

GOLIATH FIGHTER - SWORD

Level 8 ♦ Goliath • Martial

AC 24
FORT 23
REF 22
WILL 22

ATTACK POWERS
④ **Cleaving Strike:** +14 vs. AC; 20 damage AND 1 enemy adjacent to this creature and to target takes 10 damage.

GENERAL POWERS

Resist 5 Cold

☐ **Stone's Endurance:** *Minor action:* Resist 5 All and ignore forced movement until start of this creature's next turn.

Stone Friend: +2 attack while occupying difficult terrain.

SPEED 5

HP 60
BLOOD 30

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KOBOLD INVENTOR - STICK

Level 3 ♦ Kobold

AC 16
FORT 14
REF 14
WILL 14

ATTACK POWERS
④ **Dagger:** +9 vs. AC; 5 damage.
☐ + **Scorpion on a Stick:** (reach 2) +7 vs. Reflex; 10 poison damage AND 10 Ongoing Poison Damage.

GENERAL POWERS

Shifty: *Minor action:* Shift 1 square.

Stench: Adjacent Living creatures have -2 attack.

SPEED 6

HP 25
BLOOD 10

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TWIG BLIGHT

Level 1 ♦ Plant • Stealth

AC 14
FORT 13
REF 13
WILL 13

ATTACK POWERS
④ **Claws:** +6 vs. AC; 5 + 5 poison damage.

GENERAL POWERS

Forest Camouflage: Invisible to enemies while occupying forest terrain.

SPEED 5

HP 5
BLOOD -

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ALMIRAJ

Level 1 ♦ Fey • Magical Beast

AC 16
FORT 12
REF 15
WILL 14

ATTACK POWERS
④ **Horn:** +6 vs. AC; 5 damage.

GENERAL POWERS

Powerful Charge 5: +5 damage while charging.

Familiar: *Use when an adjacent Arcane ally declares an ⚔, ⚡ or ⚡ attack:* That attack is resolved as if being made from this creature's space.

SPEED 7

HP 10
BLOOD 5

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ANIMATED ARMOR

Level 3 ♦ Construct

AC 21
FORT 16
REF 14
WILL 10

ATTACK POWERS
④ **Steel Gauntlets:** Roll 2d20 and use the higher result: +7 vs. AC; 10 damage.

GENERAL POWERS

Immune Poison

SPEED 5

HP 30
BLOOD -

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BOGGLE

Level 2 ♦ Fey • Shadow

AC 15
FORT 12
REF 15
WILL 12

ATTACK POWERS
④ **Pummel:** +6 vs. AC; 5 damage.
⚡ **Scare:** (enemy that does not see any of its allies only) +8 vs. Will; 10 psychic damage AND Dazed. (Fear)

GENERAL POWERS

☐ **Rift:** *Move action, only while in difficult terrain:* Teleport 8 into difficult terrain.

Oil Secretion: Unaffected by slippery terrain.

Oil Spill: Adjacent squares are considered slippery terrain.

SPEED 6

HP 15
BLOOD 5

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SKELETAL ALCHEMIST

Level 4 ♦ Undead

AC 15
FORT 13
REF 13
WILL 13

ATTACK POWERS
④ **Claws:** +7 vs. AC; 5 damage.
⚔ **Acid Vial:** (range 6) +10 vs. Reflex; 15 acid damage.

GENERAL POWERS

Immune Poison

☐ **Fool's Gold:** *Use when opponent would score VP for occupying their victory area, if this creature also occupies any of opponent's victory areas:* Opponent does not score VP, instead.

SPEED 6

HP 30
BLOOD 15

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GIANT WOLF SPIDER

Level 5 ♦ Spider

AC 18
FORT 16
REF 16
WILL 15

ATTACK POWERS
④ **Bite:** +13 vs. AC; 10 damage AND 10 Ongoing Poison Damage.

GENERAL POWERS

Leaping Pounce: Has Flight while charging.

SPEED 7

HP 45
BLOOD 20

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LIZARDFOLK - F&T

Level 4 ♦ Lizardfolk

AC 19
FORT 17
REF 17
WILL 17

ATTACK POWERS
④ **Bone Sword:** +9 vs. AC; 10 damage.
⚔ **Dart:** (range 8) +9 vs. AC; 5 + 5 poison damage.

GENERAL POWERS

Aquatic Warrior: +5 damage while adjacent to river terrain.

Forest Hunter: +5 damage while adjacent to forest terrain.

SPEED 6

HP 40
BLOOD 20

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AMBUSH DRAKE - F&T

Level 3 ♦ Dragon

ATTACK POWERS

Ⓢ **Bite:** +11 vs. AC; 10 damage.

GENERAL POWERS

Resist 10 Poison

Ambush 10: *Minor action:* Choose an enemy that does not have line of sight to this creature: +10 Ⓢ damage against that enemy until end of turn.

AC 17
FORT 16
REF 15
WILL 15
SPEED 6
HP 40
BLOOD 20

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PACK MULE

Level 2 ♦ Beast

ATTACK POWERS

Ⓢ **Hooves:** +6 vs. AC; 10 damage.

GENERAL POWERS

Stubborn: *Whenever you lose initiative:* Slowed until end of round.

Deliver Goods: *Use at end of round, if in your victory area:* Score +5 VP.

AC 14
FORT 16
REF 13
WILL 12
SPEED 6
HP 20
BLOOD 10

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SKULK

Level 3 ♦ Shadow

ATTACK POWERS

Ⓢ **Claws:** +9 vs. AC; 10 + 5 necrotic damage.

GENERAL POWERS

Invisible

AC 16
FORT 14
REF 17
WILL 14
SPEED 6
HP 25
BLOOD 10

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VINE BLIGHT

Level 2 ♦ Plant

ATTACK POWERS

Ⓢ **Constrict:** +8 vs. AC; 10 damage AND Immobilized.

GENERAL POWERS

Forest Camouflage: Invisible to enemies while occupying forest terrain.

Entangling Vines: (aura 2) Squares in aura are difficult terrain for enemies.

AC 15
FORT 13
REF 13
WILL 13
SPEED 5
HP 25
BLOOD 10

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GOLIATH FIGHTER - WARHAMMER

Level 5 ♦ Goliath • Martial

ATTACK POWERS

Ⓢ **Warhammer:** +11 vs. AC; 20 damage.

GENERAL POWERS

Resist 5 Cold

❑ **Action Surge:** *Use at start of this creature's turn:* Gain 1 additional attack action this turn.

Stone Friend: +2 attack while occupying difficult terrain.

AC 22
FORT 21
REF 19
WILL 19
SPEED 5
HP 55
BLOOD 25

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KOBOLD INVENTOR - POT

Level 3 ♦ Kobold

ATTACK POWERS

Ⓢ **Dagger:** +9 vs. AC; 5 damage.

❑ **Rot Grub Pot:** (range 5) +7 vs. Reflex; 10 poison damage AND Weakened.

GENERAL POWERS

Shifty: *Minor action:* Shift 1 square.

Stench: Adjacent Living creatures have -2 attack.

AC 16
FORT 14
REF 14
WILL 14
SPEED 6
HP 25
BLOOD 10

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FIRE GENASI FIGHTER

Level 4 ♦ Elemental • Fire • Martial

ATTACK POWERS

Ⓢ **Fiery Strike:** +11 vs. AC; 5 + 5 fire damage.

❑ **Crossbow:** (nearest) +12 vs. AC; 15 damage. Ⓢ as a move action.

GENERAL POWERS

Resist 10 Fire

Fiery Temper: *Immediate, when damaged by an attack from an adjacent enemy:* Make a Ⓢ attack vs. that enemy.

AC 20
FORT 18
REF 18
WILL 16
SPEED 6
HP 40
BLOOD 20

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HUMAN WIZARD - F&T

Level 11 ♦ Arcane • Elemental • Human

ATTACK POWERS

Ⓢ **Deepfrost Staff:** +15 vs. AC; 5 + 10 cold damage.

❑ **Scorching Ray:** Make 3 attacks: (range 10) +14 vs. Reflex; 10 fire damage.

❑ **Cone of Cold:** (blast 5) +14 vs. Reflex; 25 cold damage AND Immobilized.

GENERAL POWERS

Resist 10 Cold

❑ **Elementalist:** *Attack action:* One Elemental ally within 5 squares slides 3 OR makes an opportunity attack.

❑ **Deepfrost Ritual:** *Full turn action, provokes opportunity attacks:* All creatures within 10 squares take 10 cold damage.

CHAMPION POWERS ❑ ❑

❖ *Use at start of round:* Elemental allies have +2 attack and +5 damage.

❖ *Use when a creature takes cold damage:* That creature is Immobilized.

AC 24
FORT 22
REF 22
WILL 23
SPEED 6
HP 55
BLOOD 25

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GLOOM WEAVER

Level 12 ♦ Shadar-Kai • Shadow

ATTACK POWERS

Ⓢ **Chill Touch:** +17 vs. Reflex; 15 cold damage.

Ⓢ **Shadowflames:** (burst 1) +15 vs. Reflex; 10 fire AND 10 Ongoing Necrotic Damage.

❑ **Blight:** (range 10) +16 vs. Fortitude; 30 necrotic damage.

GENERAL POWERS

Aura of Gloom: (aura 2) Living enemies in aura have Vulnerable 5 All.

❑ **Misty Escape:** *Immediate, after this creature takes damage:* Teleport 5, then it is Invisible until end of round. Ⓢ as a move action.

AC 25
FORT 22
REF 24
WILL 24
SPEED 6
HP 65
BLOOD 30

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BERBALANG - F&T

Level 7 ♦ Aberrant • Berbalang

AC 20
FORT 17
REF 19
WILL 17

ATTACK POWERS
⚔ **Bite and Claws:** +11 vs. AC; 15 damage.

GENERAL POWERS
❑ **Duplicate Killed:** *Whenever this creature would be destroyed: It has 30 HP remaining and is not destroyed instead. Place it within 6 squares of its current position.*
Read the Bones: *Use when an adjacent Living creature is destroyed: Cumulative +2 attack until end of battle.*

SPEED F7

HP 30
BLOOD 15

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THAYAN APPRENTICE

Level 5 ♦ Arcane

AC 16
FORT 14
REF 14
WILL 16

ATTACK POWERS
⚡ **Shocking Grasp:** +10 vs. Reflex; 10 lightning damage AND target cannot use Immediate actions until end of its next turn.
⌘ **Hypnosis:** (range 4) +10 vs. Will; Stunned.
❑ ⌘ **Melf's Minute Meteors:** Make up to 5 attacks vs. different targets that are within 5 squares of each other: (sight) +10 vs. Reflex; 10 fire damage. On miss, 5 fire damage.

GENERAL POWERS

SPEED 6

HP 30
BLOOD 15

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MIMIC (DOOR)

Level 6 ♦ Aberrant

AC 16
FORT 15
REF 14
WILL 14

ATTACK POWERS
⚔ **Grab:** +12 vs. AC; 10 damage AND Immobilized.
⚔ **Maw:** +12 vs. AC; 15 damage.

GENERAL POWERS
Scout
Door: *Minor action, if adjacent to a wall and no enemy is adjacent: Invisible until it resolves an attack or until it is not adjacent to a wall.*

SPEED 4

HP 60
BLOOD 30

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VAMPIRIC MIST

Level 5 ♦ Swarm • Undead • Vampire

AC 17
FORT 16
REF 16
WILL 14

ATTACK POWERS
⚔ **Absorb Blood:** (reach 0, Living creature only) +11 vs. Fortitude; 10 necrotic damage AND this creature heals 10 HP.

GENERAL POWERS
Immune Poison
Vulnerable 5 Radiant
Formless: Takes half damage from ⚔ and ⌘ attacks.
Blood Scent: Ignores Invisible and Conceal vs. bloodied creatures.
Mist Form: Can enter and occupy squares occupied by other creatures.
Blood Drain: *Immediate, when an enemy that shares this creature's space activates: Make 1 ⚔ attack vs. that enemy. On hit, that enemy also cannot heal (save ends).*

SPEED F5

HP 35
BLOOD 15

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BANSHEE

Level 12 ♦ Elf • Undead

AC 25
FORT 25
REF 25
WILL 25

ATTACK POWERS
⚔ **Icy Grip:** +15 vs. Reflex; 15 cold damage.
❑ ⚔ **Banshee Wail:** (blast 4) +18 vs. Fortitude; 10 thunder damage AND 15 Ongoing Psychic Damage.

GENERAL POWERS
Phasing, Insubstantial
❑ **The Lost Maid:** *Use at start of this creature's turn: Invisible until start of its next turn.*
❑ **Flight or Fight:** *Use when first bloodied: ⌘ The Lost Maid or Banshee Wail.*

SPEED F6

HP 65
BLOOD 30

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KOBOLD SCALE SORCERER

Level 5 ♦ Arcane • Kobold

AC 18
FORT 16
REF 16
WILL 16

ATTACK POWERS
⚔ **Dagger:** +11 vs. AC; 5 damage.
⌘ **Chromatic Orb:** (range 10) +11 vs. Reflex; 15 cold, fire or poison damage (choose one).

GENERAL POWERS
False Wings: Has the Dragon keyword and Flight while not bloodied.

SPEED 6

HP 35
BLOOD 15

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WATER ELEMENTAL

Level 10 ♦ Aquatic • Elemental

AC 24
FORT 24
REF 22
WILL 20

ATTACK POWERS
⚔ **Slam:** (reach 2) +16 vs. AC; 20 damage.
⚡ **Crashing Wave:** (blast 3) +14 vs. Fortitude; 20 damage. Hit or miss, after all attacks are resolved, place this creature adjacent to the blast area.

GENERAL POWERS
Waterborne: +3 speed while it occupies river terrain.
❑ **Drown:** *Use after this creature resolves an attack vs. a non-Aquatic Living target, if it hit with a natural 18-20: Target is also Helpless (save ends).*

SPEED 5

HP 80
BLOOD 40

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EARTH ELEMENTAL

Level 10 ♦ Earth • Elemental

AC 26
FORT 25
REF 20
WILL 20

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.

SPEED B5

HP 85
BLOOD 40

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AIR ELEMENTAL

Level 10 ♦ Air • Elemental

AC 24
FORT 22
REF 24
WILL 20

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

SPEED F9

HP 75
BLOOD 35

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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

④ **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, attacker takes 10 fire damage.

☐ **Ignite:** *Immediate, when an adjacent enemy activates:* That enemy gains 10 Ongoing Fire Damage, then this creature moves 4 away from that enemy. ⚡ as a minor action.

MARID - F&T

Level 13 ♦ Aquatic • Elemental

AC 26
FORT 28
REF 24
WILL 24
SPEED 7
HP 85
BLOOD 40

ATTACK POWERS

④ **Punch:** +18 vs. AC; 25 damage.

☐ ⚔ **Torrent:** (line 6) +16 vs. Fortitude; 20 damage AND push 1. Hit or miss, squares in area of effect gain river terrain until end of round. ⚡ as a move action.

GENERAL POWERS

Control Water: Aquatic creatures have +2 attack and +5 damage while adjacent to river terrain.

☐ **Mist Cloud:** *Minor action:* Until end of its next turn, this creature has: (aura 1) While in aura, squares gain smoke terrain.

TYRANNOSAURUS REX

Level 14 ♦ Beast • Reptile

AC 23
FORT 28
REF 22
WILL 20
SPEED 9
HP 130
BLOOD 65

ATTACK POWERS

④ **Crushing Jaws:** Treats AC of greater than 25 as 25; +14 vs. AC; 35 damage.

⚡ **Roar:** (blast 10) +15 vs. Fortitude; Dazed. (Fear)

GENERAL POWERS

☐ **Enter the Fray:** *Use while charging:* Make a Roar attack as an immediate action at any time during the charge.

Pin Prey: *Use when this creature rolls a natural 18, 19 or 20 on an attack:* On hit, Large or smaller target is Immobilized, Medium or smaller is also Helpless (save ends all).

Scent: *Use when rolling for Conceal:* Roll an extra 1d20 and use the higher result.

YUAN-TI ANATHEMA

Level 16 ♦ Yuan-Ti

CR 3

AC 27
FORT 27
REF 26
WILL 26
SPEED 8
HP 100
BLOOD 50

ATTACK POWERS

④ **Claws:** (reach 2) +20 vs. AC; 25 damage.

⚔ **Bites:** (reach 2) +18 vs. AC; 5 + 10 poison damage AND make another Bites attack (max. 3 per turn).

☐ ⚔ **Constrict:** *Minor action:* +18 vs. AC; Immobilized AND 10 Ongoing Damage (save ends both). ⚡ when no creature is affected by this power.

GENERAL POWERS

Immune Confused, Immune Dazed, Immune Stunned

Ophidiophobia: (aura 5) Non-Serpent and Non-Yuan-Ti creatures in aura have -5 damage. (Fear)

CHAMPION POWERS

❖ *Use at start of round:* Yuan-Ti and Serpent allies have +2 AC until end of round.

❖ *Use when a Yuan-Ti ally is targeted with a ⚔ attack:* That ally makes a ④ attack vs. the attacker as an immediate action.

DIRE TROLL

Level 15 ♦ Aberrant • Troll

AC 25
FORT 27
REF 24
WILL 24
SPEED 8
HP 85
BLOOD 40

ATTACK POWERS

④ **Ripping Claws:** Roll 3d20 and use the higher result: +14 vs. AC; 30 damage.

GENERAL POWERS

Vulnerable 5 Fire

Immune Dazed, Immune Stunned

Regeneration 10: *Use at start of turn:* Heal 10 HP.

Devour: *Immediate, when this creature destroys an enemy:* Heal 10 HP.

KI-RIN

Level 15 ♦ Magical Beast • Planar

CR 4

AC 29
FORT 27
REF 27
WILL 27
SPEED F10
HP 90
BLOOD 45

ATTACK POWERS

④ **Hooves:** +21 vs. AC; 25 damage.

④ **Impale:** (only on Charge) +22 vs. AC; 20 + 15 radiant damage.

⚡ **Sacred Fire:** (sight) +19 vs. Reflex; 10 fire + 10 radiant damage.

GENERAL POWERS

☐ ☐ **Cure Wounds:** *Minor action:* One ally within 5 squares heals 20 HP.

CHAMPION POWERS

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

❖ *Use at start of an adjacent ally's turn:* Remove one effect or condition from that ally.

❖ *Use at setup:* Creatures in your warband may setup up to 3 squares away from your start area.

TABAXI FIGHTER

Level 12 ♦ Martial • Tabaxi

CR 2

AC 27
FORT 25
REF 25
WILL 25
SPEED 6
HP 70
BLOOD 35

ATTACK POWERS

④ **Sabre:** +18 vs. AC; 20 damage.

GENERAL POWERS

Skirmish Leader: Level 1-5 Martial allies have +4 attack and +1 speed.

☐ **Gritty:** *Minor action, only while bloodied:* Make 1 ④ attack. ⚡ as a minor action.

☐ **Setup Strike:** *Attack action:* Make a ④ attack vs. an enemy granting combat advantage. On hit, 1 ally makes a ④ attack vs. that enemy as an immediate action. ⚡ as an attack action.

CHAMPION POWERS

❖ *Use at start of round:* Level 1-5 Martial allies ignore the additional MP cost for entering difficult terrain until end of round.

❖ *Use after this creature resolves an attack:* It shifts up to 3 squares.

TRIDRONE

Level 8 ♦ Construct • Modron

AC 23
FORT 21
REF 21
WILL 21
SPEED 6
HP 55
BLOOD 25

ATTACK POWERS

④ **Javelin:** +13 vs. AC; 10 damage.

☐ ☐ ☐ ⚡ **Thrown Javelin:** (range 10) +12 vs. AC; 10 damage. Hit or miss, this creature has cumulative -1 ⚔ attack until end of battle.

GENERAL POWERS

Immune Confused, Immune Dominated

☐ **Triple Attack:** *Attack action:* Make up to 3 ④ or ⚡ attacks.

Clockwork Coordination: *Immediate, when an adjacent Modron ally makes a ④ or ⚡ attack at end of round:* This creature makes 1 attack of the same type.

INCUBUS

Level 10 ♦ Demon • Devil

AC 24
FORT 22
REF 22
WILL 22
SPEED F6
HP 60
BLOOD 30

ATTACK POWERS

④ **Claws:** +14 vs. AC; 15 damage.

⚔ **Death Kiss:** (Stunned or Helpless enemy only) +16 vs. Fortitude; 25 damage.

⚡ **Charm:** (range 6) +14 vs. Will; Stunned (save ends).

GENERAL POWERS

☐ **Etherealness:** *Move action:* Remove this creature from the battle map. At end of round, place it within 6 squares of its last position.

GREEN HAG - F&T

Level 11 ♦ Hag

CR 2

ATTACK POWERS

- ④ **Claws:** +17 vs. AC; 20 damage.
- ☐☐ ☞ **Infect:** (range 6) +15 vs. Fortitude; 10 poison damage AND Blinded (save ends).
- ☐☞ **Plague Magic:** (range 4) Treats Fortitude of greater than 25 as 25: +15 vs. Fortitude; Target takes damage equal to its bloodied value.

GENERAL POWERS

- ☐ **Disguise Self:** *Use at setup:* Invisible until it resolves an attack.

CHAMPION POWERS ☐☐

- ❖ *Use at start of round:* Aquatic and Hag allies have +2 attack until end of round.
- ❖ *Use when an ally is hit by an attack that would impose a condition:* That ally ignores that condition instead.

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

FLAIL SNAIL

Level 13 ♦ Earth • Elemental

ATTACK POWERS

- ④ **Flail Tentacle:** (reach 2) +18 vs. AC; 10 damage.
- ↓ **Failing Flurry:** (reach 2) +16 vs. AC; 10 damage AND make a Flailing Flurry attack (max. 5 per turn).

GENERAL POWERS

Scout

Scintillating Shell: (aura 3) Creatures in aura have -2 attack.

Reflective Shell: *Use when this creature would take cold, fire, lightning or radiant damage (choose one):* -10 damage of that type, then 1 creature within 6 takes 10 damage of that type.

☐ **Withdraw into Shell:** *Use when targeted by an attack:* +4 AC and Resist 5 All until it moves or declares an attack.

AC 27
FORT 26
REF 24
WILL 23
SPEED 5
HP 90
BLOOD 45

GREEN SLAAD

Level 12 ♦ Chaos • Slaad

ATTACK POWERS

- ④ **Skull Staff:** +17 vs. AC; 10 + 10 necrotic damage.
- ☞ **Flame Jet:** (range 10) +16 vs. Reflex; 15 fire damage.
- ☐☞ **Fireball:** (radius 2 within 10) +16 vs. Reflex; 20 fire damage. On miss, 10 fire damage.

GENERAL POWERS

- Chaotic Boon:** *Immediate, when you roll initiative:* On an even result: +2 attack until end of round. On an uneven result: +2 AC until end of round.
- ☐ **Gloom Curse:** *Attack action:* One creature within 8 squares that this creature can see is Weakened (save ends).

AC 26
FORT 25
REF 24
WILL 24
SPEED 6
HP 75
BLOOD 35

GAS SPORE

Level 2 ♦ Plant • Spore

ATTACK POWERS

- ④ **Touch:** +4 vs. Reflex; 5 poison damage.

GENERAL POWERS

Wandering Monster

Diseased: *Use when an adjacent Living creature activates:* It takes 5 poison damage.

Seed Offspring: *Whenever this creature destroys a creature with poison damage:* Place a new Spore ally worth 5 VP in the space that creature last occupied.

Death Burst: *Whenever this creature is destroyed:* Non-Plant creatures within 3 squares gain 15 Ongoing Poison Damage.

AC 11
FORT 9
REF 9
WILL 9
SPEED F4
HP 5
BLOOD -

ABOLETH

Level 15 ♦ Aberrant • Aquatic • Psionic

ATTACK POWERS

- ④ **Tail:** (reach 2) +21 vs. AC; 20 damage.
- ④ **Slimy Tentacles:** (reach 2) +19 vs. AC; 10 damage AND 20 Ongoing Acid Damage.
- ☐☞ **Enslave:** (range 8) +18 vs. Will; Dominated (save ends, also ends if target takes damage). ☞ *when no creature is affected by this power.*

GENERAL POWERS

Waterborne: +3 speed while it occupies river terrain.

☐ **Psychic Drain:** *Minor action:* One adjacent Dominated creature takes 20 psychic damage. Then, this creature heals the amount of damage taken.

CHAMPION POWERS ☐☐☐

- ❖ *Use at start of round:* Choose one enemy. Aberrant and Aquatic allies have +5 attack vs. that enemy until end of round.
- ❖ *Use at end of round:* Slide all allies 1 square, or up to 3 squares if they occupy river terrain.

AC 25
FORT 25
REF 22
WILL 27
SPEED F5
HP 90
BLOOD 45

FIRE GIANT SKELETON

Level 13 ♦ Fire • Undead

ATTACK POWERS

- ④ **Greatsword:** (reach 3) +17 vs. AC; 20 + 10 fire damage.
- ☐☞ **Fireburst:** *Minor action:* (burst 1) +15 vs. Fortitude; 15 fire damage. ☞ *when first bloodied.*

GENERAL POWERS

Immune Fire

AC 26
FORT 25
REF 21
WILL 22
SPEED 8
HP 95
BLOOD 45

YOUNG BLUE DRAGON

Level 17 ♦ Dragon

CR 2

ATTACK POWERS

- ④ **Bite:** (reach 2) +21 vs. AC; 15 + 10 lightning damage AND enemies adjacent to target take 10 lightning damage.
- ↓ **Tail Lash:** *Minor action, only while flanked:* +19 vs. AC; 10 damage.
- ☐☞ **Lightning Breath:** (line 10) +18 vs. Reflex; 45 lightning damage. On miss, 20 lightning damage.

GENERAL POWERS

Immune Lightning

Attack from Under: *Use with Charge:* Has speed B6 instead until Charge is resolved.

CHAMPION POWERS ☐☐

- ❖ *Use when this creature hits with Lightning Breath:* Target is also Dazed (save ends).
- ❖ *Use when an ally becomes bloodied:* That ally makes an opportunity attack.

AC 29
FORT 27
REF 27
WILL 27
SPEED F9
HP 110
BLOOD 55

YOUNG RED DRAGON - F&T

Level 18 ♦ Dragon • Fire

CR 2

ATTACK POWERS

- ④ **Bite:** (reach 2) +22 vs. AC; 25 + 5 fire damage.
- ☞ **Sweeping Wings:** *Minor action, once per turn:* (burst 1) +19 vs. Fortitude: 10 damage AND push 1 a Large or smaller target.
- ☐☞ **Fire Breath:** (blast 5) +19 vs. Reflex; 55 fire damage. On miss, 25 fire damage.
- ☐☞ **Combustion:** (sight) +19 vs. Fortitude: 20 Ongoing Fire Damage.

GENERAL POWERS

Immune Fire

☐ **Ab blaze:** *Minor action:* Until end of round, squares gain fire and smoke terrain while they are adjacent to this creature.

CHAMPION POWERS ☐☐

- ❖ *Use when this creature would fail a save:* That save succeeds, instead.
- ❖ *Use after this creature resolves an attack power:* Push 5 all enemies of level 17 or lower within 5 squares. (Fear)

AC 30
FORT 29
REF 26
WILL 28
SPEED F8
HP 130
BLOOD 65

NIGHTWALKER

Level 18 ♦ Shadow • Undead

ATTACK POWERS

- ④ **Claws of Destruction:** +23 vs. AC; 35 damage AND target cannot heal (save ends).
- ☞ **Finger of Doom:** (sight) +19 vs. Fortitude; 20 + 10 necrotic damage AND Immobilized.

GENERAL POWERS

Immune Immobilized, Fear, Necrotic, Poison

☐ **Negative Energy Discharge:** *Whenever this creature is first bloodied:* Living enemies and allies within 10 squares are Weakened.

Shadow Step: *Move action:* Teleport 6 squares to a square adjacent to a wall.

Aura of Annihilation: (aura 2) Creatures take 15 necrotic damage when they activate in aura.

AC 28
FORT 33
REF 28
WILL 24
SPEED 8
HP 170
BLOOD 85

PURPLE WORM - F&T

Level 15 ♦ Beast

FANGS & TALONS

AC
30
FORT
30
REF
26
WILL
24

ATTACK POWERS

④ **Gaping Maw:** (reach 4, scores critical on natural 18-20) +24 vs. AC; 25 damage AND on critical, a Medium or smaller target is Swallowed Whole until this creature starts a turn while bloodied or is destroyed.

↓ **Deadly Sting:** *Minor action, once per turn:* (reach 6) +20 vs. AC; 10 damage AND 25 Ongoing Poison Damage (save ends).

GENERAL POWERS

Gargantuan: May occupy statue, pit, and wall terrain. Immune Dazed, Stunned, Slowed and Immobilized.

SPEED
B6

HP
150
BLOOD
75

Swallowed Whole: (condition) Affected 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 affected creature adjacent to the creature that caused it.

♦ Use with Fangs & Talons Premium: Purple Worm

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