

## HATCHLING, BLACK DRAGON

Level 1 ♦ Dragon

**AC** 15  
**FORT** 14  
**REF** 15  
**WILL** 12  
**SPEED** F7  
**HP** 20  
**BLOOD** 10

**ATTACKS**  
 ⊕ **Bite**: +5 vs. AC; 5 acid damage.  
 ☐ ↗ **Acid Breath**: (range 3) +8 vs. Reflex; 10 acid damage.

**POWERS**  
**Resist 5 Acid**  
**Hatchling Swarm**: Whenever this creature hits with a ⊕ attack, another Hatchling Black Dragon creature adjacent to the target can make a ⊕ attack as an immediate action.

*Black dragon hatchlings travel in groups, taking down surprisingly big game.*

♦ For use with Conquest of Nerath Board Game Figure; Dragon, Karkoth Faction

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## HATCHLING, GOLD DRAGON

Level 3 ♦ Dragon

**AC** 18  
**FORT** 16  
**REF** 15  
**WILL** 14  
**SPEED** F7  
**HP** 35  
**BLOOD** 15

**ATTACKS**  
 ⊕ **Bite**: +9 vs. AC; 5 damage.  
 ☐ ↗ **Fire Breath**: (Radius 1 within 3) +10 vs. Reflex; 10 fire damage.

**POWERS**  
**Resist 5 Fire**  
**Sap Strength**: Whenever this creature rolls a natural 17, 18, 19 or 20 with an attack, the target is also Weakened.

*Gold dragon hatchlings are fearless foes right out of the egg.*

♦ For use with Conquest of Nerath Board Game Figure; Dragon, Vailin Faction

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## HATCHLING, RED DRAGON

Level 2 ♦ Dragon

**AC** 17  
**FORT** 17  
**REF** 15  
**WILL** 13  
**SPEED** F6  
**HP** 30  
**BLOOD** 15

**ATTACKS**  
 ⊕ **Bite**: +5 vs. AC; 5+5 fire damage.  
 ☐ ↗ **Fire Breath**: (Blast 3) +9 vs. Reflex; 10 fire damage.

**POWERS**  
**Resist 5 Fire**  
**Always Hungry**: +5 damage vs Bloodied enemies.

*The small reds are born hungry, and will sometimes resort to cannibalism.*

♦ For use with Conquest of Nerath Board Game Figure; Dragon, Iron Circle Faction

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## HATCHLING, SILVER DRAGON

Level 2 ♦ Dragon

**AC** 17  
**FORT** 15  
**REF** 16  
**WILL** 14  
**SPEED** F6  
**HP** 25  
**BLOOD** 10

**ATTACKS**  
 ⊕ **Bite**: +7 vs. AC; 5 damage.  
 ☐ ↗ **Frost Breath**: (radius 1 within 3) +9 vs. Fortitude; 10 cold damage.

**POWERS**  
**Resist 5 Cold**  
 ☐ **Plaintive Yelp**: Use after this creature takes damage but is not destroyed by an enemy attack; each Good Dragon Ally with the word 'Silver' in its name has +4 attack until the end of battle.

*The youngest of the Silver Dragons is rarely unprotected.*

♦ For use with Conquest of Nerath Board Game Figure; Dragon, Nerathian League Faction

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## SMALL DUST DEVIL

Level 3 ♦ Elemental · Air

**AC** 18  
**FORT** 16  
**REF** 18  
**WILL** 14  
**SPEED** F7  
**HP** 30  
**BLOOD** 15

**ATTACKS**  
 ⊕ **Duststorm**: +9 vs. Fortitude; Blinded.  
 ☐ ↗ **Zap**: (Burst 1) +9 vs. Fortitude; 10 lightning damage. ⤵ when this creature ends its turn in a victory area in which it did not begin its turn.

**POWERS**  
**Resist 5 Lightning**  
**Cloud of Static**: (Aura 1) Each enemy and each ally in aura has -2 AC, Fortitude, Reflex and Will against attacks that do lightning damage.

*Mischievous creatures that frequent dry, windblown lands.*

♦ For use with Conquest of Nerath Board Game Figure; Elemental, Any Faction

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## TREANT GREENLING

Level 1 ♦ Plant · Martial (Unique)

**AC** 15  
**FORT** 16  
**REF** 13  
**WILL** 15  
**SPEED** 5  
**HP** 30  
**BLOOD** 15

**ATTACKS**  
 ⊕ **Grasping Limb**: +7 vs. AC; 5 damage AND Slowed.  
 ⊕ **Poison Thorns**: 5 poison damage AND -2 attack (save ends).

**POWERS**  
**Forest Ward**: Invisible while occupying forest terrain.  
**Woodland Stride**: Does not pay the extra cost for entering forest terrain.

*These youngest of treants are extremely rare.*

♦ For use with Conquest of Nerath Board Game Figure; Monster, Vailin Faction

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## VERMIN HUNTER GOLEM

Level 5 ♦ Construct

**AC** 18  
**FORT** 18  
**REF** 14  
**WILL** 14  
**SPEED** 6  
**HP** 45  
**BLOOD** 20

**ATTACKS**  
 ⊕ **Slam**: +12 vs. AC; 10 damage.  
 ☐ ↗ **Poison Breath**: (blast 2) +10 vs. Fortitude; 10 poison damage AND 5 ongoing poison damage (save ends).

**POWERS**  
**Resist 5 All**  
**Swarmhunter**: +10 ⊕ damage against swarm creatures.

*These small constructs are handy sewer wardens.*

♦ For use with Conquest of Nerath Board Game Figure; Monster, Iron Circle Faction

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## YOUNG GOLIATH BUGSMASHER

Level 3 ♦ Goliath

**AC** 19  
**FORT** 19  
**REF** 16  
**WILL** 16  
**SPEED** 6  
**HP** 35  
**BLOOD** 15

**ATTACKS**  
 ⊕ **Bugsmash**: +8 vs. AC; 10 damage.  
 ☐ ↗ **Rock Toss**: (range 3) +7 vs. AC; 5 damage.

**POWERS**  
**Vermin Bane**: +4 attack and +10 damage vs. Vermin creatures.  
**Grab a New Rock**: Minor action. Use when adjacent to difficult terrain; ⤵ Rock Toss.

*The combative nature of a Goliath starts early.*

♦ For use with Conquest of Nerath Board Game Figure; Monster, Nerathian League Faction

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## ZOMBIE HALFLING BRUTE

Level 2 ♦ Undead

**AC** 14  
**FORT** 14  
**REF** 16  
**WILL** 14  
**SPEED** 5  
**HP** 30  
**BLOOD** 15

**ATTACKS**  
 ⊕ **Zombie's Bite**: +7 vs. AC; 5 damage; if this attack destroys the target, this creature is Immobilized.

**POWERS**  
**Hide**: If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.  
 ☐ **Crawling Upper Torso**: Use when this creature would be destroyed by damage or another effect; instead, the attack misses and this creature is Slowed until end of battle instead.

*They say halflings are always hungry...*

♦ For use with Conquest of Nerath Board Game Figure; Monster, Karkoth Faction

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