

## D&D Miniatures: *Harbinger* Spoilers (Unofficial List)

### Cleric of Order

#1; Uncommon; Cmdr5; LG; 24 pts

LVL 4; SPD 6; AC 16; HP 25

**Melee Attack:** +4 (5)

**Type:** Humanoid (Human)

**Commander Effect:** Followers rallied by this creature can take their turn normally if they rally successfully.

**Special Abilities:** Turn Undead 4 []

**Spells:** 1<sup>st</sup>-*command* [][] (range 6; Stun; DC 13), *shield of faith* [] (touch; +2 AC); 2<sup>nd</sup>-*major resistance* [][] (touch; Save +3).

### Cleric of Yondalla

#2; Uncommon; Cmdr3; LG; 14 pts

LVL 2; SPD 3; AC 23; HP 15

**Melee Attack:** +0 (5)

**Type:** Small Humanoid (Halfling)

**Commander Effect:** Attack +2 against larger creatures.

WARBAND BUILDING: Halflings of any faction are legal in your warband.

**Special Abilities:** Save +4; Turn Undead 2 []

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

### Dwarf Axefighter

#3; Common; LG; 12 pts

LVL 3; SPD 4; AC 19; HP 30

**Melee Attack:** +7 (10)

**Type:** Humanoid (Dwarf)

**Special Abilities:** Cleave; Save +4

### Ember, Human Monk

#4; Uncommon; LG; 18 pts

LVL 6; SPD 10; AC 20; HP 35

**Melee Attack:** +7/+7 (5 magic)

**Type:** Humanoid (Human)

**Special Abilities:** Unique. Deflect Arrows (+4 AC against ranged attacks), Mobility (+4 AC against attacks of opportunity); Save +4; Stunning Attack [][] (DC 15).

### Evoker's Apprentice

#5; Uncommon; LG; 10 pts

LVL 1; SPD 6; AC 12; HP 5

**Melee Attack:** +0 (5)

**Type:** Humanoid (Human)

**Spells:** 1<sup>st</sup>-*magic missile* [] (sight; 5 damage), *magic weapon* [] (touch; attack +1, ignore DR).

### Halfling Veteran

#6; Uncommon; LG; 11 pts

LVL 5; SPD 4; AC 19; HP 35

**Melee Attack:** +9/+9 (5)

**Type:** Small Humanoid (Halfling)

### Hound Archon

#7; Rare; LG; 31 pts

LVL 6; SPD 8; AC 19; HP 35

**Melee Attack:** +8/+3 (10)

**Type:** Outsider

**Special Abilities:** DR 5; Spell Resistance.

**Spells:** 4<sup>th</sup>-*dimension door* (unlimited uses) (self; place this creature in any space it can see at least part of).

### Human Commoner

#8; Common; LG; 3 pts

LVL 1; SPD 6; AC 10; HP 5

**Melee Attack:** +0 (5)

**Type:** Humanoid (Human)

**Special Abilities:** Difficult 7

### Large Earth Elemental

#9; Rare; LG; 35 pts

LVL 8; SPD 4; AC 18; HP 70

**Melee Attack:** +4/+4 (25)

**Type:** Large Elemental

**Special Abilities:** Difficult 12. Requires Commander Ally. Burrow 4; Cleave; DR 5; Melee Reach 2.

### Man-at-Arms

#10; Common; LG; 3 pts

LVL 1; SPD 4; AC 19; HP 5

**Melee Attack:** +3 (5)

**Type:** Humanoid (Human)

### Sun Soul Initiate

#11; Uncommon; LG; 8 pts

LVL 3; SPD 8; AC 15; HP 15

**Melee Attack:** +3/+3 (5)

**Type:** Humanoid (Human)

**Special Abilities:** Deflect Arrows (+4 AC against ranged attacks); Mobility (+4 AC against attacks of opportunity); Save +4; Stunning Attack [] (DC 13).

### Sword of Heironeous

#12; Rare; Cmdr 7; LG; Pts: 29

LVL 5; SPD 4; AC 20; HP 35

**Melee Attack:** +8 (10 magic)

**Type:** Humanoid (Human)

**Commander Effect:** +1 AC.

**Special Abilities:** Fearless; Smite Evil +5 []

**Spells:** 2<sup>nd</sup>-*cure moderate wounds* [] (touch; heal 10 hp).

### Tordek, Dwarf Fighter

#13; Uncommon; LG; 5 pts

LVL 1; SPD 4; AC 17; HP 15

**Melee Attack:** +5 (5)

**Type:** Humanoid (Dwarf)

**Special Abilities:** Unique; Save +4

### Jozan, Cleric of Pelor

#14; Uncommon; LG/CG; 4 pts

LVL 1; SPD 4; AC 16; HP 10

**Melee Attack:** +2 (5)

**Type:** Humanoid (Hhuman)

**Special Abilities:** Unique. Turn Undead 2 []

**Spells:** 1<sup>st</sup>-*command* [] (range 6; Stun; DC 13), *cure light wounds* [] (touch; heal 5 hp).

### Arcane Archer

#15; Rare; Cmdr3; CG; 48 pts

LVL 8; SPD 6; AC 17; HP 40

**Melee Attack:** +8/+3 (5)

**Ranged Attack:** +13/+13/+8 (5 magic)

**Type:** Humanoid (Elf)

**Commander Effect:** Followers with ranged attacks gain ranged attack +2, Selective Shot 2

**Special Abilities:** Precise Shot; Selective Shot 2 (this creature can target each ranged attack against the nearest or second-nearest enemy).

### Axe Sister

#16; Uncommon; CG; 21 pts

LVL 5; SPD 8; AC 15; HP 50

**Melee Attack:** +10 (15)

**Type:** Humanoid (Human)

**Special Abilities:** Whirlwind Attack (on its turn, if this creature moves no more than 1 square, it can make one melee attack against every enemy creature it threatens).

### Centaur

#17; Rare; CG; 20 pts

LVL 4; SPD 10; AC 15; HP 25

**Melee Attack:** +7/+3 (10)

**Ranged Attack:** +5 (10)

**Type:** Large Monstrous Humanoid

### Cleric of Corellon Larethian

#18; Rare; Cmdr4; CG; 25 pts

LVL 4; SPD 6; AC 16; HP 25

**Melee Attack:** +5 (5)

**Type:** Humanoid (Elf)

**Commander Effect:** Elf followers gain Save +4.

**Special Abilities:** Turn Undead 4 []

**Spells:** 1<sup>st</sup>-*bless* [] (your warband; attack +1), *magic weapon* [[]] (touch; attack +1, ignore DR); 2<sup>nd</sup>-*hold person* [[]] (sight; Humanoids only, Paralysis; DC 14), *cure moderate wounds* [] (touch; heal 10 hp).

### Crested Felldrake

#19; Common; CG; 5 pts

LVL 2; SPD 8; AC 15; HP 15

**Melee Attack:** +3 (5)

**Type:** Small Dragon

**Special Abilities:** Difficult 3.

### Devis, Half-Elf Bard

#20; Uncommon; CG; 6 pts

LVL 3; SPD 6; AC 16; HP 15

**Melee Attack:** +3 (5)

**Type:** Humanoid (Elf)

**Special Abilities:** Unique. Countersong.

**Sorcerer Spells:** 1<sup>st</sup>-[[]] *cure light wounds* (touch; heal 5 hp), *lesser confusion* (range 6; Confusion, ends after target creature's next activation; DC 13).

### Elf Archer

#21; Common; CG; 10 pts

LVL 1; SPD 6; AC 15; HP 10

**Melee Attack:** +2 (5)

**Ranged Attack:** +4/+4 (5)

**Type:** Humanoid (Elf)

### Elf Pyromancer

#22; Rare; CG; 32 pts

LVL 6; SPD 6; AC 13; HP 20

**Melee Attack:** +3 (5)

**Type:** Humanoid (Elf)

**Spells:** 1<sup>st</sup>-*lesser fire orb* [[]] (range 6; 5 fire damage, ignore Spell Resistance); 2<sup>nd</sup>-*resist energy* [] (touch; target creature gains Resist 10 to energy type of your choice), *scorching ray* [[]] (range 6; 15 fire damage); 3<sup>rd</sup>-*fireball* [] (sight; radius 4; 20 fire damage; DC 15), *protection from energy* [] (touch; target creature gains Immune to energy type of your choice)

### Elf Ranger

#23; Uncommon; Cmdr 2; CG; 21 pts

LVL 2; SPD 6; AC 16; HP 15

**Melee Attack:** +3/+3 (5)

**Ranged Attack:** +5 (5)

**Type:** Humanoid (Elf)

**Commander Effect:** Followers with ranged attacks gain ranged attack +1.

### Gnome Recruit

#24; Common; CG; 3 pts

LVL 1; SPD 4; AC 16; HP 5

**Melee Attack:** +2 (5)

**Type:** Small Humanoid (Gnome)

### Human Wanderer

#25; Uncommon; CG; 13 pts

LVL 3; SPD 6; AC 15; HP 20

**Melee Attack:** +4/+4 (5)

**Ranged Attack:** +5 (5)

**Type:** Humanoid (Human)

### Krusk, Half-Orc Barbarian

#26; Uncommon; CG; 16 pts

LVL 3; SPD 8; AC 14; HP 35

**Melee Attack:** +10 (15)

**Type:** Humanoid (Orc)

**Special Abilities:** Unique. Difficult 1.

### **Lidda, Halfling Rogue**

#27; Uncommon; CG; 4 pts  
LVL 1; SPD 4; AC 16; HP 5

**Melee Attack:** +1 (5)

**Ranged Attack:** +4 (5)

**Type:** Small Humanoid (Halfling)

**Special Abilities:** Unique. Hide; Slow Ranged Attack; Sneak Attack +5.

### **Nebin, Gnome Illusionist**

#28; Uncommon; CG; 18 pts  
LVL 4; SPD 4; AC 15; HP 20

**Melee Attack:** +2 (5)

**Type:** Small Humanoid (Gnome)

**Special Abilities:** Unique

**Spells:** 1<sup>st</sup>-*color spray* [][ ] (cone; Stun; DC 13), *magic weapon* [][ ] (touch; attack +1, ignore DR); 2<sup>nd</sup>-*blur* [][ ] (touch; target creature gains Conceal 6), *Melf's acid arrow* [ ] (sight; 10 acid damage, ignore Spell Resistance).

### **Vadania, Half-Elf Druid**

#29; Rare; Cmr 2; CG; 22 pts  
LVL 3; SPD 4; AC 18; HP 20

**Melee Attack:** +4 (5)

**Type:** Humanoid (Elf)

**Commander Effect:** Animal and Magical Beast followers gain Save +2

**Special Abilities:** Unique. Beastmaster 2.

**Spells:** 1<sup>st</sup>-*magic fang* [][ ] (touch, Animal or Magical Beast only; attack +1, ignore DR); *produce flame* [ ] (sight; 5 fire damage); 2<sup>nd</sup>-*cat's grace* [ ] (touch; +2 AC, ranged attack +2), *flame blade* [ ] (self; melee attack +5, melee damage becomes 5 fire).

### **Wild Elf Barbarian**

#30; Uncommon; CG; 13 pts  
LVL 2; SPD 8; AC 12; HP 25

**Melee Attack:** +6 (5)

**Ranged Attack:** +3 (5)

**Type:** Humanoid (Elf)

### **Wood Elf Skirmisher**

#31; Uncommon; CG; 18 pts  
LVL 3; SPD 6; AC 13; HP 20

**Melee Attack:** +5 (5)

**Ranged Attack:** +6/+6 (5)

**Type:** Humanoid (Elf)

**Special Abilities:** Precise Shot.

### **Azer Raider**

#32; Uncommon; LG/LE; 5 pts  
LVL 2; SPD 6; AC 19; HP 10

**Melee Attack:** +3 (5 + 5 fire)

**Type:** Outsider

**Special Abilities:** Immune Fire; Vulnerable Cold.

### **Half-Orc Monk**

#33; Uncommon; LG/LE; 17 pts  
LVL 4; SPD 8; AC 14; HP 25

**Melee Attack:** +7/+7 (10 magic)

**Type:** Humanoid (Orc)

**Special Abilities:** Deflect Arrows (+4 AC against ranged attacks); Save +4; Stunning Attack [ ] (DC 14).

### **Dire Boar**

#34; Rare; Any; 23 pts  
LVL 7; SPD 8; AC 15; HP 50

**Melee Attack:** +12 (15)

**Type:** Large Animal

**Special Abilities:** Difficult 20, Death Strike (when this creature's hp are reduced to 0 or lower, it may immediately make one melee attack).

### **Lizardfolk**

#35; Uncommon; Any; 5 pts  
LVL 2; SPD 6; AC 17; HP 10

**Melee Attack:** +2 (5)

**Type:** Humanoid (Reptilian)

### **Shambling Mound**

#36; Rare; Any; 30 pts  
LVL 8; SPD 4; AC 20; HP 60

**Melee Attack:** +11 (15)

**Type:** Large Plant

**Special Abilities:** Difficult 8. Immune Electricity; Melee Reach 2.

### **Wolf**

#37; Common; Any; 5 pts  
LVL 2; SPD 10; AC 14; HP 15

**Melee Attack:** +3 (5)

**Type:** Animal

**Special Abilities:** Difficult 20. Stunning Attack [ ] (DC 13).

### **Thri-Kreen Ranger**

#38; Rare; CG/CE; 11 pts  
LVL 4; SPD 8; AC 17; HP 20

**Melee Attack:** +6/+0 (10/5 + Poison)

**Type:** Monstrous Humanoid

**Special Abilities:** Deflect Arrows (+4 AC against ranged attacks); Immune Sleep; Poison (Paralysis; DC 11).

### **Barghest**

#39; Rare; LE; 27 pts  
LVL 6; SPD 6; AC 18; HP 35

**Melee Attack:** +9/+4 (10/5)

**Type:** Outsider

**Special Abilities:** Difficult 5. DR 5; Feed 10 (whenever this creature destroys a Humanoid, it immediately gains +10 hp).

### **Bearded Devil**

#40; Rare; LE; 34 pts

LVL 6; SPD 8; AC 17; HP 60

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

**Type:** Outsider

**Special Abilities:** Difficult 7. DR 5; Immune Fire, Poison; Resist 5 Acid, Cold; Spell Resistance.

### **Displacer Beast**

#41; Rare; LE; 27 pts

LVL 6; SPD 8; AC 16; HP 50

**Melee Attack:** +9/+9 (10)

**Type:** Large Magical Beast

**Special Abilities:** Difficult 4. Conceal 11; Melee Reach 2.

### **Goblin Sneak**

#42; Common; LE; 6 pts

LVL 1; SPD 6; AC 17; HP 5

**Melee Attack:** +2 (5)

**Ranged Attack:** +4 (5)

**Type:** Small Humanoid (Goblin)

**Special Abilities:** Slow Ranged Attack; Sneak Attack +5.

### **Half-Orc Fighter**

#43; Common; Cmdr 3; LE; 21 pts

LVL 2; SPD 4; AC 18; HP 20

**Melee Attack:** +7 (10)

**Type:** Humanoid (Orc)

**Commander Effect:** Melee attack +2.

### **Hell Hound**

#44; Common; LE; 10 pts

LVL 4; SPD 8; AC 16; HP 20

**Melee Attack:** +5 (5 + 5 fire)

**Type:** Outsider

**Special Abilities:** Breath Weapon [] (replaces attacks: cone; 5 fire damage; DC 13); Immune Fire; Vulnerable Cold.

### **Human Blackguard**

#45; Rare; Cmdr 6; LE; 46 pts

LVL 9; SPD 4; AC 20; HP 70

**Melee Attack:** +14/+9 (10 magic)

**Type:** Humanoid (Human)

**Commander Effect:** Tyrannical Morale +4.

**Special Abilities:** Sneak Attack +5; Smite Good +10 []

**Spells:** 1<sup>st</sup>-*cure moderate wounds* [] (touch; heal 10 hp), *doom* [] (sight; attack -2; DC 13).

### **Human Executioner**

#46; Uncommon; LE; 15 pts

LVL 4; SPD 6; AC 13; HP 30

**Melee Attack:** +8 (15)

**Type:** Humanoid (Human)

**Special Abilities:** Executioner's Blade (melee attack +4 and melee damage +5 against creatures that are out of command or routing).

### **Human Thug**

#47; Uncommon; LE; 4 pts

LVL 2; SPD 4; AC 16; HP 15

**Melee Attack:** +4 (5)

**Type:** Humanoid (Human)

### **Kobold Warrior**

#48; Common; LE; 3 pts

LVL 1; SPD 6; AC 15; HP 5

**Melee Attack:** +0 (5)

**Type:** Small Humanoid (Reptilian)

**Special Abilities:** Cowardly (if this creature does not have an ally within 6 squares of it when an ally is destroyed, it routs).

### **Medusa**

#49; Rare; LE; 62 pts

LVL 6; SPD 6; AC 15; HP 35

**Melee Attack:** +5/+3 (5/5 + Poison)

**Ranged Attack:** +9/+4 (5)

**Type:** Monstrous Humanoid

**Special Abilities:** Difficult 3. Gaze Attack (replaces ranged attacks: range 6; affects only living creatures, destroys nearest target creature and turns it into a statue; DC 15); Poison (5 damage whenever poisoned creature activates; DC 14).

### **Mind Flayer**

#50; Rare; Cmdr 4; LE; 35 pts

LVL 8; SPD 6; AC 15; HP 45

**Melee Attack:** +8/+8 (5)

**Type:** Aberration

**Commander Effect:** Enemy creatures gain Morale Save -4

**Special Abilities:** Mind Blast (replaces attacks: cone; Stun; DC 17); Rend +15 (if this creature hits one creature with two melee attacks on the same turn, damage +15 to second attack); Spell Resistance.

### **Mummy**

#51; Rare; LE; 36 pts

LVL 8; SPD 4; AC 20; HP 55

**Melee Attack:** +11 (15)

**Type:** Undead

**Special Abilities:** Difficult 5. Aura of Fear 2 (enemies in squares threatened by this creature gain Morale Save -2); DR 5; Vulnerable Fire.

### **Wight**

#52; Uncommon; LE; 13 pts

LVL 4; SPD 6; AC 15; HP 25

**Melee Attack:** +3 (5 + Level Drain)

**Type:** Undead

**Special Abilities:** Blind-Fight; Level Drain (whenever this creature's melee attack deals damage to a living creature, the damaged creature gains attack -1 and save -1, and this creature gains +5 hp).

### **Wraith**

#53; Rare; LE; 29 pts

LVL 5; SPD F8; AC 15; HP 30

**Melee Attack:** +10 (5 + Constitution Drain)

**Type:** Undead

**Special Abilities:** Incorporeal. Constitution Drain (whenever this creature's melee attack deals damage to a living creature, the damaged creature must make a save, or it takes damage +5 and this creature gains +5 hp; DC 14); Flight.

### **Owlbear**

#54; Rare; LE/CE; 22 pts

LVL 5; SPD 6; AC 15; HP 50

**Melee Attack:** +9/+9 (10)

**Type:** Large Magical Beast

**Special Abilities:** Difficult 20. Rend +15 (if this creature hits one creature with two melee attacks on the same turn, damage +15 to second attack).

### **Skeleton**

#55; Common; LE/CE; 4 pts

LVL 1; SPD 4; AC 17; HP 5

**Melee Attack:** +1 (5)

**Type:** Undead

**Special Abilities:** Immune Cold.

### **Troglodyte Zombie**

#56; Uncommon; LE/CE; 10 pts

LVL 4; SPD 3; AC 16; HP 30

**Melee Attack:** +3 (5)

**Type:** Undead

### **Wolf Skeleton**

#57; Common; LE/CE; 9 pts

LVL 2; SPD 10; AC 15; HP 15

**Melee Attack:** +2 (5)

**Type:** Undead

**Special Abilities:** Immune Cold.

### **Zombie**

#58; Common; LE/CE; 4 pts

LVL 2; SPD 3; AC 11; HP 15

**Melee Attack:** +2 (5)

**Type:** Undead

### **Cleric of Groomsh**

#59; Rare; Cmdr 3; CE; 21 pts

LVL 4; SPD 4; AC 16; HP 20

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

**Type:** Humanoid (Orc)

**Commander Effect:** Followers gain Cleave.

WARBAND BUILDING: Orcs and Half-Orcs of any faction are legal in your warband.

**Spells:** 1<sup>st</sup>-*doom* [[]] (sight; attack -2; DC 13); 2<sup>nd</sup>-*inflict moderate wounds* [[]] (touch; 10 damage; DC 14); *bear's endurance* [] (touch; target living creature gains +10 hp).

### **Drow Archer**

#60; Uncommon; CE; 14 pts

LVL 2; SPD 6; AC 17; HP 15

**Melee Attack:** +3 (5)

**Ranged Attack:** +7 (5)

**Type:** Humanoid (Elf)

**Special Abilities:** Precise Shot; Spell Resistance.

### **Drow Cleric of Lolth**

#61; Rare; Cmdr5; CE; 42 pts

LVL 6; SPD 4; AC 19; HP 35

**Melee Attack:** +5 (5)

**Type:** Humanoid (Elf)

**Commander Effect:** Followers deal melee damage +5 to flanked creatures.

**Special Abilities:** Conceal 6; Spell Resistance.

**Spells:** 1<sup>st</sup>-*cause fear* [] (range 6; target creature of level 5 or below makes a morale save), *magic weapon* [[]] (touch; attack +1, ignore DR); 2<sup>nd</sup>-*inflict moderate wounds* [[]] (touch; 10 damage; DC 14); 3<sup>rd</sup>-*slashing darkness* [[]] (sight; 10 damage, or heal undead 10 hp)

### **Drow Fighter**

#62; Uncommon; CE; 10 pts

LVL 3; SPD 6; AC 19; HP 25

**Melee Attack:** +4 (10)

**Type:** Humanoid (Elf)

**Special Abilities:** Spell Resistance.

### **Ghoul**

#63; Common; CE; 14 pts

LVL 2; SPD 6; AC 14; HP 15

**Melee Attack:** +4 (5 + Ghoul Touch)

**Type:** Undead

**Special Abilities:** Difficult 3. Ghoul Touch (Paralysis, does not affect Elves; DC 12).

### **Gnoll**

#64; Uncommon; CE; 3 pts

LVL 2; SPD 6; AC 15; HP 10

**Melee Attack:** +1 (10)

**Type:** Humanoid (Gnoll)

### **Half-Orc Assassin**

#65; Rare; CE; 15 pts

LVL 6; SPD 6; AC 18; HP 25

**Melee Attack:** +6/+6 (5)

**Type:** Humanoid (Orc)

**Special Abilities:** Hide; Sidestep (if this creature moves only 1 square, it does not draw attacks of opportunity and can make a full attack); Sneak Attack +15.

### **Human Bandit**

#66; Common; CE; 3 pts

LVL 1; SPD 6; AC 16; HP 5

**Melee Attack:** +2 (5)

**Type:** Humanoid (Human)

### **Hyena**

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

### **Kuo-toa**

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

### **Large Fire Elemental**

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

### **Minotaur**

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

### **Ogre**

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

### **Orc Archer**

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

### **Orc Berserker**

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

### **Orc Spearfighter**

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

### **Orc Warrior**

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

### **Tiefling Captain**

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

### **Troll**

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

### **Umber Hulk**

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

### **Werewolf**

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

### **Worg**

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

List compiled by Merric Blackman  
[merric@yahoo.co.uk](mailto:merric@yahoo.co.uk)

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>

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