

AASIMAR FAVORED SOUL

Level 7 ♦ Aasimar • Planar

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

ATTACK POWERS

- ⚔ **Mace:** +12 vs. AC; 10 damage.
- ☐ ☠ **Sound Burst:** (radius 1 within 5) +12 vs. Fortitude; 5 thunder damage AND Stunned.

GENERAL POWERS

- ☐ **Revitalize:** *Minor action:* 1 ally within 5 squares of this creature heals 15 HP. End 1 condition on that ally.
- Illuminator:** Creatures within 5 squares of this creature do not benefit from Conceal or Hide and are not Invisible.

ANGEL OF RETRIBUTION

Level 11 ♦ Angel

AC 25
FORT 23
REF 23
WILL 23
SPEED F6
HP 70
BLOOD 35

ATTACK POWERS

- ⚔ **Shard Sword:** (reach 2) +14 vs. AC; 20 cold damage. On miss, make another Shard Sword attack (max 2 per turn).
- ☐ ⚔ **Retributive Sword:** (target that has attacked this creature only) +16 vs. AC; 25 damage. ☹ *when this attack hits.*
- ☞ **Mark of Retribution:** *Use at start of turn:* (sight, target that has attacked this round only) Automatic hit; slide target up to 3 squares.

GENERAL POWERS

- Immune Fear**
- Resist 20 Cold**
- Awesome Presence:** Enemies have -2 ⚔ attack vs. this creature while it is not bloodied. (Fear)

ARMANITE

Level 11 ♦ Demon

AC 24
FORT 26
REF 23
WILL 23
SPEED 8
HP 80
BLOOD 40

ATTACK POWERS

- ⚔ **Claw and Hoof:** +18 vs. AC; 15 damage.
- ⚔ **Serrated Tail:** +15 vs. AC; 20 damage.
- ☐ ☠ **Lightning Lance:** (line 10) +17 vs. Reflex; 20 lightning damage.

GENERAL POWERS

- Immune Poison**
- Fight on Two Fronts:** *Attack action:* Make 2 different ⚔ attacks vs. different targets.

ASPECT OF VECNA

Level 20 ♦ Immortal • Undead • Unique

AC 32
FORT 32
REF 28
WILL 30
SPEED F6
HP 95
BLOOD 45

ATTACK POWERS

- ⚔ **Withering Touch:** +21 vs. AC; 20 necrotic damage AND Dazed.
- ☞ **Shadow Ray:** (sight) +21 vs. Reflex; 35 necrotic damage.

GENERAL POWERS

- Immune Necrotic, Poison**
- Blindsight 5**
- Necrotic Aura:** (aura 1) Each enemy that starts a turn in aura takes 10 necrotic damage.
- Regeneration 20:** *Use at start of this creature's turn:* Heal 20 HP.
- Summon Vestige:** *Use at end of round, if this creature occupies your victory area:* Place a new Lich Vestige ally worth 0 VP within 5 squares.

BAAZ DRACONIAN

Level 2 ♦ Draconian • Dragon

AC 17
FORT 15
REF 15
WILL 15
SPEED 6
HP 20
BLOOD 10

ATTACK POWERS

- ⚔ **Longsword:** +9 vs. AC; 10 damage.

GENERAL POWERS

- Dragon Defender:** *Immediate, when an adjacent enemy targets a Dragon ally with a ⚔ attack:* Make a ⚔ attack vs. that enemy.
- Death Throes:** *Use when this creature is destroyed:* The space it occupies gains statue terrain. If this creature was destroyed by a ⚔ attack, the attacker is Immobilized OR Weakened (opponent's choice).

BALOR - MAD MAGE

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.
- ⚔ **Whip:** (reach 4) +22 vs. AC; 10 + 15 fire damage AND pull 2 AND use the Fire Wave attack power.
- ☞ **Lightning Arc:** (line 8) +20 vs. Reflex; 20 lightning damage.
- ☞ **Fire Wave:** (blast 4) +20 vs. Reflex; 20 fire damage, OR 30 fire damage if target is adjacent.

GENERAL POWERS

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

BEHOLDER EYE TYRANT

Level 21 ♦ Aberrant • Beholder • Mastermind

AC 34
FORT 33
REF 33
WILL 36
SPEED F5
HP 175
BLOOD 85

ATTACK POWERS

- ⚔ **Bite:** +23 vs. AC; 25 damage.
- ☞ **Hypnotic Ray:** *Minor action:* (range 10) +22 vs. Reflex; Blinded until end of round.
- ☞ **Central Eye:** *Minor action:* (blast 4) +18 vs. Will; 10 psychic damage AND Dazed.
- ☠ **Multi-Eye Bombardment:** (radius 1 within sight) +22 vs. Will; 35 damage AND slide target 1 square.

GENERAL POWERS

- Multitask:** Can take 1 additional minor action each turn while active.
- Aura of Oppression:** (aura 4) Enemies that start their turn in aura take 10 psychic damage.
- ☐ **Deft Dodge:** *Immediate, use when targeted by an attack:* Shift up to 3 squares.

BLACK DRAGON LURKER

Level 9 ♦ Dragon

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

ATTACK POWERS

- ⚔ **Bite:** (reach 2) +12 vs. AC; 10 damage.
- ☐ ☞ **Corrosive Breath:** (blast 5) +10 vs. Reflex; 30 acid damage. On miss, 15 acid damage. ☹ *when first bloodied.*

GENERAL POWERS

- Resist 5 Acid**
- Darkness:** *Attack action:* ☹ Corrosive Breath. This creature cannot be targeted by ☞ attacks until end of its next turn.

CHAMPION POWERS

- ☞ *Use at start of round:* Spend 10 VP. If you do, until end of round, any attack or effect that deals acid damage deals 15 additional acid damage.
- ☞ *Use before taking your first turn in a round:* At end of round, the player whose warband destroys the most enemies this round scores 10 VP.

BLUESPAWN GODSLAYER

Level 19 ♦ Dragon • Planar • Spawn

AC 31
FORT 29
REF 29
WILL 33
SPEED 6
HP 135
BLOOD 65

ATTACK POWERS

- ⚔ **Greatsword:** (reach 3) +22 vs. AC; 40 damage.
- ⚔ **Shield Bash:** (reach 2) +20 vs. AC; 20 damage AND push up to 3 squares.
- ☐ ⚔ **Slash and Bash:** Make 2 different ⚔ attacks vs. the same target.

GENERAL POWERS

- Resist 20 Lightning**
- Dragon Bane:** +2 attack and +10 damage vs. Dragon targets.
- Shrug Off Pain:** Ignore effects of attacks that deal 20 damage or less. (Damage unaffected.)

For its dark queen it would challenge Bahamut himself.

BONESHARD SKELETON

Level 3 ♦ Undead

ATTACK POWERS

- ⚔ **Sword:** +10 vs. AC; 10 damage.
☠ **Death Burst:** *Immediate, when destroyed:* (burst 1) +6 vs. Reflex; 15 necrotic damage. On miss, 5 necrotic damage.

GENERAL POWERS

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BULETTE

Level 13 ♦ Beast

ATTACK POWERS

- ⚔ **Bite:** +14 vs. AC; 20 damage.
↩ **Earthcrest:** Move 3 squares, then attack: (burst 2) +15 vs. AC; 20 damage.

GENERAL POWERS

Broken Ground: (Only if Huge size) Adjacent squares are difficult terrain for enemies.

BULETTE

Level 13 ♦ Beast

ATTACK POWERS

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↩ **Earthcrest:** Move 3 squares, then attack: (burst 2) +15 vs. AC; 20 damage.

GENERAL POWERS

Broken Ground: (Only if Huge size) Adjacent squares are difficult terrain for enemies.

The earth is their sea, and they are murderous sharks to any who walk the land.

CAPTAIN OF THE WATCH

Level 8 ♦ Human • Martial

CR 1

ATTACK POWERS

- ⚔ **Longsword:** +15 vs. AC; 15 damage.

GENERAL POWERS

- ☞ **Disarm:** *Use when this creature hits with a ⚔ attack:* Target has -20 ⚔ damage.
Pin Down: *Immediate, when an adjacent enemy shifts:* Make a ⚔ attack vs. that enemy.

CHAMPION POWERS

- ❖ *Use when an enemy shifts:* 1 ally adjacent to that enemy makes an opportunity attack against that enemy.
❖ *Use at start of round:* Allies have +2 speed until end of round.

CHAIN DEVIL

Level 11 ♦ Devil

ATTACK POWERS

- ⚔ **Spiked Chain:** (reach 4) +16 vs. AC; 15 damage AND 5 Ongoing Damage.
⚔ **Entangling Chains:** (reach 4) +15 vs. Reflex; 15 damage AND Immobilized.

GENERAL POWERS

- Quick Step 2:** Move action: Shift 2.
☞ **Dance of Chains:** *Use when this creature is targeted by a ⚔ attack:* Shift up to 2 squares, then make a ⚔ attack as an immediate action.

The kytan reflects the brutality and beauty of Jangling Hiter in its mesmerizing dance of chains.

CHOKER

Level 4 ♦ Aberrant • Choker

ATTACK POWERS

- ⚔ **Tentacle Claw:** (reach 2) +8 vs. AC; 5 damage AND Immobilized.
⚔ **Choke:** (reach 2, Immobilized target only) Automatic hit vs. AC; 10 damage.

GENERAL POWERS

- Hide**
☞ **Body Shield:** *Use when targeted with a ⚔ or ⚔ attack:* That attack targets an adjacent Immobilized enemy other than the attacker, instead. ☞ *when this creature hits with a ⚔ attack.*
Wall Walker: *Use when it gains MP, if adjacent to a wall:* Has flight until the end of its move.

CHOLDRITH

Level 7 ♦ Spider

CR 1

ATTACK POWERS

- ⚔ **Dagger:** +13 vs. AC; 5 damage AND 10 Ongoing Poison Damage.

GENERAL POWERS

- Wall Walker:** *Use when it gains MP, if adjacent to a wall:* Has flight until the end of its move.
☞ **Loth's Guidance:** *Attack action:* One Spider ally within 6 makes a ⚔ attack.
☞ **Web Caster:** *Attack action:* One square this creature can see within 6 gains web terrain.

CHAMPION POWERS

- ❖ *Use at start of round:* Spider creatures have +2 attack and +5 damage vs. Immobilized targets until end of round.

CLAWFOOT RAPTOR

Level 4 ♦ Beast

ATTACK POWERS

- ⚔ **Claw:** +11 vs. AC; 10 damage.

GENERAL POWERS

- Halfling Mount:** May have a Small Halfling ally as a rider.
Leaping Charge 5: +5 damage and Flight while charging.
Mounted Charge: *Use after this creature resolves a Charge:* This creature's rider makes a ⚔ attack as an immediate action.
☞ **Instinctive Dodge:** *Immediate, when this creature or its rider takes damage from a ⚔ attack:* That attack deals half damage, instead.

COCKATRICE

Level 5 ♦ Magical Beast

ATTACK POWERS

- ⚔ **Gore:** +10 vs. AC; 10 damage AND Slowed (save ends). A Slowed target is instead Immobilized (save ends). An Immobilized target is instead Petrified (save ends).

GENERAL POWERS

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COUNTLESS SANSURI

Level 19 ♦ Arcane • Giant • Unique

CR 3

AC 26
FORT 26
REF 32
WILL 34
SPEED F8
HP 180
BLOOD 90

ATTACK POWERS

Ⓢ **Slap:** (reach 2) +22 vs. AC; 25 damage.
⤵ **Disintegrate:** (range 12) +22 vs. Fortitude; 20 damage AND 20 Ongoing Damage (save ends).
❏ **Cloudkill:** (radius 2 within 6, ignore redirect) +22 vs. Fortitude; 50 poison damage.

GENERAL POWERS

Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.
Misty Step: *Move action:* Teleport 6.
Blindsight: Ignores Conceal and Invisible.
Penetrating Sight: Ignores smoke terrain.
❏ **Call Fog:** *Use at start of round:* Each square gains smoke terrain until end of round and ☹ Cloudkill.

CHAMPION POWERS

❖ *Use when a creature rolls a save:* Reroll that save instead.
❖ *Use when an attack is redirected:* That attack is not redirected instead.

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CROCODILE

Level 5 ♦ Aquatic • Beast • Reptile

AC 17
FORT 15
REF 15
WILL 15
SPEED 6
HP 45
BLOOD 20

ATTACK POWERS

Ⓢ **Bite:** +11 vs. AC; 15 damage AND Immobilized.
Ⓡ **Croc Roll:** Immobilized target occupying river terrain: +13 vs. AC; 20 damage AND Helpless.

GENERAL POWERS

River Ghost: Invisible to nonadjacent enemies while it occupies river terrain.
Drag Prey: *Minor action:* Slide this creature and an adjacent Immobilized enemy one square. Enemy must end adjacent to this creature.

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CYCLOPS - HIGHTBORNE

Level 14 ♦ Cyclops • Fey

AC 22
FORT 28
REF 24
WILL 24
SPEED 7
HP 120
BLOOD 60

ATTACK POWERS

Ⓢ **Smash:** (reach 3) +18 vs. AC; 30 damage.
❏ **Massive Boulder:** (range 6) +15 vs. AC; 30 damage.

GENERAL POWERS

New Rock: *Move action, when adjacent to difficult or statue terrain:* ☹ Massive Boulder.
❏ **Fey Curse:** *Immediate action, when this creature is Blinded or destroyed by an enemy:* Choose an enemy champion. That champion loses all remaining uses of its champion powers.

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CYCLOPS HEWER

Level 13 ♦ Cyclops • Fey • Fomorian

AC 26
FORT 23
REF 23
WILL 27
SPEED 7
HP 80
BLOOD 40

ATTACK POWERS

Ⓢ **Battleaxe:** (reach 2) +18 vs. AC; 20 damage.
❏ **Wide Swing:** (blast 3) +18 vs. AC; 20 damage. ☹ when first bloodied.

GENERAL POWERS

Blindsight
Evil Eye: *Use at start of turn:* Choose 1 enemy. Until start of this creature's next turn, whenever that enemy misses with a Ⓡ attack, this creature can make a Ⓢ attack against that enemy as an immediate action.

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DEATHLOCK

Level 5 ♦ Undead • Arcane

AC 17
FORT 15
REF 15
WILL 15
SPEED 6
HP 25
BLOOD 10

ATTACK POWERS

Ⓢ **Slam:** +4 vs. AC; 10 damage.
⤵ **Necrotic Missile:** (nearest) +9 vs. Reflex; 15 necrotic damage.
❏ **Terrifying Phantom:** (radius 1 within 10) +10 vs. Will; 10 psychic damage AND push 6 squares. This movement provokes opportunity attacks. (Fear)

GENERAL POWERS

Vulnerable 5 Radiant

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DEATHPRIEST OF ORCUS

Level 15 ♦ Divine • Orcus

CR 2

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

ATTACK POWERS

Ⓢ **Skull Mace:** +19 vs. AC; 20 + 10 necrotic damage.
⤵ **Censer Whirl:** (burst 1) +17 vs. Reflex; 10 + 10 necrotic damage.
❏ **Visage of Orcus:** (radius 1 within sight) +17 vs. Will; 15 cold + 15 necrotic damage AND Immobilized.

GENERAL POWERS

Resist 10 Necrotic
Bulwark of Orcus: (aura 1) Each Demon, Orcus and Undead ally in aura has +2 to all defenses.

CHAMPION POWERS

❖ *Use after you take a turn:* Activate 1 extra creature before opponent's next turn (max once before opponent's turn). That creature must be an Undead ally.
❖ *Use after a Demon or Undead ally is damaged by an attack, if that ally is not destroyed:* That ally heals 20 HP.

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DEMONIC GNOLL PRIESTESS

Level 7 ♦ Demon • Gnoll

AC 23
FORT 19
REF 19
WILL 19
SPEED 6
HP 55
BLOOD 25

ATTACK POWERS

Ⓢ **Axe:** +12 vs. AC; 15 damage.
⤵ **Demonic Bolt:** (range 5) +14 vs. Fortitude; 10 necrotic damage AND Dazed.

GENERAL POWERS

Blindsight 5: Ignores Conceal and Invisible within 5 squares.
Dark Blessing: +5 Ⓡ damage vs. Good targets.
Leader of the Pack: Gnoll allies have +2 attack and +5 damage.

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DIRE BEAR MAULER

Level 11 ♦ Beast • Primal

AC 25
FORT 25
REF 21
WILL 21
SPEED 6
HP 95
BLOOD 45

ATTACK POWERS

Ⓢ **Claw:** (reach 2) +14 vs. AC; 20 damage.
Ⓡ **Maul Rend:** (reach 2, Immobilized target only) Automatic hit vs. AC; 40 damage.

GENERAL POWERS

❏ **Ravage:** *Attack action:* Make up to 2 Ⓡ attacks. If both hit the same target, that target is Immobilized.

"It doesn't need to knock you down to tear you apart. It does that just for fun." – Heron, eladrin ranger

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DIVINE CRUSADER OF CORELLON

Level 16 ♦ Elf • Divine

AC 29
FORT 27
REF 27
WILL 27
SPEED F6
HP 95
BLOOD 45

ATTACK POWERS

Ⓢ **Longsword:** +20 vs. AC; 15 +5 radiant damage.
Ⓡ **Corellon's Blade Flurry:** Make 2 Ⓡ attacks vs. different targets.
⤵ **Spiritual Weapon:** (sight) +20 vs. Reflex; 10 damage AND 10 Ongoing Radiant Damage.

GENERAL POWERS

Immune Confused, Immune Helpless
Blade Dancer: *Use after resolving a Ⓡ attack:* Shift 2 squares.
Blessing of Corellon: (aura 5) Eladrin and Elf allies in aura have +2 attack.

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DRAGONBORN PALADIN OF BAHAMUT

Level 8 ♦ Divine • Dragon • Dragonborn

CR 2

ATTACK POWERS

- ④ **Radiant Longsword:** +15 vs. AC; 10 + 5 radiant damage.
- ❏ **Bahamut's Blade:** +16 vs. AC; 10 damage, +10 radiant damage per Dragon ally adjacent to this creature.

GENERAL POWERS

Foe of Tiamat: Allies score critical hits on attack rolls of natural 18-20 vs. Evil Dragon targets.

CHAMPION POWERS

❖ **Use when an adjacent ally is hit by a ⚔ or ⚔ attack:** This creature switches positions with that ally and is hit by that attack instead.

❖ **Use at start of round:** Allies have +5 radiant damage until end of round.

Warband Building: 1 Dragon of any faction is legal in your warband.

SPEED 5

HP 60

BLOOD 30

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DROW WAND MAGE

Level 11 ♦ Drow • Arcane

CR 2

ATTACK POWERS

- ④ **Dagger:** +13 vs. AC; 10 damage.
- ❏ **Icy Ray:** Make up to 3 attacks, each against a different target, (range 10) +11 vs. Fortitude; 25 cold damage AND Slowed. ⚡ *at start of this creature's turn if no enemy is adjacent to it.*
- ❖ **Wand Blast:** (radius 1 within sight) +13 vs. Reflex; 20 damage.

GENERAL POWERS

Combat Teleport: Use when a ⚔ attack misses this creature: Teleport attacker up to 3 squares.

Feyweave: +4 to all defenses vs. ⚔ attacks.

CHAMPION POWERS

❖ **Use at start of round:** Each Evil ally scores critical hits vs. bloodied targets on attack rolls of natural 16-20 until end of round.

❖ **Use when an ally misses with an attack that deals cold or necrotic damage:** Reroll that attack.

SPEED 6

HP 45

BLOOD 20

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DUERGAR SLAVER

Level 6 ♦ DuerGAR

CR 1

ATTACK POWERS

- ④ **Branding Iron:** +12 vs. AC; 10 + 5 fire damage.

GENERAL POWERS

Immune Poison

Conceal 6

❏ **Invisibility:** Attack action: 1 adjacent ally is Invisible until it resolves an attack.

Subcommander: If this creature has an ally with a higher Champion rating, treat that ally's Champion rating as 1 higher for determining initiative.

CHAMPION POWERS

❖ **Use when an ally's ⚔ attack hits a bloodied target:** +20 ⚔ damage on that attack.

SPEED 5

HP 45

BLOOD 20

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DWARFBRED GRIFFON

Level 7 ♦ Beast • Griffon

ATTACK POWERS

- ④ **Raking Claws:** +12 vs. AC; 15 damage.

GENERAL POWERS

Dwarf Mount: Can have a non-Mounted Medium Dwarf ally as a rider.

Feathered Distraction: Immediate, after this creature resolves a ⚔ attack: One ally adjacent to the target makes an opportunity attack vs. the target.

SPEED F8

HP 50

BLOOD 25

❖ Use with Elemental Evil: Griffon

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EARTH CULT WARRIOR

Level 5 ♦ Earth • Human • Martial

ATTACK POWERS

- ④ **Club:** (ignores Resist) +12 vs. AC; 10 damage AND Dazed (save ends).
- ❏ **Seismic Tremor:** (burst 1) Automatic hit vs. Fortitude; Slowed until end of round.

GENERAL POWERS

❏ **Earthglide:** Use at start of this creature's turn: This creature has Burrow until end of turn.

❏ **Stoneskin:** Minor action: This creature has Resist 10 All until end of its next turn.

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

SPEED 5

HP 50

BLOOD 25

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EARTH ELEMENT GARGOYLE

Level 6 ♦ Elemental • Magical Beast

ATTACK POWERS

- ④ **Claws:** +12 vs. AC; 15 damage.

GENERAL POWERS

Resist 5 All

Delayed Appearance: Starts off the battle map.

Ambush 10: Minor action: Choose 1 enemy that does not have line of sight to this creature. +10 ⚔ damage vs. that enemy until end of turn.

❏ **Awaken:** Use at start of round: Put this creature in your start area or in a space containing statue terrain (until it moves, this creature can occupy that space).

❏ **Earthglide:** Use at start of this creature's turn: This creature has Burrow until end of turn.

SPEED F6

HP 40

BLOOD 20

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EBERK, ADVENTURER

Level 6 ♦ Divine • Dwarf • Unique

ATTACK POWERS

- ④ **Warhammer:** +13 vs. AC; 15 damage.
- ❏ **Spiritual Weapon:** (range 10) +13 vs. AC; 15 damage. Hit or miss, target grants combat advantage until end of its next turn.

GENERAL POWERS

Immune Confused

❏ **Circle of Sanctuary:** Attack action: Until end of round, this creature has: (aura 3) This creature and allies in aura have +3 to all defenses.

Beacon: (aura 3) Good allies in aura have Immune Confused.

SPEED 5

HP 45

BLOOD 20

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ELDER WHITE DRAGON

Level 17 ♦ Dragon • Cold

CR 1

ATTACK POWERS

- ④ **Bite:** (reach 2) +22 vs. AC; 30 damage.
- ❏ **Predator's Claw:** (Large or smaller target only) +22 vs. AC; 30 damage AND pull target adjacent AND Immobilized (save ends). ⚡ *when no creature is affected by this creature's Predator's Claw.*
- ❏ **Frost Breath:** (blast 5) +20 vs. Reflex; 35 cold damage. On miss, 15 cold damage. ⚡ *when first bloodied.*

GENERAL POWERS

Resist 50 Cold

Freezing Body: Use at start of an adjacent enemy's turn: That enemy takes 10 cold damage.

Frigid Fury: Whenever this creature scores a critical hit: +30 cold damage on that attack.

CHAMPION POWERS

❖ **Use when any creature takes cold damage:** That creature is Immobilized until end of round.

❖ **Use after rolling initiative, if you win and this is your only champion in play:** You score 30 VP.

SPEED F7

HP 180

BLOOD 90

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ELEMENTAL WEAPON - LIGHTNING

Level 5 ♦ Arcane • Lightning • Spell

ATTACK POWERS

- ④ **Storm Hammer:** +12 vs. Fortitude; 5 + 10 lightning damage.

GENERAL POWERS

Animated Weapon: Whenever this creature has no Arcane ally in play, destroy it.

Delayed Appearance: Starts off the battlemat.

❏ **Conjuration 5:** Use at end of round: Place this creature within 6 squares of an Arcane ally of level 5 or greater.

SPEED F5

HP 40

BLOOD -

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ETTIN SPIRIT-TALKER

Level 10 ♦ Ettin • Giant • Primal

ATTACK POWERS

④ **Club:** (reach 2) +17 vs. AC; 20 damage.

➤ **Curse of Shattered Bone:** (sight) +17 vs. Will; target takes 20 damage the next time it is hit by a ⚔ attack.

❑ ⚡ **Spirit Call:** (burst 2) +17 vs. Fortitude; 20 necrotic damage AND target takes 10 damage if it moves on its next turn. ⚡ as a full turn action.

GENERAL POWERS

Multi-Activation 2: Activates twice each round.

SPEED
4

HP
75
BLOOD
35

Savage spirits recognize this shaman as one of their own.

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EYE OF FROST

Level 14 ♦ Aberrant • Beholder • Cold

ATTACK POWERS

④ **Bite:** +17 vs. AC; 10 + 10 cold damage.

② **Telekinesis:** (range 8) +17 vs. Reflex; 10 psychic damage AND slide target up to 4 squares.

➤ **Central Eye:** Minor action: (range 4) +15 vs. Reflex; 5 Ongoing Cold Damage AND Slowed (save ends both).

❄ **Eye of Frost:** (radius 1 within sight) +17 vs. Fortitude; 20 cold damage.

GENERAL POWERS

Resist 15 Cold

Ice Armor: +2 to all defenses while bloodied.

Freeze Ray: Minor action: 1 enemy within 5 squares taking ongoing cold damage is Weakened.

❑ **Calculating:** Use before rolling initiative: Make 1 ➤ attack as a free action.

SPEED
F3

HP
85
BLOOD
40

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EYE OF SHADOW

Level 12 ♦ Aberrant • Beholder • Shadow

ATTACK POWERS

④ **Bite:** +17 vs. AC; 15 damage.

② **Shadowbind:** (nearest) +16 vs. Fortitude; 10 cold damage AND target has -5 damage (minimum 5) until end of its next turn.

➤ **Blinding Ray:** Minor action: (range 8) +15 vs. Reflex; 5 necrotic damage AND Blinded.

➤ **Eye of Shadow:** Minor action: (range 4) +14 vs. Will; Dazed.

GENERAL POWERS

Sneak Attack 10

Shadowcloak: Invisible to nonadjacent enemies while adjacent to a wall.

❑ **Fade to Black:** Move action: Teleport to a space adjacent to a wall.

SPEED
F6

HP
75
BLOOD
35

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FEN HYDRA

Level 15 ♦ Beast • Hydra

ATTACK POWERS

④ **Bite:** (reach 3) +16 vs. AC; 10 damage.

⚔ **New Heads:** Use only while bloodied: Make 2 ④ attacks.

GENERAL POWERS

Multi-Activation 2: Activates twice each round.

Ponderous: Cannot shift.

SPEED
3

HP
115
BLOOD
55

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FEYMIRE CROCODILE

Level 17 ♦ Aquatic • Beast • Fey • Reptile

ATTACK POWERS

④ **Crippling Bite:** (reach 2) +24 vs. AC; 20 damage AND Immobilized (save ends).

GENERAL POWERS

Swampwalk: Ignores the extra cost for entering difficult terrain.

Feymire: (aura 3) Each square in aura is difficult terrain.

❑ **Death Throes:** Use when this creature is destroyed: Make 1 ④ attack against each adjacent enemy as a free action.

SPEED
6

HP
110
BLOOD
55

Even the most mighty fomori steer clear of the feymire fens.

©2024 DDM Guild Lords of Madness 18/60 ♦ H _Errata_

FIENDISH TYRANNOSAURUS REX

Level 17 ♦ Magical Beast • Reptile

ATTACK POWERS

④ **Chomp:** (reach 2) +20 vs. AC; 35 damage.

❑ ⚔ **Stomp:** Large or smaller target only: (reach 2) +20 vs. AC; 45 damage.

❑ ⚡ **Fiendish Roar:** (blast 3) +17 vs. Fortitude; 20 thunder damage.

GENERAL POWERS

Resist 10 Fire

Thick-Skinned: Automatically succeeds on saves to end ongoing damage.

❑ **Death Knell:** Immediate, when destroyed: ⚡ Fiendish Roar, then make a ⚡ attack.

Trophy: Opponent scores +25 VP if this creature is destroyed by an enemy of level 10 or lower.

SPEED
7

HP
130
BLOOD
65

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FIRE GIANT RAIDER

Level 18 ♦ Giant • Fire

ATTACK POWERS

④ **Greatsword:** (reach 2) +24 vs. AC; 25 damage.

❑ ⚔ **Sweeping Sword:** Make up to 2 attacks, each vs. a different Medium or smaller target: (reach 2) +20 vs. AC; 25 damage.

❑ ⚡ ➤ **Iron Javelin:** (range 10, nearest) +22 vs. AC; 25 damage AND Slowed (save ends).

GENERAL POWERS

Resist 30 Fire

Eyes on Me: Use when an enemy within reach shifts or declares an attack that doesn't include this creature as a target. This creature makes an opportunity attack vs. that enemy.

SPEED
6

HP
105
BLOOD
50

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FLUMPH

Level 1 ♦ Aberrant • Psionic

ATTACK POWERS

④ **Tendrils:** +5 vs. AC; 5 + 5 acid damage.

❑ ⚡ **Stench Spray:** (blast 3) +6 vs. Reflex; 5 Ongoing Poison Damage.

GENERAL POWERS

Vulnerable 5 Psychic

Siphon Energy: Use 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.

SPEED
F6

HP
25
BLOOD
10

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FOULSPAWN HULK

Level 11 ♦ Aberrant • Foulspawn

ATTACK POWERS

④ **Slam:** (reach 2) +16 vs. AC; 30 damage.

❑ ⚡ **Run Amok:** Moves up to 5 squares. If it moved at least 2 squares, make an attack: (burst 2) +15 vs. AC; 15 damage AND Slowed. Hit or miss, push each target up to 3 squares.

GENERAL POWERS

Immune Fear

Bloodrage 10: +10 damage with ⚔ attacks while bloodied.

SPEED
7

HP
90
BLOOD
45

It won't stop until there's nothing left of its enemies but a bloody mess.

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GHAELE ELADRIN

Level 18 ♦ Arcane • Eladrin

CR
3

ATTACK POWERS

⚔ **Holy Sword:** +25 vs. AC; 25 damage.

👁 **Disorienting Gaze:** (range 5) +23 vs DEF (Will); 10 psychic damage AND Confused.

🔥 **Searing Light:** (sight) Make 2 attacks vs. different targets: +23 vs. AC; 15 radiant damage.

GENERAL POWERS

Blindsight

☐ **Cure Wounds:** *Minor action:* This creature or an adjacent ally heals 30 HP.

Defensive Mobility: +5 AC vs. opportunity attacks.

CHAMPION POWERS ☐ ☐ ☐

❖ *Use when an ally rolls a natural 19 or 20 on an attack roll:* That ally can activate 1 additional time this round.

❖ *Use when an enemy declares an ✨ attack power:* Attacks of that attack power deal half damage and targets ignore effects of those attacks.

HP 95
BLOOD 45
124

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GHOST BEHOLDER

Level 18 ♦ Aberrant • Beholder • Undead

ATTACK POWERS

⚔ **Bite:** +23 vs. AC; 15 + 10 cold damage.

👁 **Poltergeist Eye:** (range 12) +22 vs. Reflex; 15 damage AND slide target up to 4 squares.

☐ **Possession Ray:** (nearest) +22 vs. Will; 25 psychic damage AND Dominated (save ends).

👁 **Central Eye:** *Minor action:* (blast 4) +18 vs. Will; 10 Ongoing Damage (save ends) AND target grants combat advantage.

GENERAL POWERS

Insubstantial, Phasing

Resist 10 Necrotic, Vulnerable 10 Radiant

Feast on Fear: *Use when this creature bloodies an enemy with an attack:* Heal 5 HP.

Tenacious Possession: *Use when the effect of Possession Ray ends on an enemy:* That enemy is Confused until end of its next turn. ☐ Possession Ray.

HP 65
BLOOD 30
111

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GIANT CENTIPEDE

Level 4 ♦ Beast • Vermin

ATTACK POWERS

⚔ **Bite:** +9 vs. AC; 15 damage.

GENERAL POWERS

Defensive Mobility: +5 AC vs. opportunity attacks while moving.

Scuttle: +4 speed while moving, if each square entered during that move is adjacent to a wall.

Wiggle 3: Cannot attack on its turn while less than 3 squares from its starting position that turn.

Primeval in form, size and purpose, the centipede is an exemplar of evolutionary efficiency.

HP 35
BLOOD 15
9

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GIANT FROG

Level 4 ♦ Aquatic • Beast

ATTACK POWERS

⚔ **Bite:** +11 vs. AC; 10 damage.

👅 **Tongue Lash:** (reach 2, Small target only) +9 vs. Reflex; 15 damage AND pull 1.

GENERAL POWERS

Wandering Monster

Hop: Has Flight while moving on its turn.

HP 35
BLOOD 15
10

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GOBLIN ARCHER

Level 1 ♦ Goblin • Raider

ATTACK POWERS

⚔ **Shortsword:** +5 vs. AC; 5 damage.

🏹 **Bow:** (nearest) +7 vs. AC; 10 damage.

GENERAL POWERS

Raider Recon: *Immediate, at start of round:* Move 1 Raider in your warband up to its speed.

❖ *Use with Village Raiders: Goblin (2)*

HP 15
BLOOD 5
5

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GOLDEN WYVERN INITIATE

Level 9 ♦ Human

ATTACK POWERS

⚔ **Dragon Quarterstaff:** +12 vs. AC; 5 + 5 cold damage.

☐ **Icy Exhalation:** (blast 5) +12 vs. Reflex; 15 cold damage.

❖ **Fireblast:** (radius 1 within 10) +12 vs. Reflex; 15 fire damage.

☐ **Fireblast:** (radius 3 within 10) +12 vs. Reflex; 25 cold damage AND Slowed. On miss, 10 damage.

GENERAL POWERS

Golden Wyvern: Ignore up to 1 target in area when making a ⚔ or ❖ attack.

HP 40
BLOOD 20
35

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GRAZ'ZT (EPIC)

Level 28 ♦ Demon • Mastermind • Unique

ATTACK POWERS

⚔ **Wave of Sorrow:** +30 vs. AC; 30 damage AND this creature teleports to a square adjacent to target.

👁 **Overwhelming Domination:** (sight) +26 vs. Will; target makes a ⚔ attack against itself or one of its allies (your choice) as if Dominated.

☐ **Demonic Seduction:** *Minor action:* (range 5) +24 vs. Will; target cannot attack this creature or include this creature as a target in an attack (save ends). ☐ as a minor action.

GENERAL POWERS

Resist 10 All

Sneak Attack 20

☐ **Vicious Twist:** *Use when this creature hits an enemy with a ⚔ attack:* +20 damage on that attack.

Infernal Schemer: Your warband cannot contain any champions.

HP 145
BLOOD 70
324

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GREYHAWK CITY MILITIA SERGEANT

Level 3 ♦ Human • Martial

ATTACK POWERS

⚔ **Glaive:** (reach 2) +10 vs. AC; 10 damage.

⚔ **Trip:** (reach 2) +8 vs. Reflex; Immobilized.

GENERAL POWERS

Persistent: +2 to all defenses while Dazed, Slowed or Stunned.

CHAMPION POWERS ☐

❖ *Use at start of round:* Allies have +2 Fortitude, Reflex and Will until end of round.

❖ *Use at start of any of your creatures' turn:* End a Dazed or Slowed condition on 1 ally.

HP 30
BLOOD 15
13

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GRIFFON

Level 4 ♦ Griffon • Beast

ATTACK POWERS

⚔ **Claw:** +11 vs. AC; 15 damage.

👅 **Ripping Beak:** (use only while bloodied) +11 vs. AC; 15 damage AND Followup: +11 vs. AC; 15 damage. On miss, 5 damage.

GENERAL POWERS

Immune Fear

Thunder Charge: +4 attack while charging.

A bolt of fur, feathers, and claws, the griffon fearlessly plunges from the sky for the kill.

HP 60
BLOOD 30
22

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HEMLOCK, MASTER OF SECRETS

Level 14 ♦ Dragon • Mastermind • Unique

ATTACK POWERS

④ **Bite:** (reach 2) +20 vs. AC; 15 + 15 poison damage.

③ **Spit Poison:** (range 5) +22 vs. Reflex; 10 Ongoing Poison Damage AND Blinded (save ends both).

➤ **Exploit Weakness:** *Minor action:* (range 10) +18 vs. Will; -2 AC (save ends) OR grants combat advantage.

☐ **Death Mist:** (radius 2 within 5) +22 vs. Fortitude; 15 Ongoing Poison Damage and Dazed (save ends both).

GENERAL POWERS

Immune Poison

Whispered Counsel: *Use when rolling initiative, if adjacent to a Champion ally:* Roll one additional d20.

☐ **Mischief:** *Use at setup:* Each Champion ally has +5 poison damage with ⚔ and ➤ attacks until end of battle.

♦ Use with Dragon Collector's Set: Young Green Dragon

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HOBGOBLIN FIGHTER

Level 2 ♦ Hobgoblin

ATTACK POWERS

④ **Falchion:** +8 vs. AC; 10 damage.

GENERAL POWERS

Honor Guard: *Immediate, when an adjacent Hobgoblin champion takes damage:* That champion and this creature each take half that damage, instead.

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HOWLING HAG

Level 7 ♦ Hag

ATTACK POWERS

④ **Staff:** +9 vs. AC; 10 damage.

⚡ **Shriek of Pain:** (blast 5) +10 vs. Fortitude; 15 damage, +5 damage for each 10 HP below its maximum HP this creature is at. On miss, half total damage it would have dealt on hit.

☐ **Baleful Whispers:** (radius 1 within 10) +10 vs. Will; 20 damage AND target takes 10 damage at start of each of its turns until it ends its turn further away from this creature than its starting position that turn. ⚡ at start of round if no creature is affected by this power.

GENERAL POWERS

☐ **Earthwalk:** *Move action:* Teleport 5. ⚡ at start of this creature's turn if no creature is adjacent.

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HUMAN CLERIC OF BAHAMUT

Level 9 ♦ Divine • Human

ATTACK POWERS

④ **War Pick:** +16 vs. AC; 15 damage.

GENERAL POWERS

Heavy Pick: Triple damage on critical hits.

☐ **Bless:** *Minor action:* Until the end of this creature's next turn, this creature and its allies have +1 attack.

☐ **Cure Wounds:** *Minor action:* An adjacent ally heals 10 HP.

☐ **Divine Fortune:** *Immediate, when targeted by an attack:* +4 Fortitude, Reflex and Will vs. that attack.

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HUMAN CLERIC OF BANE

Level 11 ♦ Bane • Divine • Human

ATTACK POWERS

④ **Morningstar:** +18 vs. AC; 15 damage.

☐ ➤ **Irrefutable Command:** (range 5) +16 vs. Will; 5 psychic damage AND 5 Ongoing Psychic Damage AND Dominated (save ends both).

☐ ⚡ **Excoriating Decree:** (blast 3, enemies only) +16 vs. Fortitude; 20 thunder damage AND Dazed.

GENERAL POWERS

Aura of Crushing Despair: While this creature is not bloodied, whenever an enemy starts its turn adjacent to this creature, that enemy takes 5 psychic damage.

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HUMAN WIZARD - F&T

Level 11 ♦ Arcane • Elemental • Human

ATTACK POWERS

④ **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 until end of round.

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

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HUMAN WIZARD MALE

Level 15 ♦ Arcane • Human

ATTACK POWERS

⚔ **Mordenkainen's Sword:** (reach 5) +17 vs. AC; 20 damage AND 15 Ongoing Damage.

☐ ➤ **Magic Missile:** (sight) Automatic hit vs. Reflex; 15 damage.

GENERAL POWERS

☐ **Spell Weaponry:** *Use at end of round:* Place a new Spell ally that also has the Arcane or Elemental keyword, worth 16 VP or less, within 5 squares of this creature.

Control Spell: *Minor action, once per turn:* A Spell ally within 5 squares moves up to its speed OR makes a ⚡ attack.

☐ **Telekinesis:** *Attack action:* Slide one creature within 10 squares up to 5 squares.

☐ **Shield:** *Immediate action, when targeted by an attack:* +4 AC and +4 Reflex until end of round.

Warband Building: All Spell creatures are legal in your warband.

♦ Use with Premium Figures 5: Human Wizard Male

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HUNTING HYENA

Level 1 ♦ Beast

ATTACK POWERS

④ **Bite:** +5 vs. AC; 10 damage.

☐ ⚔ **Down Prey:** (Medium or smaller target only) +3 vs. Reflex; 15 damage AND slide target up to 1 square.

GENERAL POWERS

Gnoll Bolstered: +2 attack and +5 damage while within 4 squares of a Gnoll ally.

It never hunts alone.

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ICE DEVIL

Level 14 ♦ Cold • Devil

ATTACK POWERS

④ **Cold Iron Spear:** (reach 2) +21 vs. AC; 15 + 5 cold damage AND Slowed.

☐ ⚡ **Cone of Cold:** (blast 5) +17 vs. Reflex; 20 cold damage AND Immobilized.

☐ ⚡ **Ice Storm:** (radius 2 within sight) +19 vs. AC; 20 cold damage AND Slowed.

GENERAL POWERS

Resist 20 Cold, Poison

☐ **Ice Flow:** *Use when this creature damages an enemy or ally with an attack:* Slide that enemy or ally up to 2 squares.

As brutal as a blizzard and cold as death, it performs its Blood War missions with ruthless efficiency.

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INTELLECT DEVOURER VILLAIN

Level 10 ♦ Aberrant • Psionic

ATTACK POWERS
 ⚡ **Claws:** +16 vs. AC; 10 + 5 psychic damage.
 ☞ **Devour Intellect:** *Minor action:* (range 2) +17 vs. Will; 15 Ongoing Psychic Damage. ☹ *at start of turn if no enemy is taking ongoing psychic damage.*

GENERAL POWERS

Resist 5 All
Blindsight: Ignores Conceal and Invisible.
 ☐ **Psi Cloak:** *Use at start of turn:* Enemies may not trace line of sight to this creature until the start of its next turn.
Body Thief: *Immediate, use when an adjacent enemy is destroyed by psychic damage:* ☹ Psi Cloak.

♦ Use with Storm King's Thunder: Intellect Devourer

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INSANE BEHOLDER

Level 11 ♦ Aberrant • Beholder

ATTACK POWERS
 ⚡ **Nasty Bite:** +17 vs. AC; 15 damage.
 ☞ **Random Eye Rays:** (sight, may target ally) Roll 3d20 to determine attacks. Make 1 attack for each different result. (An attack cannot be used more than once per turn.)
 1-6: **Push & Hold:** +18 vs. Fortitude; slide up to 3 squares AND Immobilized.
 7-12: **Rot & Slow:** +18 vs. Fortitude; 15 damage AND Slowed.
 13-19: **Sear & Daze:** +18 vs. Reflex; 15 fire damage AND Dazed.
 20: **Disintegrate:** +18 vs. Reflex; 25 Ongoing Damage (save ends).

GENERAL POWERS

Antimagic Ray: Arcane and Divine enemies have -4 ☞, ☹, and ☹ attack vs. this creature.
I Have My Reasons: *Whenever this creature destroys an ally:* Score 5 VP (opponent also scores normally).

♦ Use with Rage of Demons: Beholder

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IRON COBRA - VOLO'S AND MORDENKAINEN'S

Level 5 ♦ Construct

ATTACK POWERS
 ⚡ **Bite:** +12 vs. AC; 5 damage AND 5 Ongoing Poison Damage.

GENERAL POWERS

Immune Poison
Poisonous Cloud: *Minor action, once per turn:* 1 adjacent square gains damaging terrain (poison) until end of round.
 ☐ **Treasure Chest:** *Minor action:* 1 adjacent ally has +2 attack or +2 AC (choose one) until end of round.

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JOUSIMIES, WOODLAND SCOUT

Level 14 ♦ Half-Elf • Martial • Unique

ATTACK POWERS
 ☞ **Marksmanship:** (sight) +19 vs. AC; 15 damage.
 ☞ **Stalker:** Unique target only: (sight) +19 vs. AC; 25 damage.

GENERAL POWERS

Spriteflash Glamyr: *Use when an enemy scores a critical hit against this creature or an adjacent ally:* That enemy is Blinded (save ends).
Woodland Stride: Does not pay extra MP for entering forest terrain.

♦ Use with Icons of the Realms Starter Set: Human Ranger

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KALASHTAR BODYGUARD

Level 10 ♦ Kalashtar • Psionic

ATTACK POWERS
 ⚡ **Mind Blade:** +15 vs. AC; 15 damage.
 ☞ **Thrown Mind Blade:** (range 10) +13 vs. AC; 15 damage.

GENERAL POWERS

Bodyguard: *Immediate, when an enemy targets an adjacent ally with an attack:* Redirect that attack to this creature, instead.
 ☐ **Lucky Weapon:** *Use when this creature declares an attack:* Roll 1d20 twice and use the higher result.
Psychic Strike: *Use when this creature declares an attack on its turn:* If this creature has not moved this turn, +10 damage on that attack, then this creature cannot move this turn.

♦ Use with Divine Heroes 2: Female Human Avenger

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KAPAK DRACONIAN

Level 3 ♦ Draconian • Dragon

ATTACK POWERS
 ⚡ **Bite:** +8 vs. AC; 5 + 5 poison damage.
 ☐ **Poisoned Arrow:** (range 10) +8 vs. Fortitude; 10 Damage AND 10 Ongoing Poison Damage (save ends) AND Slowed. ☹ *at end of this creature's turn if it occupies one of your victory areas.*

GENERAL POWERS

Glide: Has Flight while moving on its turn.
Death Throes: Whenever this creature is destroyed, each adjacent creature takes 5 acid damage. The square this creature last occupied gains acid terrain.

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KUO-TOA ARCHPRIEST

Level 11 ♦ Aquatic • Divine • Rage

ATTACK POWERS
 ⚡ **Staff:** +16 vs. AC; 10 + 10 lightning damage.
 ☞ **Lightning Bolt:** (line 10) +18 vs. Fortitude; 15 lightning damage.

GENERAL POWERS

Resist 10 Lightning
Group Command: Add the champion ratings of all creatures in your warband named Kuo-Toa Archpriest to determine your highest champion rating.
Slick Maneuver: *Move action, only while adjacent to an enemy:* Place this creature in another square adjacent to that enemy.

CHAMPION POWERS

♦ *Use at start of round:* Enemies gain Vulnerable 5 Lightning until end of round.
 ♦ *Use when you win initiative:* Choose up to 3 Rage allies of level 11 or lower. Those allies make a ☞ attack as an immediate action.

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KUO-TOA WHIP

Level 7 ♦ Aquatic • Kuo-Toa • Rage

ATTACK POWERS
 ⚡ **Scepter:** +14 vs. AC; 5 + 10 lightning damage.
 ☞ **Lightning Bolt:** (line 12) +10 vs. Fortitude; 10 lightning damage, +5 damage and +1 attack for each enemy or ally within 6 squares named Kuo-Toa Whip (max. +10 damage).

GENERAL POWERS

Resist 10 Lightning
Group Command: Add the Champion ratings of all creatures named Kuo-Toa Whip in your warband when determining your highest champion rating.
Slick Maneuver: *Move action, only while adjacent to an enemy:* Place this creature to any square adjacent to that enemy.

CHAMPION POWERS

♦ *Use at start of round:* Each Aquatic ally has +1 attack until end of round for each creature named Kuo-Toa Whip within 6 squares when it activates.
 ♦ *Use at start of round:* Allies have +2 speed until end of round.

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KUYUTHA, EXARCH OF BAHAMUT

Level 15 ♦ Dragon • Dragonborn • Unique

ATTACK POWERS
 ⚡ **Dragonlance Blade:** +21 vs. AC; 25 damage.
 ☐ **Coldfire Breath:** (blast 5) +18 vs. Reflex; 20 cold + 20 fire damage.
 ☐ **Will of Bahamut:** (burst 5, enemies only) +18 vs. Will; Stunned. ☹ *when an adjacent Dragon or Dragonborn ally is targeted by a ☞ attack.*

GENERAL POWERS

CHAMPION POWERS

♦ *Use at start of round:* If you win initiative this round, 1 Dragon or Dragonborn ally makes a ☞ attack as an immediate action.
 ♦ *Use when a Dragon or Dragonborn ally is destroyed by an enemy:* That ally makes a ☞ attack as an immediate action.

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LAMIA

Level 15 ♦ Fey • Undead

ATTACK POWERS

- AC 28
FORT 24
REF 24
WILL 24
SPEED 7
HP 80
BLOOD 40
- ④ **Touch:** +16 vs. Fortitude; 10 damage AND Death Beetle Contagion.
 ☐ **Swarm's Embrace:** +16 vs. Fortitude; 15 damage AND Death Beetle Contagion. ☹ *when this creature destroys an enemy.*
 ⚡ **Swarm Spray:** (range 6) +16 vs. Fortitude; 15 damage AND Death Beetle Contagion.

GENERAL POWERS

Swarm: Takes half damage from ⚡ or ⚡ attacks.
Death Beetle Contagion: (Condition) At start of affected creature's turn, it and each ally adjacent to it takes 10 damage. Ends when affected creature ends its turn 10 or more squares from the creature that caused this condition.

LARETH THE BEAUTIFUL

Level 11 ♦ Human • Chaos • Divine • Unique

ATTACK POWERS

- AC 25
FORT 22
REF 22
WILL 22
SPEED 5
HP 65
BLOOD 30
- ④ **RoF of Striking:** +18 vs. AC; 20 damage AND target is considered bloodied until start of its next turn.
 ⚡ **Searing Light:** (sight) +16 vs. Reflex; 10 radiant damage.
 ☐ **Confusion:** (radius 2 within sight) +16 vs. Will; Confused.

GENERAL POWERS

☐ **Painful Visage:** *Use at start of round:* Each enemy that starts its turn with a line of sight to this creature has -2 attack until end round.
Avatar of Chaos: Whenever a creature makes an attack while within 5 squares of this creature, roll 1d20, then apply the resulting effect:
 1-5: Attacker takes 10 damage.
 6-15: No effect.
 16-20: +5 damage on that attack.

LARGE ASTRAL CONSTRUCT

Level 11 ♦ Construct • Psionic

ATTACK POWERS

- AC 21
FORT 19
REF 19
WILL 19
SPEED 6
HP 65
BLOOD 30
- ④ **Bash:** (reach 2) +14 vs. AC; 15 damage.
 ⚡ **Smashing Fists:** (reach 2) +14 vs. AC; 15 damage AND Followup: +12 vs. Fortitude; 10 damage AND push 2 squares.

GENERAL POWERS

Immune Poison
 ☐ **Astral Construct Ability:** *Use at setup:* Choose 1 effect, which lasts until end of battle:
 ♦ +4 ⚡ attack,
 ♦ +10 ⚡ cold damage,
 ♦ +10 ⚡ fire damage,
 ♦ Speed 8 and can shift up to 2 squares whenever shifting,
 ♦ +4 to all defenses, or
 ♦ 80 starting HP (bloodied value unchanged).

LARGE GOLD DRAGON

Level 16 ♦ Dragon

CR 2

ATTACK POWERS

- AC 30
FORT 26
REF 26
WILL 26
SPEED F8
HP 150
BLOOD 75
- ④ **Claw:** (reach 2) +18 vs. AC; 30 damage.
 ⚡ **Double Attack:** Make 2 ④ attacks.
 ☐ **Fiery Breath:** (blast 5) +17 vs. Reflex; 40 fire damage. On miss, 20 fire damage. ☹ *when first bloodied.*

GENERAL POWERS

Resist 30 Fire
Dragon's Hoard: Allies within 6 squares of this creature or a victory area have +2 AC.

CHAMPION POWERS

☐ **Use when an ally is destroyed:** This creature has +5 damage until end of battle.
 ☐ **Use at start of round:** Each creature in any victory area at the end of the round scores 5 VP for its player.

LARGE WHITE DRAGON

Level 7 ♦ Cold • Dragon

CR 1

ATTACK POWERS

- AC 18
FORT 18
REF 14
WILL 14
SPEED F6
HP 90
BLOOD 45
- ④ **Bite:** (reach 2) +10 vs. AC; 10 + 10 cold damage.
 ☐ **Frost Breath:** (blast 5) +8 vs. Reflex; 20 cold damage. ☹ *when first bloodied.*

GENERAL POWERS

Resist 15 Cold
 ☐ **Mauling Bite:** *Attack action:* Make 2 ④ attacks vs. the same target. If both hit, make a ④ attack vs. another enemy within reach.

CHAMPION POWERS

☐ **Use at start of round:** Until end of round, a creature that takes cold damage is Immobilized until end of its next turn.
 ☐ **Use at start of your first turn in a round:** If this creature destroys 1 or more creatures during this round, score +15 VP.

LEGION DEVIL LEGIONNAIRE

Level 6 ♦ Devil • Legion

ATTACK POWERS

- AC 24
FORT 17
REF 17
WILL 17
SPEED 6
HP 40
BLOOD 20
- ④ **Longsword:** +13 vs. AC; 15 damage.

GENERAL POWERS

Squad Defense: +2 to all defenses while adjacent to a Devil ally.
Teleport: *Move action:* Teleport 3.

They have no regard for their own well-being. Imagine what that means for yours.

LEGION HORNED DEVIL

Level 14 ♦ Devil • Legion

ATTACK POWERS

- AC 28
FORT 24
REF 24
WILL 24
SPEED F7
HP 80
BLOOD 40
- ④ **Tail:** (reach 2) +18 vs. AC; 5 damage AND 10 Ongoing Damage.
 ⚡ **Military Fork:** (reach 2) +17 vs. AC; 30 damage.

GENERAL POWERS

Resist 10 Fire, Poison
Bloodwar Veteran: +5 damage vs. Evil enemies.
Taunt: *Move action:* Moves up to its speed. After moving at least 2 squares, it makes a ④ attack at any point during that move.
Legion Devil: Takes half damage from ⚡ and ⚡ attacks while adjacent to a Legion ally.
 ☐ **Reinforcement:** *Move action:* Teleport 10, ending next to a Devil ally.

LEGION PIT FIEND

Level 15 ♦ Devil • Legion • Unique

CR 3

ATTACK POWERS

- AC 31
FORT 31
REF 29
WILL 28
SPEED F7
HP 120
BLOOD 60
- ④ **Claw and Bite:** (reach 2) +21 vs. AC; 20 + 10 fire damage.
 ⚡ **Snowball in Hell:** (radius 1 within sight) +18 vs. Reflex; 15 cold + 10 fire damage.

GENERAL POWERS

Immune Fire, Poison
Blindsight: Ignores Conceal, Ignores Invisible.
Telepathy Helm: Terrain does not block this creature's line of sight.
Legatus Infernus: Each Evil ally has +2 attack.
Legion Tactician: *Minor action, once per turn:* A Legion ally may move up to its speed or make a ④ attack.

CHAMPION POWERS

☐ **Use at start of turn:** Each enemy adjacent to a Devil takes 15 fire damage.
 ☐ **Use when this creature damages an adjacent enemy:** That enemy gains 20 ongoing poison damage.

LICH VESTIGE

Level 12 ♦ Lich Vestige • Shadow • Undead

ATTACK POWERS

- AC 25
FORT 23
REF 23
WILL 32
SPEED F2
HP 40
BLOOD 20
- ④ **Death's Touch:** +20 vs. AC; 10 damage + 5 damage for each other Lich Vestige in play.
 ⚡ **Obliteration Ray:** (range 5) +18 vs. Fortitude; 10 damage + 5 damage for each other Lich Vestige in play.

GENERAL POWERS

Delayed Appearance: Starts off the battle map.
Vestige of Vecna: Scores no VP for occupying one of your victory areas at end of round.
Vestige Summons: May only be placed on the battle map with a power that affects Lich Vestige creatures.

LIVING FLAMING SPHERE

Level 6 ♦ Fire • Spell

ATTACK POWERS

⚡ **Scorch:** +9 vs. Reflex; 10 fire damage AND 5 Ongoing Fire Damage.

⚡ **Flashfire:** (burst 2) +11 vs. Reflex; 20 fire damage AND 10 Ongoing Fire Damage. Hit or miss, this creature is destroyed after resolving all attacks.

GENERAL POWERS

Immune Fire; Vulnerable 10 Cold

Blindsight

Defensive Advantage: Never grants combat advantage.

Fire Shield 10: Whenever this creature is hit by a ⚡ attack, the attacker takes 10 fire damage.

AC 22
FORT 20
REF 20
WILL 20
SPEED 7
HP 50
BLOOD 25

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LORD OF BLADES

Level 13 ♦ Construct • Martial • Warforged • Unique

ATTACK POWERS

⚡ **Sword:** +18 vs. AC; 15 damage.

⚡ **Slashing Blades:** Make 2 ⚡ attacks.

GENERAL POWERS

Human Slayer: +10 damage vs. Human targets.

Bladed Carapace: Whenever this creature is missed by a ⚡ attack, attacker takes 5 damage.

☐ **Juggernaut:** Use when this creature declares a charge: +2 speed and +10 damage until end of that charge. ☹ when a Warforged ally is destroyed.

CHAMPION POWERS ☐ ☐

❖ Use at start of round: Each Construct ally and each Warforged ally has +2 attack and +10 damage until end of round.

❖ Use when a Construct or Warforged ally destroys an enemy: That ally heals 30 HP.

Warband Building: Construct creatures of any faction and alignment are legal in your warband.

AC 27
FORT 25
REF 25
WILL 25
SPEED 5
HP 85
BLOOD 40

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LYRANDAR SKYFIRE CAPTAIN

Level 12 ♦ Half-Elf

ATTACK POWERS

⚡ **Rapier:** +17 vs. AC; 15 damage.

☞ **Longbow:** (sight) +19 vs. AC; 15 + 5 fire damage.

GENERAL POWERS

Prepared for Battle: Use after setup: This creature can use Augmentation once. Each use expends a use of the power as normal.

Augmentation: Attack action: This creature or 1 adjacent ally gains one of the following effects until end of battle.

☐ **Fiery Weapon:** +5 fire ⚡ and ☞ damage.

☐ **Cat's Grace:** +2 AC and +2 ☞ attack.

☐ **Energy Alteration:** Choose acid, cold, lightning, or fire. All damage of chosen type that creature deals becomes another type chosen from this list.

CHAMPION POWERS ☐ ☐ ☐

❖ Use at end of your creature's turn: Enemies lose Flight until your next activation.

❖ Use after an ally uses a ⚡ or ☞ attack that has a ☹ (recharge) condition: ☹ that attack power.

AC 25
FORT 24
REF 24
WILL 24
SPEED 6
HP 70
BLOOD 35

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MACETAIL BEHEMOTH

Level 11 ♦ Beast • Reptile

ATTACK POWERS

⚡ **Smash:** +14 vs. AC; 25 damage.

☐ ☞ **Tail Sweep:** (burst 1) +12 vs. Reflex; 20 damage AND Stunned. ☹ whenever this creature destroys a Stunned enemy.

GENERAL POWERS

Immune Fear

Thunder Charge: +4 attack while charging.

AC 23
FORT 21
REF 21
WILL 21
SPEED 6
HP 85
BLOOD 40

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MANSHOON - CLONE

Level 16 ♦ Arcane • Unique

ATTACK POWERS

⚡ **Staff of Power:** +20 vs. AC; 20 damage AND push target up to 5 squares.

☼ **Fireball:** (radius 2 within 12) +18 vs. Reflex; 25 fire damage. On miss, 10 fire damage.

GENERAL POWERS

☐ **Globe of Invulnerability:** Minor action: Resist 10 All vs. attacks by non-adjacent enemies. Ends when this creature exits its current space.

☐ **Simulacrum:** Use when this creature is targeted by an attack: Place it in one of your start areas.

Break Will: Minor action: An enemy within 5 squares gains 10 Ongoing Psychic Damage AND is Dazed.

AC 28
FORT 28
REF 28
WILL 32
SPEED F6
HP 85
BLOOD 40

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MARID

Level 11 ♦ Aquatic • Elemental

ATTACK POWERS

⚡ **Trident:** (reach 2) +14 vs. AC; 20 damage.

☐ ☞ **Drown:** (range 6) +12 vs. Fortitude; Helpless (save ends).

GENERAL POWERS

☐ ☐ **Quench:** Use at start of turn: This creature and 1 ally within 6 squares have Resist 10 Fire until end of this creature's next turn.

Fire Hunter: +10 ⚡ damage vs. targets with Immune Fire or Resist Fire.

AC 23
FORT 23
REF 21
WILL 21
SPEED 6
HP 85
BLOOD 40

Like water, a marid can soothe or scour, quench or drown.

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MEDIUM WATER ELEMENTAL

Level 5 ♦ Aquatic • Elemental

ATTACK POWERS

⚡ **Slam:** +12 vs. AC; 10 damage.

☐ ☞ **Crashing Wave:** (blast 3) +10 vs. Fortitude; 10 damage AND push 2 AND Dazed. ☹ when an enemy ends its turn adjacent to this creature.

GENERAL POWERS

Cleave: Immediate, when this creature's ⚡ attack destroys an enemy: Make a ⚡ attack.

AC 21
FORT 17
REF 17
WILL 17
SPEED 4
HP 40
BLOOD 20

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MEPHISTOPHELES, LORD OF CANIA

Level 14 ♦ Devil • Mastermind • Unique

ATTACK POWERS

⚡ **Ranseur:** (reach 2) +19 vs. AC; 20 cold damage.

☞ **Hellfire:** (range 10) +21 vs. Reflex; 15 fire damage AND push target up to 1 square.

☼ **Hellfire Barrage:** (radius 1 within sight) +19 vs. Reflex; 20 fire damage AND 10 Ongoing Cold Damage.

GENERAL POWERS

Treachery: +10 damage with ☞ attacks against Champion enemies.

CHAMPION POWERS ☐ ☐ ☐ ☐

❖ Use before rolling initiative: Each Evil ally has +5 damage with ⚡ and ☞ attacks until end of round.

❖ Use when a Demon or Devil ally destroys an enemy: This creature and that ally each heal 15 HP.

AC 26
FORT 23
REF 23
WILL 26
SPEED F6
HP 65
BLOOD 30

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MICKEY THE FLESH GOLEM

Level 11 ♦ Construct • Unique

ATTACK POWERS

⚡ **Smash:** (reach 2) +16 vs. AC; 20 damage.

⚡ **Grab:** (reach 2) +16 vs. AC; 15 damage AND Immobilized.

GENERAL POWERS

Immune Helpless, Petrified, Lightning

Resist 10 Poison

☐ **Splinter:** Use while adjacent to an ally, if it occupies a victory area: +2 speed until end of battle.

Berserking: Whenever this creature is damaged by a critical hit: It is Confused (save ends).

Regenerate: Use when hit by an attack that deals lightning damage: Heal 10 HP.

Double Attack: Attack action, may be used while Confused: Make two different ⚡ attacks.

AC 22
FORT 23
REF 22
WILL 22
SPEED 5
HP 85
BLOOD 40

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MILITIA ARCHER

Level 4 ♦ Human • Martial

CR 2

ATTACK POWERS

- ④ **Dagger:** +7 vs. AC; 10 damage.
 ⤵ **Bow:** (range 10) +8 vs. AC; 15 damage.

GENERAL POWERS

Coordinating Shot: Use when this creature hits an enemy with a ⤵ attack: Allies have +1 attack vs. that enemy until end of round.

CHAMPION POWERS

- ❖ Use at start of round: Allies have +2 attack vs. higher-level enemies until end of round.
 ❖ Use before an ally makes a ⤵ attack: Double that attack's range.

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

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MIND FLAYER LICH

Level 13 ♦ Mastermind • Mind Flayer • Undead

CR 2

ATTACK POWERS

- ④ **Tentacles:** +19 vs. AC; 15 damage.
 ⤵ **Deathmind:** (nearest) +17 vs. Will; 20 necrotic damage AND slide 2 AND Confused (save ends).
 ⚡ **Mind Blast:** (blast 5) +17 vs. Will; 10 psychic damage AND Dazed (save ends).
 ☠ **Black Tentacles:** (radius 2 within sight) +16 vs. Reflex; Immobilized.

GENERAL POWERS

Immune Poison
Resist 10 Necrotic

CHAMPION POWERS

- ❖ Use at start of round: Allies are immune to this creature's Mind Blast until end of round.
 ❖ Use at start of any of your creatures' turn: An enemy champion loses 1 use of its champion powers (max once before opponent's turn).

AC 27
FORT 23
REF 23
WILL 27
SPEED 6
HP 85
BLOOD 40

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MONITOR LIZARD

Level 2 ♦ Beast • Reptile

ATTACK POWERS

- ④ **Toothy Maw:** +9 vs. AC; 10 damage.

GENERAL POWERS

☐ **Warning Hiss:** Immediate, use at any time: 1 ally within 6 squares of this creature does not grant combat advantage until end of round.

AC 18
FORT 14
REF 14
WILL 14
SPEED 6
HP 25
BLOOD 10

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MOON ELF FIGHTER

Level 11 ♦ Elf • Martial

CR 3

ATTACK POWERS

- ④ **Longsword:** +17 vs. AC; 20 damage.
 † **Tide of Iron:** +17 vs. AC; 20 damage AND push 1 AND this creature shifts 1 square closer to target.

GENERAL POWERS

Awareness: Immediate, when an adjacent enemy shifts: Make a ④ attack against that enemy.
Elven Tactics: Minor action: One Elf ally within 5 shifts 1 square.

CHAMPION POWERS

- ❖ Use after you take a turn: Activate 1 extra or 1 fewer creature before opponent's next turn (max once before opponent's turn).
 ❖ Use at start of round: Elf allies have +2 attack and +5 damage until end of round.

AC 26
FORT 22
REF 22
WILL 22
SPEED 7
HP 70
BLOOD 35

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NIGHT HAG

Level 11 ♦ Hag • Planar

ATTACK POWERS

- ④ **Wicked Claws:** +20 vs. AC; 15 damage.
 † **Dream Haunt:** (Helpless target only) Automatic hit; 40 psychic damage AND this creature has Insubstantial until end of its next turn.
 ☐ ⚡ **Wave of Sleep:** (blast 5) +18 vs. Will; Drowsy (save ends). ☹ when first bloodied.

GENERAL POWERS

☐ **Disguise:** Use at any time: This creature is Invisible until it resolves an attack. ☹ when this creature destroys an enemy.

Drowsy: (Condition) Affected creature has all limitations of Dazed. If affected creature fails a saving throw to end this condition, it becomes Helpless (save ends) instead.

AC 25
FORT 23
REF 23
WILL 23
SPEED 5
HP 70
BLOOD 35

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NOTHIC SEER

Level 7 ♦ Aberrant

ATTACK POWERS

- ④ **Claws:** +11 vs. AC; 15 damage.
 ☐ ⚡ **Flesh-Rotting Gaze:** (blast 4) +11 vs. Fortitude; 10 necrotic damage AND 5 Ongoing Necrotic Damage. ☹ as an attack action.

GENERAL 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.

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

❖ Use with Tomb of Annihilation: Nothic

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ORC BANEBREAK RIDER

Level 12 ♦ Orc • Beast • Mounted

ATTACK POWERS

- ④ **Slashing Axe:** +15 vs. AC; 25 damage.
 † **Punishing Axe:** +13 vs. Fortitude; 20 damage AND push 2.

GENERAL POWERS

Stable Footing: Does not pay extra MP for entering difficult terrain.
Cavalry 10: +10 † damage vs. non-Mounted targets.

"You keep your clever strategies. We will charge. We will destroy. This is the way of the banebreak."
 —Urush Onetusk, orc banebreak rider

AC 24
FORT 24
REF 20
WILL 20
SPEED 8
HP 90
BLOOD 45

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ORC ORC FIGHTER

Level 12 ♦ Martial • Orc • Orc • Unique

CR 2

ATTACK POWERS

- ④ **Backhand:** +19 vs. AC; 10 damage.
 † **Massive Club:** Usable on charge, provokes opportunity attacks: +15 vs. AC; 35 damage.

GENERAL POWERS

Big: This creature is considered Large. (It still only occupies a single square.)

CHAMPION POWERS

- ❖ Use when an enemy takes 30 or more damage from one attack: That enemy has -4 AC until end of battle.
 ❖ Use when an Orc ally misses an attack: Reroll that attack.

AC 21
FORT 20
REF 20
WILL 22
SPEED 5
HP 85
BLOOD 40

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PENTIFEX MONOLITH

Level 9 ♦ Human • Incarnum

ATTACK POWERS

- ④ **Incarnate Longsword:** Ignore Insubstantial. +16 vs. AC; 15 damage.

GENERAL POWERS

Soulmelds: Immediate, use at start of turn: Choose any 1 of the following:

- Airstep Sandals:** Speed F6 until start of its next turn.
Crystal Helm: +3 AC until start of its next turn.
Armguards of Disruption: Adjacent Undead creatures take 10 damage.

AC 24
FORT 21
REF 21
WILL 21
SPEED 5
HP 60
BLOOD 30

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PRISONER

Level 2 ♦ Human

ATTACK POWERS

AC 16
FORT 13
REF 13
WILL 13

GENERAL POWERS

Chained: Whenever, at end of round, this creature is not adjacent to an ally other than a creature named Prisoner: Destroy this creature and opponent scores +5 VP (total 10 VP).

Objective: Use at end of round, if this creature occupies your victory area: Score +5 VP.

SPEED 5
HP 30
BLOOD 15



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RAISTLIN MAJERE

Level 8 ♦ Arcane • Human • Unique

ATTACK POWERS

AC 22
FORT 20
REF 20
WILL 20

GENERAL POWERS

Debilitating Magic: Use with a ⤴ attack: Take 5 damage to gain +5 attack OR +10 damage on that attack.

Devoted Companions: Immediate, when an enemy targets this creature with an attack: Redirect that attack to an active adjacent Unique ally, instead.

SPEED 6
HP 45
BLOOD 20



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RED SLAAD

Level 11 ♦ Chaos • Slaad

ATTACK POWERS

AC 27
FORT 23
REF 23
WILL 23

GENERAL POWERS

Immune Confused

❑ **Chaos Seed:** Use when this creature scores a critical hit with a ⚡ attack: Target is Confused (save ends). While the target is Confused, whenever an adjacent ally of the target starts its turn, that ally is Confused until end of its turn.

❑ **Leaping Pounce:** Attack action: Move up to 6 squares with flight, then make 2 ⚡ attacks. ⌚ when first Bloodied.

SPEED 6
HP 65
BLOOD 30



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RENEGADE WARLOCK

Level 8 ♦ Arcane • Human

ATTACK POWERS

AC 20
FORT 18
REF 18
WILL 18

GENERAL POWERS

Conceal 6

❑ **Hasty Retreat:** Move action: Shift 6 squares.

SPEED F6
HP 35
BLOOD 15



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RUBBLEBELT STALKER

Level 4 ♦ Lizardfolk • Gruul

ATTACK POWERS

AC 17
FORT 15
REF 16
WILL 15

GENERAL POWERS

Second Strike: Immediate, after resolving a ⚡ attack: Make an additional ⚡ attack.

Blend with Rubble: Invisible to nonadjacent enemies while it occupies difficult terrain.

Ambush 5: Minor action: Choose an enemy that does not have line of sight to this creature: +5 damage vs. that enemy until end of turn.

SPEED 7
HP 35
BLOOD 15



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SALAMANDER ARCHER

Level 10 ♦ Elemental • Fire

ATTACK POWERS

AC 22
FORT 19
REF 19
WILL 19

GENERAL POWERS

❑ **Tail Defense:** Use after an enemy within 2 squares resolves a ⚡ or ⤴ attack vs. this creature: That enemy is Dazed and has 5 Ongoing Fire Damage.

Heatsense: +3 attack vs. targets taking Ongoing Fire Damage.

SPEED 6
HP 40
BLOOD 20



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SHADAR-KAI STALKER

Level 8 ♦ Shadar-Kai • Shadow • Stealth

ATTACK POWERS

AC 24
FORT 20
REF 24
WILL 20

GENERAL POWERS

Sneak Attack 10

Shadow Stealth: Whenever adjacent to a wall, this creature is Invisible.

SPEED 6
HP 55
BLOOD 25



♦ Use with Heroscape Starter 2: Shiori

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SHAMBLING MOUND

Level 8 ♦ Plant

ATTACK POWERS

AC 24
FORT 20
REF 20
WILL 20

GENERAL POWERS

Immune Lightning, Poison

Lightning Healing 10: This creature heals 10 HP whenever lightning damage would be dealt to it.

SPEED 5
HP 50
BLOOD 25



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SMALL WHITE DRAGON

Level 6 ♦ Dragon • Cold

ATTACK POWERS

AC 22
FORT 18
REF 18
WILL 18

GENERAL POWERS

Resist 5 Cold

❑ **Chill to the Bone:** Immediate, when this creature's attack roll is a natural 20: The target of that attack has Vulnerable 5 Cold until end of battle.

Freeze: Whenever an enemy within 3 squares of this creature is Slowed, it is also Immobilized.

SPEED F6
HP 45
BLOOD 20



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Snake Swarm

Level 3 ♦ Reptile • Serpent • Swarm

ATTACK POWERS
 ⚡ **Bite:** +8 vs. Fortitude; 5 damage AND 5 Ongoing Poison Damage.

AC 17
 FORT 14
 REF 14
 WILL 14

GENERAL POWERS

Infest: Can enter and occupy spaces occupied by non-Swarm enemies.

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

Swarm: Takes half damage from ⚡ and ⚡ attacks.

☐☐ **Swarm Attack:** Use when an enemy starts its turn in the square this creature occupies: That enemy takes 5 Ongoing Poison Damage.

HP 30
 BLOOD 15

"Snakes? I hate snakes."

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Snig the Axe

Level 6 ♦ Goblin • Martial • Unique

CR 1

ATTACK POWERS
 ⚡ **The Axe:** +12 vs. AC; 15 damage.
 ⚡ **Javelin:** (range 5) +10 vs. AC; 10 damage.

AC 20
 FORT 18
 REF 18
 WILL 18

GENERAL POWERS

Keen Critical 19: Scores critical hits on ⚡ attack rolls of 19-20.

Strength in Numbers 3: Increase your warband's creature limit by 3.

Devoted Followers: Immediate, when an enemy targets this creature with an attack: Choose 1 active adjacent Goblin ally as the target instead.

CHAMPION POWERS ☐

❖ Use at start of any of your creatures' turn: Each Small Goblin creature in your warband shifts 1 square.

❖ Use at start of round: Small Goblin creatures in your warband have +2 attack and +5 damage until end of round.

Warband Building: All Small Goblin creatures are legal in your warband.

HP 45
 BLOOD 20

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Spiker Champion

Level 10 ♦ Planar • Martial

ATTACK POWERS
 ⚡ **Longsword:** +17 vs. AC; 15 damage.

AC 26
 FORT 22
 REF 22
 WILL 22

GENERAL POWERS

Spiked Armor: Immediate, when an enemy charges this creature, when an enemy shifts out of a square adjacent to this creature, or when an enemy provokes opportunity attacks while adjacent to this creature: That enemy takes 10 damage.

HP 65
 BLOOD 30

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Sprite Stinger

Level 2 ♦ Fey • Sprite

ATTACK POWERS
 ⚡ **Pixie Bow:** (range 6) +6 vs. AC; 5 poison damage.
 ☐☐ **Faerie Dust:** (blast 1, Fey targets immune) +5 vs. Reflex; Confused (save ends).

AC 20
 FORT 16
 REF 24
 WILL 16

GENERAL POWERS

Conceal 11

Tiny & Quick: +8 AC and Reflex vs. ⚡ attacks.

☐ **Blown Clear:** Use when targeted by an ⚡ or ⚡ attack: This creature takes 5 damage, then slides 2 squares.

SPEED F7

HP 15
 BLOOD 5

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Stirge Drone

Level 1 ♦ Stirge • Vermin

ATTACK POWERS
 ⚡ **Blood Drain:** +6 vs. Fortitude; 10 damage AND target has -2 attack.

AC 17
 FORT 14
 REF 14
 WILL 14

GENERAL POWERS

Attach: Attack action: 1 adjacent living enemy gains 10 Ongoing Damage, then this creature is destroyed.

SPEED F6

HP 20
 BLOOD 10

Even the mighty can fall to the thirst of a lowly stirge.

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Stormrage Shambler

Level 15 ♦ Plant

ATTACK POWERS
 ⚡ **Vines:** (reach 2) +18 vs. Fortitude; 25 damage AND Immobilized.
 ⚡ **Vine Lash:** Make 2 attacks: (reach 2) +18 vs. AC; 20 damage.

AC 27
 FORT 25
 REF 25
 WILL 25

GENERAL POWERS

Immune Stunned, Lightning, Poison

Lightning Healing 10: This creature heals 10 HP whenever lightning damage would be dealt to it.

SPEED 6

HP 105
 BLOOD 50

Storms can enrage shambling mounds, causing them to go on a lightning-fueled frenzy of destruction.

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SU-MONSTER

Level 6 ♦ Beast • Psionic

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

AC 20
 FORT 18
 REF 18
 WILL 18

GENERAL POWERS

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

☐☐ **Pack Defender:** Immediate, 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 that enemy. If it ends adjacent to the enemy, it may make a ⚡ attack vs. that enemy.

SPEED 6

HP 45
 BLOOD 20

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Sun Elf Arcana Cleric

Level 12 ♦ Divine • Elf

CR 2

ATTACK POWERS
 ⚡ **Arcane Radiance:** (blast 3, enemies only) +17 vs. Fortitude; 10 + 10 radiant damage.
 ☐☐ **Arcane Lockdown:** (radius 2 within 10) +17 vs. Reflex; Target may not make ⚡, ⚡ or ⚡ attacks (save ends).

AC 26
 FORT 24
 REF 24
 WILL 26

GENERAL POWERS

Beacon of Faith: (aura 3) Good allies in aura have +2 ⚡ attack and +5 ⚡ damage.

☐☐ **Cure Wounds:** Minor action: This creature or an adjacent ally heals 15 HP.

SPEED 6

HP 70
 BLOOD 35

CHAMPION POWERS ☐☐

❖ Use after an Arcane ally or Arcane enemy makes an attack roll: Reroll that attack, instead.

❖ Use when an enemy takes radiant damage: That enemy is Weakened (save ends).

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Tabaxi Minstrel

Level 4 ♦ Arcane • Tabaxi

ATTACK POWERS
 ⚡ **Dagger:** +10 vs. AC; 10 damage.
 ☐☐ **Enthrall:** Minor action: (range 6) +10 vs. Will; Stunned.

AC 18
 FORT 16
 REF 20
 WILL 18

GENERAL POWERS

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

SPEED 7

HP 30
 BLOOD 15

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TAER

Level 3 ♦ Beast • Cold • Taer

ATTACK POWERS

④ **Slam:** +6 vs. AC; 15 damage.

GENERAL POWERS

Resist 5 Cold
Vulnerable 5 Fire

Powerful Charge 5: +5 damage while charging.
Stench: Adjacent non-Taer living creatures have -2 attack.

AC 15
FORT 13
REF 13
WILL 13
SPEED 6
HP 35
BLOOD 15

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8

TENSER'S FLOATING DISK

Level 3 ♦ Arcane • Spell • Unique

ATTACK POWERS

-

GENERAL POWERS

Guided: Immobilized whenever an Arcane ally does not have line of sight to it.
Delayed Appearance: Starts off the battlemat.
□ **Special Conjunction:** Use at end of round: Place this creature adjacent to an Arcane ally that occupies one of your victory areas.
□ **Hoard:** Use at end of round, if this creature occupies your Start area: Destroy this creature, (opponent scores normally) then you score 30 VP.

AC 15
FORT 15
REF 15
WILL -
SPEED 4
HP 30
BLOOD -

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10

THE XANATHAR

Level 14 ♦ Beholder • Mastermind • Unique

ATTACK POWERS

④ **Toothy Maw:** +16 vs. AC; 15 damage.
➤ **Eye Ray Barrage:** Minor action: (sight) +18 vs. Reflex; 5 cold + 5 fire + 5 necrotic damage.
⚡ **Aegis Eyes:** Minor action: (blast 3) +18 vs. Will; Dazed. Dazed targets are Stunned, instead.

GENERAL POWERS

□ □ **Disintegration:** Use with Eye Ray Barrage: Target also has 20 Ongoing Damage.
Antimagic: (aura 8) Ignores Invisible within aura. Arcane enemies have -4 attack while in aura.
Sneak Attack 10

CHAMPION POWERS □ □ □ □

❖ Use at start of round: Medium and Small Stealth allies have +5 damage until end of round.
❖ Use at start of any turn: Slide a creature 3 squares.

AC 27
FORT 25
REF 24
WILL 27
SPEED F4
HP 90
BLOOD 45

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100

THE XANATHAR (EPIC)

Level 25 ♦ Beholder • Mastermind • Unique

ATTACK POWERS

④ **Toothy Maw:** +22 vs. AC; 15 damage.
➤ **Eye Ray Barrage:** Minor action: (sight) +22 vs. Reflex; 10 + 10 cold + 10 fire damage.
⚡ **Aegis Eyes:** Minor action: (blast 3) +22 vs. Fortitude; Dazed. Dazed targets are Helpless, instead.

GENERAL POWERS

□ □ **Disintegration:** Use with Eye Ray Barrage: Target also has 20 Ongoing Damage.
Antimagic: (aura 10) Ignores Invisible within aura. Arcane enemies have -4 attack while in aura.
Sneak Attack 10

CHAMPION POWERS □ □ □ □

❖ Use at start of round: Stealth allies have +2 attack and +10 damage until end of round.
❖ Use at start of any turn: Slide a creature 3 squares.

AC 32
FORT 30
REF 28
WILL 32
SPEED F4
HP 150
BLOOD 75

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333

THRI-KREEN BARBARIAN

Level 12 ♦ Thri-Kreen • Primal • Rage

ATTACK POWERS

④ **Chitin Sword:** +15 vs. AC; 25 damage.
□ □ **Grab and Stab:** +13 vs. Fortitude; 10 damage AND Immobilized AND this creature makes a ④ attack against the same target. ⚡ when this creature is damaged by an enemy.

GENERAL POWERS

Immune Helpless
□ **Venomous Bite:** Minor action: 1 adjacent Immobilized enemy has 10 Ongoing Poison Damage.
Multiple Threats: All enemies adjacent to this creature grant combat advantage.

AC 24
FORT 22
REF 22
WILL 22
SPEED 9
HP 90
BLOOD 45

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55

TREANT GREENLING

Level 1 ♦ Plant • Martial • Unique

ATTACK POWERS

④ **Grasping Limb:** +7 vs. AC; 5 damage AND Slowed.
⚡ **Poison Thorns:** +7 vs. AC; 5 poison damage AND -2 attack (save ends).

GENERAL POWERS

Forest Ward: Invisible while occupying forest terrain.
Woodland Stride: Does not pay extra MP for entering forest terrain.

AC 15
FORT 16
REF 13
WILL 15
SPEED 5
HP 30
BLOOD 15

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4

TRIHORN BEHEMOTH

Level 10 ♦ Beast • Reptile

ATTACK POWERS

④ **Gore:** (reach 2) +17 vs. AC; 25 damage.

GENERAL POWERS

Breathing Room: +15 damage with ⚡ attacks against targets not adjacent to a wall.
Halfling Houdah: Can have up to 2 non-Mounted Halfling creatures as riders.
Protective Crest: This creature's rider has +4 AC and +4 Reflex.
War Beast: +5 damage with ④ attacks for each rider on this creature.

AC 26
FORT 24
REF 18
WILL 18
SPEED 7
HP 85
BLOOD 40

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46

TRIHORN BEHEMOTH (EPIC)

Level 20 ♦ Beast • Reptile

ATTACK POWERS

④ **Gore:** (reach 3) +22 vs. AC; 25 damage AND push target up to 3 squares.
⚡ **Pin:** (reach 3) +22 vs. AC; 15 damage AND 20 Ongoing Damage AND Immobilized (save ends, also ends at end of round if this creature is not adjacent to target).

GENERAL POWERS

Protective: Blocks line of sight and line of effect to smaller creatures.
Shrug Off Pain: Whenever this creature is hit by an attack which deals 20 or less base damage, it ignores the non-damage effects of that attack.
□ **Rush:** Minor action: Move up to its current speed, then make 1 Gore attack. ⚡ at end of round if no enemy is adjacent to it.

AC 32
FORT 32
REF 30
WILL 30
SPEED 5
HP 180
BLOOD 90

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191

ULTROLOTH

Level 13 ♦ Demon

ATTACK POWERS

④ **Longsword:** +17 vs. AC; 20 damage.
□ ➤ **Dark Suggestion:** (range 5) +14 vs. Will; Dominated (save ends). ⚡ if no enemy is within 5 squares at end of this creature's turn.
➤ **Scorching Ray:** (nearest) +14 vs. Reflex; 15 fire damage.

GENERAL POWERS

Resist 15 Acid, Poison
□ **Quick Cast:** Minor action: Make a ➤ attack.

CHAMPION POWERS □ □ □ □

❖ Use at start of round: Demon allies gain Hide until end of round.
❖ Use at any time during any of your creatures' turn (max once before opponent's next turn): One Demon ally makes a ➤ attack as an immediate action.

AC 25
FORT 27
REF 23
WILL 23
SPEED 6
HP 55
BLOOD 25

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62

VELOCIRAPTOR

Level 3 ♦ Beast • Reptile

ATTACK POWERS

④ **Claws:** +9 vs. AC; 10 damage.

GENERAL POWERS

☐ **Harrier:** Immediate, use when a Small Beast ally hits an enemy with a m attack: Make a ④ attack vs. that enemy.

Small Pack Tactics: Small Beast allies have combat advantage vs. enemies adjacent to this creature.

AC 16
FORT 14
REF 16
WILL 14
SPEED 7
HP 35
BLOOD 15

8

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VISEJAW CROCODILE

Level 8 ♦ Aquatic • Beast • Reptile

ATTACK POWERS

④ **Bite:** +11 vs. AC; 25 damage.

GENERAL POWERS

Protective Nature: +2 attack and +5 damage while within 6 squares of an allied champion.

Visejaw: A Large or smaller enemy hit by this creature's ↓ attack is Immobilized.

AC 20
FORT 18
REF 18
WILL 18
SPEED 5
HP 65
BLOOD 30

24

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WARFORGED TITAN

Level 20 ♦ Construct • War • Warforged

ATTACK POWERS

④ **Axe:** (reach 3) +23 vs. AC; 25 damage AND 1 enemy adjacent to target takes 10 damage.

↓ **Maul:** (reach 3) +25 vs. AC; 20 damage AND slide 2 squares.

GENERAL POWERS

Resist 5 All

Twins Strike: Attack action: (Only while bloodied) Make a Maul attack, then make an Axe attack vs. a different target.

Powerful Charge 10: +10 damage while charging.

Inexorable: Can move through spaces occupied by enemies.

Trample: Use while moving through a space occupied by an enemy, once per turn: Make a ④ attack vs. that enemy.

AC 30
FORT 28
REF 28
WILL 36
SPEED 9
HP 140
BLOOD 70

151

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WATER MYRMIDON

Level 11 ♦ Aquatic • Construct • Elemental

ATTACK POWERS

④ **Trident:** (reach 2) +18 vs. AC; 20 damage.

↖ **Lightning Bolt:** (line 10) +18 vs. Fortitude; 15 lightning damage.

GENERAL POWERS

Shifting Currents: Minor action: Each Aquatic ally within 3 squares may shift 1 square.

Relentless Tide: Use when this creature misses with a ④ attack on its turn: Activate 1 extra creature before opponent's turn (max once before opponent's turn).

AC 27
FORT 26
REF 26
WILL 26
SPEED 6
HP 70
BLOOD 35

39

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WERETIGER

Level 8 ♦ Shapeshifter

ATTACK POWERS

④ **Claw:** (reach 2) +13 vs. AC; 15 damage.

GENERAL POWERS

☐ **Tiger's Pounce:** Attack action: Moves up to its speed. If it moves at least 2 squares and ends adjacent to an enemy, make 2 ④ attacks vs. that enemy. ☹ at end of this creature's turn if no enemy has line of sight to it.

Forestwalk: Does not pay extra MP for entering forest terrain.

Blend with the Trees: Has Hide while in forest terrain.

AC 24
FORT 22
REF 26
WILL 22
SPEED 9
HP 90
BLOOD 45

27

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WINDFIEND FURY

Level 12 ♦ Air • Aquatic • Elemental

ATTACK POWERS

④ **Slam:** (reach 2) +17 vs. Reflex; 20 damage.

↗ **Lightning Strike:** (range 10) +17 vs. Fortitude; 15 lightning damage AND Dazed.

☐ ↖ **Storm Burst:** (burst 2) +15 vs. Reflex; 20 lightning damage AND this creature teleports up to 2 squares.

GENERAL POWERS

Wind's Fury: +2 ↓ attack and +10 ↓ damage vs. targets with Flight.

Forceful Zephyr: (aura 3) Whenever an enemy starts its turn in aura, it is Slowed until end of turn.

AC 24
FORT 22
REF 26
WILL 22
SPEED F6
HP 80
BLOOD 40

52

Angry furies bound by powerful magic power many House Lyrandar galleons.

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WRACKSPAWN

Level 6 ♦ Demon

ATTACK POWERS

④ **Boneshard Spear:** +9 vs. AC; 15 damage AND 5 Ongoing Damage.

GENERAL POWERS

☐ **Warp the Flesh:** Use when this creature damages a living enemy: That enemy takes 10 necrotic damage and has -2 Speed and -2 attack until end of battle.

Blindsight 5: Ignores Conceal and Invisible within 5 squares.

AC 18
FORT 17
REF 17
WILL 17
SPEED 5
HP 50
BLOOD 25

19

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YOUNG GOLD DRAGON

Level 14 ♦ Dragon

ATTACK POWERS

④ **Claw:** (reach 2) +16 vs. AC; 15 damage.

↓ **Draconic Fury:** Make up to 3 ④ attacks, each against a different target.

☐ ↖ **Weakening Fiery Breath:** (blast 5) +16 vs. Reflex; 25 fire damage AND Weakened (save ends). On miss, 10 fire damage. ☹ when first bloodied.

GENERAL POWERS

Resist 10 Fire

CHAMPION POWERS ☐ ☐

❖ Use when an ally is targeted by an attack: That ally has +4 AC until end of round.

❖ Use at start of round: At end of round, the player whose warband has the most creatures occupying victory areas scores +15 VP.

AC 27
FORT 23
REF 23
WILL 23
SPEED F8
HP 95
BLOOD 45

63

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YOUNG GREEN DRAGON

Level 8 ♦ Dragon

ATTACK POWERS

④ **Bite:** (reach 2) +11 vs. AC; 10 damage AND 10 Ongoing Poison Damage.

☐ ↖ **Poison Breath:** (blast 5) +9 vs. Fortitude; 15 poison damage AND 5 Ongoing Poison Damage. ☹ when first bloodied.

GENERAL POWERS

CHAMPION POWERS ☐ ☐

❖ Use at start turn: Slide one enemy within 5 squares of this creature 1 square.

AC 23
FORT 20
REF 20
WILL 20
SPEED F10
HP 65
BLOOD 30

36

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YOUNG RED DRAGON

Level 12 ♦ Dragon

CR
2

ATTACK POWERS

④ **Fiery Bite:** (reach 2) +15 vs. AC; 10 + 10 fire damage.

⚡ **Draconic Fury:** Make 2 attacks: +13 vs. AC; 15 damage.

☞ **Fiery Breath:** (blast 5) +11 vs. Reflex; 25 fire damage. ☞ *when first bloodied.*

GENERAL POWERS

Resist 5 Fire

CHAMPION POWERS

❖ *Use when any creature scores a critical hit: +20 damage on that attack.*

❖ *Use before taking your first turn in a round: At end of round, the player whose warband destroys the most enemies this round scores 15 VP.*

AC
24

FORT
18

REF
18

WILL
18

SPEED
F8

HP
85

BLOOD
40

44

YOUNG SILVER DRAGON

Level 13 ♦ Dragon

CR
2

ATTACK POWERS

④ **Bite:** (reach 2) +13 vs. AC; 15 + 10 cold damage.

☞ **Cold Breath:** (blast 5) +8 vs. Fortitude; 40 cold damage AND push target up to 1 square AND Immobilized (save ends). ☞ *when first bloodied.*

GENERAL POWERS

Resist 5 Cold

CHAMPION POWERS

❖ *Use when this creature uses Cold Breath: This creature and each ally scores critical hits on attack rolls of natural 18-20 against Evil targets until end of round.*

❖ *Use at start of round, if this creature occupies one of your victory areas: You score 10 VP.*

AC
23

FORT
21

REF
21

WILL
21

SPEED
F7

HP
95

BLOOD
45

44

YOUNG VOLCANIC DRAGON

Level 13 ♦ Dragon • Elemental • Fire

ATTACK POWERS

④ **Bite:** (reach 2) +18 vs. AC; 15 damage AND 5 ongoing fire damage (save ends).

☞ **Lava Vent:** (burst 2) +17 vs. Reflex; 20 fire damage + 10 fire damage for each Lava Vent counter on this creature (maximum +30 fire damage). Hit or miss, after all attacks are resolved, remove all Lava Vent counters from this creature.

GENERAL POWERS

Immune Fire

Noxious Flames: (aura 1) Each enemy that starts a turn in aura takes 5 poison damage.

Growing Heat: *Replaces attack action:* Put 1 Lava Vent counter on this creature.

AC
27

FORT
27

REF
23

WILL
23

SPEED
F6

HP
75

BLOOD
35

9

When you smell sulfur, it's too late.

ZHENTARIM FIGHTER

Level 3 ♦ Human • Martial • Zhent

ATTACK POWERS

④ **Longsword:** +9 vs. AC; 10 damage.

GENERAL POWERS

☐☐ **Brutal Defender:** *Immediate, when an adjacent enemy damages an ally with a ⚡ attack: Make a ⚡ attack vs. that enemy.*

Dark-Hearted: If your warband contains an Evil creature, this creature is Evil.

AC
18

FORT
15

REF
15

WILL
15

SPEED
5

HP
30

BLOOD
15

44

DDM ERRATA CARDS 2024

This errata replaces DDM cards that had errors, oversights or critically obsolete rules language.

Compilation: Antti Kostiaainen, Louis Martineau

Typesetting: Antti Kostiaainen

Graphic Art: D.G. Stupack, J. Broveleit, K. Tatroe

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