

# D&D MINIATURES

## SET 12: NIGHT BELOW UNOFFICIAL SPOILERS

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

### Brass Golem

#2/60; *Night Below*; Uncommon; LG; 67 points

Level 8; Speed 6; AC 23; HP 90

**Melee Attack:** +19 (20 magic)

Type: Large Construct

#### Special Abilities

- Requires Commander
- Constructs Traits
- Fearless
- Immune Fire
- Melee Reach 2
- Powerful Charge +20 (Melee damage +20 when charging)
- Spell Resistance All (Ignores all spells)

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- Spell Resistance All (Ignores all spells)

### Champion of Dol Dorn

#3/60; *Night Below*; Uncommon; LG; 42 points

Level 11; Speed 4; AC 20; HP 95

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

Type: Humanoid Dwarf

#### Special Abilities

- Blessing of Dol Dorn (Attack+2 against lawful enemies, damage +5 against chaotic enemies)
- Feat of Strength [] (Swift: melee damage +10 until end of turn, and push large or smaller enemy up to 1 square on hit)
- Provoke [] (Swift: adjacent enemies must choose this creature as the target of all their melee attacks until the beginning of this creature's next turn)

### Deep Legionnaire

4/60; *Night Below*; Common; LG; 7 points

Level 3; Speed 4; AC 20; HP 25

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

Type: Small Humanoid - Gnome

#### Special Abilities

- Conceal 6
- Phalanx Fighting (+2 AC while adjacent to an ally with Phalanx Fighting)
- Stonebond (On its turn, if this creature does not move, it gains DR 5 until the beginning of its next turn)
- Stonestep [] (Swift: Place this creature in any square up to 4 squares away that it can see at least part of)

### Delver Sergeant

5/60; *Night Below*; Common; LG; 15 points

Level 3; Speed 6; AC 14; HP 20

#### COMMANDER 3

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

Type: Humanoid - Human

#### Commander Effect

Efficient Orders (Each phase, 1 creature that activates within 6 squares does not count against your limit of 2 activations per phase)

#### Special Abilities

- Illuminator (Creatures within 6 squares do not benefit from Conceal, Hide or Invisible)
- Persistent (This creature can act normally on any turn that it rallies)
- Willing to Follow (This commander can benefit from the commander effects of other commanders in your Warband as though it were a follower)

### Earth Mephit

6/60; *Night Below*; Uncommon; LG; 13 points

Level 3; Speed F6; AC 18; HP 15

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

Type: Small Outsider

#### Special Abilities

- Flight
- Breath Weapon [] (replace attacks: cone; 10 damage + Ensnare)
- Ensnare (Entangle for 1 turn; DC 12)

### Guard of Mithral Hall

7/60; *Night Below*; Common; LG; 19 points

Level 7; Speed 4; AC 20; HP 45

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

Type: Humanoid - Dwarf

#### Special Abilities

- Noble Sacrifice (if this creature is destroyed, 1 ally within line of sight can make an immediate melee attack)
- Phalanx Fighting (+ 2 AC while adjacent to an ally with Phalanx Fighting)

### Guardian Naga

8/60; *Night Below*; Rare; LG; 47 points;  
Level 11; Speed 6; AC 18; HP 60

#### COMMANDER 4

**Melee Attack:** +12 (10 + Poison)

Type: Large Aberration

#### Commander Effect

Followers get save +1 and gain Immune Flanking

#### Special Abilities

- Death Burst (10 damage, or 20 damage to evil creatures; DC 19)
- Immune Poison
- Poison (5 damage whenever poisoned creature activates; DC 17)

#### Sorcerer Spells:

4th-[] cure critical wounds (touch; heal 30 hp); 3rd-[][] lighting bolt (line 12; 20 electricity damage; DC 15); 2nd-[][] battering ram (range 6; 5 damage and push target creature 1 square, can cast while adjacent to enemy)

### Kalashtar Bodyguard

9/60; *Night Below*; Uncommon; LG; 35 points  
Level 7; Speed 6; AC 17; HP 65

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

**Ranged Attack:** +9, range 6 (10 magic)

Type: Humanoid - Kalashtar

#### Special Abilities

- Bodyguard (Whenever an enemy attacks an adjacent ally, you can choose to have it attack this creature instead)
- Bold (Has Fearless while under command)
- Lucky Weapon [] (When this creature attacks, roll 1d20 twice and take the higher result)
- Psychic Strike +10 (On its turn, if it does not move, this creature gets damage +10)

### Large Gold Dragon

10/60; *Night Below*; Rare; LG; 140 points  
Level 13; Speed F8; AC 23; HP 160

**Melee Attack:** +20/+18/+18 (15 magic)

Type: Large Dragon

#### Special Abilities

- Flight
- Breath Weapon (×1) (Replaces attacks: cone; 40 fire damage; DC 22)
- Breath Weapon (×1) (Replaces attacks: cone; Weaken (attack -2, damage -5 (minimum 5)); DC 22)
- Double Damage from Cold
- Dragon's Hoard (Allies get attack +2, magic damage, +1 AC)
- Immune Fire
- Wrath +5 (After any ally has been destroyed, this creature gets melee damage +5 for the rest of the skirmish.)

### Large Gold Dragon, epic

10/60; *Night Below*; Rare; LG; 250 points  
Level 14; Speed F10; AC 25; HP 200

**Melee Attack:** +22/+20/+20 (20 magic)

Type: Large Dragon

#### Special Abilities

- Flight
- Breath Weapon (×1) (Replaces attacks: cone; 50 fire damage; DC 24)
- Breath Weapon (×1) (Replaces attacks: cone; Weaken (attack -2, damage -5 (minimum 5)); DC 24)
- Double Damage from Cold
- Dragon's Hoard (Allies get attack +2, magic damage, +1 AC)
- Immune Fire
- Wrath +10 (After any ally has been destroyed, this creature gets melee damage +10 for the rest of the skirmish.)

### Shadowbane Inquisitor

11/60; *Night Below*; Rare; LG; 36 points  
Level 8; Speed 4; AC 23; HP 60

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

Type: Humanoid - Human

#### Special Abilities

- Destroy Corrupt (Melee attack +2, melee damage +5 against enemies previously hit by this creature's Smite)
- Fearless
- Melee Sneak Attack +10
- Smite +10 [][] (Melee damage +10)

#### Spells:

1st-resurgence [] (Immediate: any ally within 6 squares; reroll 1 save that ally just failed, can cast while adjacent to enemy)

### Valiant Cavalry

12/60; *Night Below*; Rare; LG; 32 points  
Level 6; Speed 8; AC 18; HP 55

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

Type: Large Mounted Humanoid - Human

#### Special Abilities

- Bold (Has Fearless while under command)
- Melee Reach 2
- Mounted Melee Attack (This creature can move at double Speed and make a single melee attack at any point during its move)
- Persistent (This creature can act normally on any turn that it rallies)
- Skirmish +5 (Damage +5 if this creature has moved at least 2 squares this turn)

### Greyhawk City Militia Sergeant

13/60; *Night Below*; Common; LG/CG; 13 points  
Level 4; Speed 6; AC 15; HP 20

#### COMMANDER 2

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

Type: Humanoid - Human

#### Commander Effect

Followers get save + 2

#### Special Abilities

- Melee Reach 2
- Persistent (This creature can act normally on any turn that it rallies)
- Trip (Replaces attacks; touch; Stun; DC 12)

### **Raistlin Majere**

14/60; *Night Below*; Rare; LG/CG; 26 points

Level 6; Speed 6; AC 16; HP 35

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

Type: Humanoid - Human

#### **Special Abilities**

- Unique
- Independent
- Debilitating Magic (Whenever this creature casts a spell, it can take 5 damage to either get damage +5 with that spell or increase that spell's DC by 4)
- Devoted Companions (Whenever an enemy attacks this creature, you can choose 1 adjacent Unique Humanoid ally as the target instead)
- Perfect Targeting (This creature's spells can target any enemy or ally within range and line of sight)

#### **Spells:**

2nd-hold person [] (sight; Paralysis, Humanoid only; DC 14), scorch [] (line 12; 15 fire damage; DC 14); 1st-magic missile [unlimited] (sight; 5 damage, ignore Incorporeal), ray of enfeeblement [] (range 6; attack -2, damage -5 [minimum 5]), sleep [] (sight; radius 4; Sleep; DC 13)

### **Darkmantle**

15/60; *Night Below*; Common; CG; 6 points

Level 1; Speed F6; AC 17; HP 10

**Melee Attack:** +5 (10 + Constrict)

Type: Small Magical Beast

#### **Special Abilities**

- Flight
- Blindsight
- Constrict (Medium or smaller creature skips next turn; DC 13)
- Hide
- Wandering Monster (Set up on a random victory area instead of your start area)

### **Digester**

16/60; *Night Below*; Uncommon; CG; 39 points

Level 6; Speed 9; AC 17; HP 70

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

Type: Magical Beast

#### **Special Abilities**

- Acidic Spittle [] (Replaces attacks: touch; 35 acid damage; DC 17)
- Hide
- Immune Acid

### **Dire Tiger**

17/60; *Night Below*; Rare; CG; 60 points

Level 8; Speed 8; AC 17; HP 120

**Melee Attack:** +17/+17 (15)

Type: Large Animal

#### **Special Abilities**

- Feral Surge [] (Swift: This creature can move up to its Speed)
- Pounce (This creature can use all its melee attacks when charging)
- Rend +10 (If this creature hits 1 enemy with both melee attacks on the same turn, damage +10 to second attack)

### **Giant Eagle**

18/60; *Night Below*; Uncommon; CG; 18 points

Level 4; Speed F12; AC 15; HP 30

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

Type: Large Magical Beast

#### **Special Abilities**

- Flight
- Flyby Attack (This creature can move up to its speed and make a single melee attack at any point during its move)
- Power Drive 15 [] (Replaces turn: This creature can move up to twice its speed, but at least 1 square, then deal 15 damage to 1 adjacent enemy at the end of its move; DC 17)

### **Greater Basilisk**

19/60; *Night Below*; Rare; CG; 54 points

Level 8; Speed 6; AC 16; HP 85

**Melee Attack:** +13 (15)

Type: Large Magical Beast

#### **Special Abilities**

- Blind-Fight
- Petrifying Gaze (Replaces attacks: range 6; destroy target living creature and replace it with a statue; DC 16)
- Horrid Fascination (Enemies within 6 squares that have line of sight to this creature must choose this creature as the target of all their spells and ranged attacks instead of targeting the nearest enemy or ally. This ability does not affect spells with a range of touch or self)

### **Halfling Tombseeker**

20/60; *Night Below*; Uncommon; CG; 25 points

Level 7; Speed 6; AC 16; HP 45

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

Type: Small Humanoid - Halfling

#### **Special Abilities**

- Agile (This creature's movement never provokes attacks of opportunity)
- Hide
- Loot (Replaces attacks, use only while this creature is on one of your victory areas: Score 5 victory points. Only 1 creature in your warband can use Loot each round)
- Melee Sneak Attack +10
- Scout
- Stable Footing (Not slowed by difficult terrain)

### Hierophant of the Seventh Wind

21/60; *Night Below*; Rare; CG; 47 points  
Level 8; Speed F6; AC 16; HP 65

#### COMMANDER 3

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

Type: Humanoid - Human

#### Commander Effect

Each follower that hits 1 enemy with 2 or more of its melee attacks on the same turn gets damage +10 to the second attack.

Warband Building: Elementals and Magical Beasts of any alignment are legal in your warband

#### Special Abilities

- Flight
- Beastmaster 10
- Elemental Master 10 (as Beastmaster, but Elementals only)
- Nature's Loyalty (Animal, Elementals, and magical beast followers within line of sight get morale save +4)
- Rend +10
- Wolf Form [] (Swift: Attack +2, damage +5; cannot cast spells. These effects last until this creature ends them as a swift action)

#### Spells:

4th-spark of life [] (sight; target creature loses Undead Traits and Construct Traits, ignore Spell Resistance, DC 18); 3rd-cure serious wounds [][] (touch; heal 20 hp), legion's magic fang [] (your warband; attack +1, Animal or Magical Beast only, ignore DR)

### Verdant Reaver

22/60; *Night Below*; Uncommon; CG; 34 points  
Level 6; Speed 6; AC 16; HP 65

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

Type: Large Plant

#### Special Abilities

- Plants Traits
- Melee Reach 2
- Rend +10 (If this creature hits 1 enemy with both melee attacks on the same turn, damage +10 to second attack)
- Verdant Growth (Enemies treat squares adjacent to this creature as difficult terrain)
- Woodland Stride (Not Slowed by forest terrain)

### Warpriest of Vandria

23/60; *Night Below*; Uncommon; CG; 40 points  
Level 10; Speed 4; AC 18; HP 70

#### COMMANDER 4

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

Type: Humanoid - Elf

#### Commander Effect

Followers with ranged attacks gain Sidestep.

#### Special Abilities

- Sidestep (On its turn, if it moves only 1 square, this creature can make all its attacks and does not draw attacks of opportunity)
- Single Combatant (+4 AC if only 1 enemy is adjacent)

#### Spells:

5th-mass cure light wounds [] (self and allies within 6 squares; heal 15 hp); 3rd-searing light [][] (sight; 10 damage, or 20 damage to Undead); 2nd-cat's grace [][] (touch; +2 AC, ranged attack +2)

### Wild Mage

24/60; *Night Below*; Uncommon; CG; 29 points  
Level 7; Speed 6; AC 14; HP 30

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

Type: Humanoid - Human

#### Special Abilities

- Wild Magic Aura (Whenever this creature or any creature within 2 squares casts a damaging spell, roll 1d20 and adjust the spell's damage as indicated)

1-5: No Damage

6-10: Normal Damage

11-18: Damage +5

19-20: Double Damage

- Wild Magic Surge (Whenever this creature's Wild Magic Aura increases the damage dealt by a spell, this creature gets +5 hp)

#### Sorcerer Spells:

4th-[] forcewave (cone; 10 damage and push affected Large or smaller creatures up to 3 squares; DC 18); 3rd-[][] hailstones (sight; 15 cold damage to target enemy and 1 other enemy within 6 squares and line of sight of target; DC 15); 2nd-[][] fireburst (each adjacent creature; 15 fire damage, can cast while adjacent to enemy; DC 14), ice knife (sight; 10 cold damage, -2 AC)

### Wulfgar

25/60; *Night Below*; Rare; CG; 54 points  
Level 8; Speed 8; AC 14; HP 110

#### COMMANDER 1

**Melee Attack:** +16/+11 (25 magic)

**Ranged Attack:** +14, range 12 (15 magic)

Type: Humanoid - Human

#### Commander Effect

Each follower without Fearless that succeeds on a morale check can make 1 immediate melee attack against 1 adjacent enemy.

#### Special Abilities

- Unique
- Bite of Aegis Fang [] (Replaces attacks: line 12; 15 magic damage; DC 17 negates)
- Willing to Follow Heroes (This commander can benefit from the commander effects of other Unique commanders in your Warband as though it were a follower)

### **Wulfgar, epic**

25/60; *Night Below*; Rare; CG; 156 points  
Level 12; Speed 8; AC 17; HP 250

#### **COMMANDER 2**

**Melee Attack:** +22/+17 (30 magic)

**Ranged Attack:** +18, range 12 (25 magic)

Type: Humanoid - Human

#### **Commander Effect**

Each follower without Fearless that succeeds on a morale check can make 1 immediate melee attack against 1 adjacent enemy.

#### **Special Abilities**

- Unique
- Battle Cry [] (Replaces attacks: Each adjacent enemy must make a moral save);
- Bite of Aegis Fang [] (Replaces attacks: line 12; 25 magic damage; DC 22 negates)
- Hurling Charge (This creature can make its ranged attack against a creature it charges during its charge movement before it makes its melee attack)
- Willing to Follow Heroes (This commander can benefit from the commander effects of other Unique commanders in your Warband as though it were a follower)

### **Aspect of Loviatar**

26/60; *Night Below*; Rare; LE; 81 points  
Level 9; Speed 6; AC 21; HP 115

**Melee Attack:** +16/+16/+11 (15 magic + 5 cold)

Type: Outsider

#### **Special Abilities**

- Aura of Pain (Adjacent living creatures take an additional 5 damage whenever they are hit by a melee attack)
- Immune Cold
- Immune Pain (Immune to special abilities and spells that affect living creatures only)
- Melee Reach 3

#### **Spells:**

4th-ripping pain [] (sight; Paralysis, living ceatures only; target takes 10 damage each time it fails a save against this Paralysis; DC 18)

### **Assassin**

27/60; *Night Below*; Uncommon; LE; 29 points  
Level 7; Speed 6; AC 20; HP 65

**Melee Attack:** +10/+10 (5 magic)

Type: Humanoid - Human

#### **Special Abilities**

- Death Attack [] (Declare before attack: An enemy damaged by this creature's Sneak Attack is destroyed; DC 15)
- Hide
- Melee Sneak Attack +15

### **Bluespawn Ambusher**

28/60; *Night Below*; Common; LE; 15 points  
Level 4; Speed 4; AC 18; HP 30

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

Type: Magical Beast - Dragon - Spawn

#### **Special Abilities**

- Burrow 4
- Augmented Electricity Burst [] (Replaces attacks: Adjacent creatures take 10 electricity damage + 5 additional electricity damage for each Spawn adjacent to this creature; DC 16)
- Immune Electricity
- Tiamat's Greater Blessing - Electricity (Adjacent Spawn gain Immune Electricity)

### **Dread Wraith**

29/60; *Night Below*; Rare; CE; 70 points  
Level 8; Speed F8; AC 19; HP 70

**Melee Attack:** +14 (10 magic + Constitution Drain)

Type: Large Undead

#### **Special Abilities**

- Flight
- Incorporeal
- Undead Traits
- Constitution Drain + 5 (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 gets +5 hp; DC 20)
- Fearless
- Melee Reach 2

### **Exarch of Tyranny**

30/60; *Night Below*; Rare; LE; 54 points  
Level 8; Speed 6; AC 24; HP 75

**Melee Attack:** +13/+13 (15 magic)

Type: Humanoid - Human

#### **Special Abilities**

- Cleave
- Revel in Brutality (Whenever its melee attack destroys an enemy, this creature gets +10 hp)
- Ring of Blades 5 (Any creature that activates while adjacent to this creature takes 5 damage)

### **Greater Barghest**

31/60; *Night Below*; Uncommon; LE; 35 points  
Level 9; Speed 8; AC 20; HP 70

**Melee Attack:** +13/+8 (15 magic)

Type: Large 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)
- Feed 10 (Whenever this creature destroys a Humanoid, it immediately gets +10 hp)

### **Greenspawn Zealot**

32/60; *Night Below*; Uncommon; LE; 33 points  
Level 6; Speed 5; AC 21; HP 50

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

Type: Monstrous Humanoid - Dragon - Spawn

#### **Special Abilities**

- Crusade +10 (During setup, choose a creature type. All creatures in your warband with crusade get melee damage +10 against that creature type)
- Will of Tiamat (Adjacent Spawn get morale save +4)
- Zealotry [] (Immediate; Reroll 1 save this creature just failed; can use when routing)

### Hobgoblin Marshal

33/60; *Night Below*; Common; LE; 22 points  
Level 3; Speed 6; AC 16; HP 30

#### COMMANDER 1

**Melee Attack:** +7 (15)

Type: Humanoid - Goblinoid - Hobgoblin

#### Commander Effect

Goblinoid followers get speed +2

#### Special Abilities

- Motivate [ ] (Replaces attacks: 1 ally within 6 squares can immediately move up to its speed)
- Prioritize Orders (This creature adds the commander ratings of every allied commander within line of sight to its morale saves)
- Willing to Follow (This commander can benefit from the commander effects of other commanders in your Warband as though it were a follower)

### Ice Mephit

34/60; *Night Below*; Uncommon; LE; 13 points  
Level 3; Speed F7; AC 18; HP 15

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

Type: Small Outsider

#### Special Abilities

- Flight
- Breath Weapon [ ] (Replaces attacks: cone, 10 cold damage + Freeze)
- Cold Healing 5 (This creature heals 5 hp each time it is subjected to cold damage)
- Freeze (Inhibited for 1 turn; DC 12)
- Immune Cold

### Kobold Trapmaker

35/60; *Night Below*; Common; LE; 10 points  
Level 4; Speed 6; AC 14; HP 15

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

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

Type: Small Humanoid - Kobold - Reptilian

#### Special Abilities

- Jittery (Must make a moral save after being attacked)
- Set Trap [ ] (Replaces attacks: Place a trap counter in an adjacent square; on its turn, any creature that moves into the counter's square or any square adjacent to the counter, or that activates within these squares, triggers the trap's effect; once it is triggered, remove the counter from the battle map)
- Crushing Stone (20 damage to triggering creature; DC 15 negates)

### Lady Vol

36/60; *Night Below*; Rare; LE; 98 points  
Level 10; Speed F8; AC 23; HP 110

#### COMMANDER 4

**Melee Attack:** +18/+18 (20 magic)

Type: Undead - Dragon - Elf

#### Commander Effect

Followers gain Death Burst 15 (15 damage; DC 15)

#### Special Abilities

- Flight
- Undead Traits
- Aura of Fear 3 (Enemies in squares threatened by this creature get morale save -3)
- Breath Weapon [ ] (Replaces attacks: cone; 25 acid damage; DC 18)
- Fearless
- Immune Acid
- Sorcerer Spells:**
  - 4th-[ ] forcewave (cone; 10 damage and push affected Large or smaller creatures up to 3 squares; DC 18)
  - 3rd-[ ] oppressive will (swift: adjacent creatures skip their next turn, can cast while adjacent to enemy; DC 16)

### Medusa Archer

37/60; *Night Below*; Uncommon; LE; 43 points  
Level 6; Speed 6; AC 15; HP 35

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

**Ranged Attack:** +11 (10 magic)

Type: Monstrous Humanoid

#### Special Abilities

- Archer's Eye (This creature can make an immediate ranged attack against an enemy that successfully saves against its Gaze Attack)
- Petrifying Gaze (Replaces attacks: range 6; destroy target living creature and replace it with a statue; DC 15)
- Poison (5 damage whenever poisoned creature activates; DC 14)
- Precise Shot (Whenever this creature shoots into melee, the defender doesn't get the AC bonus)

### Mind Flayer Lich

38/60; *Night Below*; Rare; LE; 63 points  
Level 10; Speed 6; AC 21; HP 70

**Melee Attack:** +12/+12 (10 magic + Paralysis)

Type: Undead - Aberration

#### Special Abilities

- Undead Traits
- Fearless
- Immune Cold, Electricity
- Mind Blast (Replaces attacks: cone; Stun; DC 18)
- Paralysis (DC 18)
- Rend +15 (If this creature hits 1 enemy with both melee attacks on the same turn, damage +15 to second attack)
- Spell Resistance

#### Spells:

4th-Evard's black tentacles [ ] (sight; radius 2; Entangle, ignore Spell Resistance; DC 16), empowered Melf's acid arrow [ ] (sight, 20 acid damage, ignore Spell Resistance)

3rd-empowered magic missile [ ] (sight; 15 damage, ignore Incorporeal)

### **Noble Salamander**

39/60; *Night Below*; Rare; LE; 53 points  
Level 8; Speed 6; AC 18; HP 110

**Melee Attack:** +18/+13 (15 magic + 5 fire)

Type: Large Outsider

#### **Special Abilities**

- Cleave
- Double Damage from Cold
- DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)
- Immune Fire
- Melee Reach 3

#### **Spells:**

4th-swift fireburst [] (swift: each adjacent creature; 15 fire damage, can cast while adjacent to enemy)

### **Prisoner**

40/60; *Night Below*; Common; LE; 5 points  
Level 3; Speed 4; AC 12; HP 30

**Melee Attack:** -

Type: Humanoid - Human

#### **Special Abilities**

- Bound (Cannot attack, and does not threaten adjacent squares)
- Chained (At the end of each round, this creature must be adjacent to a non-Prisoner ally, or it is eliminated and the opponent scores 10 extra victory points)
- Objective (Scores double victory points for occupying victory areas)

### **Skeletal Courser**

41/60; *Night Below*; Rare; LE; 28 points  
Level 4; Speed 8; AC 17; HP 55

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

Type: Large Mounted Undead

#### **Special Abilities**

- Cavalry +5 (Melee damage +5 against non-Mounted enemies)
- Fearless
- Melee Reach 2
- Mounted Melee Attack (This creature can move at double Speed and make a single melee attack at any point during its move)
- Powerful Charge +10 (Melee damage +10 when charging)

### **Trained Carrion Crawler**

42/60; *Night Below*; Uncommon; LE; 28 points  
Level 6; Speed 6; AC 17; HP 40

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

Type: Large Aberration

#### **Special Abilities**

- Opportune Paralysis (Whenever this creature flanks an enemy that it hits with its melee attack, the DC of its Paralysis increases by 2)
- Paralysis (DC 15)

### **Krenshar**

43/60; *Night Below*; Uncommon; LE/CE; 7 points  
Level 2; Speed 8; AC 15; HP 10

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

Type: Magical Beast

#### **Special Abilities**

- Cause Fear [][] (range 6; target creature of level 5 or below makes a moral save; Krenshars are immune to this effect)

### **Lifeleech Otyugh**

44/60; *Night Below*; Rare; LE/CE; 45 points  
Level 6; Speed 6; AC 19; HP 95

**Melee Attack:** +14/+14 (10 + Constrict)

Type: Large Aberration

#### **Special Abilities**

- Constrict (Smaller creature skips next turn; DC 16)
- Lifeleech Aura (Whenever a creature within 4 squares gets hit points, this creature gets an equal number of hit points [maximum 95 hp])
- Melee Reach 2

### **Babau**

45/60; *Night Below*; Uncommon; CE; 29 points  
Level 7; Speed 6; AC 17; HP 65

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

Type: Outsider

#### **Special Abilities**

- Hide
- Melee Sneak Attack +10
- Protective Slime 5 (Any adjacent enemy that hits this creature with a melee attack takes 5 acid damage)

### **Berserk Flesh Golem**

46/60; *Night Below*; Rare; CE; 47 points  
Level 9; Speed 6; AC 16; HP 80

**Melee Attack:** +10/+10 (20)

Type: Large Construct

#### **Special Abilities**

- Wild (Always out of command)
- Construct Traits
- DR 5 (Take 5 less damage from nonmagical melee and ranged attacks)
- Fearless
- Melee Reach 2
- Murderous (On its turn, this creature cannot move or attack a nonwounded enemy if a wounded enemy is adjacent)
- Spell Resistance All (Ignore all spells)

### **Carnage Demon**

47/60; *Night Below*; Common; CE; 10 points  
Level 3; Speed 6; AC 13; HP 20

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

Type: Outsider

#### **Special Abilities**

- Carnage (Melee damage +10 if at least one other creature named Carnage Demon is within 6 squares)
- Immune Fire
- Mob 2 (Every 2 creatures named Carnage Demon count as 1 creature for the purpose of warband construction)
- Squad Activation (All creatures in your warband named Carnage Demon must activate as a single activation)

### **Cerebrilith**

48/60; *Night Below*; Uncommon; CE; 65 points  
Level 9; Speed 6; AC 19; HP 105

**Melee Attack:** +14/+9 (15 + Psychic Drain)

Type: Large Outsider

#### **Special Abilities**

- DR 5
- Immune Electricity
- Poison
- Melee Reach 2
- Psychic Cleave (Whenever its melee attack of Psionics destroys a living enemy, this creature can use 1 Psionics power as a swift action)
- Psychic Drain (Whenever its melee attack hits a living enemy, this creature gets +2 pp)

#### **Spells:**

Psionics 6 pp - ego whip 3 pp (sight; level -2; DC 15 negates), id insinuation 3 pp (any commander within 6 squares; Commander -2 [minimum 0]), mind thrust 4 pp (range 6; 35 damage, living creatures only; DC 15 negates)

### **Clawborn Scorrow**

49/60; *Night Below*; Rare; CE; 32 points  
Level 8; Speed 8; AC 16; HP 80

**Melee Attack:** +12/+12/+10 (15/15/5 + Poison)

Type: Large Aberration - Drow

#### **Special Abilities**

- Grab and Sting (If this creature hits 1 enemy with its first 2 melee attacks on the same turn, its attack roll for the third attack is a natural 20)
- Poison (5 damage whenever poisoned creature activates; DC 16)
- Spell Resistance (May ignore spells unless the caster rolls 11+)

### **Dracotaur Rager**

50/60; *Night Below*; Rare; CE; 44 points  
Level 7; Speed 10; AC 18; HP 95

**Melee Attack:** +13/+13/+8 (15)

Type: Large Dragon

#### **Special Abilities**

- Rage +5 (When this creature's hp are reduced to half or below, it gets melee damage +5)
- Spit Fire [] (Swift: range 6; 15 fire damage)

### **Drow Enforcer**

51/60; *Night Below*; Uncommon; CE; 16 points  
Level 5; Speed 6; AC 18; HP 35

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

Type: Humanoid - Drow -Elf

#### **Special Abilities**

- Conceal 6
- Riposte (Once per turn this creature can make 1 immediate melee attack against enemy that attacks it)
- Spell Resistance (May ignore spells unless the caster rolls 11+)

### **Frost Giant Jarl**

52/60; *Night Below*; Rare; CE; 102 points  
Level 10; Speed 8; AC 18; HP 145

#### **COMMANDER 2**

**Melee Attack:** +17/+12 (25 + 10 cold)

Type: Large Giant

#### **Commander Effect**

Followers get melee damage +5 against enemies with Immune Fire or Resist Fire.

#### **Special Abilities**

- Cleave
- Double Damage from Fire
- Icequake Hammer [] (Replaces attacks: Other creatures within 2 squares take 25 cold damage and are stunned; DC 19)
- Immune Cold
- Melee Reach 2
- Stunning Rend (If this creature hits 1 enemy with both melee attacks on the same turn, Stun that enemy; DC 19)

### **Gnoll Claw Fighter**

53/60; *Night Below*; Common; CE; 24 points  
Level 3; Speed 8; AC 12; HP 45

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

Type: Humanoid - Gnoll

#### **Special Abilities**

- Fearless
- Pounce (This creature can use all its melee attacks when charging)
- Rage +5 (When this creature's hp are reduced to half or below, it gets melee damage +5)
- Rend +10 (If this creature hits 1 enemy with both melee attacks on the same turn, damage +10 to second attack)

### **Kuo-Toa Hunter**

54/60; *Night Below*; Common; CE; 9 points  
Level 4; Speed 6; AC 14; HP 25

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

**Ranged Attack:** +7, range 6 (5)

Type: Monstrous Humanoid - Aquatic

#### **Special Abilities**

- Hunter +5 (Melee damage +5 unless more than 1 enemy is adjacent)
- Immune Paralysis, Poison
- Resist 10 Electricity

### **Kuo-Toa Whip**

55/60; *Night Below*; Uncommon; CE; 25 points  
Level 6; Speed 6; AC 15; HP 45

#### **COMMANDER 2**

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

Type: Monstrous Humanoid - Aquatic

#### **Commander Effect**

Aquatic followers who activate within 6 squares get speed +1; this Commander Effect stacks with those of other Kuo-Toa Whips.

#### **Special Abilities**

- Group Command (Creatures under command by multiple Kuo-Toa Whips can add the commander ratings of all those commanders when making morale save)
- Immune Paralysis, Poison
- Resist 10 Electricity
- Lighting Bolt [] (Line 12; 10 electricity damage; DC13; damage +5 and +1 DC for each Kuo-Toa Whip within 6 squares [maximum 20 damage])
- Willing to Follow Kuo-Toa (This commander can benefit from the commander effects of other Kuo-Toa Whip in your Warband as though it were a follower)

#### **Spells:**

2nd-sound burst [] (range 6; radius 2; 5 sonic damage and Stun; DC14)

### **Large Chaos Beast**

56/60; *Night Below*; Uncommon; CE; 16 points  
Level 6; Speed 4; AC 16; HP 50

**Melee Attack:** +10/+10 (5 + Corporeal Instability)

Type: Large Outsider

#### **Special Abilities**

- Corporeal Instability (Level -2, living creatures only, this ability stacks with itself; a creature whose level is reduced to 0 by this attack is destroyed; DC 15 negates)
- Immune Pain (Immune to special abilities and spells that affect living creatures only)
- Melee Reach 2

### **Large Shadow Dragon**

57/60; *Night Below*; Rare; CE; 48 points  
Level 9; Speed F8; AC 16; HP 75

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

Type: Large Dragon

#### **Special Abilities**

- Flight
- Breath Weapon [] (Replaces attacks: cone; 25 damage, save -2; DC 15)
- Conceal 6
- Hide
- Melee Sneak Attack +5
- Shadow Jump [[]] (Swift: Place this creature in any space bordered by a wall that it can see at least part of, can be used only when this creature is in a space bordered by a wall)

### **Large White Dragon**

58/60; *Night Below*; Rare; CE; 32 points  
Level 8; Speed F12; AC 16; HP 80

**Melee Attack:** +10/+8/+8 (15)

Type: Large Dragon

#### **Special Abilities**

- Flight
- Breath Weapon [] (Replaces attacks: cone; 20 cold damage; DC 16)
- Double Damage from Fire
- Flighty (Morale save -4 when out of command)
- Immune Cold

### **Orc Banebreak Rider**

59/60; *Night Below*; Rare; CE; 52 points  
Level 8; Speed 8; AC 15; HP 85

**Melee Attack:** +15/+10 (20)

Type: Large Mounted Humanoid - Orc

#### **Special Abilities**

- Cavalry +10 (Melee damage +10 against non-Mounted enemies)
- Pushback 2 (When this creature's melee attack deals damage to a smaller creature, it can push the smaller creatures up to 2 squares)
- Stable Footing (Not slowed by difficult terrain)
- Trample 20 (Can move through 1 smaller enemy's space to deal 20 damage; DC 21)

### **Shadow**

60/60; *Night Below*; Uncommon; CE; 17 points  
Level 3; Speed F8; AC 13; HP 20

**Melee Attack:** +7 (5 magic + Shadow Drain)

Type: Undead

#### **Special Abilities**

- Flight
- Incorporeal
- Undead Traits
- Fearless
- Shadow Drain (Living creatures get attack -2, damage -5 [minimum 5])

List compiled by Robysdc – <http://myminiaturesite.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>