



**EFREET FIREBLADE** 

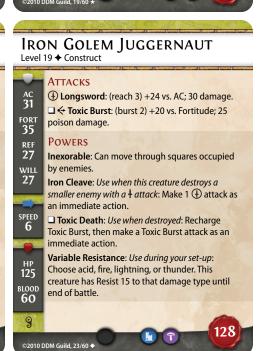
Level 12 ◆ Flemental • Fire

**ATTACKS** 



©2010 DDM Guild, 12/60 \*





## HEROSLAYER HYDRA

Level 26 ♦ Hydra **ATTACKS** ( ) Bite: (reach 3) +27 vs. AC; 25 damage. □ ← Rampage: Use only while bloodied: (burst 3, enemies only) +26 vs. AC; 35 damage. Hit or miss, after all attacks are resolved, shift up to 2 squares for each enemy hit by an attack. 34 **POWERS** Hvdra Furv: Replaces attack action: Make 1 Bite attack plus 1 additional Bite attack for each New Head counter on this creature. New Heads: Use when this creature takes 25 or more damage from an attack: Put 1 New Head counter on this creature. нр 185 That... seems bad. 90

### **HUMAN MARAUDER**

Level 6 ◆ Human • Martial ATTACKS

SPEED

нр 60

BLOOD

30

AC 19 Twin Swords: +12 vs AC; 10 damage. **POWERS** FORT 18 Beastmaster: Beast allies have +5 Damage against targets adjacent to this creature. 17 Double-Up: Whenever this creature scores a critical hit with a + attack, it may repeat that attack WILL 18 as an free action. creature moved this turn.

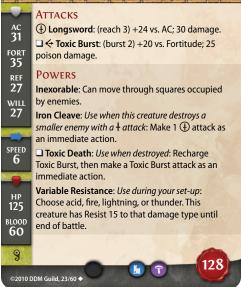
> On the edges of civilization, heroes come a little more rough and tumble than in the parlors of Waterdeep.

2010 DDM Guild, 21/60 ◆

### **HUMAN TOWN GUARD**

Level 6 + Human • Minion **ATTACKS** 





©2010 DDM Guild, 20/60 ©







### ONI NIGHT HAUNTER Level 8 ♦ Giant **ATTACKS** (reach 2) +15 vs. AC; 15 damage AND push target up to 1 square. Thaunting Presence: (range 3, Dazed target only) Automatic hit; 5 damage. ☐ ← Hypnotic Breath: (blast 5, enemies only) +13 vs. Will; 10 damage AND Dazed (save ends). WILL 24 **POWERS** ☐ Deceptive Veil: Minor action: Invisible to enemies until end of round. ☐ Gaseous Form: Minor action: Has Insubstantial until end of round. **Devour Soul**: Use when this creature destroys a Dazed enemy with a \( \precedent \) attack: This creature heals 25 нр 55 BLOOD 25 ©2010 DDM Guild, 35/60 ◆





ORC WARCHIEF



нР 5

BLOOD

The catacombs of Waterdeep hold a

never-ending legion of walking dead.

bloodied.

©2010 DDM Guild, 43/60 \*

50

BLOOD

25

нр 55

BLOOD

25

Psychic energy given life.

of that attack takes 15 cold damage.

❖ Use after this creature hits with an attack: Target

109

нр 130

65

until end of round.



Trebuchet

**ATTACKS** 

an attack action.

**POWERS** 

target Will.

©2010 DDM Guild, 52/60 ◆

Level 20 ◆ Obiect

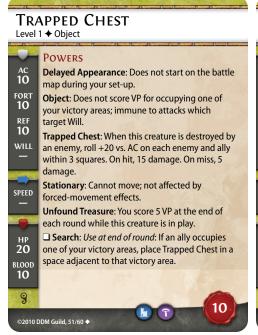
AC **34** 

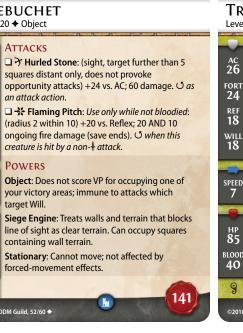
34

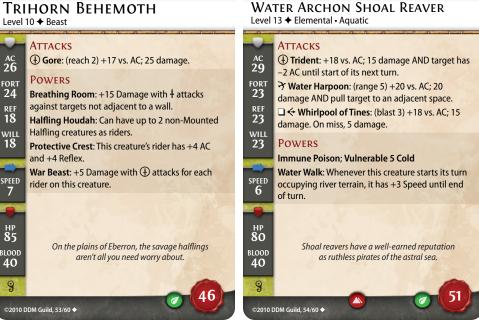
105

55











## damage. O as a move action. POWERS Zhent Mark: Use after this creature hits an enemy with a \( \) attack: Until start of this creature's next turn, each Zhent ally and each Bane ally has \( \) Damage against that enemy. SPEED The Black Network uses highly skilled cavalry to terrorize villages in the remote edges of the Dalelands. The Black Network uses highly skilled cavalry to terrorize villages in the remote edges of the Dalelands. To the Black Network uses highly skilled cavalry to terrorize villages in the remote edges of the Dalelands. The Black Network uses highly skilled cavalry to terrorize villages in the remote edges of the Dalelands. The Black Network uses highly skilled cavalry to terrorize villages in the remote edges of the Dalelands.

# AC 21 P Longsword: +11 vs. AC; 10 damage. AC 21 C rossbow: (nearest) +9 vs. AC; 10 damage. C as a move action. POWERS Zhent Mark: Use after this creature hits an enemy with a + attack: Until start of this creature's next turn, each Zhent ally and each Bane ally has +5 Damage against that enemy. SPEED Not bright, no, but still dangerous when properly led...

Development: D. Garry Stupack (Lead), Kevin Tatroe.

Graphic Designers: Joel Broveleit, Kevin Tatroe.

Special Thanks: DDM Guild's Supporters; Kierin Chase and Peter Lee at Wizards of the Coast.

Dungeons & Dragons, D&D, D&D Miniatures, Wizards of the Coast are trademarks of Wizards of the Coast, Inc. and used under license. All Wizards character names, and the distinct likenesses thereof are property of Wizards of the Coast, Inc. This material is protected under the copyright laws of the United States of America. © 2010 DDM Guild and Wizards of the Coast. This DDM Guild product contains no Open Game Content. These cards are current as of September 21, 2010.