

DISPLACER BEAST

Level 8 ♦ Magical Beast

AC 20
FORT 20
REF 20
WILL 20

ATTACK POWERS
⊕ **Tentacle:** (reach 2) 14 vs. AC; 10 damage.

GENERAL POWERS
Conceal 11
Beast's Fury: Make 2 ⊕ attacks vs. a single target.
Bloodthirsty: +5 ↓ damage vs. bloodied targets.
Shifting Tactics: Whenever this creature's Conceal causes an enemy's attack to miss, this creature shifts 1 square.

HP 45
BLOOD 20

♦ Use with Honor Among Thieves: Displacer Beast

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GELATINOUS CUBE

Level 8 ♦ Ooze

AC 14
FORT 22
REF 22
WILL 22

ATTACK POWERS
⊕ **Slam:** +11 vs. AC; 10 damage.
↓ **Engulf:** (Helpless enemy only) Automatic hit vs. AC; 30 damage.
← **Spasm:** (burst 1) +11 vs. Fortitude; Helpless (save ends).

GENERAL POWERS
Blindsight
Wandering Monster
Defensive Advantage: Never grants combat advantage.
Impassable: Only flying, burrowing and insubstantial creatures can move through this creature's space.
Transparent: This creature is invisible until it first attacks.

HP 80
BLOOD 40

♦ Use with Honor Among Thieves: Gelatinous Cube

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INTELLECT DEVOURER

Level 7 ♦ Aberrant • Psionic

AC 20
FORT 20
REF 20
WILL 24

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

GENERAL POWERS
Blindsight
 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).

HP 45
BLOOD 20

♦ Use with Honor Among Thieves: Intellect Devourer

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MIMIC

Level 9 ♦ Aberrant

AC 24
FORT 21
REF 21
WILL 21

ATTACK POWERS
⊕ **Toothy Maw:** +16 vs. AC; 10 damage AND Immobilized AND target grants combat advantage.

GENERAL POWERS
Scout
Incongruous: Invisible while no enemy is adjacent.
 Stuck on You: Use when an enemy targets this creature with an attack: Redirect that attack to another enemy adjacent to this creature, instead.
 Not as it Appears: Use at end of round when an enemy scores VP for occupying a victory area: Place this creature adjacent to that enemy. (This creature may score end of round VP normally.)

HP 60
BLOOD 30

♦ Use with Honor Among Thieves: Mimic

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OWLBEAR

Level 6 ♦ Magical Beast

AC 18
FORT 20
REF 18
WILL 18

ATTACK POWERS
⊕ **Claw, Claw, Beak:** Minor action: +12 vs. AC; 5 damage.

GENERAL POWERS
That was the Beak: Use when this creature hits with a ⊕ attack, once per turn: +10 damage on that attack.
Grab: Use when this creature hits a Medium or smaller enemy with a natural 18+: That enemy is Immobilized (save ends).
Hug: Immediate action, only on this creature's turn: Provoke opportunity attacks. Then, an adjacent Immobilized creature is Helpless until end of turn.

HP 60
BLOOD 30

♦ Use with Honor Among Thieves: Owlbear

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OWLBEAR (EPIC)

Level 13 ♦ Magical Beast

AC 24
FORT 28
REF 24
WILL 26

ATTACK POWERS
⊕ **Claws and Beak:** (reach 2) +19 vs. AC; 30 damage.
 ↓ **Beatdown:** Make 4 attacks vs. a single target: +16 vs. AC; 15 damage. If at least 2 attacks hit, target is also Immobilized. ☹ when first bloodied.

GENERAL POWERS
Resist 5 Cold
Blindsight 3: Ignores Conceal and Invisible within 3 squares.
 Enraged: Whenever an ally is destroyed: -2 AC and +5 damage until end of battle.
 Toss: Minor action: Slide 4 an adjacent Medium or smaller Immobilized enemy. That enemy takes 10 damage.

HP 125
BLOOD 60

♦ Use with Honor Among Thieves: Owlbear or Blood War: Owlbear Rager

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NEEDLE BLIGHT

Level 4 ♦ Plant

AC 18
FORT 16
REF 16
WILL 16

ATTACK POWERS
⊗ **Needle Spray:** (range 6) +9 vs. AC; 5 poison damage.
 ← **Pine Burst:** (burst 2) Automatic hit; 5 damage AND Slowed. ☹ as an attack action.

GENERAL POWERS
 Black Pine: Use during your setup: Until end of battle, whenever this creature would do poison damage, it does necrotic damage instead.
Blackhearted: This creature is Evil if there are Evil creatures in your warband.

HP 35
BLOOD 15

♦ Use with Summoned Creatures 1: Needle Blight

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AUROCHS

Level 7 ♦ Beast

AC 19
FORT 23
REF 15
WILL 19

ATTACK POWERS
⊕ **Gore:** +13 vs. AC; 15 damage.

GENERAL POWERS
Orc Mount: May have a Medium or smaller Orc ally as a rider.
Raging Charge: +2 speed and +10 damage while charging.
Four-Eyes: While Mounted, this creature and the rider have Immune Flanking.
 Sudden Stop Sling: Use after resolving this creature's Charge: Place its rider adjacent to the target of the Charge, then the rider may make a ⊕ attack as an immediate action, at +10 damage.

♦ Use with Summoned Creatures 1: Auerochs

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GIANT GOAT

Level 5 ♦ Beast

AC 22
FORT 21
REF 20
WILL 19

ATTACK POWERS
⊕ **Ram:** +12 vs. AC; 15 damage.

GENERAL POWERS
Dwarven Mount: May have a Medium or smaller Dwarf ally as a rider.
Stable Footing: Ignores the extra MP cost for entering difficult terrain.
By Our Beards!: Use when this creature makes a ⊕ attack with Charge: Its rider makes a ⊕ attack vs. the target of the charge as a free action.
Ramming Charge: While charging, this creature and its rider have +10 damage.

♦ Use with Summoned Creatures 1: Giant Goat

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WARHORSE

Level 6 ♦ Beast

AC 22
FORT 18
REF 18
WILL 18
SPEED 8
HP 45
BLOOD 20

ATTACK POWERS
Ⓢ Hooves: +13 vs. AC; 15 damage.

GENERAL POWERS
Trained Mount: Can have a Medium or smaller Elf or Human ally as a rider.
Charger: Use when this creature resolves a Charge: Its rider can make a Ⓢ attack vs. the target of the Charge, at +10 damage, as a free action.

Use with Summoned Creatures 1: Warhorse

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PEGASUS

Level 10 ♦ Beast

AC 24
FORT 22
REF 22
WILL 22
SPEED F10
HP 55
BLOOD 25

ATTACK POWERS
Ⓢ Hoof Strike: +15 vs. AC; 15 damage.
Ⓢ Flyby Attack: This creature moves up to its speed and makes a Ⓢ attack any time during its move.

GENERAL POWERS
Elf Mount: Can have a Medium Elf or Half-Elf ally as a rider.
Coordinated Attack: Use when this creature makes a Ⓢ attack: This creature's rider makes a Ⓢ attack as an immediate action.
Burdened: Whenever this creature has a rider, this creature has -2 speed.

Use with Summoned Creatures 1: Pegasus

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EARTH ELEMENTAL

Level 10 ♦ Earth • Elemental

AC 26
FORT 25
REF 20
WILL 20
SPEED B5
HP 85
BLOOD 40

ATTACK POWERS
Ⓢ Slam: (reach 2) +15 vs. AC; 20 damage.
Ⓢ Tremor: (burst 4) +15 vs. Reflex; 5 damage AND Dazed.

GENERAL POWERS
Earthen Fists: Attack action: Make 2 Ⓢ attacks.
Tremorsense: Ignores Conceal and Invisible vs. creatures without Flight.

Use with Summoned Creatures 2: Earth Elemental

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AIR ELEMENTAL

Level 10 ♦ Air • Elemental

AC 24
FORT 22
REF 24
WILL 20
SPEED F9
HP 75
BLOOD 35

ATTACK POWERS
Ⓢ Slam: (reach 2) +16 vs. AC; 20 damage.
Ⓢ Cyclone: (burst 3) +14 vs. Fortitude; 20 damage and slide 1. Ⓢ as an attack action.

GENERAL POWERS
Resist 10 Lightning, Thunder

Use with Summoned Creatures 2: Air Elemental

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SATYR

Level 6 ♦ Fey

AC 19
FORT 17
REF 17
WILL 17
SPEED 7
HP 45
BLOOD 20

ATTACK POWERS
Ⓢ Dancing Blade: +11 vs. AC; 15 damage AND this creature may shift 1 square.
Ⓢ Reverie: (burst 3) +11 vs. Will; 10 psychic damage AND Confused. Hit or miss, Fey creatures heal 10 HP after all attacks are resolved.

GENERAL POWERS
Immune Confused
Tune the Mind: Move action: Until end of round, no champion within 8 squares of this creature may use a champion power.
Draught of Clarity: Minor action: Each of the Confused, Dazed and Stunned conditions ends on 1 adjacent ally.

Use with Summoned Creatures 2: Satyr

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COUATL

Level 7 ♦ Planar • Serpent

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

ATTACK POWERS
Ⓢ Bite: +14 vs. AC; 5 + 5 poison damage.

GENERAL POWERS
Resist 5 Fire, Poison, Radiant
Zone of Truth: (aura 6) All creatures in aura gain Immune Sneak Attack.
Snake's Swiftness: 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 Summoned Creatures 2: Couatl

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FIRE ELEMENTAL

Level 10 ♦ Elemental • Fire

AC 23
FORT 22
REF 26
WILL 20
SPEED 8
HP 75
BLOOD 35

ATTACK POWERS
Ⓢ Slam: (reach 2) +15 vs. Reflex; 20 fire damage.

GENERAL POWERS
Immune Fire
Defensive Mobility: +5 AC vs. opportunity attacks.
Fire Shield 10: Whenever this creature is hit by a Ⓢ attack, the attacker takes 10 fire damage.
Ignite: Move action: Move up to 4 squares. Creatures adjacent to a square entered during that move take 10 fire damage (max once per creature). Ⓢ when first bloodied.

Use with Summoned Creatures 2: Fire Elemental

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GREEN HAG

Level 14 ♦ Hag

AC 25
FORT 27
REF 25
WILL 26
SPEED 6
HP 80
BLOOD 40

ATTACK POWERS
Ⓢ Claw: +18 vs. AC; 10 + 10 necrotic damage.
Ⓢ Plaguebearer: (may target ally) +18 vs. Fortitude; 10 Ongoing Damage AND Plaguebound (save ends).
Ⓢ Burst of Disease: (radius 2 within 10) +18 vs. Fortitude; 10 damage AND Weakened (save ends).

GENERAL POWERS
Plaguebound: (Condition) At start of affected creature's turn, adjacent creatures take 10 necrotic damage.
Coven: While this creature has 2 or more Hag allies, treat its Champion Rating as 4 for determining initiative.

CHAMPION POWERS □ □ □
Use when a Plaguebound enemy starts its turn: Choose up to 3 enemies adjacent to that creature. The chosen enemies are Weakened until end of round.
Use when an enemy is damaged by a Ⓢ attack: That enemy takes 10 ongoing necrotic damage (save ends).

Use with Summoned Creatures 2: Green Hag

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MOVIE MONSTERS SPECIAL

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