



SET CHECKLIST



Lawful Good

- | | | |
|--------------------------------|-----------------------|--------|
| <input type="checkbox"/> 1/60 | Arcadian Avenger | ◆ |
| <input type="checkbox"/> 2/60 | Brass Golem | ◆ |
| <input type="checkbox"/> 3/60 | Champion of Dol Dorn | ◆ |
| <input type="checkbox"/> 4/60 | Deep Legionnaire | ● |
| <input type="checkbox"/> 5/60 | Delver Sergeant | ● |
| <input type="checkbox"/> 6/60 | Earth Mephit | ◆ |
| <input type="checkbox"/> 7/60 | Guard of Mithral Hall | ● |
| <input type="checkbox"/> 8/60 | Guardian Naga | ★ |
| <input type="checkbox"/> 9/60 | Kalashatar Bodyguard | ◆ |
| <input type="checkbox"/> 10/60 | Large Gold Dragon | EPIC ★ |
| <input type="checkbox"/> 11/60 | Shadowbane Inquisitor | ★ |
| <input type="checkbox"/> 12/60 | Valiant Cavalry | ★ |

Lawful Good/Chaotic Good

- | | | |
|--------------------------------|--------------------------------|---|
| <input type="checkbox"/> 13/60 | Greyhawk City Militia Sergeant | ● |
| <input type="checkbox"/> 14/60 | Raistlin Majere | ★ |

Chaotic Good

- | | | |
|--------------------------------|--------------------------------|--------|
| <input type="checkbox"/> 15/60 | Darkmantle | ● |
| <input type="checkbox"/> 16/60 | Digester | ◆ |
| <input type="checkbox"/> 17/60 | Dire Tiger | ★ |
| <input type="checkbox"/> 18/60 | Giant Eagle | ◆ |
| <input type="checkbox"/> 19/60 | Greater Basilisk | ★ |
| <input type="checkbox"/> 20/60 | Halfling Tombseeker | ◆ |
| <input type="checkbox"/> 21/60 | Hierophant of the Seventh Wind | ★ |
| <input type="checkbox"/> 22/60 | Verdant Reaver | ◆ |
| <input type="checkbox"/> 23/60 | Warpriest of Vandria | ◆ |
| <input type="checkbox"/> 24/60 | Wild Mage | ◆ |
| <input type="checkbox"/> 25/60 | Wulfgar | EPIC ★ |

There are three levels of collectability:

● = Common; ◆ = Uncommon; ★ = Rare.

Lawful Evil

- | | | |
|--------------------------------|-------------------------|---|
| <input type="checkbox"/> 26/60 | Aspect of Loviatar | ★ |
| <input type="checkbox"/> 27/60 | Assassin | ◆ |
| <input type="checkbox"/> 28/60 | Bluespawn Ambusher | ● |
| <input type="checkbox"/> 29/60 | Dread Wraith | ★ |
| <input type="checkbox"/> 30/60 | Exarch of Tyranny | ★ |
| <input type="checkbox"/> 31/60 | Greater Barghest | ◆ |
| <input type="checkbox"/> 32/60 | Greenspawn Zealot | ◆ |
| <input type="checkbox"/> 33/60 | Hobgoblin Marshal | ● |
| <input type="checkbox"/> 34/60 | Ice Mephit | ◆ |
| <input type="checkbox"/> 35/60 | Kobold Trapmaker | ● |
| <input type="checkbox"/> 36/60 | Lady Vol | ★ |
| <input type="checkbox"/> 37/60 | Medusa Archer | ◆ |
| <input type="checkbox"/> 38/60 | Mind Flayer Lich | ★ |
| <input type="checkbox"/> 39/60 | Noble Salamander | ★ |
| <input type="checkbox"/> 40/60 | Prisoner | ● |
| <input type="checkbox"/> 41/60 | Skeletal Courser | ★ |
| <input type="checkbox"/> 42/60 | Trained Carrion Crawler | ◆ |

Lawful Evil/Chaotic Evil

- | | | |
|--------------------------------|------------------|---|
| <input type="checkbox"/> 43/60 | Krenshar | ◆ |
| <input type="checkbox"/> 44/60 | Lifeleech Otyugh | ★ |

Chaotic Evil

- | | | |
|--------------------------------|---------------------|---|
| <input type="checkbox"/> 45/60 | Babau | ◆ |
| <input type="checkbox"/> 46/60 | Berserk Flesh Golem | ★ |
| <input type="checkbox"/> 47/60 | Carnage Demon | ● |
| <input type="checkbox"/> 48/60 | Cerebrilith | ◆ |
| <input type="checkbox"/> 49/60 | Clawborn Scorrow | ★ |
| <input type="checkbox"/> 50/60 | Dracotaur Rager | ★ |
| <input type="checkbox"/> 51/60 | Drow Enforcer | ◆ |
| <input type="checkbox"/> 52/60 | Frost Giant Jarl | ★ |
| <input type="checkbox"/> 53/60 | Gnoll Claw Fighter | ● |
| <input type="checkbox"/> 54/60 | Kuo-Toa Hunter | ● |
| <input type="checkbox"/> 55/60 | Kuo-Toa Whip | ◆ |
| <input type="checkbox"/> 56/60 | Large Chaos Beast | ◆ |
| <input type="checkbox"/> 57/60 | Large Shadow Dragon | ★ |
| <input type="checkbox"/> 58/60 | Large White Dragon | ★ |
| <input type="checkbox"/> 59/60 | Orc Banebreak Rider | ★ |
| <input type="checkbox"/> 60/60 | Shadow | ◆ |



Warband Building and Scenarios

The *Night Below* set is designed for Limited-format play using 200-point warbands. When playing Out Of The Box scenarios or in draft formats, each player should have two *Night Below* Booster Packs and build warbands of up to 200 points.

Epic Creatures

The *Night Below* set can be played using two formats: warbands of 200 or 500 points. Two creatures (Large Gold Dragon and Wulfgar) have two skirmish stat cards: One card provides information for using the creature in a 200-point warband, and the other card, printed in blue, provides stats for the more powerful ("epic") version of the creature for use in a 500-point warband. The 200-point play card has D&D® roleplaying stats on the reverse, and the epic card has a large illustration of the creature on the reverse.

Constructed Play: Epic versions of creatures are not legal in 200-point skirmishes. In 500-point Epic skirmishes, creatures of any cost are legal, and you can choose between a creature's standard or epic stats and point cost. You could even build a 500-point warband including standard and epic versions of the same non-Unique creature, so long as you clearly mark which is which and inform your opponent.

Limited Play: Epic creatures from this set cannot be used in 200-point play.

Special Ability and Spell Clarifications

New rules and clarifications that directly affect the *Night Below* set are summarized here.

Cavalry +[#]: This creature deals [#] additional damage against enemy creatures whose Type line does not contain "Mounted."

Commander ±[#]: This effect increases or decreases the affected creature's effective Commander rating by the stated amount.

Crusade [#]: You choose the affected creature type only once during setup, regardless of the number of creatures with Crusade in your warband, and all creatures with Crusade get the bonus damage against that one creature type for the rest of the skirmish.

Debilitating Magic: Decide whether the spell's damage or DC will be increased before the spell's effect is resolved.

Devoted Companions: This ability works much like Bodyguard and follows the same rules, except that this creature directs damage to an adjacent ally rather than taking an ally's damage.

Elude Chance: Treat the d20 roll as a result of 10, then apply relevant bonuses and penalties as normal.

Ensnare: Normally an entangled creature must make a save every time it attempts to move, until a save succeeds.

Feral Surge: This movement provokes attacks of opportunity as normal. This creature can also move as normal on the turn it uses Feral Surge.

Freeze: Normally an inhibited creature must move last in a round for the rest of the skirmish.

Horrid Fascination: If an enemy is no longer within 6 squares of this creature when casting a spell or making a ranged attack, that enemy can choose the target normally.

Level ±[#]: This effect increases or decreases the affected creature's Level (Save) number by the stated amount.

Loot: Even if one of your creatures uses Loot, you still score victory points as normal at the end of the round if one or more of your creatures is in one or more of your victory areas.

Mounted Melee Attack: If this creature also has Flight, its movement beyond the first square does not provoke attacks of opportunity when it uses Mounted Melee Attack.

Power Dive [#]: This creature does not have to declare the target of this ability until it completes its move.

Provoke: If an enemy is no longer adjacent to this creature when making a melee attack, that enemy can choose the target of its attack normally.

Psychic Cleave: This creature must still pay the normal pp cost for using the swift Psionics power.

Psychic Drain: This creature can use the bonus power points to use a Psionics power as a result of a Psychic Cleave on the same attack, if that attack also destroyed a living enemy.

Psychic Strike +[#]: The bonus to damage lasts until the beginning of this creature's next turn. Movement for any reason, such as being pushed by an enemy, negates this ability.

Rage +[#]: Use the creature's normal maximum hp to determine when the damage bonus applies.

Riposte: The original attack is still resolved, even if the Riposte attack destroys that attacker.

Set Trap: Individual trap effects are described after the main ability entry.

Shadow Jump: Using Shadow Jump does not count as movement and does not provoke attacks of opportunity.

Stonebond: Movement for any reason, such as being pushed by an enemy, negates this ability.

Stonestep: Using Stonestep does not count as movement and does not provoke attacks of opportunity.

Stunning Rend: Even if this creature somehow makes more than 2 melee attacks in the same turn, the Stunning Rend effect triggers only once.

Willing to Follow CREATURES: This ability works just like Willing to Follow, except that this creature obeys only the specified commanders.

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The D&D Miniatures Game website features updates, previews of upcoming sets, and free downloads. It also has an online warband generator, roleplaying maps and encounters, skirmish variants, an updated rulebook, and more. There's a link to our D&D Miniatures Game message board, where you'll find tournament announcements, advice on building warbands, and all sorts of comments from fellow players. Join the action at www.wizards.com/minis.