

DDM ERRATA CARDS 2024

AASIMAR FAVORED SOUL

Level 7 ♦ Aasimar • Planar

ANGEL OF RETRIBUTION

Level 11 ♦ Angel

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

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Special Thanks: DDM Guild's supporters,
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These cards are current as of March 15th, 2024.

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.

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



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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)

AC 25
FORT 23
REF 23
WILL 23
SPEED 6
HP 70
BLOOD 35



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ARMANITE

Level 11 ♦ Demon

BAAZ DRACONIAN

Level 2 ♦ Draconian • Dragon

BLUESPAWN GODSLAYER

Level 19 ♦ Dragon • Planar • Spawn

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, while flanked:* Make 2 different ⊕ attacks vs. different targets.

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



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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).

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



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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:** Ignores non-damage effects of attacks that deal 20 or less base damage.

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



©2024 DDM Guild *War of the Dragon Queen* 26/60 ♦ H_Errata

For its dark queen it would challenge Bahamut himself.

BONESHARD SKELETON

Level 3 ♦ Undead

CAPTAIN OF THE WATCH

Level 8 ♦ Human • Martial

CHAIN DEVIL

Level 11 ♦ Devil

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

AC 19
FORT 15
REF 15
WILL 15
SPEED 6
HP 30
BLOOD 15



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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.

AC 24
FORT 20
REF 20
WILL 20
SPEED 6
HP 55
BLOOD 25



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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

Reach 4

- Quick Step 2:** Can shift up to 2 squares.
- **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.

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



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The kytton 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: This creature is considered to have Flight while moving if it begins its move adjacent to a wall.

AC 20
FORT 18
REF 18
WILL 18
SPEED 6
HP 35
BLOOD 15

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CHOLDRITH

Level 7 ♦ Spider

ATTACK POWERS

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

GENERAL POWERS

Wall Walker: Has Flight whenever adjacent to a wall.

□ **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.

AC 21
FORT 17
REF 19
WILL 17
SPEED 6
HP 50
BLOOD 25

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COCKATRICE

Level 5 ♦ 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

AC 21
FORT 19
REF 19
WILL 19
SPEED F5
HP 35
BLOOD 15

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COUNTESS SANSURI

Level 19 ♦ Arcane • Giant • Unique

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.

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

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CROCODILE

Level 5 ♦ Aquatic • Beast • Reptile

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.

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

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DEATHPRIEST OF ORCUS

Level 15 ♦ Divine • Orcus

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 Cold

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.

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

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DEMONIC GNOLL PRIESTESS

Level 7 ♦ Demon • Gnoll

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: (aura) Gnoll allies have +2 attack and +5 damage.

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

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DIVINE CRUSADER OF CORELLON

Level 16 ♦ Elf • Divine

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 it resolves a ⚔ attack: Shift 2 squares.

Blessing of Corellon: Eladrin and Elf allies within 5 squares of this creature have +2 attack.

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

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DRAGONBORN PALADIN OF BAHAMUT

Level 8 ♦ Divine • Dragon • Dragonborn

ATTACK POWERS

⚔ **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 before taking your first turn in a round: Until end of round, whenever an ally hits with an attack, that attack deals +5 radiant damage.

Warband Building: 1 (non-Evil) Dragon of any faction is legal in your warband.

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

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DROW WAND MAGE

Level 11 ♦ Drow • Arcane

CR 2

ATTACK POWERS

- AC 21
FORT 24
REF 24
WILL 24
- ⊕ **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.

HP 45
BLOOD 20

⚡

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DUERGAR SLAVER

Level 6 ♦ Duergar

CR 1

ATTACK POWERS

- AC 20
FORT 18
REF 18
WILL 18
- ⊕ **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.

HP 45
BLOOD 20

⚡

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DWARFBRED GRIFFON

Level 7 ♦ Beast • Griffon

ATTACK POWERS

- AC 21
FORT 19
REF 21
WILL 19
- ⊕ **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.

HP 50
BLOOD 25

⚡

⚡ Use with Elemental Evil: Griffon

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EARTH CULT WARRIOR

Level 5 ♦ Earth • Human • Martial

ATTACK POWERS

- AC 18
FORT 16
REF 16
WILL 16
- ⊕ **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.

HP 50
BLOOD 25

⚡

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EBERK, ADVENTURER

Level 6 ♦ Divine • Dwarf • Unique

ATTACK POWERS

- AC 20
FORT 20
REF 20
WILL 20
- ⊕ **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

- ⊖ **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:** Good allies within 3 squares have Immune Confused.

HP 45
BLOOD 20

⚡

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ELDER WHITE DRAGON

Level 17 ♦ Dragon • Cold

CR 1

ATTACK POWERS

- AC 31
FORT 29
REF 29
WILL 29
- ⊕ **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.

HP 180
BLOOD 90

⚡

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FEYMIRE CROCODILE

Level 17 ♦ Aquatic • Beast • Fey • Reptile

ATTACK POWERS

- AC 33
FORT 29
REF 27
WILL 27
- ⊕ **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 ⊕ attack against each adjacent enemy as a free action.

HP 110
BLOOD 55

⚡

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

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FIENDISH TYRANNOSAURUS REX

Level 17 ♦ Magical Beast • Reptile

ATTACK POWERS

- AC 28
FORT 24
REF 24
WILL 24
- ⊕ **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.

HP 130
BLOOD 65

⚡

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FIRE GIANT RAIDER

Level 18 ♦ Giant • Fire

ATTACK POWERS

- AC 32
FORT 31
REF 27
WILL 27
- ⊕ **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.

HP 105
BLOOD 50

⚡

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FLUMPH

Level 1 ♦ Aberrant • Psionic

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

ATTACK POWERS
⚡ **Tendrils:** +5 vs. AC; 5 + 5 acid damage.
☞ **Stench Spray:** (blast 3) +6 vs. Reflex; 5 Ongoing Poison Damage.

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.

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FOULSPAWN HULK

Level 11 ♦ Aberrant • Foulspawn

AC 20
FORT 22
REF 17
WILL 16
SPEED 7
HP 90
BLOOD 45

ATTACK POWERS
⚡ **Slam:** +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.

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

AC 30
FORT 30
REF 30
WILL 30
SPEED F8
HP 95
BLOOD 45

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.

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GIANT FROG

Level 4 ♦ Aquatic • Beast

AC 20
FORT 16
REF 16
WILL 16
SPEED 5
HP 35
BLOOD 15

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.

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GOBLIN ARCHER

Level 1 ♦ Goblin • Raider

AC 13
FORT 14
REF 16
WILL 14
SPEED 6
HP 15
BLOOD 5

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)

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GOLDEN WYVERN INITIATE

Level 9 ♦ Human

AC 21
FORT 20
REF 20
WILL 24
SPEED 6
HP 40
BLOOD 20

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.

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GRAZ'ZT (EPIC)

Level 28 ♦ Demon • Mastermind • Unique

AC 40
FORT 36
REF 32
WILL 32
SPEED 6
HP 145
BLOOD 70

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.

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GREYHAWK CITY MILITIA SERGEANT

Level 3 ♦ Human • Martial

CR 1

AC 19
FORT 17
REF 17
WILL 17
SPEED 6
HP 30
BLOOD 15

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.

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GRIFFON

Level 4 ♦ Griffon • Beast

AC 18
FORT 19
REF 19
WILL 19
SPEED F8
HP 60
BLOOD 30

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.

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HOBGOBLIN FIGHTER

Level 2 ♦ Hobgoblin

AC 20
FORT 20
REF 20
WILL 20

ATTACK POWERS

⊕ **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.

SPEED 5

HP 45
BLOOD 20



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HOWLING HAG

Level 7 ♦ Hag

AC 19
FORT 18
REF 18
WILL 22

ATTACK POWERS

⊕ **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.

SPEED 5

HP 45
BLOOD 20



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HUMAN CLERIC OF BAHAMUT

Level 9 ♦ Divine • Human

AC 25
FORT 23
REF 23
WILL 23

ATTACK POWERS

⊕ **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.

SPEED 5

HP 60
BLOOD 30



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HUMAN CLERIC OF BANE

Level 11 ♦ Bane • Divine • Human

AC 25
FORT 23
REF 23
WILL 23

ATTACK POWERS

⊕ **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.

SPEED 5

HP 70
BLOOD 35



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HUMAN WIZARD - F&T

Level 11 ♦ Arcane • Elemental • Human

CR 2

AC 24
FORT 22
REF 22
WILL 23

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

SPEED 6

HP 55
BLOOD 25



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INTELLECT DEVOURER VILLAIN

Level 10 ♦ Aberrant • Psionic

AC 22
FORT 21
REF 24
WILL 26

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.

SPEED 7

HP 65
BLOOD 30



❖ Use with Storm King's Thunder: Intellect Devourer

IRON COBRA - VOLO'S AND MORDENKAIEN'S

Level 5 ♦ Construct

AC 20
FORT 16
REF 18
WILL 16

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.

SPEED 7

HP 45
BLOOD 20



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JOUSIMIES, WOODLAND SCOUT

Level 14 ♦ Half-Elf • Martial • Unique

AC 27
FORT 24
REF 28
WILL 24

ATTACK POWERS

⊕ **Marksmen:** (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.

SPEED 7

HP 75
BLOOD 35



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

KALASHTAR BODYGUARD

Level 10 ♦ Kalashtar • Psionic

AC 26
FORT 24
REF 24
WILL 24

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.

SPEED 6

HP 65
BLOOD 30



❖ Use with Divine Heroes 2: Female Human Avenger

KAPAK DRACONIAN

Level 3 ♦ Draconian • Dragon

AC 18
FORT 18
REF 18
WILL 18
SPEED 6
HP 30
BLOOD 15

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 occupies gains acid terrain.

KING OBOULD MANY-ARROWS

Level 13 ♦ Orc • Primal • Unique

AC 24
FORT 24
REF 23
WILL 23
SPEED 8
HP 95
BLOOD 60

ATTACK POWERS

- ⊕ **Flaming Greatsword:** +16 vs. AC; 15 + 10 fire damage.

GENERAL POWERS

- Immune Flanking:** Never considered to be flanked.
- Domineering:** Your warband cannot include any other champions.
- Bloodrage:** +10 ↓ damage while bloodied.

- ☐ **Death Strike:** *Immediate, when this creature is destroyed:* Make 1 ⊕ attack.

CHAMPION POWERS

- ❖ *Use when an ally hits with a ↓ attack on its turn:* Activate 1 extra creature before opponent's next turn (max once before opponent's turn).
- ❖ *Use when an Orc ally shifts:* That ally shifts one additional square.

❖ *Use with War Drums: King Obould Many-Arrows*

KUO-TOA ARCHPRIEST

Level 11 ♦ Aquatic • Divine • Rage

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

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 to 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.

KUO-TOA WHIP

Level 7 ♦ Aquatic • Kuo-Toa • Rage

AC 21
FORT 19
REF 19
WILL 19
SPEED 6
HP 50
BLOOD 25

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.

LARETH THE BEAUTIFUL

Level 11 ♦ Human • Chaos • Divine • Unique

AC 25
FORT 22
REF 22
WILL 22
SPEED 5
HP 65
BLOOD 30

ATTACK POWERS

- ⊕ **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

AC 21
FORT 19
REF 19
WILL 19
SPEED 6
HP 65
BLOOD 30

ATTACK POWERS

- ⊕ **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 with ↓ attacks,
 - +10 cold damage with ↓ attacks,
 - +10 fire damage with ↓ attacks,
 - Speed 8 and can shift up to 2 squares whenever shifting,
 - +4 to all defenses, or
 - 80 starting HP (bloodied value unchanged).

LARGE WHITE DRAGON

Level 8 ♦ Cold • Dragon

AC 18
FORT 18
REF 14
WILL 14
SPEED F6
HP 90
BLOOD 45

ATTACK POWERS

- ⊕ **Bite:** (reach 2) +10 vs. AC; 10 + 10 cold damage.
- ☐ ☐ **↓ Mauling Bite:** Make 2 ⊕ attacks vs. the same target. If both hit, make a ⊕ attack vs. another enemy within reach.
- ☐ ☐ **Frost Breath:** (blast 5) +8 vs. Reflex; 20 cold damage. ☹ *when first bloodied.*

GENERAL POWERS

- Resist 15 Cold**

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 HORNED DEVIL

Level 14 ♦ Devil • Legion

AC 28
FORT 24
REF 24
WILL 24
SPEED F7
HP 80
BLOOD 40

ATTACK POWERS

- ⊕ **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:* This creature moves up to its speed (minimum 2 squares) and makes a ⊕ 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

AC 31
FORT 31
REF 29
WILL 28
SPEED F7
HP 120
BLOOD 60

ATTACK POWERS

- ⊕ **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 ⊕ 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 takes 20 ongoing poison damage.

LORD OF BLADES

Level 13 ♦ Construct • Martial • Warforged • Unique

CR 2

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

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.

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LYRANDAR SKYFIRE CAPTAIN

Level 12 ♦ Half-Elf

CR 3

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

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.

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MACETAIL BEHEMOTH

Level 11 ♦ Beast • Reptile

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

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.

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MARID

Level 11 ♦ Aquatic • Elemental

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

ATTACK POWERS
⊕ **Trident:** (reach 2) +14 vs. AC; 20 damage.
☐ ☞ **Down:** (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.

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

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MEDIUM WATER ELEMENTAL

Level 5 ♦ Aquatic • Elemental

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

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.

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MEPHISTOPHELES, LORD OF CANIA

Level 14 ♦ Devil • Mastermind • Unique

CR 4

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

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.

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MILITIA ARCHER

Level 4 ♦ Human • Martial

CR 2

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

ATTACK POWERS
⊕ **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.

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MIND FLAYER LICH

Level 13 ♦ Mastermind • Mind Flayer • Undead

CR 2

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

ATTACK POWERS
⊕ **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 any time during any of your creatures' turn: An enemy champion loses 1 use of its champion powers (max once before opponent's turn).

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MONITOR LIZARD

Level 2 ♦ Beast • Reptile

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

ATTACK POWERS
⊕ **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.

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MOON ELF FIGHTER

Level 11 ♦ Elf • Martial

CR 3

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

ATTACK POWERS

⊕ **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 ⊕ 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.

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NIGHT HAG

Level 11 ♦ Hag • Planar

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

ATTACK POWERS

⊕ **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 this creature first becomes 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 is Dazed. If affected creature fails a saving throw to end this condition, it becomes Helpless (save ends) instead.

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NOTHIC SEER

Level 7 ♦ Aberration

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

ATTACK POWERS

⊕ **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.

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ORC BANEBREAK RIDER

Level 12 ♦ Orc • Beast • Mounted

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

ATTACK POWERS

⊕ **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

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OROG ORC FIGHTER

Level 12 ♦ Martial • Orc • Orog • Unique

CR 2

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

ATTACK POWERS

⊕ **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.

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RAISTLIN MAJERE

Level 8 ♦ Arcane • Human • Unique

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

ATTACK POWERS

⊕ **Staff**: +10 vs. AC; 10 damage.
⊕ **Magic Missile**: (sight) +10 vs. Reflex; 15 damage, ignore Insubstantial.
⊕ **Ray of Enfeeblement**: (range 6) +10 vs. Fortitude; Weakened (save ends).
⊕ **Sleep**: (radius 2 within sight) +9 vs. Will; Helpless (save ends).

GENERAL POWERS

Debilitating Magic: Use when this creature declares a ⊕ attack: It takes 5 damage. If it does, +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.

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RED SLAAD

Level 11 ♦ Chaos • Slaad

AC 27
FORT 23
REF 23
WILL 23
SPEED 6
HP 65
BLOOD 30

ATTACK POWERS

⊕ **Claw**: (reach 2) +17 vs. AC; 15 damage.
⊕ **Horrid Croak**: (blast 3) +15 vs. Fortitude; 10 Ongoing Psychic Damage AND Immobilized (save ends both). (Fear)

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 as if with Flight, then make 2 ⊕ attacks. ⊕ when first Bloodied.

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RENEGADE WARLOCK

Level 8 ♦ Arcane • Human

AC 20
FORT 18
REF 18
WILL 18
SPEED F6
HP 35
BLOOD 15

ATTACK POWERS

⊕ **Spear**: +10 vs. AC; 10 damage.
⊕ **Eldritch Spear**: (sight) +13 vs. Reflex; 15 Damage. On miss, 5 damage.
⊕ **Thunder Burst**: (radius 2 within sight) +13 vs. Fortitude; 20 thunder Damage AND Stunned (save ends).

GENERAL POWERS

Conceal 6

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

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RUBBLEBELT STALKER

Level 4 ♦ Lizardfolk • Gruul

AC 17
FORT 15
REF 16
WILL 15
SPEED 7
HP 35
BLOOD 15

ATTACK POWERS

⊕ **Shortsword**: +9 vs. AC; 5 damage.

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.

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SALAMANDER ARCHER

Level 10 ♦ Elemental • Fire

AC 22
FORT 19
REF 19
WILL 19
SPEED 6
HP 40
BLOOD 20

ATTACK POWERS
⊕ **Tail Lash:** (reach 2) +9 vs. AC; 10 damage.
⚡ **Hellstorm Barrage:** (radius 1 within sight) +14 vs. AC; 15 damage AND 5 Ongoing Fire Damage.

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.

CR 36

©2024 DDM Guild *Savage Encounters* 30/40 ♦ L _Errata_

SMALL WHITE DRAGON

Level 6 ♦ Dragon • Cold

AC 22
FORT 18
REF 18
WILL 18
SPEED F6
HP 45
BLOOD 20

ATTACK POWERS
⊕ **Bite:** +13 vs. AC; 10 + 5 cold damage.
☐ ↖ **Frost Breath:** (blast 3) +11 vs. Reflex; 10 cold damage. ☹ when first bloodied.

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.

CR 24

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SNAKE SWARM

Level 3 ♦ Reptile • Serpent • Swarm

AC 17
FORT 14
REF 14
WILL 14
SPEED 5
HP 30
BLOOD 15

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

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.

"Snakes? I hate snakes."

CR 12

©2024 DDM Guild *Dangerous Delves* 35/40 ♦ M _Errata_

SNIG THE AXE

Level 6 ♦ Goblin • Martial • Unique

CR 1

AC 20
FORT 18
REF 18
WILL 18
SPEED 6
HP 45
BLOOD 20

ATTACK POWERS
⊕ **The Axe:** +12 vs. AC; 15 damage, scores criticals on attack rolls of natural 19+.
↘ **Javelin:** (range 5) +10 vs. AC; 10 damage.

GENERAL POWERS
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.

CR 20

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SPIKER CHAMPION

Level 10 ♦ Planar • Martial

AC 26
FORT 22
REF 22
WILL 22
SPEED 5
HP 65
BLOOD 30

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

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.

CR 34

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STIRGE DRONE

Level 1 ♦ Stirge • Vermin

AC 17
FORT 14
REF 14
WILL 14
SPEED F6
HP 20
BLOOD 10

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

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

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

CR 6

©2024 DDM Guild *Demonweb* 56/60 ♦ S _Errata_

SU-MONSTER

Level 6 ♦ Beast • Psionic

AC 20
FORT 18
REF 18
WILL 18
SPEED 6
HP 45
BLOOD 20

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

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.

CR 16

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SUN ELF ARCANA CLERIC

Level 12 ♦ Divine • Elf

CR 2

AC 26
FORT 24
REF 24
WILL 26
SPEED 6
HP 70
BLOOD 35

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).

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.

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).

CR 55

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TAER

Level 3 ♦ Beast • Cold • Taer

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

ATTACK POWERS
⊕ **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.

CR 8

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THE XANATHAR

Level 14 ♦ Beholder • Mastermind • Unique

CR 4

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

ATTACK POWERS

- Ⓡ **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.

❖ *Use with Monster Menagerie 2: Beholder*

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THE XANATHAR (EPIC)

Level 25 ♦ Beholder • Mastermind • Unique

CR 4

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

ATTACK POWERS

- Ⓡ **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.

❖ *Use with Monster Menagerie 2: Beholder*

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THRI-KREEN BARBARIAN

Level 12 ♦ Thri-Kreen • Primal • Rage

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

ATTACK POWERS

- Ⓡ **Chitin Sword:** +15 vs. AC; 25 damage.
- ☐ **Grab and Stab:** +13 vs. Fortitude; 10 damage AND Immobilized AND this creature makes a Ⓡ attack against the same target. ⓪ *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.

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TREANT GREENLING

Level 1 ♦ Plant • Martial • Unique

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

ATTACK POWERS

- Ⓡ **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.

These youngest of treants are extremely rare.

❖ *Use with Conquest of Nerath boardgame figure: Monster, Vaillin faction*

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TRIHORN BEHEMOTH

Level 10 ♦ Beast • Reptile

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

ATTACK POWERS

- Ⓡ **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 Ⓡ attacks for each rider on this creature.

On the plains of Eberon, the savage halflings aren't all you need worry about.

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TRIHORN BEHEMOTH

Level 20 ♦ Beast • Reptile

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

ATTACK POWERS

- Ⓡ **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. ⓪ *at end of round if no enemy is adjacent to it.*

♦ *Lords of Madness Release Event, September 21, 2010*

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ULTROLOTH

Level 13 ♦ Demon

CR 3

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

ATTACK POWERS

- Ⓡ **Longsword:** +17 vs. AC; 20 damage.
- ☐ ⤴ **Dark Suggestion:** (range 5) +14 vs. Will; Dominated (save ends). ⓪ *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.

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VELOCIRAPTOR

Level 3 ♦ Beast • Reptile

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

ATTACK POWERS

- Ⓡ **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 Ⓡ attack vs. that enemy.
- Small Pack Tactics:** Small Beast allies have combat advantage vs. enemies adjacent to this creature.

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VISEJAW CROCODILE

Level 8 ♦ Aquatic • Beast • Reptile

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

ATTACK POWERS

- Ⓡ **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.

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