

FLUMPH

Level 1 ♦ Aberrant • Psi

AC 13
FORT 11
REF 11
WILL 15
SPEED F6
HP 25
BLOOD 10

ATTACK POWERS
Ⓣ **Tendrils:** +5 vs. AC; 5 + 5 acid damage.
☐ **Stench Spray:** (blast 3) +6 vs. Reflex; 5 ongoing poison damage (save ends).

GENERAL POWERS
Vulnerable 5 Psychic
Siphon Energy: Use when when an enemy champion uses a Champion power: Heal 10 HP.
☐ **Psychic Static:** Use at end of round: Each enemy champion that is adjacent to this creature is Confused.

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THUG

Level 3 ♦ Human • Martial

AC 16
FORT 14
REF 14
WILL 14
SPEED 6
HP 30
BLOOD 15

ATTACK POWERS
Ⓣ **Bludgeon:** +10 vs. AC; 5 damage.

GENERAL POWERS
Cutthroat: +5 damage vs. Bloodied targets.
Intimidator: (aura 1) Enemies in aura may not take Immediate actions.

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VETERAN

Level 6 ♦ Human • Martial

AC 22
FORT 20
REF 20
WILL 20
SPEED 6
HP 50
BLOOD 20

ATTACK POWERS
Ⓣ **Bastard Sword:** +13 vs. AC; 10 damage AND ☐ Clip OR ☐ Two-Handed Grip (choose one).

GENERAL POWERS
☐ **Clip:** Use when this creature misses an enemy with a Ⓣ attack: That enemy is Slowed.
☐ **Two-Handed Grip:** Use when this creature hits with a Ⓣ attack: +10 damage to that attack.
Battle Hardened: Resist 5 All vs. Ⓣ attacks.

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FLYING SWORD

Level 4 ♦ Object

AC 18
FORT 16
REF 16
WILL -
SPEED F6
HP 30
BLOOD 15

ATTACK POWERS
Ⓣ **Slice:** +11 vs. AC; 10 damage.

GENERAL POWERS
Delayed Appearance: Starts off the battlemat.
Dancing: Does not provoke opportunity attacks, may not make opportunity attacks.
☐ **Animate Object:** Use at end of round: Place this creature within 5 squares of an Arcane ally.
Object: Does not score VPs for occupying victory areas; Immune to attacks that target Will.

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TRESSYM

Level 1 ♦ Magical Beast

AC 14
FORT 10
REF 15
WILL 10
SPEED F7
HP 15
BLOOD 5

ATTACK POWERS
Ⓣ **Claws:** +4 vs. AC; 5 damage.

GENERAL POWERS
Blindsight 5: Ignores Conceal and Invisible vs. creatures within 5 squares.
Familiar: While adjacent to this creature, Arcane allies have Blindsight 5.

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GRUNG

Level 2 ♦ Aquatic

AC 15
FORT 13
REF 15
WILL 13
SPEED 5
HP 20
BLOOD 10

ATTACK POWERS
Ⓣ **Knife:** +7 vs. AC; 5 damage AND 5 ongoing poison damage (save ends).

GENERAL POWERS
Grung Poison: Use when this creature hits a target that is (already) taking ongoing poison damage; that target has +5 ongoing poison damage (cumulative).
Impressive Leap: Move action, once per turn: Moves up to its current speed with flight.

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TIEFLING BATTLEMASTER

Level 8 ♦ Tiefling • Martial

CR 2

AC 24
FORT 19
REF 19
WILL 19
SPEED 6
HP 50
BLOOD 25

ATTACK POWERS
Ⓣ **Unbalancing Strike:** +14 vs. AC; 15 damage AND target has -1 speed until end of round.

GENERAL POWERS
Elemental Shield: This creature and adjacent allies have +4 AC and +4 Reflex vs. ⚡ attacks.
Master of Havoc: Minor action: Roll 1d20, and apply the resulting effect to an adjacent enemy:
1-10 **Debuff.** -2 attack until end of its next turn.
11-15 **Distract.** Slide 1 square.
16-20 **Disable.** Enemy grants combat advantage until end of its next turn.

CHAMPION POWERS ☐ ☐
❖ Use during Setup: Until end of battle, this creature has Resist 10 Cold, Fire, or Lightning (choose one).
❖ Use when this creature is hit by an attack: One enemy within 3 takes 10 cold, fire, or lightning damage (choose one).

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INTELLECT DEVOURER - MAD MAGE

Level 7 ♦ Aberrant • Psionic

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

ATTACK POWERS
Ⓣ **Claw:** +11 vs. AC; 5 damage.
⚡ **Psychic Thrust:** (range 3); +11 vs. Will; 5 psychic damage AND Stunned.

GENERAL POWERS
Blindsight: Ignores Conceal and Invisible.
☐ **Invade Mind:** Use at start of an adjacent Stunned enemy's turn: That enemy is Dominated, instead (save ends, ends if this creature is destroyed).

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ELF CLERIC OF THE GRAVE

Level 6 ♦ Elf • Divine

AC 21
FORT 17
REF 17
WILL 19
SPEED 6
HP 45
BLOOD 20

ATTACK POWERS
Ⓣ **Spear:** +12 vs. AC; 10 +5 radiant damage AND this creature heals 5 HP.

GENERAL POWERS
Mark of the Grave: Minor action, once per turn: One creature within 6 gains Vulnerable 5 Radiant until end of round (choose).
☐ **Hymn to the Departed:** Immediate action, after an ally is destroyed: Allies within 3 squares of this creature heal 10 HP.
☐ **Spare the Dying:** Immediate action, when an ally within 6 squares would be destroyed: That ally has 5 HP remaining instead.

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SHADOW - MAD MAGE

Level 5 ♦ Undead • Shadow

AC 17
FORT 17
REF 17
WILL 17
SPEED 6
HP 25
BLOOD 10

ATTACK POWERS
⊕ **Shadow Touch:** +10 vs. Reflex; 10 necrotic damage AND Weakened (save ends).

GENERAL POWERS
Immune Poison
Vulnerable 5 radiant
Phasing, Insubstantial
Hide: Invisible to nonadjacent enemies from which it has ranged cover other than from intervening creatures.
Ambush 10: *Minor action;* Choose one enemy that does not have line of sight to this creature. +10 damage with ⊕ attacks against that creature until end of turn.
□ **From the Shadows:** *Move action;* Teleport 6, ending adjacent to an enemy.

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GNOME INQUISITIVE

Level 8 ♦ Gnome • Stealth

AC 21
FORT 19
REF 21
WILL 19
SPEED 6
HP 45
BLOOD 20

ATTACK POWERS
⊗ **Wand of Many Orbs:** (range 6) +13 vs. AC; Choose 1 effect: 10 acid damage, 10 cold damage, 10 fire damage or 10 radiant damage.

GENERAL POWERS
Hide: Invisible to nonadjacent enemies from which it has ranged cover other than from intervening creatures.
Sneak Attack 10: +10 damage vs. targets granting it combat advantage.
Elementary Deduction: *Attack action;* An enemy within 5 gains Vulnerable 5 All until end of battle.
Exploit Vulnerability: This creature has combat advantage vs. targets that are Vulnerable to any of the damage types it causes.

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GRAY OOZE

Level 4 ♦ Ooze

AC 14
FORT 17
REF 14
WILL 14
SPEED 4
HP 40
BLOOD 20

ATTACK POWERS
⊕ **Pseudopod:** (reach 2) +10 vs. AC; 5 + 5 acid damage AND -2 AC until end of battle.

GENERAL POWERS
Resist 10 Acid
Wandering Monster
Squeeze through Cracks: Has Phasing on its turn.
□ **False Appearance:** *Use during setup;* Invisible until after it attacks.
Scavenger: +4 attack and +10 damage vs. Immobilized targets.
Reflux: *Use after being damaged by a ⊕ attack;* Attacker is Weakened (saved ends).

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BERSERKER

Level 8 ♦ Human • Rage

AC 18
FORT 23
REF 19
WILL 19
SPEED 7
HP 70
BLOOD 35

ATTACK POWERS
⊕ **Berserking Axe:** +12 vs. AC; 15 damage.
⊕ **Reckless Strike:** (provokes opportunity attacks) +15 vs. AC; 25 damage.

GENERAL POWERS
Berserking: *Attack action;* Make 2 ⊕ attacks.
Telling Retort: *Immediate action, use when an enemy scores a critical hit against this creature;* Make a ⊕ attack against that enemy. That attack is an automatic hit and a critical hit.
Valhalla Strike: *Immediate action, when destroyed;* Make a ⊕ attack. That attack is an automatic hit and a critical hit.

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VETERAN LEADER

Level 9 ♦ Human • Martial

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

ATTACK POWERS
⊕ **Swirling Swords:** +15 vs. AC; 15 damage.
⊕ **Into the Fray:** *Use while not bloodied;* Shift 3, then make a ⊕ attack vs. each adjacent enemy.

GENERAL POWERS
□ **Sword Defense:** *Move action;* +2 AC until start of its next turn.
Battle Hardened: Resist 5 All vs. ⊕ attacks.

CHAMPION POWERS □ □
❖ *Use at start of round:* Martial allies have +2 + attack and +5 ⊕ damage until end of round.
❖ *Use after a Martial creature resolves a ⊕ attack vs. a medium or smaller target:* Push target 2 squares.

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THUG LEADER

Level 8 ♦ Human • Martial

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

ATTACK POWERS
⊗ **Crossbow:** (sight) +15 vs. AC; 15 damage.

GENERAL POWERS
Point Blank Shot: +2 attack and +5 damage whenever target is within 6 squares.
Intimidator: (aura 5) Enemies in aura may not take immediate actions.

CHAMPION POWERS □ □
❖ *Use when an ally misses with an attack:* That ally takes 5 damage, then rerolls that attack and uses the new result instead.
❖ *Use at start of round:* Allies have +5 ⊕ damage vs. enemies in Intimidator aura until end of round.

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GRUNG ELITE WARRIOR

Level 6 ♦ Aquatic • Stealth

AC 18
FORT 16
REF 18
WILL 16
SPEED 5
HP 40
BLOOD 20

ATTACK POWERS
⊕ **Knife:** +11 vs. AC; 5 damage AND 5 ongoing poison damage (save ends).
⊗ **Poison Arrow:** (range 10) +11 vs. AC; 5 damage AND 5 ongoing poison damage (save ends).

GENERAL POWERS
Grung Poison: Use when this creature hits a target that is (already) taking ongoing poison damage; that target has +5 ongoing poison damage (cumulative).
Impressive Leap: *Move action, once per turn;* Moves up to its current speed with flight.

CHAMPION POWERS □
❖ *Use when an enemy fails a save vs. ongoing poison:* That enemy is also Dazed (save ends).

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FLESH GOLEM - MAD MAGE

Level 9 ♦ Construct

AC 18
FORT 22
REF 20
WILL 18
SPEED 5
HP 80
BLOOD 40

ATTACK POWERS
⊕ **Fist:** +14 vs. AC; 25 damage.

GENERAL POWERS
Resist 5 All
Vulnerable 5 Fire
Friendly Fire: May be targeted by allies.
Stormborn: *Use after this creature takes lightning damage;* Heal 10 HP, then roll 1d20 and gain the listed effect until end of round:
1-8 **Discharge:** (aura 1) Creatures that start a turn in aura take 5 lightning damage.
9-16 **Quicken:** +4 Speed; makes ⊕ attacks as minor actions.
17-20 **Empower:** +4 attack AND +10 damage.

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PIERCER

Level 4 ♦ Aberrant

AC 14
FORT 14
REF 10
WILL 10
SPEED 4
HP 35
BLOOD 15

ATTACK POWERS
□ ⊕ **Drop Attack:** Only while adjacent to a wall. Move up to 4 squares with flight, then attack: +11 vs. AC; 20 damage. ⊗ as an attack action when adjacent to a wall.

GENERAL POWERS
Plodding: Cannot charge; May take only 1 move action each round.
Delayed Appearance: Starts off the battlemat.
□ **From Above:** *Use at start of round;* Place this creature adjacent to wall terrain. Then, this creature may use Drop Attack as an immediate action.

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FLIND

Level 11 ♦ Gnoll • Flind • Unique

CR 1

AC 25
FORT 24
REF 22
WILL 24
SPEED 6
HP 80
BLOOD 40

ATTACK POWERS
Ⓡ **Double Flail:** +16 vs. AC; 20 damage.

GENERAL POWERS
Blood Thirst: Each Demon and Gnoll ally has +5 damage vs. bloodied enemies.
Omen: Use when *Double Flail* hits: Choose one effect:
☐ *Madness:* Target is Confused (save ends).
☐ *Paralysis:* Immobilized (save ends).
☐ *Pain:* Target takes ongoing 10 damage (save ends).

CHAMPION POWERS ☐
❖ Use when an enemy is destroyed: Remove all conditions on Gnoll allies.
❖ Use when you win initiative: Each Gnoll ally adjacent to a bloodied enemy may make a Ⓡ attack as an immediate action.

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REVENANT

Level 9 ♦ Undead

AC 20
FORT 22
REF 22
WILL 22
SPEED 6
HP 45
BLOOD 20

ATTACK POWERS
Ⓡ **Slam:** +14 vs. AC; 15 damage.
Ⓡ **Vengeful Glare:** Minor action: Marked target only. (range 4) +12 vs. Will; Immobilized.

GENERAL POWERS
Immune Poison
Immune Immobilized
Vulnerable 5 radiant
☐ **Marked:** During setup, choose an enemy: That enemy is Marked until end of battle.
Vengeance: +2 attack and +5 damage vs. Marked targets.
Undying Resolve: Whenever this creature would be destroyed: Opponent scores as if this creature was destroyed. However, this creature is not destroyed. Place it in your start area with 45 HP instead.

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BHEUR HAG

Level 10 ♦ Hag • Cold

AC 23
FORT 22
REF 22
WILL 25
SPEED F6
HP 75
BLOOD 35

ATTACK POWERS
Ⓡ **Graystaff:** +16 vs. AC; 5 + 15 cold damage.
☐ **Ray of Frost:** Minor action: (range 10) +15 vs. Fortitude; 15 cold damage AND Slowed.
☐ **Ice Storm:** (radius 3 within 12) +15 vs. Fortitude; 15 cold damage AND Slowed.

GENERAL POWERS
Immune Cold
Coven: Attack action: If it has line of sight to 2 or more Hag Allies; ☐ Ice Storm or Ray of Frost.
Blizzard: Use at start of round: Each ally and enemy on the battlemap takes 5 cold damage. Until end of round, each creature has a -2 penalty to Ⓡ attacks and cannot trace line of sight more than 10 squares.
☐ **Maddening Feast:** Immediate action, after destroying an adjacent enemy: Each enemy within 3 is Stunned (Fear).

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PALADIN OF THE OATH OF VENGEANCE

Level 7 ♦ Human • Divine

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

ATTACK POWERS
Ⓡ **Greatsword:** +14 vs. AC; 10 damage.
☐ **Abjure:** (range 6) +12 vs. Will; Stunned.

GENERAL POWERS
☐ **Marked:** During setup, choose an enemy: That enemy is Marked until end of battle.
☐ **Smite:** Use when this creature hits with a Ⓡ attack: +10 radiant damage to that target.
☐ **Lay on Hands:** Minor action: This creature or an adjacent ally heals 10 HP.
Enmity: Always has combat advantage vs. Marked enemies.

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HUMAN STORM SORCERER

Level 7 ♦ Human • Arcane

AC 19
FORT 17
REF 17
WILL 21
SPEED 6
HP 45
BLOOD 20

ATTACK POWERS
Ⓡ **Thunder Palm:** (reach 2) +12 vs. Fortitude; 5 thunder damage AND push 1.
☐ **Call Lightning:** Make 3 attacks: (sight) +12 vs. Reflex; 15 lightning damage.

GENERAL POWERS
Resist 10 Lightning, Thunder
☐ **Windborn Escape:** Use at start of an enemy's turn: Moves up to its speed with Flight. ☐ Call Lightning.
Eye of the Storm: (aura 2) Smoke squares within aura are treated as clear terrain.
Tempest Spirit: (aura 2) Whenever this creature declares a Ⓡ attack, each enemy in aura takes 5 thunder damage.
Gale: Use when an attack hits: Slide target 1 square.

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FROGHEMOTH

Level 13 ♦ Aberrant • Aquatic • Unique

AC 24
FORT 29
REF 24
WILL 24
SPEED 7
HP 100
BLOOD 50

ATTACK POWERS
Ⓡ **Lashing Tentacles:** (reach 3) Minor action: +19 vs. AC; 10 damage AND Immobilized.
Ⓡ **Tongue:** (reach 4, Medium or smaller target only) +17 vs. Ref; Pull target up to 3 squares.
Ⓡ **Bite:** Immobilized target only. +17 vs. AC; 15 + 10 acid damage AND Medium or smaller target is Swallowed Whole (ends when this creature takes lightning damage, is first bloodied, or destroyed.)

GENERAL POWERS
Wandering Monster
Shock Sensitive: Whenever this creature takes lightning damage, it is Slowed and Dazed.
Swamp Lurker: Invisible to nonadjacent enemies while each square in its space occupies river terrain.
Swallowed Whole: (condition) Afflicted creature is removed from the battle map and takes no turns. At the end of each round, it takes 10 + 10 acid damage. When this condition ends, place the affected creature adjacent to the creature that caused it.

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OTTO

Level 7 ♦ Dragon • Fey • Unique

AC 20
FORT 19
REF 19
WILL 19
SPEED F8
HP 50
BLOOD 25

ATTACK POWERS
Ⓡ **Bite:** +12 vs. AC; 15 damage.
☐ **Polymorph Other:** Minor action: (range 5) +12 vs. Will; target cannot attack AND is Slowed (save ends both).
☐ **Euphoria Breath:** (blast 3) +12 vs. Will; Confused (save ends).

GENERAL POWERS
Greater Invisibility: Minor action: Invisible until it takes damage.

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BEHIR - MAD MAGE

Level 14 ♦ Magical Beast

AC 30
FORT 29
REF 30
WILL 28
SPEED 8
HP 90
BLOOD 45

ATTACK POWERS
Ⓡ **Bite:** (reach 2) +20 vs. AC; 25 damage AND Immobilized.
☐ **Lightning Breath:** (line 6) +18 vs. Reflex; 30 lightning damage. On miss, 15 lightning damage.

GENERAL POWERS
Immune Lightning
Cliffhanger: May transit pit terrain.
Constriction: Minor action: An adjacent Immobilized enemy takes 10 damage.
Devour: Minor action: An Immobilized adjacent enemy with 25 HP or less takes 25 HP damage, then ☐ Lightning Breath.

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SCALADAR

Level 14 ♦ Construct

AC 28
FORT 26
REF 26
WILL 23
SPEED 8
HP 85
BLOOD 40

ATTACK POWERS
Ⓡ **Pincers:** (reach 2) +17 vs. AC; 15 damage AND Immobilized AND Pull target 1 square.
Ⓡ **Charged Stinger:** Minor action, once per turn: Immobilized target only. +15 vs. AC; 10 + 10 lightning damage.

GENERAL POWERS
Immune Lightning
Octaped: Never pays extra MP for entering terrain.
Lightning Absorption: Whenever this creature would take lightning damage: +10 lightning damage until end of its next turn.
Rend: Minor action: Make a Ⓡ attack vs. a target this creature has already attacked this turn: On hit, +10 damage to that attack.

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BEHOLDER ZOMBIE

Level 10 ♦ Undead • Beholder

AC 21
FORT 22
REF 19
WILL 21
SPEED F4
HP 80
BLOOD 40

ATTACK POWERS

- ⚔ **Bite:** +14 vs. AC; 15 damage.
- ☞ **Undead Eye:** (blast 4) +15 vs. Fortitude; 15 necrotic damage. Hit or miss, Undead creatures heal 15 HP.
- ☞ **Dead Gaze:** (nearest) +15 vs. Reflex; 15 damage.

GENERAL POWERS

Vulnerable 10 Radiant

Special Eye: Use with Dead Gaze: On hit, choose 1 effect to add:

- ☐ **Ensnare:** Target is also Slowed.
- ☐ **Madness:** Target makes a ⚔ attack as though Dominated.
- ☐ **Reap:** This creature heals 10 HP.
- ☐ **Rot:** Target takes 10 ongoing necrotic damage.

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MURIAL

Level 14 ♦ Aberrant • Arcane • Unique

AC 27
FORT 27
REF 26
WILL 27
SPEED 7
HP 90
BLOOD 45

ATTACK POWERS

- ⚔ **Sword:** (reach 2) +19 vs. AC; 20 damage.
- ⚔ **Mortal Sting:** +19 vs. AC; 10 damage AND Dazed AND ongoing 20 poison damage (save ends all).
- ☞ **Magic Missile:** (sight) +18 vs. Reflex; 15 damage, ignore Insubstantial.
- ☞ **Close Metamagic:** (Choose 1: line 10 or blast 5) +18 vs. Reflex; 30 damage. On miss, 15 damage.

GENERAL POWERS

- Blindsight:** Ignores Invisible; Ignores Conceal.
- Skitter:** Minor action: Shift 2.
- Quickcast:** Immediate action, after resolving a ⚔ attack: Make a ☞ attack.

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GORISTRO - MAD MAGE

Level 18 ♦ Demon • Rage

AC 29
FORT 33
REF 27
WILL 27
SPEED 8
HP 140
BLOOD 70

ATTACK POWERS

- ⚔ **Claws:** (reach 2) +21 vs. AC; 30 damage.
- ⚔ **Ram:** Use with Charge: +21 vs. AC; 45 damage AND Dazed and push target up to 3 squares. On miss, Object or Construct targets take 15 damage.
- ☞ **Hurl Stone:** (sight) +15 vs. AC; 25 damage.
- ☞ **Earthquake:** (burst 5) +19 vs. Reflex; 20 damage. Hit or miss, targets adjacent to a wall take 10 damage, and non-Flying targets are Dazed.

GENERAL POWERS

- Immune Confused**
- Resist 10 Fire, Cold, Lightning**
- Battle Platform:** May have up to 2 Medium or smaller Demon allies as as riders.
- Labyrinthian Step:** Move action, if this creature occupies any victory area: Place this creature in any other victory area.

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MINOTAUR SKELETON - MAD MAGE

Level 7 ♦ Undead

AC 18
FORT 18
REF 16
WILL 16
SPEED 6
HP 55
BLOOD 25

ATTACK POWERS

- ⚔ **Gore:** +11 vs. AC; 10 damage AND Push 1.
- ⚔ **Heavy Weapon:** Provokes opportunity attacks: (reach 2) +13 vs. AC; 25 damage.

GENERAL POWERS

Occult Boost: +2 attack and +2 speed while an Arcane or Demon ally is on the battle map.

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ARCHMAGE - MAD MAGE

Level 14 ♦ Human • Arcane

AC 26
FORT 26
REF 26
WILL 28
SPEED F6
HP 75
BLOOD 35

ATTACK POWERS

- ⚔ **Staff:** +17 vs. AC; 15 damage.
- ☞ **Freezing Rays:** (sight) Make 2 attacks: +17 vs. Reflex; 10 cold damage AND Slowed.
- ☞ **Prismatic Sphere:** (nearest, radius 2) +18 vs. Fortitude; 10 + 15 radiant damage AND Dazed AND slide target 2 AND 10 ongoing damage.

GENERAL POWERS

- Conceal 11**
- Metamagic:** Immediate action, when a creature in line of sight is hit by a ☞ attack: That attack deals +5 damage or -5 damage (choose one).
- Tutelage:** Arcane allies of level 11 or lower have +2 ☞ attack.
- Corrosive Option:** Use when this creature causes cold damage: It causes acid damage, instead.

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NECROMANCER

Level 12 ♦ Human • Arcane

AC 25
FORT 23
REF 23
WILL 25
SPEED 6
HP 65
BLOOD 30

ATTACK POWERS

- ⚔ **Wither:** +16 vs. Reflex; 15 ongoing damage (save ends).
- ☞ **Sap Life:** (range 10) +16 vs. Fortitude; 15 necrotic damage AND Weakened (save ends).

GENERAL POWERS

- Resist 10 Necrotic**
- ☐ **Decay:** Minor action: Each enemy and each ally takes 5 necrotic damage. ⌚ at start of turn.
- ☐ **Undead Shield:** Immediate action, when this creature is targeted by an attack: Redirect that attack against an adjacent Undead ally instead.
- Grim Harvest:** Immediate action, when this creature destroys an enemy with a ☞ attack: Heal 10 HP.
- ☐ **Animate Dead:** Use at end of round, if this creature occupies a victory area: Add a new Undead ally of cost 17 or less adjacent to this creature.

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ZALTHAR SHADOWDUSK

Level 15 ♦ Undead • Unique

CR 2

AC 30
FORT 28
REF 26
WILL 28
SPEED 6
HP 100
BLOOD 50

ATTACK POWERS

- ⚔ **9 Lives Stealer:** +21 vs. AC; 25 damage.
- ☞ **Call Hellfire:** (radius 2 within 10) +19 vs. Fortitude; 15 necrotic + 15 fire damage.

GENERAL POWERS

- Immune Necrotic**
- Vulnerable 10 radiant**
- Keen Critical 18:** Scores critical hits on natural attack rolls of 18, 19 or 20.
- Lifestealer:** Whenever this creature scores a critical hit: Heal 20 HP OR ⌚ Call Hellfire
- Grasping Dead:** (aura 3) Enemies that start their turn in aura take 10 necrotic damage and are Slowed until end of turn.

CHAMPION POWERS

- ❖ Use at start of round: Undead allies heal 10 HP.
- ❖ Use when this creature or an adjacent ally would gain a condition: Ignore that condition, instead.

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DEZMYR SHADOWDUSK

Level 14 ♦ Undead • Unique

CR 3

AC 30
FORT 28
REF 26
WILL 28
SPEED 6
HP 100
BLOOD 50

ATTACK POWERS

- ⚔ **Sword of Dissolution:** +20 vs. AC; 25 damage AND 10 ongoing psychic damage.
- ☞ **Orb of Flame and Madness:** (radius 2 within 10) +18 vs. Fortitude; 15 fire + 15 psychic damage.

GENERAL POWERS

- Immune Necrotic**
- Vulnerable 10 Radiant**
- ☐ **Unseen Aegis:** Immediate action, when this creature or an ally is hit by an attack: -10 damage on that attack. ⌚ as a minor action.

CHAMPION POWERS

- ❖ Use at start of round: Until end of round, Aberrant allies have +2 attack and +5 psychic damage.
- ❖ Use at end of round: Place an Aberrant ally adjacent to this creature. That ally makes a ⚔ attack as an immediate action.

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TANARUKK - MAD MAGE

Level 8 ♦ Orc • Demon

AC 20
FORT 24
REF 19
WILL 19
SPEED 6
HP 70
BLOOD 35

ATTACK POWERS

- ⚔ **Jagged Greatsword:** +13 vs. AC; 20 damage AND 5 ongoing damage (save ends).

GENERAL POWERS

- Resist 10 Fire, Poison**
- ☐ **Furious Retort:** Immediate action, after an adjacent enemy attacks this creature: Make a ⚔ attack against that enemy. ⌚ as a minor action.

❖ Use with Dungeon of the Mad Mage: Tanarukk

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KERESTRA DELVINGSTONE

Level 14 ♦ Vampire • Divine • Unique

CR 3

AC 26
FORT 26
REF 26
WILL 26
SPEED 6
HP 80
BLOOD 40

ATTACK POWERS
Ⓣ **Bite:** +18 vs. AC; 20 damage AND this creature heals 10 HP.
➤ **Shadow Weave:** (range 6) +17 vs. Fort; 20 damage AND Dazed.

GENERAL POWERS

Phasing

Resist 10 Necrotic, Poison, Cold

Unearthly Fog: While this creature is on the battlemat, line of sight is limited to 10 squares.

CHAMPION POWERS

❖ **Use when this creature damages an enemy:** Until end of battle, Vermin and Vampire allies have +2 attack and +5 damage vs. that enemy.
❖ **Use at start of round:** Place a Vermin ally adjacent to an enemy within line of sight of this creature.

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ARCTURIA

Level 18 ♦ Undead • Shapeshifter • Unique

CR 1

AC 27
FORT 27
REF 27
WILL 27
SPEED F9
HP 105
BLOOD 50

ATTACK POWERS
Ⓣ **Life Drain:** +20 vs. Fortitude; 25 necrotic damage AND Ⓞ this creature's Maze or Reverse Gravity.
➤ **Maze:** (range 5) +20 vs. Will; 15 psychic damage AND remove target from the battlemat until end of round. Then, place target in a random victory area.
❖ **Reverse Gravity:** (radius 2 within 10) +20 vs. Reflex; 30 damage AND non-flying creatures are Dazed.

GENERAL POWERS

Immune Poison, Necrotic

❑ **Butterfly Swarm:** Use when this creature is targeted by an attack: +4 AC and +4 Reflex until end of round. Ⓞ when first bloodied.

❑ **Animate Objects:** Use during setup: Add 1 or 2 Object allies, which total no more than 20 VP, to your warband.

CHAMPION POWERS

❖ **Use when an enemy declares an attack:** Heal 20 HP then that enemy is Weakened (save ends).

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HALASTER BLACKCLOAK

Level 19 ♦ Human • Arcane • Unique

CR 4

AC 28
FORT 28
REF 28
WILL 33
SPEED 6
HP 110
BLOOD 55

ATTACK POWERS
Ⓣ **Bladeswarm:** (reach 4) +22 vs. AC; 30 damage.
⬅ **Black Sceptre:** (blast 3) +22 vs. Fort; 25 damage AND push 3.
❖ **Meteor Swarm:** (range 9, radius 3) +21 vs. Reflex; 20 + 20 fire damage. On miss, 10 + 10 fire damage.

GENERAL POWERS

Resist 5 All

Repeat: Minor action, once a turn: Make a Ⓣ attack.

Blindsight: Ignores Invisible; Ignores Conceal.

Greater Invisibility: Minor action: This creature is invisible until it takes damage.

Passage: Move action, once per turn: Teleport 6.

CHAMPION POWERS

❖ **Use when this creature is targeted by an attack:** Teleport 3.
❖ **Use when an attack misses this creature:** Make a Ⓣ attack vs. that attacker.
❖ **Use when first bloodied:** Ⓞ Meteor Swarm.

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TROBRIAND

Level 15 ♦ Arcane • Construct • Unique

AC 27
FORT 26
REF 24
WILL 26
SPEED 6
HP 90
BLOOD 45

ATTACK POWERS
Ⓣ **Slam:** +19 vs. AC; 25 damage.
➤ **Fire Bolts:** Make two attacks against the same target: (sight) +17 vs. Reflex; 15 fire damage.
❖ **Poisonous Breath:** (blast 5) +17 vs. Fortitude; 25 poison damage.
➤ **Power Word, Stun:** (range 3) Automatic hit; Stunned (save ends).

GENERAL POWERS

Immune Fire, Poison

Fire Healing: Whenever this creature would take fire damage, it heals 10 HP instead.

❑ **Repair Damage:** Minor action: An adjacent Construct or Object ally heals 25 HP.

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ADULT REMORHAZ

Level 17 ♦ Magical Beast • Cold

AC 30
FORT 28
REF 28
WILL 27
SPEED 8
HP 110
BLOOD 55

ATTACK POWERS
Ⓣ **Bite:** (reach 2) +20 vs. AC; 20 + 20 Fire damage AND Immobilized.

GENERAL POWERS
Resist 10 Cold, Fire
Boiling Blood: Whenever it takes damage from an attack: Each adjacent creature takes 10 fire damage.
Burrow Underground: Move action, once per round: Move up to 6 squares with Burrow.
❑ **Lie in Wait:** Use after resolving Burrow Underground: This creature's turn ends. Until the start of its next turn, or until it attacks, it can only be targeted by creatures with Burrow or Phasing.

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BALOR

Level 19 ♦ Demon • Elemental

AC 30
FORT 30
REF 26
WILL 28
SPEED F8
HP 160
BLOOD 80

ATTACK POWERS
Ⓣ **Sword:** (reach 3) +22 vs. AC; 25 damage AND use the Lightning Arc attack power.
⬅ **Lightning Arc:** (line 8) +20 vs. Reflex; 20 lightning damage.
Ⓣ **Whip:** (reach 4) +22 vs. AC; 10 + 15 fire damage AND Pull 2 squares AND use the Fire Wave attack power.
⬅ **Fire Wave:** (blast 4) +20 vs. Reflex; 20 fire damage, OR 30 fire damage if target is adjacent to this creature.

GENERAL POWERS
Resist 30 Fire
Abyssal Step: Move action: Teleport 6.
Gain My Attention: Immediate action, when damaged by a critical hit: Make a Ⓣ attack vs. that attacker.
Death Throes: Immediate action, when destroyed: Use both the Sword and the Whip attack powers.
Prime Evil: Immediate action, when a Good enemy damages it: Use a ⬅ attack power.

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DEATH TYRANT

Level 18 ♦ Beholder • Undead

AC 29
FORT 28
REF 28
WILL 31
SPEED F4
HP 105
BLOOD 50

ATTACK POWERS
Ⓣ **Bite:** +19 vs. AC; 20 damage.
Ⓣ **Eye Rays:** Make 2 attacks: (range 10) For each, roll 1d20 and use that value or lower to determine effect: (Choose target after rolling)
1-4: **Inflict:** +19 vs. Fortitude; 20 necrotic damage.
5-8: **Enervation:** +19 vs. Fortitude; Weakened.
9-11: **Slow:** +19 vs. Will; Slowed.
12-14: **Charm:** +19 vs. Will; Dominated
15-17: **Sleep:** +19 vs. Will; Helpless.
18-20: **Disintegrate:** +19 vs. Fortitude; 20 damage +20 ongoing damage (save ends).

GENERAL POWERS

Resist 10 Poison, Necrotic

Eye of Death: (aura 9) Enemies in aura cannot heal.

Animate Dead: Use at end of round: If an enemy was destroyed this round, place a new Undead ally worth 6 points or less anywhere on the battlemat.

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THE DUNGEON OF THE MAD MAGE

Design: Louis Martineau and Darien Stupack

Development: D.G. Stupack, L. Martineau, J. Cook, I. Fay
Graphic Art: J. Broveleit, K. Tatroe, D.G. Stupack,

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