

D&D Miniatures: Unofficial *Dragoneye* Spoiler List

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Cleric of Moradin

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

Dwarven Defender

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

Gnome Fighter

#3; Common; LG; 6 pts
Small Humanoid (Gnome)
LVL 2, SPD 3, AC 21, HP 20
Melee Atk: +5 (5)

Gold Champion

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

Human Crossbowman

#5; Common; LG; 7 pts
Humanoid (Human)
LVL 1; SPD 4; AC 16; HP 10
Melee Atk: +1 (5)
Ranged Atk: +3 (5)
SA: Slow Ranged Attack

Lion Falcon Monk

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

Purple Dragon Knight

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

Stalwart Paladin

#8; Uncommon; LG; 9 pts
Humanoid (Human)
LVL 2; SPD 4; AC 20; HP 20
Melee Atk: +5 (5)
SA: Fearless; Smite Evil +5 []
Spells: 1st-*cure light wounds* [] (touch; heal 5 hp)

Stonechild

#9; Common; LG; 12 pts
Outsider
LVL 2; SPD 4; AC 19; HP 20
Melee Atk: +6 (15)
Ranged Atk: +3, range 6 (Magic Stone)
SA: Magic Stone (5 magic damage; or 10 magic damage to Undead)

Dwarven Werebear

#10; Uncommon; LG; 23 pts
Humanoid (Dwarf, Shapechanger)
LVL 4; SPD 4; AC 17; HP 30
Melee Atk: +9 (15 magic)
SA: DR 5; Save +4

Dire Lion

#11; Rare; LG/CG; 32 points
Large Animal
LVL 8; SPD 8; AC 15; HP 60
Melee Atk: +13/+13 (10)
SA: Difficult 20; Pounce; Rend +5

Regdar, Human Fighter

#12; Uncommon; LG/CG; 6 pts
Humanoid (Human)
LVL 1; SPD 4; AC 15; HP 10
Melee Atk: +4 (10)
SA: Unique. Cleave

Bladesinger

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

Brass Dragon

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

Copper Samurai

#15; Uncommon; CG; Cmr 2; 32 pts

Humanoid (Human)

LVL 7; SPD 7; AC 16; HP 55

Melee Atk: +10/+5 (10 magic)

Missile Atk: +10/+5 (5)

Commander Effect: Followers that roll a natural 20 on an attack can immediately make another attack of the same type at their highest printed attack bonus.

SA: Breath Weapon [] (Replaces attacks: line; 10 acid damage; DC 13); Dragon Bane (Melee attack +2, melee damage +10 magic against Dragons); Resist Acid 5.

Daring Rogue

#16; Uncommon; CG; 14 points

Humanoid (Human)

LVL 5, SPD 7; AC 17; HP 25

Melee Atk: +5/+5 (5 magic)

Ranged Atk: +6 (5)

SA: Hide; Mobility (+4 AC against attacks of opportunity);

Sidestep; Slow Ranged Attack; Sneak Attack +10

Drunken Master

#17; Uncommon; CG; 20 pts

Humanoid (Human)

LVL 7; SPD 8; AC 16; HP 50

Melee Atk: +6/+6 (10 magic)

SA: Deflect Arrows (+4 AC against ranged attacks); Improved

Mobility (+8 AC against attacks of opportunity); Save +4;

Stagger (This creature can charge even if it does not move in a straight line).

Dwarf Barbarian

#18; Common; CG; 10 pts

Humanoid (Dwarf)

LVL 2; SPD 6; AC 10; HP 25

Melee Atk: +6 (10)

SA: Powerful Charge +5; Save +8

Elf Spearguard

#19; Common; CG; 6 pts

Humanoid (Elf)

LVL 1; SPD 7; AC 17; HP 10

Melee Atk: +4 (10)

SA: Melee Reach 2

Half-Elf Sorcerer

#20; Uncommon; CG; 14 pts

Humanoid (Elf)

LVL 2; SPD 6; AC 13; HP 15

Melee Atk: +0 (5)

Sorcerer Spells: 1st level [][][] – *magic missile* (sight; 5 magic damage), *magic weapon* (touch; attack +1, ignore DR)

Halfling Outrider

#21; Rare; CG; 29 pts

Humanoid (Mounted Halfling)

LVL 6; SPD 8; AC 16; HP 40

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

Ranged Atk: +11/+6 (5 magic)

SA: Powerful Charge +10; Save +4

Kerwyn, Human Rogue

#22; Uncommon; CG; 7 points

Humanoid (Human)

LVL 3; SPD 6; AC 15; HP 15

Melee Atk: +6 (5)

SA: Unique. Hide; Mobility (+4 AC against attacks of opportunity); Sneak Attack +5

Medium Air Elemental

#23; Uncommon; CG; 18 pts

Elemental

LVL 4; SPD F14; AC 19; HP 25

Melee Atk: +8 (5)

SA: Difficult 4. Requires Commander. Flight; Whirlwind Attack [] (On its turn, if this creature moves no more than 1 square, it can make one melee attack against every enemy creature whose square it threatens).

Silver Sorcerer

#24; Rare; CG; 49 pts

Dragon

LVL 7; SPD 6; AC 16; HP 35

Melee Atk: +9 (10 magic)

SA: Breath Weapon [] (Replaces attacks: cone; 25 cold damage; DC 14); Immune Cold

Spells: Sorcerer Spells: 1st-[][][] *lesser cold orb* (range 6; 5 cold damage; ignore Spell Resistance); 2nd-[][][] *blur* (touch; target creature gains Conceal 6), *scare* (sight; radius 2; creatures of level 2 or below make a morale save); 3rd-[][][] *lightning bolt* (line; 20 electricity damage; DC 15).

Barbarian Mercenary

#25; Common; Any; 9 points

Humanoid (Human)

LVL 1, SPD 8, AC 10, HP 20

Melee Atk: +5 (15)

SA: Difficult 2

Dire Ape

#26; Rare; Any; 25 pts

Large Animal

LVL 5; SPD 6; AC 15; HP 35

Melee Atk: +8/+8 (10)

SA: Difficult 20; Rend +20.

Druid of Obad-Hai

#27; Uncommon; Any; 29 points

Humanoid (Human)

LVL 3, SPD 6, AC 14; HP 20

Melee Atk: +4 (5)

Spells: 1st-*magic fang* [][][] (touch, Animal or Magical Beast only; attack +1, ignore DR); 2nd-*summon nature's ally II* [][] (Animals or Magical Beasts with a total cost of 10 or less)

Baaz Draconian

#28; Common; LE; 6 points

Dragon

LVL 2, SPD 6, AC 17, HP 20

Melee Atk: +2 (5)

SA: Stone Dead (When this creature is reduced to 0 hp, it becomes a statue)

Blue Wyrmling

#29; Uncommon; LE; 25 pts

Small Dragon

LVL 6; SPD F8; AC 16; HP 45

Melee Atk: +8/+6/+6 (5)

SA: Breath Weapon [] (Replaces attacks: line; 10 electricity damage; DC 14); Flight

Cleric of Nerull

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

Goblin Skirmisher

#31; Common; LE; 3 pts
 Small Humanoid (Goblinoid)
 LVL 1, SPD 6, AC 14; HP 5
 Melee Atk: +2 (5)
 Ranged Atk: +3, range 6 (5)

Goblin Warrior

#32; Common; LE; 3 pts
 Small Humanoid (Goblinoid)
 LVL 1; SPD 6; AC 15; HP 5
 Melee Atk: +2 (5)

Hobgoblin Warrior

#33; Common; LE; 3 pts
 Humanoid (Goblinoid)
 LVL 1; SPD 6; AC 15; HP 10
 Melee Atk +2 (5)

Kapak Draconian

#34; Uncommon; LE; 11 pts
 Dragon
 LVL 2; SPD 6; AC 15; HP 15
 Melee Atk: +2 (5 + Poison)
 Ranged Atk: +3 (5)
 SA: Death Burst (5 acid damage; DC 12); Sneak Atk +5; Spell Resistance

Kobold Skirmisher

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

Medium Water Elemental

#36; Uncommon; LE; 13 pts
 Elemental
 LVL 4; SPD 4; AC 19; HP 30
 Melee Atk: +6 (10)
 SA: Difficult 4. Requires Commander. Cleave

Salamander

#37; Rare; LE; 32 pts
 Outsider
 LVL 9; SPD 4; AC 18; HP 60
 Melee Atk: +11/+6 (10 + 5 fire)
 SA: Cleave; DR 5; Immune Fire; Vulnerable Cold

Thayan Knight

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

Urthok the Vicious

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

Wererat

#40; Uncommon; LE; 11 pts
 Humanoid (Human, Shapechanger)
 LVL 2; SPD 6; AC 17; HP 10
 Melee Atk: +5 (5)
 SA: DR 5; Hide.

Carrion Crawler

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

Grimlock

#42; Common; LE/CE; 7 pts
 Monstrous Humanoid
 LVL 2, SPD 6, AC 15, HP 10
 Melee Atk: +4 (10)
 SA: Blindsight

Abyssal Maw

#43; Common; CE; 5 pts
 Outsider
 LVL 2; SPD 6; AC 15; HP 10
 Melee Atk: +5 (15)
 SA: Difficult 2. Immune Electricity, Poison; Resist 10 Acid, Cold, Fire

Black Dragon

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

Bright Naga

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

Bugbear

#46; Common; CE; 5 pts
 Humanoid (Goblinoid)
 LVL 3; SPD 6; AC 17; HP 15
 Melee Atk: +5 (5)

Chitine

#47; Uncommon; CE; 7 points
 Small Monstrous Humanoid
 LVL 2; SPD 6; AC 16; HP 10
 Melee Atk: +1/+1/+1 (5)

Dretch

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

Drow Warrior

#49; Uncommon; CE; 6 pts
 Humanoid (Elf)
 LVL 1; SPD 6; AC 16; HP 5
 Melee Atk: +3 (5)
 Ranged Atk: +2, range 6 (5 + Poison)
 SA: Poison (5 damage whenever poisoned creature activates; DC 13); Slow Ranged Attack; Spell Resistance

Drow Wizard

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

Eye of Gruumsh

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

Gargoyle

#52; Uncommon; CE; 21 pts
 Monstrous Humanoid
 LVL 4, SPD F8, AC 16, HP 35
 Melee Atk: +6/+4 (10)
 SA: DR 5; Flight; Hide

Harpy

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

Large Monstrous Spider

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

Large Red Dragon

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

Ogre Ravager

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

Orc Druid

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

Red Samurai

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

Small White Dragon

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

Troglodyte

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

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/miniatures>

Visit my unofficial D&D Miniatures information page for the most recent edition of this spoiler list and other news about the game:
<http://www.3rdedition.org/merricb/mini.htm>