

## ARCANE PORTAL

Level 4 ♦ Object • Arcane

AC 16  
FORT 14  
REF 14  
WILL —  
SPEED —  
HP 45  
BLOOD 20

**ATTACKS**  
◀ **Portal Blast:** (blast 3, enemies only) +9 vs. Reflex, 5 damage AND teleport target up to 5 squares.

**POWERS**  
**Delayed Appearance:** This creature starts off the battle map during your set-up.  
**Object:** Does not score VP for occupying one of your victory areas; immune to attacks which target Will.  
**Stationary:** Cannot move; not affected by forced-movement effects.  
**Linked Portal:** *Replaces attack action:* Teleport 1 adjacent ally to any teleport square or to any space adjacent to an Arcane Portal.  
 **Summon Portal:** *Use before rolling initiative:* Place this creature in any space no closer than 10 squares from any enemy or ally.

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## ASTRAL GIANT

Level 10 ♦ Giant • Immortal

AC 24  
FORT 26  
REF 22  
WILL 20  
SPEED F7  
HP 65  
BLOOD 30

**ATTACKS**  
⊕ **Spear:** (reach 3) +15 vs. AC; 20 radiant damage.

**POWERS**  
  **Astral Leap:** *Replaces move action:* Shift up to 10 squares.

*Astral Giants, attracted by clashes in the astral, often finish battles they did not start.*

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## BEBILITH

Level 22 ♦ Demon

AC 34  
FORT 32  
REF 36  
WILL 28  
SPEED 6  
HP 165  
BLOOD 80

**ATTACKS**  
⊕ **Reaving Claw:** (reach 3) +21 vs. AC; 25 damage AND target has cumulative -1 AC until end of battle.  
+ **Flashing Claws:** Make 2 Reaving Claws attacks, each against a different enemy.  
 ◀ **Flaming Web:** (blast 5) +20 vs. Reflex; 20 + 20 fire damage AND Immobilized (save ends).

**POWERS**  
**Blindsight:** Ignores Conceal; treats invisible creatures as visible.  
**Multi-Activation 2:** Can take up to 2 turns each round.  
 **Prey Focus:** *Use during your set-up:* Choose 1 enemy. Demons in your warband have +10 Damage against that creature until end of battle.

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## BLOOD FIEND

Level 13 ♦ Elemental

AC 29  
FORT 24  
REF 21  
WILL 21  
SPEED 6  
HP 75  
BLOOD 35

**ATTACKS**  
⊕ **Claws:** (reach 2) +18 vs. AC; 25 damage.  
 ◀ **Terror Gaze:** *Minor action:* (blast 2) +20 vs. Will; Immobilized (Fear).

**POWERS**  
**Bloodseeker:** Has combat advantage against bloodied enemies.  
**Bloodthirsty:** Whenever this creature hits an enemy granting it combat advantage with a ⊕ attack, target also has 10 ongoing damage (save ends).

*The more wounded you are, the more vicious they become.*

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## BRAIN IN A JAR

Level 10 ♦ Construct • Mastermind

AC 24  
FORT 12  
REF 20  
WILL 24  
SPEED F4  
HP 55  
BLOOD 25

**ATTACKS**  
↗ **Puppeteer:** (range 5, can target allies) +15 vs. Will; Take a turn with target as though it was Dominated.  
↗ **Telekinetic Thrust:** *Minor action:* (range 10, does not provoke opportunity attacks) +12 vs. Fortitude; push target up to 6 squares.

**POWERS**  
**Protect the Master:** *Use when this creature would take damage:* 1 non-Champion ally within 5 squares takes that damage instead, then this creature takes 5 damage.

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## CLOAKER AMBUSER

Level 9 ♦ Aberrant

AC 25  
FORT 23  
REF 23  
WILL 21  
SPEED F8  
HP 55  
BLOOD 25

**ATTACKS**  
⊕ **Tail Slap:** +16 vs. AC; 10 damage.

**POWERS**  
**Hide:** If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.  
 **Envelop:** *Replaces attack action:* Choose 1 adjacent enemy. That enemy takes 10 damage at start of each of this creature's turns and is Immobilized until it starts a turn while not adjacent to this creature. ◡ *when this creature uses Shadow Shift.*  
  **Shadow Shift:** *Replaces move action:* Shift up to 3 squares.

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## CROWNWING

Level 11 ♦ Swordwing • Aberrant

AC 25  
FORT 23  
REF 23  
WILL 23  
SPEED F8  
HP 70  
BLOOD 35

**ATTACKS**  
⊕ **Armsblade:** (reach 2) +15 vs. AC; 15 damage.  
+ **Flyby Attack:** Move up to its speed and make 1 ⊕ attack at any point during that move.

**POWERS**  
**Sneak Attack 10:** +10 Damage against targets granting it combat advantage.  
**Trophy Collector:** You score +15 VP whenever this creature destroys the highest-level enemy in play.  
 **Mark of Death:** *Use before rolling initiative:* Choose 1 enemy within 10 squares; each ally with a lower level than that enemy has +10 Damage with ⊕ and ↗ attacks against that enemy until end of round.

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## C'TALLUN, ASTRAL HUNTER

Level 14 ♦ Mind Flayer • Martial (Unique)

AC 30  
FORT 24  
REF 23  
WILL 27  
SPEED 6  
HP 80  
BLOOD 40

**ATTACKS**  
⊕ **Silver Longsword:** +19 vs. AC; 10 + 10 psychic damage, ignore Insubstantial.  
 ⊕ **Astral Hop:** +17 vs. Fortitude; 15 damage AND this creature teleports up to 10 squares, then place target in any space adjacent to this creature. ◡ *at end of round if this creature occupies your start area.*  
 ◀ **Mind Blast:** (blast 5) +15 vs. Will; 10 psychic damage AND Stunned.

**POWERS**  
**Astral Hunter:** +10 Damage with ⊕ attacks against Borderlands enemies.  
**Vorpal Blade:** Triple damage on critical hits with ⊕ attacks.

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## DEVA FANATIC

Level 8 ♦ Deva • Divine

AC 24  
FORT 18  
REF 20  
WILL 20  
SPEED 6  
HP 55  
BLOOD 25

**ATTACKS**  
⊕ **Heavy Flail:** +15 vs. AC; 15 damage.

**POWERS**  
**Fanatic:** +15 damage against Mastermind targets.  
☐ **Soulburst:** When this creature is destroyed, each enemy within 3 squares takes 5 radiant damage and each ally within 3 squares heals 5 HP.  
☐ **Memory of a Thousand Lifetimes:** Use after this creature rolls an attack roll or saving throw: Re-roll that attack roll or saving throw.

*There is no limit to the number of lives I will spend to rid this world of evil.*

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## DISPATER, IRON DUKE OF HELL

Level 14 ♦ Devil • Mastermind (Unique)

CR 2

AC 26  
FORT 25  
REF 25  
WILL 30  
SPEED 6  
HP 75  
BLOOD 35

**ATTACKS**  
⊕ **Smiting Rod:** (reach 2) +19 vs. Fortitude; 20 damage AND push target up to 2 squares.  
⤴ **Scathing Rod:** (sight) +19 vs. Reflex; 20 acid damage.

**POWERS**  
**Resist 20 Fire; Vulnerable 5 Radiant**  
☐ **Fires of Dis:** Minor action: Each enemy and each ally takes 5 fire damage. ☹ at start of turn.  
☐ **Gates of Dis:** Minor action: Choose up to 3 squares within line of sight. Each of those squares becomes fire terrain until end of battle. ☹ at start of turn.

**CHAMPION POWERS** ☐ ☐  
❖ Use before rolling initiative: You automatically win the next initiative roll.  
❖ Use when a Devil ally becomes bloodied: Each enemy within 3 squares of that ally takes 10 psychic damage.

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## DISPATER, IRON DUKE OF HELL

Level 28 ♦ Devil • Mastermind (Unique)

CR 3

AC 36  
FORT 34  
REF 34  
WILL 48  
SPEED 6  
HP 165  
BLOOD 80

**ATTACKS**  
⊕ **Smiting Rod:** (reach 2) +25 vs. Fortitude; 30 damage AND push target up to 2 squares.  
⤴ **Scathing Rod:** (sight) +27 vs. Reflex; 20 acid damage.  
☐ ✨ **Gates of Hell:** (radius 1 within 10) +24 vs. Reflex; 30 fire damage. Hit or miss, each square in area becomes fire terrain until end of battle.

**POWERS**  
**Immune Fire; Vulnerable 5 Radiant**  
**Blasphemous Reply:** Use after being hit by a ⊕ or ⤴ attack: Make 1 ⊕ attack as an immediate action.

**CHAMPION POWERS** ☐ ☐ ☐  
❖ Use before rolling initiative: You automatically win the next initiative roll.  
❖ Use at start of round: Each creature in play occupying fire terrain takes 20 fire damage.

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## DRAEGLOTH ABOMINATION

Level 19 ♦ Demon • Drow • Aberrant

AC 32  
FORT 29  
REF 32  
WILL 24  
SPEED 7  
HP 165  
BLOOD 80

**ATTACKS**  
⊕ **Claw:** (reach 3) +24 vs. AC; 20 damage and 10 ongoing damage (save ends).  
⊕ **Slashing Claws:** Make 2 Claw attacks.  
☐ ⤵ **Unholy Burst:** (burst 3) +22 vs. Reflex; 20 necrotic damage AND Dazed. ☹ when this creature first becomes bloodied.

**POWERS**  
**Close Quarters Combatant:** Ignores the Speed and Attack penalties for squeezing.  
**Unstable Servant:** Whenever this creature starts a turn with no line of sight to a Drow or Demon ally, it is Confused until end of turn.  
☐ **Dark Leap:** Use after this creature takes damage from an attack: Recharge Unholy Burst and use it as an immediate action, then teleport up to 7 squares.

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## DRAGONBORN ELEMENTALIST

Level 8 ♦ Dragonborn • Arcane

AC 21  
FORT 21  
REF 20  
WILL 20  
SPEED 6  
HP 45  
BLOOD 20

**ATTACKS**  
⊕ **Staff:** +8 vs. AC; 10 + 5 cold damage.  
☐ ⤵ **Acid Breath:** Minor action: (blast 3) +11 vs. Fortitude; 10 acid damage. On miss, 5 acid damage.  
☐ ✨ **Lightning Blast:** (radius 1 within sight) +11 vs. Reflex; 20 lightning damage.

**POWERS**  
**Resist 5 Lightning**  
**Entropic Spark:** +5 lightning Damage whenever this creature rolls an odd number on an attack roll.  
**Power Node:** Use at end of round: If this creature occupies a victory area, recharge Lightning Blast and your opponent scores 5 VP.

*"Yes, I play with fire — and acid, lightning, ice, and all gifts of the elemental motes."*

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## DWARF BEGUILER

Level 7 ♦ Dwarf

AC 19  
FORT 19  
REF 19  
WILL 23  
SPEED 5  
HP 50  
BLOOD 25

**ATTACKS**  
⊕ **Dagger:** +12 vs. AC; 10 Damage.  
✨ **Sap Courage:** (radius 1 within sight) +12 vs. Will; 5 psychic damage AND slide target up to 1 square.  
☐ ✨ **Torment:** (radius 1 within sight) +10 vs. Will; 5 ongoing psychic damage AND Confused (save ends both).

**POWERS**  
☐ **Aura of Misdirection:** Use after a creature within 10 squares takes a move action: Slide that creature up to 1 square. ☹ at start of turn.

*"You think you know who you are?"*

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## EFREET FIREBLADE

Level 12 ♦ Elemental • Fire

AC 26  
FORT 24  
REF 26  
WILL 20  
SPEED 6  
HP 75  
BLOOD 35

**ATTACKS**  
⊕ **Scimitar:** (reach 2) +17 vs. AC; 10 + 10 fire damage.  
☐ ⤵ **Whirling Firesteel Strike:** (burst 2) +15 vs. AC; 20 ongoing fire damage (save ends) AND push target up to 1 square. ☹ when this creature first becomes bloodied.

**POWERS**  
**Resist 10 Fire**  
☐ **Fire Dervish:** Replaces move action: Shift up to twice its current speed, must end adjacent to a creature taking ongoing fire damage. ☹ when this creature uses Whirling Firesteel Strike.

*These footsoldiers of the Efreet nation are no less dangerous than their masters.*

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## ELDER BLUE DRAGON

Level 26 ♦ Dragon

CR 2

AC 36  
FORT 34  
REF 35  
WILL 30  
SPEED 8  
HP 225  
BLOOD 110

**ATTACKS**  
⊕ **Gore:** (reach 2) +25 vs. AC; 20 + 10 lightning damage.  
☐ ⤵ **Lightning Breath:** (3 targets within line of sight) +23 vs. AC; 25 lightning damage. On miss, 15 lightning damage. ☹ when this creature first becomes bloodied.  
⤵ **Thunderclap:** (burst 3) +20 vs. AC; 15 thunder damage AND Dazed.

**POWERS**  
**Resist 25 Lightning; Immune Thunder**

**CHAMPION POWERS** ☐ ☐  
❖ Use when an ally declares a ⤵ attack: +10 thunder Damage on that attack.  
❖ Use when an ally declares a ⤵ or ✨ attack: You score 20 VP for each enemy destroyed by that attack.

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## ELDER COPPER DRAGON

Level 21 ♦ Dragon • Metallic

CR 3

AC 33  
FORT 31  
REF 31  
WILL 30

**ATTACKS**

- ⊕ **Bite:** (reach 2) +22 vs. AC; 35 damage.
- ☐ **Acid Breath:** (blast 5) +23 vs. Reflex; 30 acid damage. On miss, 15 acid damage.
- ☐ **Slowing Breath:** (blast 5) +23 vs. Fortitude; 20 damage AND Slowed (save ends).

**POWERS**

**Immune Acid**

- ☐ **Draconic Will:** Use before rolling initiative: Each non-Dragon Champion in play is Stunned (save ends).

**CHAMPION POWERS** ☐☐☐

- ❖ Use at end of round: Each enemy occupying one of your opponent's victory areas takes 20 Damage.
- ❖ Use before rolling initiative: Each enemy cannot roll saving throws against Slowed conditions until end of round.

HP 175  
BLOOD 85

That... seems bad.

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## FETTERED DRACOLICH

Level 15 ♦ Undead • Dragon

AC 32  
FORT 31  
REF 25  
WILL 25

**ATTACKS**

- ⊕ **Bite:** (reach 2) +20 vs. AC; 15 damage.
- ☐ **Breath Weapon:** (blast 5) +18 vs. Fortitude; 25 ongoing necrotic damage AND target loses necrotic resistance (save ends both). ☹ when this creature first becomes bloodied.

**POWERS**

**Resist 15 Necrotic; Vulnerable 5 Radiant**

**Crazed Lashing:** +4 Attack and +10 Damage with ⊕ attacks while flanked.

**Fettered by Undeath:** Not affected by healing effects of allies.

**Regeneration 5:** Heals 5 HP at the start of each of its turns.

The darkest hearts seek immortality through any means.

HP 80  
BLOOD 40

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## FEYMIRE CROCODILE

Level 17 ♦ Beast • Fey • Aquatic

AC 33  
FORT 29  
REF 27  
WILL 27

**ATTACKS**

- ⊕ **Crippling Bite:** (reach 2) +24 vs. AC; 20 damage AND Immobilized (save ends).

**POWERS**

**Swampwalk:** Ignores the extra cost for entering difficult terrain.

**Feymire:** (Aura 3) Each square in aura is difficult terrain.

☐ **Death Throes:** Use when this creature is destroyed: Make 1 Bite attack against each adjacent enemy as a free action.

Even the most mighty fomori steer clear of the feymire fens.

HP 110  
BLOOD 55

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## FOMORIAN PAINBRINGER

Level 20 ♦ Giant • Fey

CR 1

AC 31  
FORT 31  
REF 30  
WILL 24

**ATTACKS**

- ⊕ **Flail:** (reach 3) +25 vs. AC; 25 damage.
- ☞ **Funnel Pain:** (range 10) +23 vs. Will; 20 psychic damage.
- ☐ **Painful Visions:** Minor action: (burst 4) +20 vs. Will; Dazed AND Immobilized (save ends both).

**POWERS**

**Castigating Eye:** (Aura 2) Each enemy in aura has -4 Attack with ⊕ attacks against larger creatures.

**CHAMPION POWERS** ☐

- ❖ Use before rolling initiative: If you win that initiative, slide each ally up to 2 squares. If you lose that initiative, slide each enemy up to 2 squares.
- ❖ Use after a Fey ally hits with a ⊕ attack: +20 Damage on that attack.

HP 155  
BLOOD 75

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## HEROSLAYER HYDRA

Level 26 ♦ Hydra

AC 38  
FORT 34  
REF 34  
WILL 34

**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.

**POWERS**

**Hydra Fury:** 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.

HP 185  
BLOOD 90

That... seems bad.

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## HUMAN MARAUDER

Level 6 ♦ Human • Martial

AC 19  
FORT 18  
REF 17  
WILL 18

**ATTACKS**

- ⊕ **Twin Swords:** +12 vs. AC; 10 damage.

**POWERS**

**Beastmaster:** Beast allies have +5 Damage against targets adjacent to this creature.

**Double-Up:** Whenever this creature scores a critical hit with a ⊕ attack, it may repeat that attack as a free action.

**Momentum:** +5 Damage with ⊕ attacks if this creature moved this turn.

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

HP 60  
BLOOD 30

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## HUMAN TOWN GUARD

Level 6 ♦ Human • Minion

AC 21  
FORT 17  
REF 17  
WILL 17

**ATTACKS**

- ⊕ **Halberd:** (reach 2) +12 vs. AC; 10 Damage.
- ☐ **Heavy Crossbow:** (sight) +8 vs. AC; 15 Damage. ☹ as an attack action.

**POWERS**

- ☐ **Militia Guard:** Use when an adjacent ally is hit with a ⊕ or ☞ attack: That attack hits this creature instead.

Despite what you might have heard, most town guards rarely sleep on the job.

HP 35  
BLOOD 15

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## IRON GOLEM JUGGERNAUT

Level 19 ♦ Construct

AC 31  
FORT 35  
REF 27  
WILL 27

**ATTACKS**

- ⊕ **Longsword:** (reach 3) +24 vs. AC; 30 damage.
- ☐ **Toxic Burst:** (burst 2) +20 vs. Fortitude; 25 poison damage.

**POWERS**

**Inexorable:** Can move through squares occupied by enemies.

**Iron Cleave:** Use when this creature destroys a smaller enemy with a ⊕ attack: Make 1 ⊕ attack as an immediate action.

☐ **Toxic Death:** Use when destroyed: Recharge Toxic Burst, then make a Toxic Burst attack as an immediate action.

**Variable Resistance:** Use during your set-up: Choose acid, fire, lightning, or thunder. This creature has Resist 15 to that damage type until end of battle.

HP 125  
BLOOD 60

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## KALLIROTH, GITHYANKI PIRATE

Level 12 ♦ Githyanki (Unique)

AC 26  
FORT 22  
REF 24  
WILL 28  
SPEED 6  
HP 75  
BLOOD 35

**ATTACKS**  
⊕ **Silver Longsword**: +17 vs. AC; 10 + 10 psychic damage, ignore Insubstantial.  
☐ ⊕ **Swashbuckling Strike**: Shift up to its current speed and make up to 2 ⊕ attacks during that move. ☹ when this creature first becomes bloodied.

**POWERS**  
**Defensive Mobility**: +5 AC against opportunity attacks while moving.  
**Surprise Onslaught**: +10 Damage against undamaged enemies.  
☐ **Telekinetic Leap**: Replaces move action: Move up to its current speed as though with Flight.  
☐ **Telekinetic Push**: Use after hitting with a ⊕ attack: Push target of that attack up to 3 squares.

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## KENKU WARRIOR

Level 10 ♦ Kenku

AC 25  
FORT 23  
REF 28  
WILL 24  
SPEED 7  
HP 60  
BLOOD 30

**ATTACKS**  
⊕ **Dagger**: +16 vs. AC; 10 + 5 poison damage.  
☞ **Dagger**: (range 5) +16 vs. AC; 10 + 5 poison damage.

**POWERS**  
**Flock**: +3 bonus instead of +2 against targets granting it combat advantage.  
**Sneak Attack 5**: +5 Damage against targets granting it combat advantage.  
☐ **Blaze of Instinct**: Use when this creature is hit by an attack: That attack becomes a miss instead.

*Kenku fight in dizzying flocks.*

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## KENKU WING MAGE

Level 7 ♦ Kenku • Arcane

AC 23  
FORT 18  
REF 18  
WILL 21  
SPEED 6  
HP 50  
BLOOD 25

**ATTACKS**  
⊕ **Dagger**: +8 vs. AC; 10 damage  
☞ **Hurricane Blast**: (burst 1, enemies only) +10 vs. Reflex; 10 damage AND push target up to 3 squares.  
☐ ✨ **Murder of Crows**: (radius 1, nearest) +10 vs. Fortitude; 10 damage AND Dazed (save ends). ☹ when a Kenku ally is destroyed.

**POWERS**  
**Flock**: +3 bonus instead of +2 against targets granting it combat advantage.

**CHAMPION POWERS** ☐  
❖ Use before rolling initiative: Each ally has +2 Attack against enemies adjacent to a Kenku ally until end of round.  
❖ Use before rolling initiative: Each ally has +5 bonus instead of +2 while flanking until end of round.

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## KOBOLD SLINGER

Level 1 ♦ Kobold

AC 13  
FORT 11  
REF 13  
WILL 11  
SPEED 6  
HP 15  
BLOOD 5

**ATTACKS**  
⊕ **Dagger**: +6 vs. AC; 5 damage.  
☞ **Sling**: (range 10) +8 vs. AC; 10 damage.

**POWERS**  
**Shifty**: Minor action: Shift 1 square.  
☐ **Stinkpot Ammunition**: Replaces attack action: Roll d20. On 11-20, place a Stinkpot token in a square within 10 squares. Each non-Kobold creature has -2 Attack while adjacent to that square.

*"First glue, now this?"*

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## MANSHOON

Level 18 ♦ Undead • Arcane • Zhent (Unique)

AC 28  
FORT 28  
REF 26  
WILL 30  
SPEED 7  
HP 115  
BLOOD 55

**ATTACKS**  
⊕ **Staff**: +18 vs. AC; 15 + 10 necrotic damage AND Slowed.  
☐ ☞ **Shadowbolt**: (sight) +16 vs. Reflex; 20 damage AND Dazed, or 30 damage AND Stunned instead if target is Dazed.  
☐ ✨ **Soul Leech**: (radius 2 within sight, living targets only) Automatic hit; 20 necrotic damage.

**POWERS**  
**Resist 15 Necrotic, Resist 15 Poison**  
**Blindsight**: Ignores Conceal, treats invisible creatures as visible.  
**Combat Teleport**: Replaces move action: Teleport up to 7 squares.  
☐ **Vampiric Regeneration**: Minor action, only while bloodied: Each living enemy and each living ally within 5 squares takes 5 damage, then this creature heals 5 HP for each affected creature.

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## MEPHISTOPHELES, LORD OF CANIA

Level 14 ♦ Devil • Mastermind (Unique)

AC 26  
FORT 23  
REF 23  
WILL 26  
SPEED F6  
HP 65  
BLOOD 30

**ATTACKS**  
⊕ **Ranseur**: (reach 2) +19 vs. AC; 20 cold damage.  
☞ **Hellfire**: (range 10) +21 vs. Reflex; 15 fire damage AND push target up to 1 square.  
☐ ✨ **Hellfire Barrage**: (radius 1 within sight) +19 vs. Reflex; 20 fire damage AND 10 ongoing cold damage (save ends).

**POWERS**  
**Treachery**: +10 Damage with ☞ attacks against Champion enemies.

**CHAMPION POWERS** ☐ ☐ ☐ ☐  
❖ Use before rolling initiative: Each Evil ally has +5 Damage with ⊕ and ☞ attacks until end of round.  
❖ Use when a Demon ally destroys an enemy: This creature and that ally each heal 15 HP.

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## MEPHISTOPHELES, LORD OF CANIA

Level 24 ♦ Devil • Mastermind (Unique)

AC 35  
FORT 32  
REF 32  
WILL 36  
SPEED F6  
HP 175  
BLOOD 85

**ATTACKS**  
⊕ **Ranseur**: (reach 2) +25 vs. AC; 25 cold damage.  
☞ **Hellfire**: (range 10) +25 vs. Reflex; 25 fire damage AND push target up to 3 squares.  
☐ ✨ **Hellfire Pillar**: (radius 1 within sight) +27 vs. Reflex; 55 fire damage. On miss, 20 fire damage.

**POWERS**  
☐ **Hellfire Bombardment**: Minor action: Choose up to 2 squares adjacent to each other within line of sight. Those squares become pit terrain until end of round. ☹ as an attack action.

**CHAMPION POWERS** ☐ ☐ ☐ ☐  
❖ Use before rolling initiative: You roll 1 extra d20 when determining initiative this round.  
❖ Use at end of round: If a non-Champion enemy occupies one of your opponent's victory areas, you gain 10 VP.

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## MIND FLAYER NOBLE

Level 12 ♦ Mind Flayer • Mastermind

AC 24  
FORT 20  
REF 20  
WILL 22  
SPEED 6  
HP 65  
BLOOD 30

**ATTACKS**  
⊕ **Tentacles**: (reach 2) +19 vs. Reflex; 15 damage.  
☞ **Mind Blank**: (burst 5, enemies only) Automatic hit; 5 psychic damage.  
☞ **Mind Blast**: (blast 3) +17 vs. Will; 20 psychic damage. On miss, 10 psychic damage.  
☐ ✨ **Mindwipe**: Minor action: (radius 2 within 10, enemies only) +17 vs. Will; Immobilized.

**POWERS**  
**Resist 15 Psychic**  
**Illithid Noble**: (Aura 2) Each Mind Flayer ally in aura has +4 Attack with ☞ attacks. Each Aberrant ally in aura has +10 Damage with ⊕ attacks.

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## MINOTAUR MANGLER

Level 8 ♦ Minotaur • Primal

AC 19  
FORT 18  
REF 17  
WILL 18  
SPEED 8  
HP 75  
BLOOD 25

**ATTACKS**  
⊕ **Great Axe:** +11 vs. AC; 20 + 5 thunder damage.  
☐ ⊕ **Mangling Strike:** +11 vs. AC; 15 damage AND if target became bloodied, target is also Slowed until end of battle.

**POWERS**  
**Minotaur Resilience:** Considered bloodied at one-third of its starting HP, instead of one-half.  
**Thunderborn Wrath:** Use after hitting with a ⊕ attack, if that attack caused target to become bloodied: Each adjacent enemy takes 5 thunder damage.

*A mangler revels in carnage.*

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## NALFESHNEE TYRANT

Level 23 ♦ Demon

AC 32  
FORT 36  
REF 31  
WILL 34  
SPEED 6  
HP 180  
BLOOD 90

**ATTACKS**  
⊕ **Claws:** (reach 3) +26 vs. AC; 45 damage.  
⤵ **Black Lightning:** (range 3) +23 vs. Reflex; 25 + 25 ongoing necrotic damage AND Slowed (save ends both).  
☐ ⤵ **Vile Glare:** Minor action: (range 5) +29 vs. Will; target cannot take attacks except ⊕ attacks (save ends). ☐ at start of turn if no enemies are affected by Vile Glare.

**POWERS**  
**Monomaniac:** Cannot move or shift while adjacent to a lower-level, non-bloodied enemy.  
**Tyrant of the Abyss:** Enemy Champions cannot use Champion powers while bloodied.  
☐ **Spur On:** Replaces move action: Each adjacent Demon ally takes 10 damage, then has +10 Damage with ⊕ attacks until end of round.

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## NEOGI GREAT OLD MASTER

Level 18 ♦ Neogi • Mastermind

AC 32  
FORT 30  
REF 31  
WILL 30  
SPEED 8  
HP 125  
BLOOD 60

**ATTACKS**  
⊕ **Scythe Claw:** (reach 3) +25 vs. AC; 25 damage AND Dazed.  
☐ ⤵ **Enslaving Bolt:** (sight) +23 vs. Will; slide target up to 10 squares AND Dominated. ☐ when this creature takes damage from a ⊕ attack.  
☐ ✨ **Larva Burst:** (burst 3, enemies only) +23 vs. Fortitude; 15 damage AND 10 ongoing damage (save ends).

**POWERS**  
**Foreign Mind:** Not affected by Confused, Dazed, and Dominated effects.  
**Thrall Shackle:** (Aura 1) Each enemy in aura has -4 on saving throws.  
**Domineering Position:** Use at start of a Dominated enemy's turn: Slide that enemy up to 4 squares.

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## NEOGI SLAVER

Level 10 ♦ Neogi

AC 22  
FORT 20  
REF 26  
WILL 26  
SPEED 6  
HP 65  
BLOOD 30

**ATTACKS**  
⊕ **Fangs of the Neogi:** (reach 2) +14 vs AC; 10 damage AND 10 ongoing poison damage AND Slowed (save ends both).  
☐ ⤵ **Charm Bolt:** (sight) +14 vs Will; this creature is invisible to target (save ends). ☐ at start of turn if no enemies are affected by Charm Bolt.  
⚡ **Mindshackle:** (blast 3) +14 vs Will; 5 psychic damage AND Confused.

**POWERS**  
**Foreign Mind:** Not affected by Confused, Dazed, and Dominated effects.

**CHAMPION POWERS** ☐ ☐  
❖ Use at start of turn: 1 Magical Beast ally within 3 squares makes a ⊕ attack as an immediate action.  
❖ Use when an ally hits a bloodied enemy with an attack: +15 Damage on that attack.

CR 2

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## ONI NIGHT HAUNTER

Level 8 ♦ Giant

AC 24  
FORT 20  
REF 20  
WILL 24  
SPEED 6  
HP 55  
BLOOD 25

**ATTACKS**  
⊕ **Morningstar:** (reach 2) +15 vs. AC; 15 damage AND push target up to 1 square.  
⤵ **Haunting 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).

**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 ⊕ attack: This creature heals 25 HP.

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## ORC STRONGBOW

Level 9 ♦ Orc

AC 18  
FORT 20  
REF 18  
WILL 18  
SPEED 6  
HP 55  
BLOOD 25

**ATTACKS**  
⊕ **Arrow Punch:** +11 vs. AC; 10 damage.  
⤵ **Hobbling Shot:** (sight) +14 vs. AC; 15 damage AND Speed -2 (save ends).

**POWERS**  
☐ **Power Shot:** Replaces attack action: Make 1 Hobbling Shot attack with a range of nearest. If that attack hits, it has +20 Damage.

*The last thing you want is to get skewered by an orc fletcher-crafted arrow.*

♦ For use with Lords of Madness: Orc Archer

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## ORC WARCHIEF

Level 7 ♦ Orc • Martial

AC 21  
FORT 19  
REF 19  
WILL 18  
SPEED 6  
HP 60  
BLOOD 30

**ATTACKS**  
⊕ **Glaive of Terror:** (reach 2) +12 vs. AC; 10 + 5 psychic damage.  
☐ ⤵ **Poison Quarrel:** (range 10) +9 vs. AC; 10 poison damage AND target grants combat advantage (save ends, Poison).

**POWERS**  
**Mark of Groomsh:** Use after hitting with a ⊕ attack: Each Orc ally has +4 Attack with ⊕ attacks against target until end of round.  
☐ **Tribal Rush:** Use after your set-up: Each Orc ally moves up to 4 squares.

*"Don't let the missing eye fool you. That one is clever."*

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## RIME HOUND

Level 15 ♦ Beast • Cold

AC 27  
FORT 27  
REF 25  
WILL 25  
SPEED 8  
HP 100  
BLOOD 55

**ATTACKS**  
⊕ **Bite:** +20 vs. AC; (reach 2) 10 + 10 cold damage AND pull target up to 1 square.  
☐ ⊕ **Shred:** (reach 2, bloodied target only) +20 vs. Fortitude; 30 damage AND Immobilized. ☐ when this creature misses with this attack.

**POWERS**  
**Resist 15 Cold**  
**Ice Spikes:** Whenever an adjacent enemy misses this creature with a ⊕ attack, that enemy takes 15 cold damage.  
**Frost Storm:** (Aura 3) Each square in aura is difficult terrain for enemies.

*The rime hound takes its foes down with all the fury of an arctic storm.*

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## ROC

Level 14 ♦ Beast

**AC** 27  
**FORT** 25  
**REF** 27  
**WILL** 25  
**SPEED** F8  
**HP** 100  
**BLOOD** 50

**ATTACKS**  
⊕ **Talons:** +18 vs. AC; 20 damage AND if target is smaller than this creature, push target up to 3 squares, then target takes 5 damage for each square pushed.  
☐☐☐ **Call of the Raptor:** *Minor action:* (blast 5) +16 vs. Fortitude; 10 thunder damage AND Dazed.

*Though scant evidence exists to prove it, the enormous roc can be trained as a guardian.*

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## ROT GRUB SWARM

Level 8 ♦ Swarm • Vermin

**AC** 24  
**FORT** 20  
**REF** 20  
**WILL** 20  
**SPEED** 5  
**HP** 50  
**BLOOD** 25

**ATTACKS**  
⊕ **Infesting Bite:** (reach 0) +15 vs. Fortitude; 15 ongoing damage (save ends).

**POWERS**  
**Infest:** Can enter and occupy spaces occupied by non-Swarm enemies.  
**Million Maggots:** Never provokes opportunity attacks.  
**Stable Footing:** Ignores the extra cost for entering difficult terrain.  
**Swarm:** Takes half damage from ⊕ and ↗ attacks.  
**Swarm Attack:** *Use at start of an enemy's turn:* If that enemy occupies a square this creature occupies, that enemy takes 5 damage for each Swarm creature adjacent to it.

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## ROT HARBINGER

Level 13 ♦ Undead

**AC** 29  
**FORT** 27  
**REF** 24  
**WILL** 25  
**SPEED** F7  
**HP** 75  
**BLOOD** 35

**ATTACKS**  
⊕ **Rotting Claw:** +18 vs. Fortitude; 10 damage AND 10 ongoing necrotic damage (save ends).  
☐☐ **Wave of Decay:** (burst 3) +19 vs. Fortitude; 10 damage AND Stunned. On miss, target is Dazed. ☹ *when this creature first becomes bloodied.*

**POWERS**  
☐ **Festering Necrosis:** *Replaces attack action:* Each enemy taking ongoing necrotic damage is Weakened (save ends).

*Orcus created these "angels" of decay in mockery of those sent to kill him.*

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## SHADAR-KAI WARRIOR

Level 8 ♦ Shadar-Kai • Shadow

**AC** 23  
**FORT** 19  
**REF** 23  
**WILL** 19  
**SPEED** 6  
**HP** 65  
**BLOOD** 30

**ATTACKS**  
⊕ **Katar:** +14 vs. AC; 10 damage AND repeat this attack against the same target (maximum 2 per turn).

**POWERS**  
☐ **Shadowmeld:** *Minor action, use only while adjacent to a wall:* Invisible to non-adjacent enemies until this creature makes an attack. ☹ *at start of turn if this creature occupies a victory area.*  
☐☐ **Shadow Strike:** *Use after hitting with a ⊕ attack:* Shift up to 2 squares to a space not adjacent to the target of that attack.

*It is said that shadar-kai lurk around every corner in the dusk of Gloomwrought.*

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## SHADAR-KAI WITCH

Level 7 ♦ Shadar-Kai • Arcane • Shadow

**AC** 18  
**FORT** 18  
**REF** 19  
**WILL** 22  
**SPEED** 6  
**HP** 50  
**BLOOD** 25

**ATTACKS**  
⊕ **Blackfire Touch:** +12 vs. Reflex; 5 fire + 5 necrotic damage.  
☐☐☐ **Shadowbind:** (sight) +10 vs. Will; 10 necrotic damage AND Blinded (save ends). ☹ *when this creature uses Shadow Jaunt.*

**POWERS**  
**Deep Shadow:** (Aura 2) Each ally in aura cannot be targeted by charges or ↗ attacks.  
**Shadowfire:** (Aura 2) Each enemy that starts a turn in aura takes 5 necrotic damage.  
☐ **Shadow Jaunt:** *Replaces move action:* Teleport up to 5 squares and is Insubstantial until start of its next turn. ☹ *when this creature first becomes bloodied.*

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## SHARDMIND DOMINATOR

Level 8 ♦ Shardsmind • Construct

**AC** 22  
**FORT** 20  
**REF** 20  
**WILL** 20  
**SPEED** 6  
**HP** 55  
**BLOOD** 25

**ATTACKS**  
⊕ **Dagger:** +11 vs. AC; 10 damage.  
↗ **Overwhelming Mind:** (range 5) +13 vs. Will; target makes a ⊕ attack as though Dominated.  
☐☐☐ **Mind Swarm:** (radius 1 within sight) +11 vs. Will; 10 psychic damage AND 5 ongoing psychic damage (save ends). ☹ *when first becoming bloodied.*

**POWERS**  
**Resist 5 Psychic**  
**Regression:** *Use at start of an enemy's turn:* If that enemy is taking ongoing psychic damage, slide that enemy up to 3 squares.

*Psychic energy given life.*

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## SKELETON

Level 1 ♦ Undead

**AC** 16  
**FORT** 13  
**REF** 13  
**WILL** 13  
**SPEED** 5  
**HP** 5  
**BLOOD** —

**ATTACKS**  
⊕ **Scimitar:** +5 vs. AC; 10 damage.

**POWERS**  
☐ **Reassembling Bones:** *Use when destroyed:* This creature is not destroyed instead, then has 5 HP and is Immobilized (save ends).

*The catacombs of Waterdeep hold a never-ending legion of walking dead.*

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## SPELL WEAVER

Level 18 ♦ Immortal • Arcane

**AC** 30  
**FORT** 29  
**REF** 31  
**WILL** 31  
**SPEED** 6  
**HP** 130  
**BLOOD** 65

**ATTACKS**  
⊕ **Esoteric Touch:** +20 vs. Reflex; 20 damage AND push target up to 5 squares.  
↗ **Dimensional Ray:** (nearest) +22 vs. Reflex; 20 damage AND teleport target up to 5 squares.

**POWERS**  
**Multitasking Brain:** Not affected by Dazed or Stunned.  
**Teleport:** *Replaces move action:* Teleport up to 6 squares.

**CHAMPION POWERS** ☐☐  
❖ *Use before rolling initiative:* Spend 20 VP. If you do, walls do not block line of sight or line of effect until end of round.  
❖ *Use after this creature hits with an attack:* Target of that attack takes 15 cold damage.

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## STONE GIANT

Level 15 ♦ Giant • Earth

AC 27  
FORT 29  
REF 25  
WILL 25

**ATTACKS**  
⊕ **Club:** (reach 2) +18 vs. AC; 30 damage AND push target up to 1 square.  
☐ ☞ **Hurl Rock:** (nearest) +16 vs. Reflex; 20 damage AND Stunned.

**POWERS**  
☐ **Stoneskin:** *Minor action:* This creature has Resist 10 All until end of its next turn.

SPEED 7

HP 110  
BLOOD 55

*"Oh, that arm? Lost that to a bloody big rock in the campaign against the giants."*

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## STORMCLAW SCORPION

Level 6 ♦ Beast • Vermin

AC 21  
FORT 19  
REF 20  
WILL 19

**ATTACKS**  
⊕ **Claws:** +14 vs AC; 10 lightning damage AND Slowed (save ends).  
↓ **Sting:** (reach 2) +10 vs. Fortitude; 10 ongoing damage (save ends).

**POWERS**  
**Resist 10 Lightning**  
**Skittering Assault:** Can move after charging.  
**Reactive Sting:** *Use when an enemy ends the effects of this creature's Claws attack:* Make 1 Sting attack against that enemy as an immediate action.

SPEED 8

HP 50  
BLOOD 25

*Don't ride the lightning.*

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## SWORDWING

Level 8 ♦ Swordwing • Aberrant

AC 22  
FORT 20  
REF 20  
WILL 20

**ATTACKS**  
⊕ **Armlade:** +14 vs. AC; 10 damage.

**POWERS**  
**Sudden Strike:** *Use when an adjacent enemy shifts:* Make 1 ⊕ attack against that enemy as an immediate action.  
**Vicious Opportunist:** +10 Damage with ↓ attacks during other creature's turns.

SPEED F8

HP 60  
BLOOD 30

*"Typical"? No, says, I. No 'typical' collection includes victims' hearts." — Kalliroth, Githyanki Pirate*

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## THRI-KREEN MANTIS WARRIOR

Level 11 ♦ Thri-Kreen

AC 24  
FORT 22  
REF 25  
WILL 21

**ATTACKS**  
⊕ **Gythka:** +16 vs. AC; 15 + 5 psychic damage.  
↓ **Mantis Leap:** *Use only while not bloodied:* Move up to 7 squares as with Flight, then make 1 ⊕ attack.  
☞ **Chatchka:** (range 10) +16 vs. AC; 10 damage.

**POWERS**  
☐ **Spasm:** *Use when an enemy moves out of an adjacent space:* That enemy is Slowed until end of its turn. ☞ *when this creature first becomes bloodied.*

SPEED 7

HP 80  
BLOOD 40

*Thri-kreen have adapted perfectly to the harsh conditions of Athas, in body and in mind.*

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## TRAPPED CHEST

Level 1 ♦ Object

AC 10  
FORT 10  
REF 10  
WILL —

**POWERS**  
**Delayed Appearance:** Does not start on the battle map during your set-up.  
**Object:** Does not score VP for occupying one of your victory areas; immune to attacks which target Will.  
**Trapped Chest:** When this creature is destroyed by an enemy, roll +20 vs. AC on each enemy and ally within 3 squares. On hit, 15 damage. On miss, 5 damage.  
**Stationary:** Cannot move; not affected by forced-movement effects.  
**Unfound Treasure:** You score 5 VP at the end of each round while this creature is in play.  
☐ **Search:** *Use at end of round:* If an ally occupies one of your victory areas, place Trapped Chest in a space adjacent to that victory area.

SPEED —

HP 20  
BLOOD 10

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## TREBUCHET

Level 20 ♦ Object

AC 34  
FORT 34  
REF 34  
WILL —

**ATTACKS**  
☞ **Hurled Stone:** (sight, target further than 5 squares distant only, does not provoke opportunity attacks) +24 vs. AC; 60 damage. ☞ *as an attack action.*  
☐ ☞ **Flaming Pitch:** *Use only while not bloodied:* (radius 2 within 10) +20 vs. Reflex; 20 AND 10 ongoing fire damage (save ends). ☞ *when this creature is hit by a non-↓ attack.*

**POWERS**  
**Object:** Does not score VP for occupying one of your victory areas; immune to attacks which target Will.  
**Siege Engine:** Treats walls and terrain that blocks line of sight as clear terrain. Can occupy squares containing wall terrain.  
**Stationary:** Cannot move; not affected by forced-movement effects.

SPEED —

HP 105  
BLOOD 55

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## TRIHORN BEHEMOTH

Level 10 ♦ Beast

AC 26  
FORT 24  
REF 18  
WILL 18

**ATTACKS**  
⊕ **Gore:** (reach 2) +17 vs. AC; 25 damage.

**POWERS**  
**Breathing Room:** +15 Damage with ↓ attacks against targets not adjacent to a wall.  
**Halfing Houdah:** Can have up to 2 non-Mounted Halfing creatures as riders.  
**Protective Crest:** This creature's rider has +4 AC and +4 Reflex.  
**War Beast:** +5 Damage with ⊕ attacks for each rider on this creature.

SPEED 7

HP 85  
BLOOD 40

*On the plains of Eberon, the savage halfings aren't all you need worry about.*

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## WATER ARCHON SHOAL REAVER

Level 13 ♦ Elemental • Aquatic

AC 29  
FORT 23  
REF 23  
WILL 23

**ATTACKS**  
⊕ **Trident:** +18 vs. AC; 15 damage AND target has -2 AC until start of its next turn.  
☞ **Water Harpoon:** (range 5) +20 vs. AC; 20 damage AND pull target to an adjacent space.  
☐ ☞ **Whirlpool of Tines:** (blast 3) +18 vs. AC; 15 damage. On miss, 5 damage.

**POWERS**  
**Immune Poison; Vulnerable 5 Cold**  
**Water Walk:** Whenever this creature starts its turn occupying river terrain, it has +3 Speed until end of turn.

SPEED 6

HP 80  
BLOOD 40

*Shoal reavers have a well-earned reputation as ruthless pirates of the astral sea.*

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## WILL-O'-WISP

Level 6 ♦ Fey

AC 20  
FORT 24  
REF 24  
WILL 24  
SPEED F5  
HP 45  
BLOOD 20

**ATTACKS**  
⊕ **Spirit Drain:** +9 vs. Fortitude; 15 radiant damage AND Weakened.  
↗ **Luring Glow:** (sight) +11 vs. Will; 10 psychic damage AND pull target up to its current speed.

**POWERS**  
**Insubstantial**  
**Delayed Appearance:** Starts off the battle map during your set-up.  
**Blink Out:** Whenever this creature takes damage from an attack, remove it from the battle map after resolving that attack.  
**Illuminate:** Whenever this creature is not on the battle map at the start of a round, place it in any square no closer than 10 squares from any enemy.

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## YEENOGHU

Level 14 ♦ Demon • Gnoll (Unique)

CR 2

AC 24  
FORT 24  
REF 20  
WILL 20  
SPEED 7  
HP 95  
BLOOD 45

**ATTACKS**  
⊕ **Triple Flail:** (reach 2) +15 vs. AC; 20 damage AND Immobilized.  
☐ ✂ **Crushing Grasp:** (radius 2 within sight, enemies only) +13 vs. Reflex; 10 damage AND push target up to 10 squares.

**POWERS**  
**Pack Fury:** +5 Damage with ⊕ attacks for each Gnoll or Beast ally adjacent to target.

**CHAMPION POWERS** ☐ ☐  
❖ *Use after an ally causes an enemy to first become bloodied:* 1 ally adjacent to that enemy makes 1 ⊕ attack as an immediate action.  
❖ *Use before rolling initiative:* Each Gnoll or Beast ally not adjacent to an enemy shifts up to its current speed (must end in a space adjacent to an enemy).

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## YEENOGHU

Level 22 ♦ Demon • Gnoll (Unique)

CR 2

AC 32  
FORT 32  
REF 29  
WILL 30  
SPEED 7  
HP 185  
BLOOD 80

**ATTACKS**  
⊕ **Triple Flail:** (reach 2) +25 vs. AC; 45 damage AND Dazed (save ends).  
☐ ⊕ **Hyena's Fury:** Make 3 attacks, each against a different enemy: (reach 2) +25 vs. AC; 25 damage.

**POWERS**  
**Fetid Cloud:** (Aura 1) Each enemy that starts a turn in aura is Slowed until end of turn.  
**Hyena Lord:** Gnoll and Beast allies deal triple damage instead of double damage on a critical hit.

**CHAMPION POWERS** ☐ ☐  
❖ *Use before rolling initiative:* Each bloodied enemy is Weakened until end of round.  
❖ *Use when an ally misses a non-bloodied enemy with a ⊕ attack:* That ally repeats that attack twice against the same target as an immediate action.

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## YOUNG VOLCANIC DRAGON

Level 13 ♦ Dragon • Elemental

AC 27  
FORT 27  
REF 23  
WILL 23  
SPEED F6  
HP 75  
BLOOD 35

**ATTACKS**  
⊕ **Bite:** (reach 2) +18 vs. AC; 15 damage AND 5 ongoing fire damage (save ends).  
↖ **Lava Vent:** (burst 2) +17 vs. Reflex; 20 fire damage + 10 fire damage for each Lava Vent counter on this creature (maximum +30 fire damage). Hit or miss, after all attacks are resolved, remove all Lava Vent counters from this creature.

**POWERS**  
**Noxious Fumes:** (Aura 1) Each enemy that starts a turn in aura takes 5 poison damage.  
**Growing Heat:** Replaces attack action: Put 1 Lava Vent counter on this creature.

*When you smell sulfur, it's too late.*

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## ZHENT CAVALRY

Level 7 ♦ Human • Mounted • Zhent

AC 22  
FORT 19  
REF 19  
WILL 19  
SPEED 8  
HP 60  
BLOOD 30

**ATTACKS**  
⊕ **Slashing Sword:** +11 vs. AC; 15 damage.  
☐ ↗ **Light Crossbow:** (nearest) +9 vs. AC; 10 damage. ↻ 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.

*The Black Network uses highly skilled cavalry to terrorize villages in the remote edges of the Dalelands.*

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## ZHENT CHAMPION

Level 7 ♦ Human • Martial • Zhent • Bane

CR 1

AC 24  
FORT 18  
REF 16  
WILL 16  
SPEED 5  
HP 55  
BLOOD 25

**ATTACKS**  
⊕ **Greatsword:** +14 vs. AC; 10 damage.  
↗ **Crossbow of Speed:** (nearest) +10 vs. AC; 10 damage.

**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.

**CHAMPION POWERS** ☐  
❖ *Use before rolling initiative:* Each Zhent ally shifts up to 3 squares as an immediate action.  
❖ *Use when a Martial ally within 5 squares first becomes bloodied:* That ally heals 15 HP.

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## ZHENT SOLDIER

Level 5 ♦ Human • Martial • Zhent

AC 21  
FORT 18  
REF 16  
WILL 16  
SPEED 5  
HP 45  
BLOOD 20

**ATTACKS**  
⊕ **Longsword:** +11 vs. AC; 10 damage.  
☐ ↗ **Crossbow:** (nearest) +9 vs. AC; 10 damage. ↻ 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.

*Not bright, no, but still dangerous when properly led...*

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## LORDS OF MADNESS

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