

REDCAP

Level 10 ♦ Fey

AC 23
FORT 23
REF 23
WILL 23

ATTACKS
⊕ **Scythe**: +15 vs. AC; 15 damage.
⊖ **Steel Kick**: *Minor action, once per turn*: +13 vs. AC; 5 damage AND Slowed.

POWERS
Redcap: *Use when this creature bloodies or destroys an enemy*: Heal 10 HP.
Bloody Murderous: *Whenever this creature starts a turn bloodied and adjacent to an enemy*: +2 attack and +5 damage vs. that enemy until end of turn.

SPEED 5

HP 65
BLOOD 60

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BATIRI GOBLIN

Level 1 ♦ Goblin · Primal

AC 17
FORT 14
REF 16
WILL 15

ATTACKS
⊕ **Short Spear**: +6 vs. AC; 10 damage.

POWERS
Forest Walk: Ignores the extra cost for entering forest terrain.
Tends to Wander: *Use during setup*: Place this creature up to 5 squares away from your start area.

SPEED 7

HP 20
BLOOD 10

❖ *Use with Tomb of Annihilation: Batiri Goblin (no mask)*

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VEGEPYGMY

Level 2 ♦ Plant

AC 17
FORT 15
REF 15
WILL 15

ATTACKS
⊕ **Crude Spear**: +7 vs. AC; 10 damage.

POWERS
Immune Poison
Forest Craft: Invisible to nonadjacent enemies while occupying forest terrain.
Vernal Regeneration: *Use when this creature starts a turn bloodied*: Heal 10 HP.

SPEED 6

HP 30
BLOOD 15

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ZORBO

Level 3 ♦ Magical Beast

AC 15
FORT 16
REF 16
WILL 16

ATTACKS
⊕ **Resorptive Claws**: +9 vs. AC; 5 damage AND -2 AC and -2 attack (until end of battle).

POWERS
Absorb Strength: This creature has Resist 10 All while it occupies a victory area.
Destroy the Weak: +10 damage vs. enemies that have a penalty to AC.

SPEED 6

HP 30
BLOOD 15

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VELOCIRAPTOR

Level 3 ♦ Beast

AC 16
FORT 14
REF 16
WILL 14

ATTACKS
⊕ **Claws**: +9 vs. AC; 10 damage.

POWERS
☐ **Harrier**: *Immediate action, use when a Small Beast ally hits an enemy with a ⊖ attack*: Make a ⊕ attack vs. that enemy.
Small Pack Tactics: Small Beast allies have combat advantage vs. enemies adjacent to this creature.

SPEED 7

HP 35
BLOOD 15

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SKELETON KEY (CROSS HELM)

Level 4 ♦ Undead

AC 17
FORT 17
REF 15
WILL 15

ATTACKS
⊕ **Warding Blades**: +11 vs. AC; 10 damage AND push up to 4 squares.

POWERS
Sacred Circle: (Aura 1) Squares in aura gain sacred circle terrain (+2 attack).
Ancient Symbol Key: *Use at start of an adjacent Arcane or Divine ally's turn*: That ally shifts up to 2 squares with Phasing.

SPEED 5

HP 35
BLOOD 15

❖ *Use with Tomb of Annihilation: Skeleton Key 6a*

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SKELETON KEY (DEMON-FACED HELM)

Level 4 ♦ Undead

AC 17
FORT 15
REF 17
WILL 15

ATTACKS
⊕ **Warp Knives**: +10 vs. AC; 10 damage AND slide up to 1 square.

POWERS
☐ **Earthglide**: *Move action*: Move up to current speed with Burrow.
Warpfield Key: (Aura 10) An ally in aura may use a move action to teleport to a square adjacent to this creature.

SPEED 5

HP 35
BLOOD 15

❖ *Use with Tomb of Annihilation: Skeleton Key 6b*

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SKELETON KEY (TWIN CYLINDER HELM)

Level 4 ♦ Undead

AC 17
FORT 15
REF 15
WILL 17

ATTACKS
⊕ **Dimensionlock Daggers**: +12 vs. AC; 10 damage AND target may not teleport and cannot be affected by placement effects (save ends).

POWERS
Scout: *(May setup in an unoccupied victory area.)*
Victory Key: *Use at start of an adjacent ally's turn, only if that ally occupies a victory area*: Place that ally in any unoccupied victory area or start area.

SPEED 5

HP 35
BLOOD 15

❖ *Use with Tomb of Annihilation: Skeleton Key 6c*

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QAWASHA

Level 8 ♦ Human • Primal • Unique

CR 1

AC 20
FORT 19
REF 19
WILL 19
SPEED 6
HP 55
BLOOD 25

ATTACKS
⊕ **Staff:** +15 vs. AC; 10 damage AND Immobilized.
⚡ **Thunderburst:** (blast 3) +13 vs. Fortitude; 10 thunder damage AND Dazed.
☐ ⊕ **Wild Shape:** +13 vs. AC; 20 damage. Hit or miss, this creature heals 15 HP.

POWERS

Stable Footing: Ignores the extra cost to enter difficult terrain.

Expert Guide: (Aura 4) Allies that start their turn in aura gain Stable Footing until end of turn.

☐ **Greenfriend:** Use during setup: Add 1 Plant from the Wild faction with cost 10 or less to your waband.

CHAMPION POWERS ☐

❖ Use at start of round: Plant and Beast allies have +5 damage until end of round.



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HUMAN DRUID

Level 6 ♦ Human • Primal

CR 1

AC 17
FORT 15
REF 16
WILL 15
SPEED 6
HP 35
BLOOD 15

ATTACKS
⊕ **Serpent Strike:** (reach 3) +11 vs. Reflex; 5 + 10 ongoing poison damage (save ends).
☐ ⊕ **Wild Shape:** +9 vs. AC; 10 damage. Hit or miss, this creature heals 10 HP.

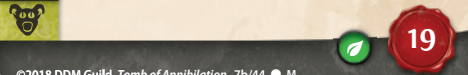
POWERS

Thorns: Minor action, once per turn: An enemy within 6 squares takes 5 damage.

☐ **Snake's Swiftess:** Attack action: Nearest ally makes a ⊕ attack as an immediate action.

CHAMPION POWERS ☐

❖ Use at start of round: Beast allies have +2 attack and +5 ⊕ damage until end of round.



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ORC (AXE)

Level 5 ♦ Orc

AC 17
FORT 18
REF 15
WILL 15
SPEED 7
HP 60
BLOOD 30

ATTACKS
⊕ **Boarding Axe:** +10 vs. AC; 15 damage

POWERS
Draw First Blood: +10 damage vs. undamaged enemies.
Great Leap: Move action: Move up to 2 squares, then move up to 3 squares with Flight, then move up to 2 more squares.



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ORC (SWORD)

Level 4 ♦ Orc

AC 17
FORT 17
REF 17
WILL 15
SPEED 7
HP 45
BLOOD 20

ATTACKS
⊕ **Cutlass:** +10 vs. AC; 10 damage

POWERS
Swashbuckling Brute: Use when this creature starts a turn within 5 squares of an Orc champion ally: +2 speed and +2 attack until end of round.
Skirmisher 5: +5 ⊕ Damage this turn if this creature moved at least 2 squares from where it started its turn before attacking.



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CHULTAN ZOMBIE

Level 1 ♦ Undead

AC 13
FORT 11
REF 11
WILL 11
SPEED 5
HP 20
BLOOD 10

ATTACKS
⊕ **Slam:** +4 vs. AC; 10 damage.

POWERS
☐ **Tribute:** Use at end of round, if this creature occupies a victory area: Enemies occupying that victory area do not score victory points this round.



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MONODRONE

Level 3 ♦ Construct • Modron

AC 14
FORT 14
REF 14
WILL 14
SPEED F5
HP 30
BLOOD -

ATTACKS
⊕ **Defensive Strike:** +9 vs. AC; 10 damage.

POWERS
Immune Confused, Dominated
What Now?: Whenever this creature starts a turn: Dazed until end of turn.
☐ **Modron March:** Use at end of round, only if this creature occupies an opponent's start area: Choose one effect:
Promotion: This creature heals 25 HP, and has +5 attack, +5 damage, and Immune Dazed until end of battle.
Keep Marching: Destroy this creature. Score 15 VP. (Your opponent scores VP normally.)
Call Another: Add 1 Modron with cost of 9 or less to your waband. Place it in your start area.



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SU-MONSTER

Level 6 ♦ Beast • Psi

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

ATTACKS
⊕ **Claws:** +11 vs. AC; 15 damage.
☐ ⚡ **Mental Scream:** (blast 3) +9 vs. Will; 15 psychic damage.

POWERS
Forest Walk: Ignores the extra cost for entering forest terrain.
☐ **Pack Defender:** Immediate action, use when an enemy within 3 squares targets a Beast ally with an attack: This creature moves up to its speed, each square closer to the enemy. If it ends adjacent to the enemy, it may make a ⊕ attack vs. that enemy.



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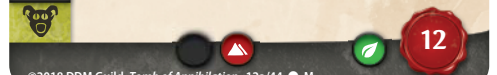
FIRENEWT (SWORD)

Level 4 ♦ Firenewt • Fire

AC 18
FORT 16
REF 16
WILL 16
SPEED 5
HP 35
BLOOD 15

ATTACKS
⊕ **Longsword:** +10 vs. AC; 10 damage.
☐ ⚡ **Spitfire:** (range 6) +9 vs. Reflex; 15 fire damage.

POWERS
Immune Fire
Heatsink: Use at start of turn, if this creature occupies fire terrain: ⊕ Spitfire and +2 attack until end of turn.



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FIRENEWT (FIRE)

Level 5 ♦ Firenewt • Arcane

AC 18
FORT 16
REF 16
WILL 16

ATTACKS

- ⊕ **Fire Touch:** +10 vs Reflex; 10 fire damage.
- **Firebolt:** (range 10) +11 vs. AC; 15 fire damage.

POWERS

Immune Fire

- ☐ **Blessing of Imix:** *Minor action:* 1 square of clear terrain within 10 squares becomes fire terrain until end of battle.
- Intensify Fire:** *Attack action:* Each creature adjacent to fire terrain takes 5 fire damage.

SPEED 5

HP 35
BLOOD 15

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ALDANI (NO WEAPON)

Level 3 ♦ Aldani • Aquatic

AC 20
FORT 16
REF 15
WILL 16

ATTACKS

- ⊕ **Claws:** +9 vs. AC; 10 damage AND make a ⊕ attack (maximum once per turn).

POWERS

Locked Claw: *Use when this creature rolls a natural 18, 19 or 20 on an attack roll:* Target takes 5 damage and is Immobilized.

SPEED 5

HP 30
BLOOD 15

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VEGEPYGMY CHIEF

Level 6 ♦ Plant • Unique

CR 2

AC 20
FORT 18
REF 18
WILL 18

ATTACKS

- ⊕ **Spear:** +11 vs. AC; 15 damage.
- ☐ ← **Spores:** (burst 2, non-Plant targets only) +10 vs. Fortitude; 10 poison damage AND 10 ongoing poison damage (save ends).

POWERS

Immune Poison

Forest Craft: Invisible to nonadjacent enemies while occupying forest terrain.

Vernal Regeneration: *Use when this creature is bloodied at the start of its turn:* Heal 10 HP.

CHAMPION POWERS ☐ ☐

- ❖ *Use during setup:* A Plant ally gains Scout (may setup in an unoccupied victory area).
- ❖ *Use at start of round:* Plant allies gain Immune Lightning until end of round.

SPEED 6

HP 45
BLOOD 20

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MASKED BATIRI

Level 4 ♦ Goblin • Martial

AC 18
FORT 16
REF 16
WILL 16

ATTACKS

- ⊕ **Short Spear:** +11 vs. AC; 15 damage.

POWERS

Forest Walk: Ignores the extra cost for entering forest terrain.

- ☐ **War Mask:** *Attack action:* An adjacent enemy of level 5 or lower provokes opportunity attacks.

SPEED 6

HP 40
BLOOD 20

❖ *Use with Tomb of Annihilation: Batiri Goblin (mask)*

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SKELETON (TWO KNIVES)

Level 5 ♦ Undead • Stealth

AC 18
FORT 16
REF 16
WILL 16

ATTACKS

- ⊕ **Thieve's Blades:** +12 vs. AC; 10 damage.

POWERS

Hide: While this creature has ranged cover other than from intervening enemies vs. a nonadjacent enemy, it is invisible to that enemy.

Sneak Attack 10: +10 damage vs. targets granting it combat advantage.

SPEED 6

HP 40
BLOOD 20

Dark magic captures the essence of the fallen, and creates undead with frightening abilities and motivation.

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SKELETON (WITH SHIELD)

Level 5 ♦ Undead • Martial

AC 20
FORT 16
REF 16
WILL 16

ATTACKS

- ⊕ **Blade:** +10 vs. AC; 10 damage.

POWERS

Shieldbearer: (Aura 1) Allies in aura have +2 AC.

- ☐ **Deadguard:** *Use when an adjacent Undead or Arcane ally is targeted by attack:* Redirect that attack to this creature.

SPEED 6

HP 45
BLOOD 20

Dark magic captures the essence of the fallen, and creates undead with frightening abilities and motivation.

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ALDANI (TRIDENT)

Level 6 ♦ Aldani • Aquatic

AC 22
FORT 18
REF 16
WILL 18

ATTACKS

- ⊕ **Claws:** +12 vs. AC; 10 damage AND make a ⊕ attack (maximum once per turn).
- ☐ ➤ **Net:** (range 3) +10 vs. Reflex; Immobilized (save ends)

POWERS

Locked Claw: *Use when this creature rolls a natural 18, 19 or 20 on an attack roll:* The target takes 5 damage and is Immobilized.

Piercing Trident: *Minor action, use when adjacent to an immobilized enemy:* That enemy takes 5 ongoing damage and is Immobilized (save ends both).

SPEED 5

HP 55
BLOOD 25

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VALINDRA SHADOWMANTLE

Level 15 ♦ Undead • Arcane • Unique

CR 2

AC 29
FORT 27
REF 27
WILL 30

ATTACKS

- ⊕ **Scythe staff:** +21 vs. AC; 15 + 15 necrotic damage.
- **Finger of Death:** (range 6) +19 vs. Fortitude; 10 damage AND 20 ongoing necrotic damage (save ends).

POWERS

Immune Necrotic, Poison

Vulnerable 5 Radiant

Dimension Door: *Move action:* Teleport 6.

Dread Mantle: (Aura 5) Bloodied allies and bloodied enemies take 10 necrotic damage when ending their turn in aura.

CHAMPION POWERS ☐ ☐

- ❖ *Use when any creature takes necrotic damage:* Arcane allies have +4 attack until end of round.
- ❖ *Use when an enemy becomes bloodied:* It takes 20 ongoing necrotic damage (save ends).

SPEED F6

HP 90
BLOOD 45

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DUODRONE

Level 5 ♦ Construct • Modron

AC 17
FORT 15
REF 15
WILL 17

ATTACKS

- ⊕ **Strike:** +13 vs. AC; 10 damage.
- ↘ **Throw:** (range 6) +13 vs. AC; 10 damage.

POWERS

Immune Confused, Dominated

Supervisor: (Aura 10) Level 5 or lower Modron allies in aura are Immune Dazed and have +1 attack.

☐ **Clockwork Attack:** Use at end of round: Each level 5 and lower Modron ally may use an immediate action to shift up to 2 squares and make a ⊕ attack.

SPEED 6

HP 45
BLOOD -

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WEREBEAR BARBARIAN

Level 10 ♦ Shapeshifter • Primal • Rage

AC 22
FORT 26
REF 22
WILL 22

ATTACKS

- ⊕ **Claw:** +17 vs. AC; 15 damage.
- ⊖ **Two-Handed Smite:** +15 vs. AC; 25 damage.

POWERS

Bloodrage: +5 damage while bloodied.

Cleave: Immediate action, use when this creature destroys an enemy with a ⊕ attack: Make a ⊕ attack.

SPEED 6

HP 100
BLOOD 50

♦ Use with Tomb of Annihilation: Werebear (Axe or Hammer)

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TABAXI MINSTREL

Level 10 ♦ Tabaxi • Arcane

AC 18
FORT 16
REF 20
WILL 18

ATTACKS

- ⊕ **Dagger:** +10 vs. AC; 10 damage.
- ☐ ↘ **Enthral:** Minor action: (range 6) +10 vs. Will; Stunned.

POWERS

Bardsong: (Aura 6) Enemy champions in aura may not use champion powers. Enemies in aura ignore the effects of enemy champion powers while in aura.

SPEED 7

HP 30
BLOOD 15

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TABAXI HUNTER

Level 5 ♦ Tabaxi • Stealth

AC 18
FORT 16
REF 20
WILL 18

ATTACKS

- ⊕ **Dagger:** +12 vs. AC; 5 damage.
- ↘ **Thrown blade:** (range 6) +12 vs. AC; 5 damage.

POWERS

Hide: While this creature has ranged cover other than from intervening enemies vs. a nonadjacent enemy, it is invisible to that enemy.

Keen Hearing 6: Ignores Conceal and Invisible vs. enemies within 6 squares.

Sneak Attack 5: +5 damage vs. targets granting it combat advantage.

☐ **Cat's Leap:** Move action: Move up to its speed with Flight.

SPEED 7

HP 40
BLOOD 20

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ARTUS CIMBER

Level 14 ♦ Human • Unique

CR 3

AC 27
FORT 25
REF 25
WILL 25

ATTACKS

- ⊕ **Bookmark, the Dagger:** Minor action: +18 vs. AC; 10 + 5 cold damage.
- ↘ **Bow:** (sight) +19 vs. AC; 20 + 5 cold damage.

POWERS

Immune Cold

☐ **Suggestion:** Use when an undamaged enemy starts a turn within 3 squares: That enemy is Dominated until end of turn.

☐ **Ice Globe:** Full turn action: Until start of this creature's next turn, Resist 15 All and (Aura 2) Each square in aura gains cold terrain.

CHAMPION POWERS ☐ ☐ ☐

- ♦ Use with this creature's ↘ attack: The attack has +10 cold damage AND push up to 2 squares.
- ♦ Use whenever this creature starts a turn bloodied: Heal 15 HP.

SPEED 6

HP 70
BLOOD 35

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ASHARRA

Level 11 ♦ Aarakocra • Primal • Unique

CR 2

AC 22
FORT 22
REF 22
WILL 22

ATTACKS

- ⊕ **Flying Spear:** (range 6) +14 vs. AC; 15 damage.
- ☐ ☐ ✨ **Storm Summoner:** (radius 1 within 10) +16 vs. Fortitude; 10 thunder + 10 lightning damage AND slide up to 2 squares.

POWERS

Evasive Flyer: Move action: Shift up to 3 squares.

☐ **Dance of the Seven Winds:** Use during setup: Up to 4 allies gain Flight until they are first bloodied.

CHAMPION POWERS ☐ ☐

- ♦ Use at start of round: An ally shifts up to its speed.
- ♦ Use at the start of an enemy's turn: Make a ⊕ attack vs. that enemy as an immediate action.

SPEED F7

HP 55
BLOOD 25

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YUAN-TI BROODGUARD

Level 5 ♦ Yuan-Ti

AC 16
FORT 16
REF 16
WILL 12

ATTACKS

- ⊕ **Bite and Claw:** +12 vs. AC; 10 damage AND 5 ongoing poison damage (save ends).

POWERS

Immune Immobilized

Resist 10 Poison

☐ **Instinctive Sacrifice:** Immediate action, when an enemy targets an adjacent Yuan-Ti ally with an attack: Redirect that attack to this creature.

SPEED 6

HP 60
BLOOD 30

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DAO (HAMMER)

Level 10 ♦ Elemental • Earth

AC 26
FORT 24
REF 24
WILL 24

ATTACKS

- ⊕ **Rockcrusher Maul:** +16 vs. AC; 20 damage.
- ☐ ⊖ **Stonebinder:** +16 vs. AC; 20 damage AND Immobilized (save ends). ☹ when no enemy is Immobilized by this creature's Stonebinder.

POWERS

Ambush: Minor action: Choose an enemy that cannot see this creature. +10 damage vs. that enemy until end of round.

☐ **Earthglide:** Move action: Move up to current speed with Burrow.

SPEED F6

HP 85
BLOOD 40

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DAO (EARTH)
Level 11 ♦ Elemental • Earth

CR 1

STATS
AC 26
FORT 24
REF 24
WILL 24
SPEED F6
HP 80
BLOOD 40

ATTACKS
⊕ **Rock Slam:** +16 vs. Reflex; 10 damage.
➤ **Boulder Swarm:** (range 10) +16 vs. AC; 20 damage.
☐ ➤ **Avalanche:** Make a ➤ attack vs. each enemy within 5 squares.

POWERS
Phasing
Impact 2: Use when this creature hits a Medium or smaller enemy: Push that enemy up to 2 squares.

CHAMPION POWERS ☐
❖ Use at start of round: Earth allies have +5 damage until end of round.
❖ Use at start of an ally's turn: That ally has Phasing until end of turn.

❖ Use with Tomb of Annihilation: Dao (Earth)

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MERROW (HARPOON)
Level 10 ♦ Demon • Aquatic

STATS
AC 23
FORT 23
REF 21
WILL 21
SPEED 8
HP 65
BLOOD 30

ATTACKS
⊕ **Harpoon Jab:** (reach 2) +15 vs. AC; 15 damage AND pull target 1 square.
➤ **Thrown Harpoon:** (range 6) +14 vs. AC; 15 damage AND pull up to 3 squares.

POWERS
Resist 5 Cold, Fire, Lightning
Waterbound: Treats non-river terrain as difficult terrain.
☐ **Gaffing Hook:** Minor action: An adjacent enemy takes 5 ongoing damage and is Immobilized (save ends both).

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MERROW (TRIDENT)
Level 10 ♦ Demon • Aquatic

CR 2

STATS
AC 23
FORT 23
REF 21
WILL 21
SPEED 8
HP 65
BLOOD 30

ATTACKS
⊕ **Trident:** (reach 2) +13 vs. AC; 15 damage.

POWERS
Resist 5 Cold, Fire, Lightning
Waterbound: Treats non-river terrain as difficult terrain.
Opportunist 5: +5 damage vs. Immobilized enemies.

CHAMPION POWERS ☐ ☐
❖ Use at start of round: All clear squares gain river terrain until end of round.
❖ Use at start of round: Demon and Aquatic allies have +5 damage until end of round.

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KAMADAN
Level 11 ♦ Magical Beast

STATS
AC 25
FORT 23
REF 23
WILL 23
SPEED 7
HP 80
BLOOD 40

ATTACKS
⊕ **Claw and Bite:** Roll 4d20 use the highest: +13 vs. AC; 20 damage AND 10 ongoing poison damage (save ends).
☐ ⬅ **Sleep Breath:** (blast 4, living targets only). +14 vs. Fortitude; Helpless (save ends, or ends if target takes damage).

POWERS
Resist 10 Poison
Supervenomate: +10 poison damage on critical hits.

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PTERAFOLK
Level 4 ♦ Lizardfolk • Shapeshifter

STATS
AC 17
FORT 15
REF 17
WILL 15
SPEED F6
HP 40
BLOOD 20

ATTACKS
⊕ **Bite:** +10 vs. AC; 10 damage.
☐ ➤ **Big Rock:** (range 2) +11 vs. Reflex; 20 damage. Hit or miss, this creature has +1 speed until end of battle.
☐ ⬇ **Flyby Attack:** This creature moves up to its speed and makes an attack any time during its move.

POWERS
Jungle Enmity: +5 damage vs. Tabaxi or Goblin enemies.

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GIANT SCORPION
Level 9 ♦ Beast

STATS
AC 25
FORT 23
REF 23
WILL 23
SPEED 8
HP 85
BLOOD 40

ATTACKS
⊕ **Pincer:** +16 vs. AC; 15 damage AND Immobilized.
⬇ **Sting:** +14 vs. Fortitude; 5 damage AND 10 ongoing poison damage (save ends).

POWERS
Easy Prey: Minor action, once per turn: Make a ⬇ attack vs. an Immobilized target.

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MANTRAP
Level 5 ♦ Plant

STATS
AC 16
FORT 18
REF 16
WILL 18
SPEED --
HP 45
BLOOD 20

ATTACKS
⊕ **Engulf:** +11 vs. AC; 10 damage AND Medium or smaller target is Immobilized (save ends, or ends when this creature is no longer adjacent).
⬅ **Alluring Scent:** Minor action: (burst 3, living targets only) +11 vs. Will; Pull up to 3 squares.

POWERS
Wandering Monster (must setup in a random victory area)
Digest: Minor action, once per turn: An adjacent Immobilized enemy takes 5 acid damage.
Root Network: Move action, only if not bloodied: Place this creature in a different victory or start area.
Vernal Regeneration: Use when this creature starts a turn bloodied: Heal 10 HP.

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GIRALLON ALPHA
Level 12 ♦ Beast • Unique

STATS
AC 20
FORT 28
REF 23
WILL 21
SPEED 6
HP 100
BLOOD 50

ATTACKS
⊕ **Mauling Attack:** (reach 2) +16 vs. AC; 25 damage AND slide up to 2 squares.

POWERS
Alpha: +4 attack vs. the highest level enemy or enemies on the battle map.
Brachiate: Minor action, when adjacent to wall or forest terrain: Shift 4 with Flight.
Keen Critical 19: Scores critical hits on attack rolls of natural 19 or 20.
Rending Critical: Deals triple damage on critical hits.
☐ **Unstoppable:** Use after rolling a d20 on this creature's turn: The result is natural 11 instead.

❖ Use with Tomb of Annihilation: Girallon

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NYCALOTH

Level 16 ♦ Demon

AC 30
FORT 28
REF 28
WILL 28
SPEED F7
HP 100
BLOOD 50

ATTACKS

⊕ **Keen Edge:** (reach 2) +23 vs. AC; 30 damage.

↓ **Flyby Attack:** This creature moves up to its speed and makes a ⊕ attack any time during its move.

↓ **Rage:** *Only if bloodied:* Make a ⊕ attack vs. each enemy within reach.

POWERS

Immune Stunned, Helpless
Conceal 6

☐ **Sight Teleport:** *Move action:* Place this creature in a square it can see.

☐ **Discord:** *Immediate action, when an opponent uses a champion power:* The effects of that power are cancelled. The power is still used.

CR 3

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RAS NSI

Level 15 ♦ Immortal • Unique

AC 27
FORT 25
REF 25
WILL 28
SPEED 6
HP 90
BLOOD 45

ATTACKS

⊕ **Flaming Sword:** +21 vs. AC; 15 + 15 fire damage.

☐ ↓ **Tail:** *Minor action:* +18 vs. Reflex; Immobilized. ☪ as a minor action.

☐ ← **Mass Suggestion:** (blast 5) +18 vs. Will; Confused (save ends).

POWERS

Constrict: *Minor action:* An adjacent immobilized enemy takes 10 damage.

Circle of Ras: (Aura 5) Yuan-Ti and Undead in aura have +2 attack and +5 ↓ damage.

CHAMPION POWERS ☐ ☐ ☐

❖ *Use at start of this creature's turn:* An enemy in the Circle of Ras takes 10 necrotic damage.

❖ *Use after an ally or enemy is destroyed in the Circle of Ras:* Add an Undead with cost 10 or less to your warband in a square last occupied by the destroyed creature.

CR 3

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ULTROLOTH RENEGADE

Level 15 ♦ Demon • Mastermind • Unique

AC 30
FORT 27
REF 27
WILL 29
SPEED F6
HP 90
BLOOD 45

ATTACKS

⊕ **Sword:** +22 vs. AC; 20 + 10 acid damage.

☐ ⊕ **Hypnotic Gaze:** *Minor action:* (range 6) +18 vs. Will; Stunned. ☪ as a move action.

⊕ **Scorching Ray:** *Make 2 attacks:* (range 12) +20 vs. AC; 15 fire damage AND 5 ongoing fire damage (save ends).

POWERS

Immune Acid, Poison
Blindsight: Ignores Conceal and Invisible.
Greater Invisibility: *Minor action:* Invisible until it takes damage.

CHAMPION POWERS ☐ ☐ ☐

❖ *Use when this creature destroys an enemy with a ⊕ attack:* Each ally has +2 attack until end of battle.

❖ *Use when a creature scores a critical hit:* Make a ☞ attack as an immediate action.

❖ *Use with Tomb of Annihilation:* Ulroloth

CR 3

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NOTHIC SEER

Level 7 ♦ Aberration

AC 20
FORT 18
REF 18
WILL 18
SPEED 6
HP 50
BLOOD 25

ATTACKS

⊕ **Claws:** +11 vs. AC; 15 damage.

☐ ☞ **Flesh Rotting Gaze:** (blast 4) +11 vs. Fortitude; 10 necrotic damage AND 5 ongoing necrotic damage (save ends). ☪ as an attack action.

POWERS

☐ **Weird Insight:** *Use at start of round:* Choose an enemy within 5 squares. +5 attack and +5 damage vs. that enemy until end of battle.

❖ *Use with Tomb of Annihilation:* Nothic

CR 3

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NANNY PU'PU

Level 16 ♦ Hag • Unique

AC 28
FORT 28
REF 28
WILL 33
SPEED F6
HP 100
BLOOD 50

ATTACKS

⊕ **Witchstaff:** (sight) +23 vs. AC; 20 damage.

☐ ✨ **The Grasping Dead:** (radius 2 within 10) +23 vs. Reflex; 15 damage AND 10 ongoing damage AND Immobilized (save ends both).

☐ ← **Hex:** *Minor action:* (blast 4) +21 vs. Will; 10 damage AND Weakened.

POWERS

Immune Petrified, Resist 10 Necrotic, Poison

Juju: Each Hag and Aberration ally has Flight.

☐ **Dark Rites:** *Use during setup:* An Undead ally with cost 20 or less gains 20 HP.

CHAMPION POWERS ☐ ☐

❖ *Use with an Undead or Hag ally's ↓ attack:* +20 poison damage on that attack.

❖ *Use at start of turn:* ☪ The Grasping Dead or Hex.

CR 2

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COUATL ORACLE

Level 7 ♦ Planar • Serpent

AC 20
FORT 22
REF 22
WILL 22
SPEED F7
HP 50
BLOOD 25

ATTACKS

⊕ **Bite:** +14 vs. AC; 5 + 5 poison damage.

POWERS

Resist 5 Fire, Radiant, Poison

Zone of Truth: (Aura 6) All creatures in aura gain Immune Sneak Attack.

☐ ☐ **Snake's Swiftmess:** *Attack action:* Nearest ally makes a ⊕ attack as an immediate action.

Passive Leader: Treated as CR 0 when determining initiative.

CHAMPION POWERS ☐ ☐

❖ *Use at start of round:* Evil enemies have -5 damage until end of round.

❖ *Use at start of round:* Good allies heal 10 HP.

❖ *Use with Tomb of Annihilation:* Couatl

CR 2

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ACERERAK

Level 20 ♦ Undead • Vecna • Unique

AC 28
FORT 28
REF 28
WILL 34
SPEED 6
HP 100
BLOOD -

ATTACKS

⊕ **Rod:** +19 vs. AC; 5 damage AND Immobilized AND Blinded AND 15 ongoing damage (save ends all).

☞ **Eye:** *Minor action:* (sight) +19 vs. AC; 15 damage.

✨ **Deathmist:** (radius 1 within 12) +24 vs. Fortitude; 20 damage AND 10 ongoing damage (save ends).

POWERS

Resist 5 All, Vulnerable 5 Radiant

Soul Siphon: *Whenever a living creature within 5 squares takes damage:* Heal 10 HP.

The Hand of Vecna: Takes 1 extra minor action on each of its turns.

CHAMPION POWERS ☐ ☐ ☐ ☐

❖ *Use during setup:* Up to 5 living allies gain the Undead keyword until end of battle.

❖ *Use at start of round:* Undead creatures have +2 attack and +10 necrotic damage vs. living targets until end of round.

CR 4

150

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DRAGONBAIT

Level 11 ♦ Saurian • Divine • Unique

AC 25
FORT 22
REF 22
WILL 22
SPEED 6
HP 75
BLOOD 35

ATTACKS

⊕ **Hillcleaver:** +17 vs. AC; 15 + 5 radiant damage.

POWERS

Evil Slayer 5: +5 damage vs. Evil enemies.

Blessed: Automatically succeeds on saves.

Heal: *Attack action:* Each adjacent ally heals 10 HP.

Lost in Translation: Immune to champion powers.

☐ ☐ **Smite:** *Use when this creature hits with an attack:* +10 radiant damage to that attack.

CR 4

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MINSK AND BOO

Level 13 ♦ Human • Martial • Unique

AC 27
FORT 27
REF 25
WILL 25
SPEED 6
HP 100
BLOOD 50

ATTACKS
 ⚡ **Greatsword:** +18 vs. AC; 30 damage.
 † **Hamster teeth:** *Minor action:* +1 vs. AC; 0 damage.

POWERS
Powerful Charge 5: +5 damage while charging.
Evil Slayer 10: +10 damage vs. Evil targets.
Miniature Giant Space Hamster: Immune Dazed and Immune Confused while not bloodied.
 ☐ **Go For the Eyes, Boo:** *Use when this creature hits with an attack:* Target is also Blinded.

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MARILITH CAPTAIN

Level 15 ♦ Demon • Martial • Unique

CR 3

AC 30
FORT 26
REF 26
WILL 26
SPEED 7
HP 110
BLOOD 55

ATTACKS
 ⚡ **6 Blades:** *Roll 3d20 and use the highest result:* (reach 2) +17 vs. AC; 20 damage.
 † **Blade Dancer:** *Minor action:* +22 vs. AC; 20 damage AND this creature may shift 1 square.

POWERS
Resist 5 Cold, Fire, Poison
Lady of Pain: Demon allies have +5 † damage.

CHAMPION POWERS ☐ ☐ ☐
 ✦ *Use at start of turn:* A demon ally teleports 10.
 ✦ *Use when this creature destroys an enemy:* Each enemy adjacent to a Demon takes 10 damage.

✦ *Use with Tomb of Annihilation: Marilith*

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DRAEGLOTH, DARK

Level 10 ♦ Demon • Drow

CR 2

AC 23
FORT 23
REF 20
WILL 20
SPEED 7
HP 80
BLOOD 40

ATTACKS
 ⚡ **Ripping Claw:** (reach 2) +13 vs. AC; 20 damage.
 ☐ ⚡ **Unholy Blight:** (burst 2, enemies only) +12 vs. Reflex; 15 necrotic damage AND Dazed. Hit or miss, this creature has Resist 10 All until the start of its next turn.
 ☐ † **Carnage:** Make two ⚡ attacks.

POWERS
Delayed Appearance: This creature starts off the battlemap.
 ☐ **Dark Ritual:** *Use at end of round:* Place this creature on the battle map adjacent to a Divine or Arcane Drow ally.

✦ *Use with Tomb of Annihilation: Draegloth*

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STONE JUGGERNAUT

Level 10 ♦ Construct

AC 22
FORT 24
REF 14
WILL 20
SPEED 5
HP 55
BLOOD 25

ATTACKS
 † **Ram:** (Useable on charge) +15 vs. AC; 20 damage.
 † **The Blitz:** This creature moves up to its speed, treating allies as enemies, and may enter squares occupied by Medium or smaller enemies. Make an attack vs. each enemy that occupies a space entered during this move (max 1 attack per enemy): +15 vs. Reflex; 25 damage.

POWERS
Resist 10 All
Monolithic: May not enter squares occupied by allies. Ignores the extra movement cost to enter difficult terrain.
Juggernaut: +2 speed and +5 damage while charging.

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GIANT FOUR-ARMED GARGOYLE

Level 8 ♦ Gargoyle • Earth

AC 24
FORT 21
REF 21
WILL 21
SPEED F7
HP 65
BLOOD 35

ATTACKS
 ⚡ **Claw:** +13 vs. AC; 10 damage.
 † **Four-Armed Attack:** Make 4 ⚡ attacks vs. a single target.

POWERS
Immune Petrified
Statuesque: May occupy statue terrain.
Keen Critical 19: Scores critical hits on a natural 19 or 20.

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TOMB OF ANNIHILATION

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