

# D&D Miniatures

## Set 4: *Giants of Legend* unofficial spoilers

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### 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 creature 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:** 1<sup>st</sup>-*cure light wounds* [[]] (touch; heal 5 hp), *magic weapon* [] (touch; +1 attack, ignore DR), 2<sup>nd</sup>-*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:** 1<sup>st</sup>-*cure light wounds* [[]] (touch; heal 5hp).

## 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:** 2<sup>nd</sup>-*blur* [] (touch; target creature gains Conceal 6); 4<sup>th</sup>-*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; Rare; CG; Commander 3; 30 pts  
LVL: 6; SPD: 6; AC: 15; HP: 25  
**Melee Attack:** +8/+8 (10magic/5magic)  
**Ranged Attack:** -  
**Type:** Humanoid (Human)  
**Commander Effect:** Followers gain Save +4.  
**Special Abilities:** Improved Counter Song.  
**Spells:** Sorcerer Spells 1st-[] [] [] *cure light wounds* (touch; heal 5 hp), *Tasha's hideous laughter* (sight; Stun; DC13)

## Xeph Souknife

#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 25  
**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, 1 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; Common; 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: 6; SPD: 16; 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 F6; 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;Commnder 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

## Dridr 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(15magic)  
**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 (25magic)

**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* [][][]; 4<sup>th</sup>-*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); 3<sup>rd</sup>-*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/LE; 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 (When this creature's melee attack deals damage to a smaller creature, it may push the smaller creature one square); 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, 45damage ); Melee Reach 2.

## Fiendish Tyrannosaurus

#68/72; Uncommon Huge; CE; 122 pts  
LVL 18; 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-*quicken* *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)

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>

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