

WARFORGED - SWORD

Level 6 ♦ Martial • Warforged

ATTACK POWERS

⚔ **Sword:** +13 vs. AC; 15 damage.

AC
22
FORT
19
REF
19
WILL
19

GENERAL POWERS

Aggressive 5: +5 damage while not bloodied.

Fortified 10: Resist 10 All vs. Critical Hits.

Veteran of the Last War: Resist 5 All while adjacent to a Warforged ally.

☐ **Press:** *Minor action:* Push an adjacent Medium or smaller enemy 1 square, then move up to 1 square closer to that enemy.

HP
50
BLOOD
25



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KARRNATHI SKELETON - TWIN BLADES

Level 4 ♦ Odakyr • Undead

ATTACK POWERS

⚔ **Longsword:** +9 vs. AC; 5 damage.

AC
17
FORT
15
REF
16
WILL
14

GENERAL POWERS

Immune Fear

Offhand Longsword: *Minor action, once per turn:* Make a ⚔ attack.

Odakyr Legion: +1 attack for each adjacent Odakyr ally.

Odakyr Training: +5 damage while adjacent to an Odakyr ally.

☐ **Bone Dance:** *Use when first bloodied:* Shift 6.

HP
30
BLOOD
15



Undead created by the secret Odakyr Rites do not retain memories of their former lives.

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SHIFTER ROGUE

Level 4 ♦ Shapeshifter • Stealth

ATTACK POWERS

⚔ **Ripper:** +9 vs. AC; 5 damage.

AC
19
FORT
17
REF
17
WILL
17

GENERAL POWERS

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

Enforcer: +2 attack while within 5 squares of a Stealth champion ally.

Longtooth: *Minor action, only while an enemy grants this creature combat advantage:* Make a ⚔ attack vs. that enemy.

HP
30
BLOOD
15



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IRON DEFENDER

Level 4 ♦ Construct

ATTACK POWERS

⚔ **Lockjaw:** +10 vs. AC; 10 damage AND Medium or smaller creature is Immobilized.

☐ **Pounce:** (Only on charge) +10 vs. AC; 10 damage. Hit or miss, make a ⚔ attack.

AC
20
FORT
15
REF
15
WILL
15

GENERAL POWERS

☐ **Dedicated Guardian:** *Immediate, when an adjacent Arcane ally is targeted with a ⚔ or ⚔ attack:* That attack targets this creature, instead.

SPEED
8
HP
30
BLOOD
15



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KALASHTAR (MALE)

Level 8 ♦ Kalashtar • Psionic

ATTACK POWERS

⚔ **Psychic Bolt:** (sight) +11 vs. Will; 15 psychic damage.

AC
18
FORT
18
REF
23
WILL
23

GENERAL POWERS

Resist 5 Psychic

Mind Link: +2 attack vs. enemies within 6.

Psychic Tide: *Use when you win initiative:* +2 attack and +5 psychic damage until end of round.

☐ **Precognition:** *Immediate, when this creature is hit by an attack:* That attack misses instead, then this creature shifts 1 square.

HP
40
BLOOD
20



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KALASHTAR (FEMALE)

Level 8 ♦ Kalashtar • Psionic • Stealth

ATTACK POWERS

⚔ **Psi Blade:** +12 vs. AC; 15 damage.

⚔ **Thrown Psi Blade:** (range 10) +12 vs. AC; 10 damage.

AC
20
FORT
18
REF
22
WILL
22

GENERAL POWERS

Resist 5 Psychic

Sneak Attack 5

Psychic Tide: *Use when you win initiative:* +2 attack and +5 psychic damage until end of round.

☐ **Precognition:** *Immediate, when this creature is hit by an attack:* That attack misses instead, then this creature shifts 1 square.

HP
50
BLOOD
25



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DWARF ARTIFICER - THE LAST WAR

Level 10 ♦ Arcane • Dwarf

ATTACK POWERS

⚔ **Knucklering:** *Minor action:* Automatic hit vs. AC; 5 damage.

☐ **Ring of the Ram:** (range 5) +11 vs. Fortitude; 20 damage AND push 3. On miss, 5 damage AND push 1.

GENERAL POWERS

☐ **Workshop:** *Use at setup:* Add 1 new Construct ally of cost 10 or less adjacent to this creature.

Shifter Bane: +5 damage vs. Shapeshifter enemies.

Battlesmith Infusion: *Minor action, once per turn:* Choose 1 effect to apply to an adjacent ally, that lasts until end of round:

☐ **Defense:** +2 AC.
☐ **Frost:** +5 cold damage.
☐ **Speed:** +2 speed.

Mend: *Minor action:* An adjacent Construct ally heals 5 HP.

AC
24
FORT
25
REF
23
WILL
24



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TARKANAN ASSASSIN

Level 5 ♦ Human • Stealth

ATTACK POWERS

⚔ **Swords:** Roll 2d20 and use the higher result: +9 vs. AC; 10 damage.

GENERAL POWERS

Hide

☐ **Poison:** *Minor action:* +15 poison damage until end of turn. ⚔ when first bloodied.

☐ **Aberrant Dragonmark:** *Use at start of turn:* Gains Phasing until end of turn.

AC
19
FORT
16
REF
18
WILL
16



Assassins of House Tarkanan bear the aberrant dragonmark and skills to fulfill the contract.

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KARRNATHI ZOMBIE

Level 4 ♦ Odakyr • Undead

ATTACK POWERS

⚔ **Serrated Sword:** +10 vs. AC; 10 damage.

GENERAL POWERS

Immune Fear

Odakyr Legion: +1 attack for each adjacent Odakyr ally.

Odakyr Training: +5 damage while adjacent to an Odakyr ally.

Zombie Resilience: Resist 5 All vs. ⚔ and ⚔ attacks.

AC
19
FORT
16
REF
14
WILL
14



Priests of Blood of Vol create the Karrnathi undead in Fort Bones.

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DWARF MAGEWRIGHT

Level 2 ♦ Arcane • Dwarf

AC 17

FORT 17

REF 15

WILL 15

SPEED 5

HP 25

BLOOD 10

ATTACK POWERS

⚡ Dart: (range 10) +9 vs. AC; 10 lightning damage.

GENERAL POWERS

☐ Mend: Minor action: An adjacent Construct ally heals 5 HP.

☐ Empower: Minor action: An adjacent Construct ally has +2 speed until end of round.

☐ Magic Weapon: Attack action: An adjacent Construct ally has +1 attack until end of battle.

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SHIFTER ARTIFICER

Level 9 ♦ Arcane • Beast • Shapeshifter

AC 23

FORT 22

REF 21

WILL 22

SPEED 6

HP 50

BLOOD 25

ATTACK POWERS

⚡ Bing: Minor action: (range 10) +14 vs. Reflex; 10 lightning damage.

⚡ Bang: (sight) +14 vs. Fortitude; 15 thunder damage AND push 3.

💣 Boom: Full turn action: (radius 2 within 5) +16 vs. Reflex; 20 fire damage. On miss, 5 fire damage.

GENERAL POWERS

Resist 5 Lightning, Fire, Cold, Acid

CHAMPION POWERS ☐

❖ Use at start of turn: Adjacent allies gain +2 speed and Ignore Conceal. These effects last until end of round on these allies.

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UNDYING SOLDIER - THE LAST WAR

Level 5 ♦ Elf • Undead

AC 22

FORT 17

REF 17

WILL 17

SPEED 6

HP 40

BLOOD 20

ATTACK POWERS

⚔ Masterwork Spear: +12 vs. AC; 10 damage.

☒ Smite: +14 vs. AC; 10 + 10 radiant damage.

GENERAL POWERS

Scout

Resist 5 Radiant

Temple Guard: +5 radiant damage while adjacent to a victory area.

Illuminator 5: (aura 5) Enemies and allies in aura are not Invisible and do not benefit from Conceal.

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DOLGRIM - THE LAST WAR

Level 3 ♦ Aberrant • Dolgrim

AC 17

FORT 15

REF 15

WILL 15

SPEED 5

HP 35

BLOOD 15

ATTACK POWERS

⚔ Sword and Mace: +10 vs. AC; 10 damage.

GENERAL POWERS

Sneak Attack 5

Dual Mind: Use when rolling a save vs. Confused, Stunned or Dazed: Roll 2d20 and use the higher result.

☐ Dual Activation: Use at start of round: Activate twice this round. ☹ when this creature destroys a creature.

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WARFORGED - MACE

Level 8 ♦ Martial • Warforged

AC 25

FORT 21

REF 21

WILL 21

SPEED 6

HP 50

BLOOD 25

ATTACK POWERS

⚔ Mace: +15 vs. AC; 15 damage.

GENERAL POWERS

Fortified 10: Resist 10 All vs. Critical Hits.

Veteran of the Last War: Resist 5 All while adjacent to a Warforged ally.

☐ Resounding Blow: Use on a ⚔ hit: Target is also Stunned.

CHAMPION POWERS ☐

❖ Use at start of round: Martial and Warforged allies have +5 damage until end of round.

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KARRNATHI SKELETON - AXES

Level 8 ♦ Odakyr • Undead

AC 20

FORT 17

REF 18

WILL 17

SPEED 6

HP 45

BLOOD 20

ATTACK POWERS

⚔ Battleaxe: +12 vs. AC; 10 damage.

GENERAL POWERS

Immune Fear

Offhand Battleaxe: Minor action, once per turn: Make a ⚔ attack.

Odakyr Legion: +1 attack for each adjacent Odakyr ally.

Odakyr Training: +5 damage while adjacent to an Odakyr ally.

Parry: +2 AC vs. ⚔ attacks.

☐ Bone Dance: Use when first bloodied: Shift 6.

CHAMPION POWERS ☐

❖ Use when this creature is targeted by an attack: That attack targets an adjacent Undead ally instead.

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HOMUNCULUS - THE LAST WAR

Level 4 ♦ Construct

AC 20

FORT 15

REF 15

WILL 15

SPEED F7

HP 30

BLOOD 15

ATTACK POWERS

⚔ Lockjaw: +11 vs. AC; 10 damage AND Medium or smaller target is Immobilized.

GENERAL POWERS

Flyby Attack: Attack action: Moves up to its speed and makes 1 ⚔ attack at any time during that move.

☐ Dedicated Guardian: Immediate, when an adjacent Arcane ally is targeted with a ⚔ or ⚡ attack: That attack targets this creature, instead.

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CHANGELING

Level 7 ♦ Shapeshifter

AC 20

FORT 17

REF 18

WILL 18

SPEED 7

HP 40

BLOOD 20

ATTACK POWERS

⚔ Dagger: +12 vs. AC; 10 damage.

⚡ Minor Illusion: (range 5) +11 vs. Will; Dazed.

GENERAL POWERS

Disguise: Invisible during its turn.

☐ Shapechange: Use during setup: Choose a keyword. This creature has that keyword until end of battle.

☐ Common Face Persona: Use when targeted by a ⚔ or ⚡ attack: Redirect that attack to an adjacent Medium creature instead.

☐ I Win Persona: Move action: Switch places with a Medium enemy of level 7 or lower within 7 squares.

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SHIFTER DRUID

Level 9 ♦ Primal • Rage • Shapeshifter

AC 23

FORT 23

REF 23

WILL 23

SPEED 9

HP 60

BLOOD 30

ATTACK POWERS

⚔ Staff: +14 vs. AC; 15 damage.

⚡ Claws: Minor action, once per turn: +13 vs. AC; 10 damage.

GENERAL POWERS

Wildhunt: Never grants combat advantage and ignores Conceal.

Hunt Leader: Beast and Shapeshifter allies have +2 ⚔ attack and +5 ⚔ damage vs. adjacent enemies.

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DUSK HAG

Level 11 ♦ Fey • Hag

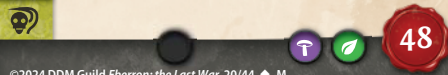
ATTACK POWERS

- ⚔ **Claws:** +15 vs. AC; 15 damage.
⚡ **Nightmare:** +15 vs. Will; 15 psychic damage AND 10 Ongoing Psychic Damage.
☞ **Sweet Dreams:** (range 5) +15 vs. Will; Helpless (save ends).

GENERAL POWERS

- ☞ **Disguise Self:** *Use at setup:* This creature is invisible until after it has resolved an attack.
Bargain: *Use when your opponent scores VP for occupying a victory area and you don't:* You both score that amount of VP, instead. Your opponent rolls an extra d20 for initiative next round.
Dream Eater: *Attack action:* One creature taking Ongoing Psychic Damage is Dazed, then this creature heals 10 HP.
Hush: Adjacent enemies cannot make opportunity attacks.

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



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TSUCORA QUORI - THE LAST WAR

Level 13 ♦ Aberrant • Psionic

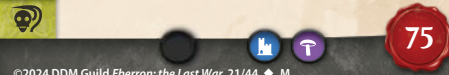
ATTACK POWERS

- ⚔ **Pincers:** +18 vs. AC; 20 damage AND Immobilized.
⚡ **Terrifying Sting:** (reach 2) +16 vs. Reflex; 10 damage AND 15 Ongoing Psychic Damage.
☞ **Possession:** (range 5) +17 vs. Will; Dominated (save ends). ☹ *when first bloodied.*

GENERAL POWERS

- Phasing**
Fearmonger: *Use at start of an adjacent ally's turn:* That ally takes 5 psychic damage. If it does, it has +5 damage until end of turn.
Aura of Fear: (aura 2) Enemies in aura have -5 damage. (Fear)
☞ **Dreamstep:** *Minor action:* Teleport to a square adjacent to a Dominated creature.

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



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HUMAN ARTIFICER

Level 9 ♦ Arcane • Human

ATTACK POWERS

- ⚡ **Infused Maul:** (Usable on Charge) +15 vs. AC; 15 + 5 radiant damage.
☞ **Flash:** (burst 2) +13 vs. Fortitude; Blinded (save ends).

GENERAL POWERS

- Arcane Sense:** Ignores Invisible and Conceal on Arcane, Construct and Elemental enemies.
Battlesmith Infusion: *Minor action, one per turn:* Choose one effect:
☞ **Haste:** Gain 1 extra attack action this turn.
☞ **Reach:** Reach 5 on ⚔ attacks until end of turn.
☞ **Repair:** Heal 10 HP.
☞ **Reagent Raid:** *Use when this creature starts a turn in your opponent's start area:* ☹ all uses of Battlesmith Infusion.

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



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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.

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



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DOLGAUNT

Level 7 ♦ Aberrant

ATTACK POWERS

- ⚔ **Tentacles:** (reach 2) +12 vs. AC; 10 damage AND Large or smaller target is Immobilized.
⚡ **Sap Vitality:** (Immobilized target only) +14 vs. Fortitude; 20 necrotic damage AND this creature heals 10 HP.

GENERAL POWERS

- Blindsight:** Ignores Invisible and Conceal.
☞ **Flailing Attack:** *Attack action:* Make 2 ⚔ attacks. Hit or miss, ☹ Flailing Attack.
☞ **Sacrifice Tentacle:** *Use when this creature would be hit by a ⚔ or ☞ attack:* Expel a use of Flailing Attack. If you do, that attack misses, instead.

AC 20
FORT 20
REF 20
WILL 18
SPEED 7
HP 50
BLOOD 25



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HALF-OGRE

Level 6 ♦ Ogre

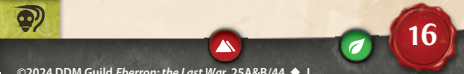
ATTACK POWERS

- ⚔ **Brute Strike:** +11 vs. AC; 15 damage.
☞ **Finishing Blow:** Bloodied target only; +14 vs. AC; 25 damage.

GENERAL POWERS

- ☞ **Big Brothers in Arms:** *Immediate, when an adjacent Ogre or Giant ally hits an enemy:* Make a ⚔ attack against that enemy.
Almost as Tall: +1 reach while not bloodied.

AC 16
FORT 20
REF 16
WILL 16
SPEED 6
HP 65
BLOOD 30



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CLOAKER

Level 7 ♦ Aberrant

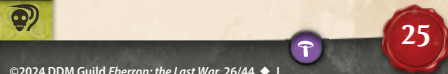
ATTACK POWERS

- ⚔ **Tail:** (reach 2) +14 vs. AC; 10 damage.
⚡ **Bite and Smother:** +13 vs. AC; 15 damage AND Immobilized AND Blinded.
☞ **Moan:** (burst 2) +13 vs. Will; 5 psychic damage AND Dazed.

GENERAL POWERS

- ☞ **False Appearance:** *Minor action:* Invisible until it resolves an attack. ☹ *at end of round, if no enemy has line of sight to it.*
Damage Transfer: *Immediate, when this creature takes damage from an attack:* This creature and an adjacent Immobilized enemy each take half that damage, instead.

AC 23
FORT 22
REF 21
WILL 21
SPEED F7
HP 65
BLOOD 30



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GRAY RENDER - THE LAST WAR

Level 11 ♦ Magical Beast

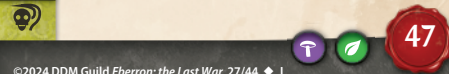
ATTACK POWERS

- ⚔ **Grapple and Bite:** (reach 2) +16 vs. AC; 20 damage AND pull 1 AND Immobilized.
⚡ **Crush:** *Minor action, Immobilized target only:* Automatic hit vs. Fortitude; 5 damage.

GENERAL POWERS

- ☞ **Bonded:** *Use at setup:* Select one ally of level 7+. Until end of battle, this creature and that ally are bonded and may not be bonded to another creature.
Bonded Defender: *Immediate, when its bonded ally is targeted by an attack:* Make a ⚔ attack vs. attacker.
☞ **Aggrieved:** *Whenever its bonded ally is destroyed:* +5 damage until end of battle.
☞ **Bloody Rampage:** *Immediate, use when first bloodied:* Make a ⚔ attack vs. each creature within reach, except this creature's bonded ally.

AC 25
FORT 24
REF 22
WILL 20
SPEED 7
HP 90
BLOOD 45



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LIVING SPELL - LIGHTNING BOLT

Level 10 ♦ Spell

ATTACK POWERS

- ⚡ **Shock:** +15 vs. Reflex; 15 lightning damage.
☞ **Lightning Bolt:** (line 8) +13 vs. Reflex; 15 lightning damage. Hit or miss, you may place this creature in any square in the area of effect.

GENERAL POWERS

- Immune Lightning**
Insubstantial
Arcane-Enhanced: +5 damage while an Arcane ally is on the battlemap.
Conductor: Map Squares gain lightning (damaging) terrain while this creature is adjacent.

AC 23
FORT 23
REF 23
WILL --
SPEED F6
HP 45
BLOOD 20



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Born of magical energy unleashed during the Last War these spell effects took on sentience.

LIVING SPELL - CLOUDKILL

Level 10 ♦ Spell

AC 23
FORT 23
REF 23
WILL --

ATTACK POWERS
④ **Gas Jet:** +15 vs. Fortitude; 15 poison damage.
← **Cloudkill:** (burst 2) +13 vs. Fortitude; 15 poison damage. Hit or miss, you may place this creature in any square in the area of effect.

GENERAL POWERS

Immune Poison
Insubstantial
Arcane-Enhanced: +5 damage while an Arcane ally is on the battlemap.
Noxious Fumes: Map Squares gain poison (damaging) terrain while this creature is adjacent.

Born of magical energy unleashed during the Last War these spell effects took on sentience.

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CORPSE FLOWER

Level 10 ♦ Plant

AC 22
FORT 23
REF 20
WILL 20

ATTACK POWERS
④ **Tentacle:** *Minor action:* (reach 3) +14 vs. AC; 10 damage AND 5 Ongoing Poison Damage.

GENERAL POWERS

Immune Blinded
Blindsight: Ignores Invisible and Conceal.
Sight 6: This creature's line of sight ends after 6 squares.
Stench: (aura 2) Living creatures in aura have -2 attack; Plants immune.
Harvest the Dead: *Immediate, when an adjacent Large or smaller Living creature is destroyed:* Heal 10 HP.
Expel Animated Corpse: *Use at end of round, if this creature is in a victory area:* Add 1 new Undead ally of any faction of cost 5 or less adjacent to this creature.
Wall Walker: *Move action, if adjacent to a wall:* Move up to its speed with flight.

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ANKHEG - THE LAST WAR

Level 11 ♦ Beast

AC 26
FORT 26
REF 26
WILL 23

ATTACK POWERS
④ **Bite:** +16 vs. AC; 20 damage AND 5 Ongoing Acid Damage.
④ **Grab:** +16 vs. AC; 20 damage AND Immobilized.
⑤ **Acid Spit:** *Minor action, once per turn:* (range 6) +14 vs. Reflex; 10 acid damage.

GENERAL POWERS

Immune Acid
Tremorsense: Ignores Invisible and Conceal on creatures without flight.
□ **Underground Attack:** *Attack action:* Move exactly 5 squares with Burrow, then make 2 different † attacks. ⚡ when first bloodied.

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RADIANT IDOL

Level 15 ♦ Planar

AC 27
FORT 26
REF 25
WILL 26

ATTACK POWERS
④ **Celestial Flail:** (reach 2) +19 vs. AC; 20 + 5 radiant damage AND Dazed.
□ ← **Compel Worship:** (blast 5) +15 vs. Will; Dominated.
□ ✨ **Radiant Strike:** (radius 2 within 10) +16 vs. Reflex; 25 radiant damage. On miss, 10 radiant damage.

GENERAL POWERS

Immune Fear; Resist 10 Radiant
False Divinity: *Whenever this creature is destroyed:* Allies within 3 squares are Dazed.
Grounded: Cannot gain Flight.
Fallen Angel: +5 damage vs. Good enemies.

CHAMPION POWERS □ □
❖ *Use at start of round:* Evil allies gain +2 attack and +5 damage until end of round.

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LADY VOL - THE LAST WAR

Level 17 ♦ Undead • Unique

AC 30
FORT 28
REF 28
WILL 28

ATTACK POWERS
④ **Claw:** +20 vs. AC; 10 + 10 cold damage.
□ ✂ ✂ **Disintegrate:** (range 6) +18 vs. Fortitude; 20 damage AND 20 Ongoing Damage.
□ ✂ ✂ **Poison Breath:** (blast 5) +20 vs. Fortitude; 25 poison damage.

GENERAL POWERS

Immune Necrotic, Poison
Blindsight
□ **Paralyzing Claw:** *Use with a † attack:* On hit, target is also Helpless (save ends).
CHAMPION POWERS □ □ □
❖ *Use when a creature rolls a saving throw:* It rolls 2d20 and uses the lowest result.
❖ *Use when an enemy takes poison damage:* That enemy also gains 10 Ongoing Poison Damage.

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UNDYING COUNCILOR

Level 16 ♦ Undead

AC 27
FORT 27
REF 27
WILL 30

ATTACK POWERS
④ **Radiant Touch:** *Minor action:* +18 vs. Reflex; 15 radiant damage AND one ally within 3 heals 5 HP.
□ ✨ **Greater Flame Strike:** (radius 3 within 10) +18 vs. Reflex; 15 fire + 15 radiant damage. ⚡ when first bloodied.

GENERAL POWERS

Immune Blinded, Poison, Radiant
Vulnerable 10 Necrotic
Undying Court: Good allies have +2 attack.
Illuminator 6: (aura 6) Enemies and allies in aura are not Invisible and do not benefit from Conceal.
CHAMPION POWERS □ □
❖ *Use at end of round:* Enemies in this creature's and allies' Illuminator auras take 5 radiant damage.
❖ *Use when a creature takes radiant damage:* It is also Blinded.

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HASHALAQ QUORI

Level 10 ♦ Aberrant • Psionic

AC 23
FORT 23
REF 25
WILL 27

ATTACK POWERS
④ **Idyllic Touch:** +14 vs. Will; 10 psychic damage AND Dazed.
□ † **Possess:** +14 vs. Will; Dominated AND this creature gains Insubstantial (save ends both).
➤ **Mind Thrust:** (range 10) +14 vs. Will; 15 psychic damage.

GENERAL POWERS

Resist 10 Psychic
□ **Visions of Pleasure:** *Use at start of an enemy's turn:* That enemy cannot attack this creature this turn.
□ □ **Feedback:** *Immediate, when this creature takes damage from an attack:* The attacker takes 10 psychic damage.

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KALARAQ QUORI

Level 15 ♦ Aberrant • Psionic • Shadow

AC 28
FORT 26
REF 30
WILL 32

ATTACK POWERS
⑤ **Arcane Blasts:** Make 2 attacks: (sight) +20 vs. AC; 15 damage.
□ ✨ **Swarm of Eyes:** (radius 2 within 10) +18 vs. Will; 25 psychic damage and Blinded (save ends). On miss, 10 psychic damage.

GENERAL POWERS

Phasing; Resist 10 Psychic
Blindsight
Visions from Dal Qor: Psionic allies have +5 psychic damage.
Project Nightmare: *Immediate, at end of round:* One enemy in a victory area takes 10 psychic damage.
□ **Thrall:** *Immediate, when this creature destroys an adjacent enemy:* That enemy has 10 HP remaining instead and is Dominated until end of battle. At any time, you can destroy that enemy.

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THE LORD OF BLADES

Level 18 ♦ Construct • Warforged • Unique

AC 31
FORT 28
REF 27
WILL 27

ATTACK POWERS
④ **Adamantine Blade:** (reach 2) +21 vs. AC; 30 damage AND 5 Ongoing Damage.
← **Blade Dash:** (line 10) +19 vs. AC; 25 damage. Hit or miss, place this creature adjacent to the furthest target.

GENERAL POWERS

Immune Helpless, Immune Immobilized
Resist 5 All
Fortified 20: Resist 20 All vs. critical hits.
Warlord: Allies have +2 attack.
Bladewing Aegis: (aura 1) Enemy creatures that start or end their turn in aura take 5 damage.
CHAMPION POWERS □ □ □
❖ *Use at start of round:* All creatures in your warband may shift 2.
❖ *Use when this creature scores VP for occupying a victory area:* Construct and Warforged allies heal 15 HP.
Warband Building: All Construct and Warforged creatures are legal in your warband.

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BONE KNIGHT

Level 14 ♦ Divine • Odakyr

CR 2

ATTACK POWERS

- Ⓢ **Greatsword:** +19 vs. AC; 25 damage.
 ⚡ **Command:** (range 6) +18 vs. Will; Stunned.
 ⚡ *when this creature destroys an enemy.*

GENERAL POWERS

Resist 5 Necrotic, Poison

Pallid Banner: (aura 5) Undead allies in aura have +2 attack and +5 necrotic damage. Odakyr allies in aura have +2 attack and +10 necrotic damage instead.

Shadow of Mabar: Undead allies in Pallid Banner aura may reroll a failed save (once).
 ⚡ **Smite:** Use when this creature hits with a Ⓢ attack: +10 necrotic damage and target is Weakened.

CHAMPION POWERS

- ❑ Use when this creature is damaged by an attack: The attacker takes 10 necrotic damage.
 ❑ Use at start of the round: Each Undead ally in Pallid Banner aura heals 10 HP.

AC 29

FORT 27

REF 26

WILL 27

SPEED 6

HP 85

BLOOD 40

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BELASHYRRA

Level 17 ♦ Aberrant • Mastermind • Unique

CR 2

ATTACK POWERS

- ⚡ **Warp Reality:** Minor action: (burst 2) +20 vs. Will; 10 psychic damage AND Dazed.
 Ⓢ **Eye Rays:** (range 10) +20 vs. Will; Choose one:
 ❑ **Blind:** 20 radiant damage AND Blinded (save ends).
 ❑ **Dominant:** Dominated (save ends).
 ❑ **Unravel Mind:** 40 psychic damage.
 ❑ **Weaken:** 25 damage AND Weakened.
 ⚡ *all whenever all are used.*

GENERAL POWERS

Immune Blinded, Immune Confused
Blindsight

Eye Thief: Can draw line of sight from any creature's space.

Teleport: Move action: Teleport 6.

CHAMPION POWERS

- ❑ Use before any creature rolls a d20: The result is a 10, instead.

AC 28

FORT 28

REF 28

WILL 28

SPEED 7

HP 120

BLOOD 60

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DYRRN THE CORRUPTOR

Level 17 ♦ Aberrant • Planar • Unique

CR 3

ATTACK POWERS

- Ⓢ **Tentacle:** Minor action: (reach 2) +21 vs. AC; 15 damage AND adjacent target is Immobilized.
 ⚡ **Corrupt Flesh:** Minor action: (range 10) +19 vs. Fortitude; 15 necrotic damage AND -2 attack.
 ⚡ **Mind Blast:** (blast 5) +18 vs. Will; 20 psychic damage AND Stunned (save ends). ⚡ *as an attack action.*

GENERAL POWERS

Immune Confused, Immune Dominated, Resist 10 Psychic

Horrorscape: Immediate, at end of round: Choose one type of terrain. Enemies that occupy that type of terrain take 5 psychic damage.

CHAMPION POWERS

- ❑ Use at start of round: Each Mind Flayer, Tentacle and Aberrant ally has +2 attack and +5 damage until end of round.
 ❑ Use at start of turn: Teleport 2.

AC 28

FORT 28

REF 28

WILL 34

SPEED F7

HP 145

BLOOD 70

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CADAVER COLLECTOR

Level 14 ♦ Construct

ATTACK POWERS

- Ⓢ **Slam:** (reach 2) +18 vs. AC; 20 +10 necrotic damage.
 ⚡ **Paralyzing Breath:** (blast 5) +16 vs. Fortitude; Helpless (save ends).

GENERAL POWERS

Immune Fear, Poison

Delayed Appearance

❑ **Battlefield Summons:** Use at start of round: Place this creature in your start area or within 5 squares of an Arcane or Divine ally champion.
Collect Cadavers: Use when a Living creature is destroyed within 2 squares: Add 1 cadaver token to this creature.

Host of Spectres: (aura 2) Enemies that start their turn in aura take 5 necrotic damage, +5 necrotic damage per cadaver token on this creature (max 20 necrotic damage).

AC 27

FORT 30

REF 26

WILL 26

SPEED 5

HP 90

BLOOD 45

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VALENAR HORSE

Level 8 ♦ Magical Beast

ATTACK POWERS

- Ⓢ **Hooves:** +14 vs. AC; 10 damage.

GENERAL POWERS

Valenar Mount: May have a Medium Elf or Good Medium Human ally as a rider.

Mounted Combat: Attack action: This creature moves up to its speed and it and its rider may each make a Ⓢ attack at any time during this move as an immediate action.

❑ **Bestow Luck:** Use after this creature's rider rolls a d20: Reroll and use the new result instead.

AC 21

FORT 19

REF 21

WILL 19

SPEED 9

HP 45

BLOOD 20

19

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SHAMBLING MOUND

Level 11 ♦ Plant

ATTACK POWERS

- Ⓢ **Slam:** (reach 2) +17 vs. AC; 25 damage AND Immobilized.
 ⚡ **Suffocate:** (Immobilized target only) +18 vs. Fortitude; 10 damage AND 15 Ongoing Damage AND Blinded AND Immobilized (save ends all).

GENERAL POWERS

Immune Poison

Tremorsense: Ignores Invisible and Conceal on non-Flying creatures.

Lightning Healing 10: Whenever this creature would take lightning damage: Heal 10 HP instead.

AC 25

FORT 25

REF 22

WILL 22

SPEED 5

HP 85

BLOOD 40

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SUL KHATESH

Level 19 ♦ Arcane • Shadow • Unique

CR 3

ATTACK POWERS

- Ⓢ **Shadow Staff:** +22 vs. AC; 20 necrotic damage.
 ⚡ **Power Word, Kill:** (range 3, enemy with 50 HP or less) Automatic hit vs. Fortitude; destroyed.
 ⚡ **Arcane Deflagration:** (radius 1 within sight) +19 vs. Reflex; 25 damage.

GENERAL POWERS

Immune Confused, Immune Dazed

Conceal 6

Blindsight: Ignores Invisible and Conceal.

❑ **Arcane Catadysm:** Attack action: Use the Arcane Deflagration power 3 times (max 1 attack per creature). ⚡ *when first bloodied.*

CHAMPION POWERS

- ❑ Use at start of round: Arcane allies have +2 attack and +10 damage until end of round.
 ❑ Use when any creature hits with an attack: +20 necrotic damage on that attack.

AC 29

FORT 27

REF 27

WILL 29

SPEED F7

HP 135

BLOOD 65

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THE LORD OF BLADES (EPIC)

Level 22 ♦ Warforged • Unique

CR 3

ATTACK POWERS

- Ⓢ **Adamantine Blade:** (reach 2) +25 vs. AC; 25 damage AND 5 Ongoing Damage.
 Ⓢ **Bladed Wings:** (range 10) +23 vs. AC; 20 damage AND 5 Ongoing Damage.
 ⚡ **Blade Spin:** (burst 1) +23 vs. AC; 15 damage AND 5 Ongoing Damage.

GENERAL POWERS

Immune Helpless, Immune Immobilized

Fortified 20: Resist 20 All vs. critical hits.

Juggernaut: +2 speed, +2 attack and +10 damage while charging.

Multi-Activation 2: Activates twice each round.

CHAMPION POWERS

- ❑ Use at start of round: Construct and Warforged allies have +4 attack and +10 damage until end of round.
 ❑ Use at start of a bloodied creature's turn: That creature may use an extra attack action this turn.
Warband Building: All Construct creatures are legal in your warband.
 ⚡ *Use with Rising from the Last War: The Lord of Blades, or Blood War: Lord of Blades*

AC 34

FORT 31

REF 30

WILL 32

SPEED 6

HP 190

BLOOD 95

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EBERRON: THE LAST WAR

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Special Thanks: DDM Guild's supporters, Wizards of the Coast



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These cards are current as of April 28, 2024.