Abilities:
Flight; Breath Weapon [] (Replaces attacks; line 12; 20 electricity damage; DC 18); Breath Weapon [] (Replaces attacks; cone; affected creatures with 40 or fewer hp make a morale save); Camaraderie (On its turn, each commander in your warband may reroll 1 missed attack roll); Immune Electricity.

Sacred Watcher

#8; LG; Wardrums; Uncommon; 18 pts
Lvl 5; Spd F6; AC 21; HP 30
Melee Attack: +10 (10)
Type: Undead
Special Abilities:
Flight; Incorporal; Fearless; Evil Undead Slayer (Damage +10 against evil Undead enemies).

Sand Giant

#9; LG; Wardrums; Rare; 79 pts
Lvl 10; Spd 8; AC 23; HP 140
Melee Attack: +19/+14 (15)
Type: Large Giant
Special Abilities:
Cleave; Double Damage from Cold; Immune Fire;
Melee Reach 2; Sand Blaster [] (Replaces attacks;
cone; -4 AC; DC 22).

Shieldwall Soldier

#10; LG; Wardrums; Common; 7 pts
Lvl 3; Spd 4; AC 22; HP 20
Melee Attack: +5 (5)
Type: Humanoid (Human)
Special Abilities:
Close-Order Fighter +5 (Melee damage +5 whenever 2
or more allies are adjacent to this creature); Phalanx
Fighting (+2 AC when adjacent to an ally with Phalanx
Fighting).

Warforged Bodyguard

#11; LG; Wardrums; Uncommon; 32 pts
Lvl 6; Spd 7; AC 17; HP 55
Melee Attack: +10/+5 (10 magic)
Type: Construct (Living Construct)
Special Abilities:
Bodyguard (If an adjacent creature in your warband
would take damage from an attack, this creature can
take the damage instead); Bold (Has Fearless when
under command); Living Construct (Has only Immune
Level Drain, Paralysis, Poison, Sleep); Reinforced 5
(Takes 5 less damage from melee and ranged attacks.
This does not reduce damage taken with the Bodyguard
ability).

Warforged Captain

#12; LG; Wardrums; Uncommon; 46 pts
Commander 4
Lvl 6; Spd 4; AC 19; HP 50
Melee Attack: +12/+7 (15 magic)
Type: Construct (Living Construct)
Commander Effect: Choose 1 enemy creature at the
start of the skirmish. Followers get melee damage +5
against that enemy
Special Abilities:
Construct Lock (If this creature's attack roll against a
Construct enemy would otherwise be a critical hit, that
enemy skips its next turn); DR 5 (Takes 5 less damage
from nonmagical melee and ranged attacks); Realess;
Giant Bane (Melee attack +2 and melee damage +10
against Giant enemies); Living Construct (Has only
Immune Level Drain, Paralysis, Poison, Sleep).

Warforged Scout

#13; LG; Wardrums; Uncommon; 8 pts
Lvl 5; Spd 6; AC 17; HP 35
Melee Attack: +5/+5 (5)
Type: Construct (Living Construct)
Special Abilities:
Hide; Living Construct (Has only Immune Level Drain,
Paralysis, Poison, Sleep); Scout.

Warpriest of Moradin

#14; LG; Wardrums; Uncommon; 49 pts
Commander 6
Lvl 12; Spd 4; AC 19; HP 55
Melee Attack: +10 (15 magic)
Ranged Attack: +7, range 6 (15 magic)
Type: Humanoid (Dwarf)
Commander Effect: Moradin's War Cry (Each out of
command enemy within 6 squares that takes damage
must make an immediate morale save unless that
damage already forces one)
Spells:
2nd-deific vengeance [][] (range 6; 10 damage, or 20
damage to Undead; DC 14); divine protection [] (your
warband; +1 AC, save +1); 3rd-close wounds []
(immediate; range 6; a target that would be reduced to
0 or fewer hp instead has 5 hp remaining); 4th-
neutralize poison [][] (touch; remove Poison, and target
creature gains Immune Poison).

Brass Samurai

#15; CG; Wardrums; Uncommon; 56 pts
Commander 4
Lvl 9; Spd 6; AC 16; HP 70
Melee Attack: +13/+13/+8 (10 magic +5 fire)
Type: Humanoid (Human)
Commander Effect: Followers gain Whirlwind Attack
(On its turn, if this creature moves no more than 1
square, it can make a separate melee attack against
each enemy creature within its Melee Reach)
Special Abilities:
Breath Weapon [] (Replaces attacks; line 12; 20 fire
damage; DC 15); Resist Fire 5.

Dragon Totem Hero

#16; CG; Wardrums; Rare; 58 pts
Commander 3
Lvl 9; Spd 8; AC 15; HP 100
Melee Attack: +12/+7 (15 Magic)
Type: Humanoid (Human)
Commander Effect: Followers that start their turn within
6 squares gain Combat Rush (If this creature moves 2
or fewer squares, it can use all its melee attacks).
WARBAND BUILDING: Dragons of any faction are legal
in your warband.
Special Abilities:
Dragonmaster 10 (As Beastmaster, but Dragons only).
Immune Flanking. Resist Acid 5. Resist Fire 15.

Dragon Totem Hero, Epic

#16; CG; Wardrums; Rare; 157 pts
Commander 3
Lvl 12; Spd 8; AC 23; HP 200
Melee Attack: +17/+12 (25 magic)
Type: Humanoid (Human)
Commander Effect: Followers that start their turn within
6 squares gain Combat Rush (If this creature moves 2
or fewer squares, it can use all its melee attacks).
WARBAND BUILDING: Dragons of any faction are legal
in your warband.
Special Abilities:
Dragonmaster 20 (As Beastmaster, but Dragons only);
Immune Acid, Fire. Immune Flanking.

Dragonne

#17; CG; Wardrums; Rare; 36 pts
Lvl 9; Spd F7; AC 18; HP 75
Melee Attack: +12/+7 (10)
Type: Large Dragon
Special Abilities:
Flight; Blind-Fight; Pounce (This creature can use all its melee attacks when charging); Predatory Roar [] (replaces attacks; cone; creatures whose name contains Dragonne get damage +10 against affected creatures).

Halfling Slinger

#18; CG; Wardrums; Common; 12 pts
Lvl 2; Spd 4; AC 16; HP 15
Melee Attack: +3 (5)
Ranged Attack: +7/+7 (5 magic)
Type: Small Humanoid (Halfling)
Special Abilities:
Mobility (+4 AC against attacks of opportunity); Short-Range +10 (Ranged attack +10 against targets within 6 squares).

Hunting Cougar

#19; CG; Wardrums; Common; 9 pts
Lvl 5; Spd 8; AC 15; HP 40
Melee Attack: +5 (5)
Type: Animal
Special Abilities:
Natural Soul (Melee attack +2 and melee damage +5 when under command by a commander with Beastmaster).

Lion of Talisd

#20; CG; Wardrums; Uncommon; 51 pts
Commander 3
Lvl 7; Spd 6; AC 17; HP 50
Melee Attack: +8 (10 magic)
Type: Humanoid (Elf)
Commander Effect: Animal followers get melee damage +5
Special Abilities:
Beastmaster 7; Fearless
Spells:
2nd-cat's grace [[]] (touch; +2 AC, ranged attack +2);
3rd-cure moderate wounds [[]] (touch; heal 10 hp); 4th-flame strike [] (sight; radius 2; 30 fire damage; DC 16).

Mephling Pyromancer

#21; CG; Wardrums; Uncommon; 38 pts
Lvl 7; Spd 6; AC 18; HP 40
Melee Attack: +8 (5 magic)
Type: Small Outsider
Special Abilities:
Melee Sneak Attack +5
Spells:
Sorcerer Spells: 1st-[] lesser orb of acid (range 6; 5 acid damage, ignore Spell Resistance), lesser orb of fire (range 6; 5 fire damage, ignore Spell Resistance).
3rd-[] fireball (sight; radius 4; 20 fire damage; DC 15)
fly (touch; target creatures gains Flight, speed F8).

Steelheart Archer

#22; CG; Wardrums; Uncommon; 15 pts
Lvl 4; Spd 6; AC 17; HP 35
Melee Attack: +7 (10)
Ranged Attack: +9 (10 magic)
Type: Humanoid (Elf)
Special Abilities:
Coordinated Shot (This Creature's ranged attacks ignore cover from its allies). Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus).

Warbound Impaler

#23; CG; Wardrums; Rare; 52 pts
Lvl 6; Spd 6; AC 19; HP 125
Melee Attack: +14/+14 (10 + Impale)
Type: Large Plant
Special Abilities:
Impale (Paralysis, smaller creatures only, expires at end of target creature's next turn; DC 17).

Warforged Barbarian

#24; CG; Wardrums; Rare; 49 pts
Lvl 7; Spd 6; AC 18; HP 85
Melee Attack: +14/+9 (20 magic)
Type: Construct (Living Construct)
Special Abilities:
Bloody Rage 5 (Whenever this creature activates, 1 target adjacent enemy immediately takes 5 damage).
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks). Living Construct (Has only Immune Level Drain, Paralysis, Poison, Sleep).

Wemic Barbarian

#25; CG; Wardrums; Rare; 53 pts
Lvl 8; Spd 10; AC 17; HP 85
Melee Attack: +16/+11 (25)
Type: Large Monstrous Humanoid
Special Abilities:
Bravado (When an enemy creature fails a morale save, this creature gains Fearless unless already routing).

Wood Elf Ranger

#26; CG; Wardrums; Common; 23 pts
Lvl 5; Spd 6; AC 16; HP 35
Melee Attack: +10/+9 (10 magic/5 magic)
Type: Humanoid (Elf)
Special Abilities:
Hunter +5 (Melee damage +5 unless more than 1 enemy is adjacent); Orc Foe (Damage +5 against Orc enemies).

Gulgar

#27; Any; Wardrums; Rare; 47 pts
Lvl 10; Spd 4; AC 21; HP 75
Melee Attack: +14/+9 (15)
Ranged Attack: +7/+2 (10)
Type: Large Monstrous Humanoid
Special Abilities:
DR 5 (Takes 5 less damage from non-magical melee and ranged attacks); Immune Sonic; Melee Reach 2; Powerful Charge +10 (Melee damage +10 when charging); Sonic Pulse [] (Replaces Attacks; cone; 10 sonic damage).

Aspect of Hextor

#28; LE; Wardrums; Rare; 75 pts
Lvl 10; Spd 8; AC 20; HP 115
Melee Attack: +12/+12/+12/+12 (15 magic)
Type: Large Outsider
Special Abilities:
Melee Reach 2; Multiple Threats (All enemies adjacent to this creature are considered to be flanked).

Aspect of Hextor, Epic

#28; LE; zWardrums; Rare; 234 pts
Lvl 12; Spd 8; AC 24; HP 150
Melee Attack: +16/+16/+16/+16 (30 magic)
Type: Large Outsider
Special Abilities:
Bladestorm (Whenever an enemy makes more than 2 melee attacks against this creature in the same turn, this creature activates 1 extra time this round); Blind-Fight; DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks); Melee Reach 2; Multiple Threats (All enemies adjacent to this creature are considered to be flanked).

Flameskull

#29; LE; Wardrums; Uncommon; 25 pts
Lvl 4; Spd F6; AC 19; HP 25
Melee Attack: +18 (5 fire)
Ranged Attack: +18, range 6 (5 fire)
Type: Tiny Undead
Special Abilities:
Flight; Conceal 6; Fearless; Immune Cold, Electricity, Fire; No Reach (Can't make attacks of opportunity)
Spells:
3rd-short-range fireball [] (range 6; radius 4; 20 fire damage; DC 15).

Goblin Blackblade

#30; LE; Wardrums; Common; 12 pts
Lvl 4; Spd 6; AC 20; HP 25
Melee Attack: +9 (5 magic)
Type: Small Humanoid (Goblin, Goblinoid)
Special Abilities:
Melee Sneak Attack +5; Sneaky Tactics (Whenever this creature deals damage with its Sneak Attack on its turn, choose whether it counts against your limit of activating 2 creatures per phase).

Goblin Underboss

#31; LE; Wardrums; Uncommon; 28 pts
Commander 3
Lvl 6; Spd 6; AC 20; HP 40
Melee Attack: +9 (10 magic + Phantom Threat)
Ranged Attack: +9 (5)
Type: Small Humanoid (Goblin, Goblinoid)
Commander Effect: Followers get damage +5 when using any Sneak Attack
Special Abilities:
Cleave; Melee Sneak Attack +5; Phantom Threat (A creature hit by this attack is considered flanked for the rest of the skirmish; DC 18); Sidestep (On its turn, if it moves only 1 square, this creature can make all its attacks and does not draw attacks of opportunity).

Hobgoblin Archer

#32; LE; Wardrums; Common; 11 pts
Lvl 3; Spd 4; AC 17; HP 28
Melee Attack: +6 (5)
Ranged Attack: +8 (5 magic)
Type: Humanoid (Goblinoid, Hobgoblin)
Special Abilities:
Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus).

Inspired Lieutenant

#33; LE; Wardrums; Uncommon; 45 pts
Commander 4
Lvl 9; Spd 6; AC 20; HP 55
Melee Attack: +10/+10 (10 Magic)
Type: Humanoid (Outsider)
Commander Effect: Each follower gets melee attack +2, or melee attack +4 if it has Psionics
Special Abilities:
Recall Agony [] (Replaces attacks, sight; 20 damage; DC 18); Smite +15 [] (Melee damage +15)
Spells:
Psionics 10 pp-hostile empathic transfer 5pp (touch, only when wounded; 25 damage and this creature heals the amount of damage dealt; DC 15).

Karrnathi Zombie

#34; LE; Wardrums; Uncommon; 11 pts
Lvl 3; Spd 4; AC 22; HP 20
Melee Attack: +5 (5)
Type: Undead
Special Abilities:
Fearless; Squad Activation (All creatures in your warband named Karrnathi Zombie must activate as a single activation); Mob 2 (Every 2 creatures named Karrnathi Zombie count as 1 creature for the purpose of warband construction).

Khumat

#35; LE; Wardrums; Rare; 51 pts
Lvl 10; Spd 6; AC 22; HP 95
Melee Attack: +15 (20 + Jaws of Doom)
Type: Large Outsider
Special Abilities:
Jaws of Doom (A smaller enemy that takes damage from this attack must make an immediate morale save unless that damage already forces one); Melee Rech 2.

Large Duergar

#36; LE; Wardrums; Uncommon; 15 pts
Lvl 4; Spd 5; AC 16; HP 45
Melee Attack: +7 (15)
Type: Large Humanoid (Dwarf)
Special Abilities:
Conceal 6; Melee Reach 2; Overwhelming Size (Melee attack +2 and melee damage +5 against Medium or smaller enemies).

Night Hag

#37; LE; Wardrums; Rare; 43 pts

Lvl 8; Spd 4; AC 22; HP 70

Melee Attack: +12 (15 magic)

Type: Outsider

Special Abilities:

Disguise Self (Until it attacks or casts a spell, this creature has Invisible); DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks). Immune Cold, Fire; Immune Sleep; Spell Resistance (May ignore spells unless the caster rolls 11+)

Spells:

1st-magic missile (unlimited uses) (sight; 5 damage); ray of enfeeblement [] (range 6; attack -2, damage -5 [minimum 5]).

Shuluth, Archvillain

#38; LE; Wardrums; Rare; 59 pts

Commander 5

Lvl 10; Spd 6; AC 19; HP 65

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

Type: Aberration (Mind Flayer)

Commander Effect: Disorienting Presence (Each active enemy that activates within 6 squares must move at least 1 square at the start of its turn; DC 16)

Special Abilities:

Unique; Brain Sucker (If this creature's melee attack destroys an enemy, the DCs of this creature's spells, special abilities, and Commander Effect increase by 4 for the rest of the skirmish); Mind Blast (Replaces attacks; cone; Stun; DC 16); Rend +15; Resounding Blow (If this creature scores a critical hit, Stun that enemy)

Spells:

5th-halt mind [] (sight; Stun; DC 16).

Shuluth, Archvillain, Epic

#38; LE; Wardrums; Rare; 208 pts

Commander 5

Lvl 13; Spd 6; AC 25; HP 200

Melee Attack: +21/+21 (20 magic/10)

Type: Aberration (Mind Flayer)

Commander Effect: Disorienting Presence (Each active enemy that activates within 6 squares must move at least 1 square at the start of its turn; DC 20)

Special Abilities:

Unique; Brain Sucker (If this creature's melee attack destroys an enemy, the DCs of this creature's spells, special abilities, and Commander Effect increase by 4 for the rest of the skirmish); Mind Blast (Replaces attacks; cone; Stun; DC 20); Rend +15; Resounding Blow (If this creature scores a critical hit, Stun that enemy); Spell Resistance (May ignore spells unless the caster rolls 11+)

Spells:

5th-halt mind [] (sight; Stun; DC 20).

Skeletal Legionnaire

#39; LE; Wardrums; Common; 4 pts

Lvl 1; Spd 4; AC 20; HP 5

Melee Attack: +1 (5)

Type: Undead

Special Abilities:

Fearless; Immune Cold; Phalanx Fighting (+2 Ac when adjacent to an ally with Phalanx Fighting).

Snig, Worg Rider

#40; LE; Wardrums; Rare; 42 pts

Commander 1

Lvl 6; Spd 10; AC 19; HP 50

Melee Attack: +11/+6 (10 magic)

Type: Large Mounted Humanoid (Goblin, Goblinoid)

Commander Effect: Small followers get melee damage +5

Special Abilities:

Unique; Minions (Up to 2 Goblinoids with total cost of up to 12 points); Mounted Melee Attack (This creature can move at double speed and make a single melee attack at any point during its move).

Terror Wight

#41; LE; Wardrums; Common; 20 pts

Lvl 6; Spd 6; AC 15; HP 40

Melee Attack: +5 (10 + Life Drain)

Type: Undead

Special Abilities:

Blind-Fight; Create Spawn (Whenever this creature destroys a Medium living enemy, roll 1d20; On a result of 16+, you can immediately place 1 creature named Terror Wight in the space previously occupied by that enemy; that Terror Wight is now part of your warband and can't activate this round); Fearless; Life Drain 5 (If target is a living creature, this creature gets +5 hp [maximum 40 hp]).

War Troll

#42; LE; Wardrums; Rare; 69 pts

Lvl 10; Spd 6; AC 24; HP 100

Melee Attack: +18 (25)

Ranged Attack: +10 (15)

Type: Large Monstrous Humanoid

Special Abilities:

DR 5 (Takes 5 less damage from non-magical melee and ranged attacks); Melee Reach 2; Regeneration 5 (This creature heals 5 hp at the start of its turn).

War Troll, Epic

#42; LE; Wardrums; Rare; 202 pts

Lvl 10; Spd 6; AC 29; HP 140

Melee Attack: +23/+18/+13 (25)

Ranged Attack: +15/+10 (15)

Type: Large Monstrous Humanoid

Special Abilities:

DR 5 (Takes 5 less damage from non-magical melee and ranged attacks); Melee Reach 2; Regeneration 10 (This creature heals 10 hp at the start of its turn); Spell Resistance (May ignore spells unless the caster rolls 11+); Stunning Attack [] (DC 25).

Zakya Rakshasa

#43; LE; Wardrums; Rare; 36 pts

Lvl 7; Spd 8; AC 22; HP 65

Melee Attack: +14/+9 (15 magic)

Type: Outsider

Special Abilities:

Blind-Fight; DR 5; Spell Resistance; True Strike [] (This creature's first melee attack of a skirmish gets attack +20 and automatically succeeds against Conceal)

Spells:

1st-chill touch (unlimited uses) (touch; 5 damage to living creature, or Turn Undead 20 to Undead creature).

Blood Ghost Berserker

#44; CE; Wardrums; Uncommon; 37 pts
Lvl 5; Spd 8; AC 8; HP 65
Melee Attack: +11 (30 magic)
Type: Humanoid (Bugbear, Goblinoid)
Special Abilities:
Fearless; Quick Moving (+6 AC against ranged attacks).

Chimera

#45; CE; Wardrums; Rare; 50 pts
Lvl 9; Spd F6; AC 19; HP 75
Melee Attack: +12/+12/+12 (15/10/5)
Type: Large Magical Beast
Special Abilities:
Flight; Dragon's Breath Weapon [] (Replaces attacks; line 12; 20 acid damage; DC 17); Lion's Roar [] (Replaces attacks; cone; affected creatures with 50 or fewer hp make a moral save); Goat's Powerful Charge +15 [] (Melee damage +15 when charging).

Derro

#46; CE; Wardrums; Common; 11 pts
Lvl 3; Spd 4; AC 19; HP 15
Melee Attack: +4 (5)
Type: Small Monstrous Humanoid
Special Abilities:
Blind-Fight; Conceal 6; Melee Sneak Attack +5; Spell Resistance
Spells:
2nd-sound burst [] (range 6; radius 2; 5 sonic damage and Stun; DC 14 negates).

Fiendish Girallon

#47; CE; Wardrums; Uncommon; 36 pts
Lvl 7; Spd 8; AC 16; HP 60
Melee Attack: +12/+12 (10 magic)
Type: Large Magical Beast
Special Abilities:
Melee Reach 2; Rend +30; Resist 5 Cold, Fire; Spell Resistance.

Frost Dwarf

#48; CE; Wardrums; Uncommon; 11 pts
Lvl 7; Spd 4; AC 13; HP 40
Melee Attack: +7 (10)
Type: Humanoid (Dwar)
Special Abilities:
Fire Foe (Damage +5 against enemies with Immune Fire); Immune Cold
Spells:
1st-chill touch [] (touch; 5 damage to living creature, or Turn Undead 20 to Undead creature).

Hill Giant Barbarian

#49; CE; Wardrums; Uncommon; 78 pts
Lvl 8; Spd 10; AC 17; HP 155
Melee Attack: +12/+7 (35)
Type: Large Giant
Special Abilities:
Furious Spirit (Until it makes a melee attack, this creature takes 5 damage at the end of each of its turns); Melee Reach 2; Overwhelming Size (Melee attack +2 and melee damage +5 against Medium or smaller enemies).

Hill Giant Chieftain

#50; CE; Wardrums; Rare; 95 pts
Commander 2
Lvl 10; Spd 8; AC 19; HP 135
Melee Attack: +16/+11 (20)
Ranged Attack: [] +11 (20)
Type: Large Giant
Commander Effect: Followers get +10 AC against attacks of opportunity by smaller creatures
Special Abilities:
Giantmaster 20 (As Beastmaster, but Giants only); Large Target Bonus (Attack +4 and damage +10 against Large or larger enemies); Melee Reach 2.

Horde Zombie

#51; CE; Wardrums; Common; 14 pts
Lvl 2; Spd 6; AC 14; HP 20
Melee Attack: +6 (10)
Type: Undead
Special Abilities:
Fearless; Horde (At the end of each round, if you control at least 2 creatures named Horde Zombie, place 1 creature named Horde Zombie in your starting area); Slow Attack (Can't attack and move on on the same turn).

Howling Orc

#52; CE; Wardrums; Common; 15 pts
Lvl 3; Spd 8; AC 14; HP 30
Melee Attack: +6 (20)
Type: Humanoid (Orc)
Special Abilities:
Cleave; Headstrong (As long as you control no higher-level creature within 6 squares, this creature gets melee damage +5).

King Obould Many-Arrows

#53; CE; Wardrums; Rare; 65 pts
Commander 4
Lvl 9; Spd 8; AC 17; HP 85
Melee Attack: +15/+10 (15 magic +5 fire)
Type: Humanoid (Orc)
Commander Effect: Whenever a follower hits with a melee attack on its turn, choose whether it counts against your limit of activating 2 creatures per phase
Special Abilities:
Unique; Death Strike (When this creature's hp are reduced to 0 or lower, it can make 1 immediate melee attack); Domineering (Your warband cannot include any other commanders); Immune Flanking.

Ogre War Hulk

#54; CE; Wardrums; Rare; 56 pts
Lvl 8; Spd 8; AC 13; HP 90
Melee Attack: +13 (30)
Type: Large Giant
Special Abilities:
Melee Reach 2; Whirlwind Attack (On its turn, if this creature moves no more than 1 square, it can make a separate melee attack against each enemy within its Melee Reach).

Orc Mauler

#55; CE; Wardrums; Common; 26 pts
Lvl 6; Spd 6; AC 18; HP 55
Melee Attack: +11 (15)
Type: Humanoid (Orc).

Orc Wardrummer

#56; CE; Wardrums; Rare; 19 pts

Lvl 4; Spd 6; AC 14; HP 35

Melee Attack: +5 (5)

Type: Humanoid (Orc)

Special Abilities:

Fearless; Drumbeat (Replaces attacks, Choose 1 effect, which lasts until the start of this creature's next turn. Drumbeat effects end immediately if this creature is eliminated); Countersong Drumbeat (This creature gains Countersong); Resistance Drumbeat (Creatures in your warband get save +49; Intimidating Drumbeat (Enemies get morale save -4).

Quaggoth Slave

#57; CE; Wardrums; Common; 10 pts

Lvl 4; Spd 8; AC 13; HP 15

Melee Attack: +10 (15)

Type: Monstrous Humanoid

Special Abilities:

Fearless; Savage Frenzy +20 (This creature gets +20 hp the first time it hits with a melee attack).

Tiefling Blademaster

#58; CE; Wardrums; Uncommon; 27 pts

Commander 3

Lvl 5; Spd 6; AC 17; HP 40

Melee Attack: +9/+9 (5)

Type: Outsider

Commander Effect: Whenever you win initiative, followers get melee attack +2 this round; otherwise, followers get melee damage +5 this round

Special Abilities:

Conceal 6; Mobility; Seize the Initiative (On its turn, this creature gets melee damage +5 whenever it is the first to activate in a round).

Troglodyte Thug

#59; CE; Wardrums; Common; 11 pts

Lvl 3; Spd 6; AC 18; HP 35

Melee Attack: +5 (10)

Type: Humanoid (Reptilian, Troglodyte)

Special Abilities:

Stench (Adjacent living creatures without Stench get attack -2, save -2 and -2 AC).

Warduke

#60; CE; Wardrums; Rare; 70 pts

Lvl 10; Spd 6; AC 17; HP 130

Melee Attack: +17/+12 (10 magic +5 fire)

Type: Humanoid (Human)

Special Abilities:

Unique; Independant; Blindsight; Cleave, Intimidate [] (Replaces attacks; range 6; target creature makes morale save); Methodical Killer +10 (Damage +10 against the lowest-level enemy currently in play); Spell Resistance.

Warduke, Epic

#60; CE; Wardrums; Rare; 208 pts

Lvl 12; Spd 6; AC 25; HP 270

Melee Attack: +22/+17/+12 (15 magic +5 fire)

Type: Humanoid (Human)

Special Abilities:

Unique; Independant; Almighty (Not affected by allies' spells); Blindsight; Cleave, Intimidate [] (Replaces attacks; range 6; target creature makes morale save); Methodical Killer +10 (Damage +10 against the lowest-level enemy currently in play); Spell Resistance.

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>