

MERCHANT GUARD

Level 3 ♦ Human • Martial

AC 19
FORT 15
REF 15
WILL 15
SPEED 5
HP 30
BLOOD 15

ATTACKS POWERS

⊕ **Sword:** +10 vs. AC; 10 damage.

GENERAL POWERS

Bold: +4 Will while within 6 squares of an allied champion.
☐ **Hired Bodyguard:** Immediate action, use when an enemy targets an adjacent Medium or smaller ally: Pay 5 VP. If you do, redirect that attack to this creature instead.

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IYMRITH

Level 19 ♦ Dragon • Shapeshifter • Unique

CR 3

AC 30
FORT 32
REF 28
WILL 32
SPEED F5
HP 150
BLOOD 75

ATTACKS POWERS

⊕ **Smash:** (reach 2) +20 vs. AC; 20 + 15 lightning damage.
☐ ⤴ **Lightning Strike:** (range 8) +20 vs. Reflex; 30 lightning damage. ⤵ as a move action.

GENERAL POWERS

Immune Lightning, Resist 10 Thunder
Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.
Multi-Activation: Activates twice each round.

CHAMPION POWERS

☐ ☐ ☐
♦ Use at start of round: Earth allies have +2 attack and +10 lightning damage until end of round.
♦ Use when an ally starts its turn adjacent to an enemy or Dragon: That ally teleports 10.

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STORM GIANT QUINTESSENT

Level 18 ♦ Giant • Aquatic • Solo

CR 2

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

ATTACKS POWERS

⊕ **Slam:** (reach 3) +22 vs. AC; 25 + 5 thunder damage.
⤵ **Bolt of lightning:** (line 10) +21 vs. Reflex; 35 lightning damage.

GENERAL POWERS

Immune Lightning, Immune Thunder
Heart of the Storm: Attack+minor action: Uses its Bolt of Lightning twice, each as a (line 6) instead. Each creature may only be attacked once.
Thunderstorm: Minor action: Each enemy and each ally within ⊕ reach takes 10 thunder damage.
☐ **Windform:** Use when targeted by an attack: This creature gains Insubstantial until end of round.

CHAMPION POWERS

☐ ☐ ☐
♦ Use at start of round: Line of sight is limited to 6 squares until end of round.
♦ Use at end of round: Slide each ally and each enemy within 6 squares up to 2 squares.

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HALASTER BLACKCLOAK

Level 19 ♦ Human • Arcane • Unique

CR 3

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

ATTACK POWERS

⊕ **Bladeswarm:** (reach 4) +22 vs. AC; 25 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.
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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STORM GIANT

Level 18 ♦ Giant • Aquatic

AC 30
FORT 32
REF 27
WILL 28
SPEED F8
HP 140
BLOOD 70

ATTACKS

⊕ **Greatsword:** (reach 3) +20 vs. AC; 25 + 10 lightning damage.
⊕ **Lightning Strike:** (sight) +20 vs. Reflex; 20 lightning + 10 thunder damage AND each adjacent creature takes 10 thunder damage. On miss, 10 thunder damage.

POWERS

Immune Lightning, Resist 10 Thunder
Poor Tempered: Immediate action, when you lose initiative: Make a ⊕ or ⊕ attack as a free action.
Omen of Stronmaus: Immediate action, when you win initiative: Moves up to 2 squares.
Great Cleave: Free action, when this creature destroys an enemy with a ⊕ attack: Make a ⊕ attack.

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LAERAL SILVERHAND

Level 18 ♦ Human • Arcane • Unique

CR 3

AC 28
FORT 28
REF 29
WILL 33
SPEED F6
HP 105
BLOOD 50

ATTACKS

⊕ **Flaming Sword:** +20 vs. AC; 25 + 5 fire damage.
⤴ **Silver Lance:** (range 10) +20 vs. AC; 25 damage
☐ ⤵ **Silverhair:** (burst 2) +20 vs. Fortitude; 20 damage AND Immobilized.
☐ ⤵ **Silverfire:** (line 6) Automatic hit; 30 damage.

POWERS

Blindsight: Ignores Invisible; Ignores Conceal.
Chosen of Mystra: Minor action, once per turn: Make a ⊕ or ⤴ attack.

CHAMPION POWERS

☐ ☐ ☐
♦ Use when an Arcane ally hits with an attack: +15 damage on that attack.
♦ Use at the start of an enemy's turn: This creature may teleport 6 as an immediate action.

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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

☐ **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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PORTABLE WALL

Level 5–15 ♦ Civilization • Arcane

POWERS

☐ **Place Wall:** Minor action: Up to 3 unoccupied, clear squares adjacent to this creature are wall terrain until start of this creature's next turn.

+7

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CURSED: LODESTONE

Level 7+ ♦ Any Non-Flying, Non-Burrowing

POWERS

Encumbered: This creature has -2 speed until end of battle. It may not shift, gain flight, gain burrowing, or become a rider.

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CURSED: ROT SCARAB

Level 2-5 ♦ Any Living

POWERS

Scarab Toxin: This creature is Dazed until end of battle. This condition may not be removed or ended. This effect ignores Immune Dazed.

Rotting Flesh: This creature starts the game at its Bloodied HP value.

Rot Curse: This creature may not Heal.

-2

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WAND EXPERT

Level 10 ♦ Eladrin • Arcane

ATTACKS

⊕ **Wand Tap:** +13 vs. AC; 15 acid OR fire Damage
⤵ **Dual Wands:** (sight) +15 vs. Reflex; 15 fire damage. Hit or miss, make a second attack: +15 vs. AC; 10 damage (ignore insubstantial).

POWERS

☐ **Feywild Defense:** Use when this creature or an adjacent ally is targeted by an attack; that target may Teleport 3 as an immediate action.

AC 21
FORT 19
REF 19
WILL 19

SPEED 6

HP 45

BLOOD 20

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BEHOLDER ULTIMATE TYRANT

Level 29 ♦ Beholder • Aberrant

ATTACKS

⊕ **Bite:** (reach 2) +28 vs. AC; 20 damage.
⤵ **Central Ray:** *Minor action:* (range 8, does not provoke opportunity attacks) +26 vs. Will; Dazed.
⚡ **Eye Rays:** Does not provoke opportunity attacks. Choose 1 effect below. ☹ *once all have been used.*
☐ **Blasting Ray:** (radius 1 within 10) +24 vs. Reflex; 20 radiant damage AND slide target up to 3 squares.
☐ **Disintegrate Ray:** (radius 1 within 10) +24 vs. Fortitude; 20 damage AND 10 ongoing damage (save ends).
☐ **Dominating Ray:** (radius 1 within 10) +20 vs. Will; 10 damage AND Dominated.
☐ **Firestorm Ray:** (radius 2 within 10) +24 vs. Reflex; 30 fire damage.

POWERS

Immune Auras: Unaffected by auras of enemies.
Multi-Activation 3/2: Activates 3 times per round, or twice per round instead while bloodied.
Mighty: Roll 2d20 and use the higher result whenever rolling saves for this creature.

AC 36
FORT 33
REF 34
WILL 35

SPEED F4

HP 300

BLOOD 150

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YUAN-TI HALFBLOOD SORCERER

Level 13 ♦ Yuan-Ti • Arcane

ATTACKS

⊕ **Serpent Dagger:** +20 vs. AC; 5 + 15 poison damage.
☐ ☐ ☐ **Venom Bolt:** (line 10) +16 vs. Fortitude; 15 acid damage AND 10 ongoing poison damage (save ends).

POWERS

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

Poisonous Soul: (Aura 10) Enemies in aura that have ongoing poison damage take 5 poison damage whenever hit by a ⊕ or ⤵ attack.

AC 25
FORT 25
REF 25
WILL 25

SPEED 6

HP 80

BLOOD 40

Yuan-ti malisons, or halfbloods, make up the bulk of yuan-ti society.

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SKULLCLEASE WARRIOR

Level 10 ♦ Human • Martial

ATTACKS

⊕ **BattleAxe:** +16 vs. AC; 20 damage.
☐ ⊕ **Great Cleave:** +16 vs. AC; 30 damage AND each enemy adjacent to target takes 15 damage.

POWERS

Skullcleaver: Use after this creature scores a critical hit: This creature makes a ⊕ attack against a different target as an immediate action.

☐ **Unavoidable Strike:** Use when this creature declares a ⊕ attack: That attack is a critical hit.

AC 25
FORT 22
REF 22
WILL 22

SPEED 5

HP 75

BLOOD 35

♣ Use with *Against the Giants: Skullcleave Warrior*

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ACERERAK

Level 20 ♦ Undead • Vecna • Unique

CR 4

ATTACKS

⊕ **Rod:** +19 vs. AC; 5 damage AND Slowed AND Blinded AND 15 ongoing damage (save ends all).
⤵ **Eye:** *Minor action:* (sight) +19 vs. AC; 10 damage.
⚡ **Deathmist:** (radius 1 within 8) +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 3 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.

AC 28
FORT 28
REF 28
WILL 34

SPEED 6

HP 100

BLOOD -

150

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CATTI-BRIE, HUMAN ARCHER

Level 12 ♦ Human • Dwarf • Unique

ATTACKS

⊕ **Khazid'hea:** +15 vs. AC; 15 damage.
⊕ **Taulmaril:** (sight) +17 vs. Reflex; 20 damage.
☐ ⚡ **Fire Wand:** (radius 2 within 10) +14 vs. Reflex; 20 fire damage.

POWERS

Blindsight: Ignores Conceal and Invisible.

Dwarf Heritage: Loses the Dwarf keyword while this creature has no Dwarf ally.

☐ **Taulmaril's Will:** Replaces turn action: Make a ⊕ attack with range of nearest. That attack may not be redirected. If the attack hits, it is a critical hit.

AC 24
FORT 24
REF 24
WILL 27

SPEED 5

HP 65

BLOOD 30

♣ Use with *Legend of Drizzt Board Game: Catti-Brie, Human Archer*

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SIROKAN'S SEVENTH SIGIL

Level 12-24 ♦ Arcane • Human OR Undead

POWERS

☐ **Inscribe:** *Move action:* Place a Seventh Sigil token in this creature's space.

Faster Caster: Level 12-25 Arcane Undead and Arcane Humans within 3 squares of a Seventh Sigil token may make a ⤵ attack as a minor action once per turn.

Erasable: Any creature adjacent to a Seventh Sigil token may remove it as a move action.

+8

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HUMAN SELLWORD

Level 5 ♦ Human • Martial

AC 20
FORT 17
REF 17
WILL 17

ATTACKS
⊕ **Greatsword:** +11 vs. AC; 15 damage.
☐ ⊕ **Killing Blow:** +9 vs. AC, +14 vs. AC instead if target is bloodied; 30 damage.

SPEED 6

HP 50
BLOOD 25

"You keep paying me, I keep fighting for you.
And I think you'll keep paying me."



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ROT SCARAB SWARM

Level 5 ♦ Vermin • Swarm

AC 19
FORT 17
REF 17
WILL 17

ATTACKS
⊕ **Bite:** +11 vs. AC; 5 damage AND Stunned.

POWERS
Stable Footing: Ignores the extra cost for entering difficult terrain.

Formless: Half damage from ⊕ and ↻ attacks.
Infest: Can enter and occupy squares occupied by non-Swarm creatures.

Reach 0: This creature's ⊕ attacks can only target enemies in its space.

☐ ☐ **Swarm Attack:** Immediate action, when an enemy activates while this creature shares its space: That enemy is Stunned until end of round.

HP 35
BLOOD 15



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AMBUSH DRAKE

Level 13 ♦ Dragon • Stealth

AC 27
FORT 26
REF 28
WILL 26

ATTACKS
⊕ **Bite:** +16 vs. AC; 10 + 10 poison damage.
☐ ⊕ **Ambush Strike:** This creature moves up to twice its speed (minimum 6 squares), then attacks: +20 vs. AC; 40 damage. ☹ when no enemies can see this creature at the start of its turn.
☐ ◀ **Paralytic Cloud:** (blast 3) +18 vs. Fortitude; 25 damage AND Dazed. On miss, 10 damage.

POWERS
Defensive Advantage: Never grants combat advantage.

HP 80
BLOOD 40



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HUMAN FIGHTER LORD

Level 14 ♦ Human • Martial

AC 30
FORT 29
REF 26
WILL 25

ATTACKS
⊕ **Longsword:** +20 vs. AC; 20 + 5 fire damage.
☐ ↻ **Flamebow:** (sight) +17 vs. AC; 15 fire damage. ☹ as a move action if no enemy is adjacent.

POWERS
Resist 5 Fire
Keen Edge: Scores critical hits on a natural 19 or 20.
☐ **Warrior Spirit:** Use at start of round: This creature has Multi-Activation 2 (activates twice per round) until end of round.

A skilled veteran of 99 battles.

♦ Use with Dungeons of Dread: Human Fighter



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BLUE

Level 1 ♦ Goblin • Psionic

AC 10
FORT 12
REF 12
WILL 12

ATTACKS
⊕ **Quarterstaff:** +6 vs. AC; 5 damage.
↻ **Mind Thrust:** (nearest, does not provoke opportunity attacks) +7 vs. Reflex; 10 damage.

POWERS
☐ **Psionic Ablation:** Use when this creature is targeted by an attack: This creature takes -10 damage on that attack.

SPEED 6

HP 15
BLOOD 5



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GALEB DUHR

Level 11 ♦ Elemental • Earth

AC 25
FORT 23
REF 23
WILL 23

ATTACKS
⊕ **Fist:** +18 vs. AC; 20 damage.
☐ ⊕ **Rolling Thunder:** Move exactly 4 squares, then attack: +16 vs. AC; 30 damage AND push target up to 2 squares. ☹ at the start of this creature's turn if no enemy is adjacent to it.

POWERS
☐ **Stone Transformation:** Use at any time: This creature has Resist 30 All until the start of its next turn.

Tremorsense: Ignores Conceal and Invisible vs. creatures without Flight.

HP 70
BLOOD 35

"I'm on a roll."



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ONYX, GLISTENING DEATH

Level 13 ♦ Dragon • Stealth • Unique

AC 28
FORT 26
REF 29
WILL 26

ATTACKS
⊕ **Caustic Bite:** (reach 2) +17 vs. AC; 10 + 10 acid damage.
↻ **Spittle:** Minor action: (range 6) +15 vs. Reflex; 5 acid damage.
☐ ◀ **Acid Jet:** (line 12) +16 vs. Reflex; 30 acid damage. On miss, 15 acid damage.

POWERS
Resist 25 Acid
Hide: If this creature has ranged cover other than from intervening enemies vs. a nonadjacent enemy, it is Invisible to that enemy.

☐ **Intensify Acid:** Use at start of round: Until end of round, each attack or effect that deals acid damage deals 10 additional acid damage.

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

Sociopathic: Your warband may not include other Dragon creatures.

♦ Use with Dragon Collector's Set: Young Black Dragon, or Use with Demonweb: Black Dragon Lurker

HP 75
BLOOD 35



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AZURION, DUNE SCOURGE

Level 15 ♦ Dragon • Arcane • Unique

AC 29
FORT 28
REF 28
WILL 32

ATTACKS
⊕ **Bite:** (reach 2) +22 vs. AC; 25 damage.
↻ **Focused Breath:** Does not provoke opportunity attacks: (range 10) +20 vs. Reflex; 20 lightning damage AND creatures adjacent to target take 10 thunder damage.

☐ ✖ **Sand Storm:** (radius 2 within 12) +18 vs. Reflex; 15 damage AND Immobilized (save ends).

POWERS
Resist 20 Lightning, Resist 10 Thunder
Blindsight: Ignores Conceal and Invisible.

Earthglide 5: Move action: Burrow up to 5 squares.

☐ **Haste:** Use on this creature's turn, once per turn: Gain 1 extra attack action. ☹ when this creature destroys a living enemy with a ⊕ attack.

Sociopathic: Your warband may not include other Dragon creatures.

♦ Use with Dragon Collector's Set: Young Blue Dragon, or Use with Deathknell: Black Dragon Lurker

HP 90
BLOOD 45



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DELVER SERGEANT

Level 4 ♦ Human • Martial

CR 1

ATTACKS

- Ⓢ **Longsword:** +11 vs. AC; 10 damage
† **Torch:** +7 vs. Reflex; 5 damage AND 5 ongoing fire damage.

POWERS

Illuminator: While within 6 squares of this creature, invisible creatures are visible, and creatures do not benefit from Conceal.

CHAMPION POWERS

- ❖ *Use when this creature occupies a victory area.* Use a champion power of an allied champion as if this creature had that power.
❖ *Use at start of this creature's turn.* You may take a turn with 1 additional creature this turn.

HP 45

BLOOD 20



Revised 5/1/2011

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VAMPIRE GUILD MASTER

Level 11 ♦ Vampire • Undead • Unique

CR 2

ATTACKS

- Ⓢ **Dagger:** +19 vs AC; 10 + 5 ongoing damage.
† **Steal Life:** +16 vs Fortitude; 10 necrotic damage AND this creature heals 10 HP.

POWERS

Resist 10 Necrotic; Vulnerable 10 Radiant
Sneak Attack 10: +10 damage against targets granting this creature combat advantage.
Turf War: (Aura 1) Enemies score 5 less victory points than normal for occupying victory areas.

CHAMPION POWERS

- ❖ *Use when an enemy fails a saving throw.* Each ally and enemy within 10 squares of this creature takes 10 necrotic damage, then this creature heals 5 HP for each ally or enemy destroyed by that damage (maximum 20 HP).
❖ *Use when an enemy uses a champion power.* You gain 10 VP.

HP 70

BLOOD 35



Revised 5/1/2011

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ETERNAL BLADE

Level 11 ♦ Elf • Martial

CR 3

ATTACKS

- Ⓢ **Sword:** +17 vs. AC; 20 damage.

POWERS

- ❑ **Bounding Assault:** *Replaces move action:* Move up to twice its current speed.
Defender: *Use when an adjacent enemy makes a † attack against an ally:* Make a Ⓢ attack against attacker as an immediate action.
Eternal Trainer: *Use during your set-up:* Assign up to 3 Eternal Training items to this creature for no additional cost.

CHAMPION POWERS

- ❖ *Use at start of round:* Reassign 1 Eternal Training item from this creature to 1 ally.
❖ *Use at start of this creature's turn:* Choose a keyword. This creature and each ally with that keyword has +2 to all defenses until end of round.

HP 80

BLOOD 40



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CATFOLK WILDER

Level 8 ♦ Catfolk • Psionic

ATTACKS

- Ⓢ **Twin Swords:** +12 vs. AC; 15 damage.
‡ **Mind Maze:** (sight) +12 vs Will; immobilized.
‡ **Mind Thrust:** (sight, nearest, living target only) +12 vs Will; 15 psychic damage AND dazed.
❑ ‡ **Mind Melt:** (sight, nearest, living target only) +15 vs Will; 30 psychic damage AND stunned (save ends).

POWERS

- Resist 10 Psychic**
❑ **Protective Aura:** *Immediate action, when an enemy hits this creature with a Ⓢ attack;* push that enemy 3 squares, then that enemy is immobilized (save ends).

HP 55

BLOOD 25



Revised 5/1/2011

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SOLAMITH

Level 12 ♦ Demon

ATTACKS

- Ⓢ **Claw:** (reach 2) +19 vs. AC; 10 damage.
‡ **Soulfire:** (radius 1 within sight) +17 vs. Reflex; 10 necrotic + 15 fire damage. *Hit or miss, this creature takes 5 damage.*
❑ ‡ **Soulfire Retort:** *Immediate action; use only when this creature is damaged by an enemy's attack.* (blast 3) +17 vs Reflex; 15 + 15 fire damage.

POWERS

- Resist 10 Fire**
Inferno: *Use with Soulfire, only while bloodied.* Next Soulfire attack becomes: (radius 2 within sight) +17 vs. Reflex; 15 necrotic + 20 fire damage. *Hit or miss, this creature takes 10 damage.*

HP 80

BLOOD 40



Revised 5/1/2011

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WITCHKNIFE

Level 10 ♦ Witchknife • Psionic

ATTACKS

- Ⓢ **Spear:** +15 vs. AC; 15 damage.
‡ **Mindwallop:** (range 10) +16 vs. Will; 10 psychic damage AND Dazed.
❑ ‡ **Witchknife Mindstorm:** (burst 4, enemies only) +14 vs. Will; ongoing 10 psychic damage (save ends) AND Stunned.

POWERS

- Resist 5 Fire**
Sneak Attack 5: +5 Damage against targets granting it combat advantage.
Universally Hated: Worth +5 VP if destroyed by a level 9 or lower enemy.

HP 65

BLOOD 30



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*The first one lures you in.
The rest stab you in the back.*

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