

## D&D Miniatures: Set 3 - Archfiends Unofficial Spoiler List

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### Cleric of Lathander

#1; Uncommon; LG; Commander 4; 27 points

LVL 5; SPD 4; AC 17; HP 30

Melee Attack: +6 (5)

Ranged Attack: -

Type: Humanoid (Human)

**Commander Effect:** Followers gain Morale Save +4 on rally attempts; successfully rallied followers heal 10 hp.

**Special Abilities:** Turn Undead 5 [][][]; Undead Slayer (Melee damage +10 against Undead).

**Spells:** 1<sup>st</sup>—*magic weapon* [][][] (touch; attack +1, ignore DR); 2<sup>nd</sup>—*cure moderate wounds* [][][] (touch; heal 10 hp); 3<sup>rd</sup>—*searing light* [][] (sight; 10 damage, or 20 damage against Undead)

### Dalelands Militia

#2; Common; LG; 7 points

LVL 2; SPD 6; AC 13; HP 15

Melee Attack: +2 (5)

Ranged Attack: +3 (5)

Type: Humanoid (Human).

### Gold Dwarf Fighter

#3; Uncommon; LG; 29 points

LVL 6; SPD 4; AC 21; HP 50

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

Ranged Attack: -

Type: Humanoid (Dwarf)

**Special Abilities:** Aberration Bane (Melee attack +2, melee damage +10 against Aberrations); Cleave; Save +4.

### Human Dragonslayer

#4; Uncommon; LG; 32 points

LVL 7; SPD 4; AC 20; HP 55

Melee Attack: +12/+7 (10 magic)

Ranged Attack: -

Type: Humanoid (Human)

**Special Abilities:** Aura of Courage 4 (Adjacent allies gain Morale Save +4); Dragon Foe (Melee damage +5 against Dragons); Fearless.

### Large Silver Dragon

#5; Rare; LG; 122 points

LVL 16; SPD F9; AC 24; HP 150

Melee Attack: +17/+12/+12 (15/10/10)

Ranged Attack: -

Type: Large Dragon

**Special Abilities:** Breath Weapon [ ] (Replaces attacks: cone; 35 cold damage; DC 21); Breath Weapon [ ] (Replaces Attacks: Cone; Paralysis; DC 21); Flight; Immune Acid, Cold; Vulnerable Fire.

### Medium Earth Elemental

#6; Uncommon; LG; 13 points

LVL 4; SPD 4; AC 18; HP 30

Melee Attack: +8 (10)

Ranged Attack: -

Type: Elemental

**Special Abilities:** Requires Commander. Burrow 4; Cleave; Pushback (when this creature's melee attack deals damage to a smaller creature, it may push the smaller creature 1 square)

### Paladin Of Torm

#7; Rare; LG; Commander 5; 51 points

LVL 7; SPD 6; AC 21; HP 50

Melee Attack: +12/+7 (10 magic)

Ranged Attack: -

Type: Humanoid (Human)

**Commander Effect:** Followers gain melee attack +2, or melee attack +4 against evil creatures

**Special Abilities:** Fearless; Evil Slayer (Melee damage +10 against evil creatures); Save +4; Turn Undead 4 [ ]

**Spells:** 3<sup>rd</sup>—*cure serious wounds* [ ] (touch; heal 20 hp)

### Soldier Of Cormyr

#8; Common; LG; 11 points

LVL 3; SPD 4; AC 23; HP 25

Melee Attack: +6 (5)

Ranged Attack: -

Type: Humanoid (Human)

### Healer

#9; Uncommon; LG/CG; 12 points

LVL 3; SPD 6; AC 14; HP 20

Melee Attack: +1 (5)

Ranged Attack: -

Type: Humanoid (Human)

**Special Abilities:** Healing Hands (Whenever this creature casts a spell that heals, it heals +5 hp over printed amount)

**Spells:** 1<sup>st</sup>—*cure light wounds* [][][] (touch; heal 5 hp);

2<sup>nd</sup>—*cure moderate wounds* [][] (touch; heal 10 hp);

*remove paralysis* [ ] (range 6; radius 2, remove Paralysis from allies).

### Mialee, Elf Wizard

#10; Uncommon; LG/CG; 6 points

LVL 1; SPD 6; AC 13; HP 5

Melee Attack: +0 (5)

Ranged Attack: -

Type: Humanoid (Elf)

**Special Abilities:** Unique

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

### Catfolk

#11; Common; CG; 5 points  
LVL 1; SPD 8; AC 15; HP 5  
Melee Attack: +3 (5)  
Ranged Attack: +3 (5)  
Type: Humanoid (Catfolk).

### Champion Of Eilistraee

#12; Rare; CG; Commander 4; 48 points  
LVL 8; SPD 6; AC 22; HP 20  
Melee Attack: +13/+8 (15 magic)  
Ranged Attack: -  
Type: Humanoid (Elf)

**Commander Effect:** Followers wielding swords (see D&D Quick Reference) gain melee attack +2 and +2 AC. **WARBAND BUILDING:** Drow Followers (see D&D Quick Reference) of any faction are legal in your warband.

**Special Abilities:** Turn Shapechanger 4 [] (As Turn Undead, but affects Shapechangers instead); Turn Undead 3 []

### Cleric Of Kord

#13; Uncommon; CG; Commander 1; 32 points  
LVL 4; SPD 8; AC 13; HP 25  
Melee Attack: +13 (20 magic)  
Ranged Attack: -  
Type: Humanoid (Orc)

**Commander Effect:** Followers gain melee attack +2, or melee attack +4 against Lawful creatures.

**Spells:** 1<sup>st</sup>—*cause fear* [] (range 6; target creature of level 5 or below makes a morale save), *cure light wounds* [[]] (touch; heal 5 hp)

### Drizzt, Drow Ranger

#14; Rare; CG; Commander 3; 87 points  
LVL 12; SPD 8; AC 21; HP 90  
Melee Attack: +15/+15/+10 (10 magic + 5 cold)  
Ranged Attack: -  
Type: Humanoid (Elf)

**Commander Effect:** Unique followers gain attack +3, damage +5, and save +3. **WARBAND BUILDING:** Unique LG creatures are legal in your warband.

**Special Abilities:** Unique. Blind-Fight; Conceal 6; Mobility; Scout; Spell Resistance.  
(Drizzt is higher level on the D&D Quick Reference side.)

### Evermeet Wizard

#15; Uncommon; CG; 39 points  
LVL 5; SPD 7; AC 13; HP 20  
Melee Attack: +7 (10 electricity)  
Ranged Attack: -  
Type: Humanoid (Elf)

**Spells:** 1st—*benign transposition* [[]] (range 6; two allies switch positions), *mage armor* [] (self; +4 AC); 2nd—*Melf's acid arrow* [[]] (sight; 10 acid damage, ignore Spell Resistance); 3rd—*summon monster 3* [[]] (Animals or Elementals with total cost 15 or less)

### Graycloak Ranger

#16; Common; CG; 15 points  
LVL 4; SPD 6; AC 17; HP 25  
Melee Attack: +5 (5)  
Ranged Attack: +10/+10 (5)  
Type: Humanoid (Elf)

**Special Abilities:** Giant Foe (Damage +5 against Giants); Hide; Minions (1 Wolf with cost 5; treat this Wolf as if it did not have the Difficult ability)

**Spells:** 1<sup>st</sup>—*magic fang* [] (touch, Animal or Magical Beast only; attack +1, ignore DR).

### Halfling Ranger

#17; Uncommon; CG; 23 points  
LVL 6; SPD 6; AC 19; HP 50  
Melee Attack: +8/+3 (5)  
Ranged Attack: +12/+12 (5 magic)  
Type: Small Humanoid (Halfling)

**Special Abilities:** Precise Shot; Save +4; Scout; Undead Foe (Damage +5 against Undead).

### Halfling Wizard

#18; Uncommon; CG; 19 points  
LVL 3; SPD 4; AC 14; HP 15  
Melee Attack: +1 (5)  
Ranged Attack: -

Type: Small Humanoid (Halfling)

**Spells:** 1<sup>st</sup>—*mage armor* [] (self; +4 AC), *magic missile* (unlimited uses) (sight; 5 damage), *magic weapon* [[]] (touch; attack +1, ignore DR); 2<sup>nd</sup>—*scorching ray* [[]] (range 6; 15 fire damage)

### Ialdabode, Human Psion

#19; Uncommon; CG; 5 points  
LVL 2; SPD 6; AC 13; HP 10  
Melee Attack: +3 (5)  
Ranged Attack: +4 (5)  
Type: Humanoid (Human)

**Special Abilities:** Unique. Slow Ranged Attack

**Spells:** **Psionics** 4 pp—*inertial armour* 1 pp (self; +4 AC), *mind thrust* 2 pp (sight; 10 damage; DC 13 negates), *psionic daze* 1 pp (range 6; Stun Humanoid of level 4 or below; DC 13)

### Moon Elf Fighter

#20; Uncommon; CG; Commander 5; 49 points  
LVL 9; SPD 9; AC 22; HP 65  
Melee Attack: +15/+10 (10 magic)  
Ranged Attack: -  
Type: Humanoid (Elf)

**Commander Effect:** Followers that start their turns within 6 squares of this commander gain Tactics (When you activate this creature, choose whether it counts against your limit of activating two creatures per phase).

### Ragnara, Psychic Warrior

#21; Uncommon; CG; 7 points

LVL 3; SPD 6; AC 19; HP 20

Melee Attack: +5 (5)

Ranged Attack: -

Type: Humanoid (Maenad)

**Special Abilities:** Unique. Smite +10 []

**Spells:** Psionics 3pp—*burst* 1pp (self; +2 speed this turn, swift action), *offensive precognition* 1pp (self; attack +1)

### Unicorn

#22; Rare; CG; 21 points

LVL 4; SPD 12; AC 18; HP 40

Melee Attack: +11 (15)

Ranged Attack: -

Type: Large Magical Beast

**Special Abilities:** Aura of Protection from Evil (This creature and adjacent creatures gain +2 AC against evil creatures); Immune Confusion, Dominate, Poison

**Spells:** 1<sup>st</sup>—*cure light wounds* [][][] (touch; heal 5 hp); 4<sup>th</sup>—*neutralize poison* [] (touch; remove Poison effects, and target creature gains Immune Poison).

### Githzerai

#23; Common; LG/LE; 5 points

LVL 1; SPD 6; AC 17; HP 5

Melee Attack: +5 (5)

Ranged Attack: -

Type: Humanoid (Extraplanar)

**Spells:** 1<sup>st</sup>—*daze* [][][] (range 6; Stun Humanoid of level 4 or below; DC 12).

### Sage

#24; Common; Any; 5 points

LVL 4; SPD 6; AC 10; HP 20

Melee Attack: +1 (5)

Ranged Attack: -

Type: Humanoid (Human).

### Clay Golem

#25; Rare; CG/CE; 56 points; CG/CE

LVL 11; SPD 4; AC 22; HP 90

Melee Attack: +14/+14 (20)

Ranged Attack: -

Type: Large Construct

**Special Abilities:** Requires Instruction (This creature is confused if it activates when out of command). DR 5;

Melee Reach 2; Spell Resistance All

### Half-Orc Barbarian

#26; Uncommon; CG/CE; 12 points

LVL 2; SPD 8; AC 14; HP 25

Melee Attack: +7 (15)

Ranged Attack: -

Type: Humanoid (Orc)

**Special Abilities:** Difficult 2

### Wereboar

#27; Uncommon; CG/CE; 16 pts, CG/CE

LVL 4; SPD 6; AC 18; HP 35

Melee Attack: +6 (10)

Ranged Attack: -

Type: Humanoid (Human, Shapechanger)

**Special Abilities:** Difficult 4. Death Strike (When this creature's hp are reduced to 0 or lower, it may make one immediate melee attack); DR 5

### Aspect Of Bane

#28; Rare; LE; 106 pts

LVL 14; SPD 6; AC 22; HP 120

Melee Attack: +21/+16 (15 magic)

Ranged Attack: -

Type: Large Outsider

**Special Abilities:** Aura of Fear 8 (Enemies in squares threatened by this creature gain Morale Save -8); DR 5; Melee Reach 2.

### Bone Devil

#29; Rare; LE; 74 points

LVL 10; SPD 8; AC 25; HP 95

Melee Attack: +14/+12 (10/10 + Poison)

Ranged Attack: -

Type: Large Outsider

**Special Abilities:** Aura of Fear 2 (enemies in squares threatened by this creature gain Morale Save -2); DR 5; Flight; Immune Fire, Poison; Melee Reach 2; Poison (5 damage whenever poisoned creature activates; DC 20); Resist 10 Acid, Cold; Spell Resistance

### Dark Moon Monk

#30; Uncommon; LE; 15 points; LE

LVL 5; SPD 8; AC 16; HP 30

Melee Attack: +4/+4 (5)

Ranged Attack: +5, range 6 (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)

**Spells:** Sorcerer Spells 1<sup>st</sup>—[] [] [] [] *magic weapon* (touch; attack +1, ignore DR), *true strike* (self; next attack, attack +20 and automatically succeeds against Conceal)

### Dread Guard

#31; Common; LE; 14 points

LVL 5; SPD 4; AC 17; HP 45

Melee Attack: +5 (10)

Ranged Attack: -

Type: Construct

**Special Abilities:** Requires Commander. Resist 10 Cold, Fire.

## Duergar Warrior

#32; Common; LE; 4 points

LVL 1; SPD 4; AC 17; HP 10

Melee Attack: +2 (5)

Ranged Attack: -

Type: Humanoid (Dwarf)

**Special Abilities:** Conceal 6; Immune Paralysis, Poison

## Erinyes

#33; Rare; LE; 72 points

LVL 9; SPD F6; AC 24; HP 85

Melee Attack: +14/+9 (10)

Ranged Attack: -

Type: Outsider

**Special Abilities:** DR 5; Flight; Immune Fire, Poison; Resist 10 Acid, Cold; Spell Resistance

**Spells:** 3<sup>rd</sup>—*charm monster* [[]] (range 6; Confusion, ends after target creature's next turn; DC 19); 4<sup>th</sup>—*dimension door* [[]] (self; place this creature in any square you can see at least part of); *unholy blight* [[]] (sight; radius 4; good creatures take 15 damage and gain attack -2; DC 19).

## Gauth

#34; Rare; LE; 39 points

LVL 6; SPD F3; AC 19; HP 45

Melee Attack: -3 (5)

Ranged Attack: -

Type: Aberration

**Special Abilities:** Eye Ray (Replaces attacks; sight; Paralysis, DC 14); Eye Ray (Replaces attacks; sight; 15 fire damage); Flight; Gaze Attack (Replaces attacks; range 6; Stun; DC 14); Selective Target 2 (This creature can target its Eye Rays and Gaze Attack against the nearest or second-nearest enemy or ally); Simultaneous Attack (This creature can use both Eye Rays and Gaze Attack if it does not move)

## Human Cleric of Bane

#35; Rare; LE; Commander 4; 57 points

LVL 5; SPD 4; AC 20; HP 30

Melee Attack: +7 (10 magic)

Ranged Attack: -

Type: Humanoid (Human)

**Commander Effect:** Followers gain melee attack +4 and melee damage +5 against creatures that are out of command or routing.

**Special Abilities:** Smite +5 []

**Spells:** 1st—*magic weapon* [[]] (touch; attack +1, ignore DR); 2<sup>nd</sup>—*sound burst* [[]] (range 6; radius 2; 5 sonic damage and Stun; DC 14); 3rd—*summon monster III* [[]] (1 evil Elemental or evil Outsider with cost 15 or less)

## Nothic

#36; Uncommon; LE; 10 points

LVL 5; SPD 6; AC 15; HP 40

Melee Attack: +7 (5)

Ranged Attack: -

Type: Aberration

**Special Abilities:** Blindsight, Gaze Attack (Replaces attacks; range 6; 5 damage; DC 16)

## Red Wizard

#37; Rare; LE; 63 points; LE; Commander 3

LVL 6; SPD 6; AC 13; HP 30

Melee Attack: +2 (5)

Ranged Attack: -

Type: Humanoid (Human)

**Commander Effect:** Whenever followers cast spells that deal damage, they deal damage +5 over printed amount. **WARBAND BUILDING:** CE spellcasters are legal in your warband.

**Special Abilities:** Spell Penetration (Roll twice to overcome Spell Resistance), Sudden Empower [] (Damage +10, 1 spell that deals damage)

**Spells:** 1<sup>st</sup>—*mage armor* [] (self; +4 AC), *magic missile* [[]] (sight; 5 damage); 2<sup>nd</sup>—*scorching ray* [[]] (range 6; 15 fire damage); 3rd—*fireball* [[]] (sight; radius 4; 20 fire damage; DC 15), *lightning bolt* [] (line; 20 electricity damage; DC 15)

## Snig the Axe

#38; Common; LE; Commander 0; 20 points

LVL 3; SPD 6; AC 18; HP 25

Melee Attack: +7 (10 magic)

Ranged Attack: +7, range 6 (5)

Type: Small Humanoid (Goblinoid)

**Commander Effect:** Small followers gain melee damage +5

**Special Abilities:** Unique. Minions (3 Small Goblinoids with cost 3 each).

## Xill

#39; Uncommon; LE; 15 points

LVL 5; SPD 8; AC 20; HP 30

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

Ranged Attack: -

Type: Outsider

**Special Abilities:** Mobility (+4 AC against attacks of opportunity); Planewalk (This creature may start phased out; on round 4 or later, if you win initiative, it may use a move action to return to play in any legal position); Spell Resistance

## Zhentarim Fighter

#40; Common; LE; 7 points

LVL 2; SPD 4; AC 19; HP 25

Melee Attack: +6 (5)

Ranged Attack: -

Type: Humanoid (Human)

**Special Abilities:** Phalanx Fighting (+2 AC when adjacent to an ally with Phalanx Fighting).

### Gravehound

#41; Common; LE/CE; 11 points  
LVL 4; SPD 8; AC 15; HP 25  
Melee Attack: +6 (5 + Stun)  
Ranged Attack: -  
Type: Undead  
**Special Abilities:** Stun (DC 16).

### Ochre Jelly

#42; Rare; LE/CE; 19 points  
LVL 6; SPD 2; AC 4; HP 70  
Melee Attack: +5 (10 + 5 acid)  
Ranged Attack: -  
Type: Large Ooze  
**Special Abilities:** Difficult 20. Strikeback (Whenever this creature takes damage, it may make one immediate melee attack); Wandering Monster (Instead of placing this creature on your assembly tile at the start of the battle, place it on a random feature tile)

### Warrior Skeleton

#43; Common; LE/CE; 3 points  
LVL 1; SPD 6; AC 15; HP 5  
Melee Attack: +1 (5)  
Ranged Attack: -  
Type: Undead  
**Special Abilities:** Immune Cold.

### Abysal Eviserator

#44; Uncommon; CE; 29 points  
LVL 4; SPD 6; AC 20; HP 40  
Melee Attack: +10/+10 (10)  
Ranged Attack: -  
Type: Outsider  
**Special Abilities:** Blind-Fight; Immune Poison; Rend +5; Resist 10 Acid, Cold, Electricity, Fire

### Aspect of Demogorgon

#45; Rare; CE; 101 points  
LVL 11; SPD 7; AC 24; HP 105  
Melee Attack: +13/+13 (10 magic)  
Ranged Attack: -  
Type: Large Outsider  
**Special Abilities:** Blindsight; DR 5; Dual Activation (This creature can take two turns in each round; each turn counts as one of your activations in that phase); Immune Electricity, Poison; Melee Reach 2; Resist 10 Acid, Cold, Fire

### Aspect of Lolth

#46; Rare; CE; 75 points  
LVL 14; SPD 8; AC 21; HP 105  
Melee Attack: +18/+13 (10 magic)  
Ranged Attack: -  
Type: Large Outsider  
**Special Abilities:** Blind-Fight; CG Foe (Damage +5 against CG creatures); DR 5; LE Foe (Damage +5 against LE creatures); LG Slayer (Damage +10 against LG creatures); Melee Reach 3; Spell Resistance.

### Aspect of Orcus

#47; Rare; CE; 91 points  
LVL 9; SPD F4; AC 21; HP 100  
Melee Attack: +16/+11 (20 magic)  
Ranged Attack: -  
Type: Large Outsider  
**Special Abilities:** Blindsight; Cleave; Death Blow [] (As Death Attack, but no Sneak Attack required; DC 17); DR 5; Flight; Immune Electricity, Poison; Melee Reach 2; Resist 10 Acid, Cold, Fire

### Cultist Of The Dragon

#48; Common; CE; 29 pts  
LVL 4; SPD 6; AC 13; HP 20  
Melee Attack: +3 (5 magic)  
Ranged Attack: -  
Type: Humanoid(Human)  
**Spells:** Sorcerer Spells 1<sup>st</sup>—[] [] [] [] *lesser fire orb* (range 6; 5 fire damage, ignore Spell Resistance); *Mordenkainen's buzzing bee* (Sight, target noncommander creature can't be put under command and can't cast spells; DC13); 2<sup>nd</sup>—[] [] *summon monster II* (evil Outsiders with total cost 10 or less)

### Cursed Spirit

#49; Common; CE; 11 points  
LVL 3; SPD F6; AC 13; HP 20  
Melee Attack: +8 (5 magic)  
Ranged Attack: -  
Type: Undead  
**Special Abilities:** Incorporeal. Curse Aura (Adjacent enemies gain save -2); Flight.

### Drow Sergeant

#50; Uncommon; CE; Commander 2; 16 points  
LVL 2; SPD 7; AC 19; HP 20  
Melee Attack: +6 (5)  
Ranged Attack: -  
Type: Humanoid (Elf)  
**Commander Effect:** Level 1 followers gain melee damage +5  
**Special Abilities:** Conceal 6; Spell Resistance

### Githyanki Fighter

#51; Uncommon; CE; 35 points; CE  
LVL 7; SPD 6; AC 18; HP 50  
Melee Attack: +9/+4 (20 magic)  
Ranged Attack: -  
Type: Human (Extraplanar)  
**Special Abilities:** Mobility (+4 AC against attacks of opportunity); Spell Resistance; Spring Attack.  
**Spells:** 1<sup>st</sup>—*magic missile* [] (sight; 5 damage); 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)

### Gnoll Archer

#52; Common; CE; 7 points  
LVL 2; SPD 6; AC 13; HP 10  
Melee Attack: +2 (10)  
Ranged Attack: +1 (5)  
Type: Humanoid (Gnoll)

### Hill Giant

#53; Rare; CE; 55 points  
LVL 12; SPD 6; AC 20; HP 100  
Melee Attack: +8 (40)  
Ranged Attack: +8 [] (15)  
Type: Large Giant

**Special Abilities:** Difficult 5. Cleave; Melee Reach 2; Pushback (When this creature's melee attack deals damage to a smaller creature, it may push the smaller creature 1 square).

### Medium Fire Elemental

#54; Uncommon; CE; 11 points  
LVL 4; SPD 10; AC 17; HP 25  
Melee Attack: +6 (5 + 5 fire)  
Ranged Attack: -  
Type: Elemental

**Special Abilities:** Difficult 4. Requires Commander. Immune Fire; Mobility (+4 AC against attacks of opportunity); Vulnerable Cold

### Orc Champion

#55; Rare; CE; 39 points  
LVL 7; SPD 9; AC 15; HP 80  
Melee Attack: +13/+8 (25 magic)  
Ranged Attack: -  
Type: Humanoid (Orc)

**Special Abilities:** Cleave

### Orc Raider

#56; Common; CE; 12 pts  
LVL 3; SPD 9; AC 15; HP 25  
Melee Attack: +10 (10)  
Ranged Attack: -  
Type: Humanoid (Orc)

**Special Abilities:** Sneak Attack +5

### Vampire Aristocrat

#57; Rare; CE; Commander 3; 57 pts  
LVL 7; SPD 7; AC 21; HP 55  
Melee Attack: +12 (10 magic + Energy Drain)  
Ranged Attack: -  
Type: Undead

**Commander Effect:** Enemies that fail morale saves are destroyed.

**Special Abilities:** DR 5; Energy 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); Mobility (+4 AC against attacks of opportunity); Resist 10 Cold, Electricity

**Spells:** Sorcerer Spells 1<sup>st</sup>—[ ][ ][ ] *expeditious retreat* (self; speed +6), *magic missile* (sight; 5 damage)

### Vrock

#58; Rare; CE; 79 points  
LVL 10; SPD F6; AC 22; HP 115  
Melee Attack: +14/+14 (15)  
Ranged Attack: -  
Type: Large Outsider

**Special Abilities:** Difficult 6; DR 5; Flight; Immune Electricity, Poison; Melee Reach 2; Resist 10 Acid, Cold, Fire; Spell Resistance; Spores [] (Swift action: adjacent creatures and allies; Poison, 10 damage); Stunning Screech [] (Replaces attacks: adjacent creatures and allies; Stun; DC 22)

### Young Minotaur

#59; Uncommon; CE; 13 points  
LVL 3; SPD 6; AC 16; HP 30  
Melee Attack: +6 (15)  
Ranged Attack: -  
Type: Monstrous Humanoid

**Special Abilities:** Difficult 3. Powerful Charge +5

### Yuan-Ti Pureblood

#60; Uncommon; CE; 11 points  
LVL 4; SPD 6; AC 18; HP 20  
Melee Attack: +5 (5)  
Ranged Attack: -  
Type: Monstrous Humanoid

**Special Abilities:** Blind-Fight; Spell Resistance  
**Spells:** 1<sup>st</sup>—*cause fear* [] (range 6; target creature of level 5 or below makes a morale save); *charm person* [] (range 6; Confusion, Humanoid only, ends after target creature's next turn; DC 13).

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>

If you see any errors in this spoiler list, please contact me at: [merricb@3rdedition.org](mailto:merricb@3rdedition.org)

This list includes errata to the **Githyanki Fighter** and **Moon Elf Fighter**.