

TYRANNY REVISITED - GOBLIN RESTATS

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Special Thanks: DDM Guild's supporters,
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These cards are current as of July 23, 2024.

BLADEBEARER HOBGOBLIN

Level 6 ♦ Goblin • Hobgoblin • War

ATTACK POWERS

- ⚔ **Short Sword:** +13 vs. AC; 10 damage.
- ⚔ **Dual Strike:** Make 2 ⚔ attacks vs. a single target.

GENERAL POWERS

- **Deflection Blades:** Immediate, when an enemy within sight targets this creature or an adjacent ally with a ⚔ or ⚔ attack: Take 5 damage, then that attack misses, instead. ⚔ as a move action.

Bounty: Whenever this creature destroys an enemy champion, score +10 VP.

Keen Critical 18: Scores criticals on attack rolls of natural 18+.



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BLOOD GHOST BERSERKER

Level 10 ♦ Bugbear • Goblin • Rage

ATTACK POWERS

- ⚔ **Greataxe:** +13 vs. AC; 30 damage.

GENERAL POWERS

- **Death Strike:** Immediate, when destroyed: Make 1 ⚔ attack.

- **Ghost Commando:** Use at start of turn: Has Phasing until end of turn. ⚔ as a move action.

In For the Kill: Use when an enemy within 5 squares becomes bloodied: Shift up to 4 squares, with each square closer to that enemy.

The blood ghosts know nothing of pain and fear, for they believe that death has already come.



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BOLRAZA, PRIESTESS OF BANE

Level 11 ♦ Bane • Goblin • Hobgoblin • Unique

CR 2

ATTACK POWERS

- ⚔ **Morningstar:** +18 vs. AC; 20 damage.
- ⚔ **Deathlight:** (sight) +16 vs. Fortitude; 15 necrotic damage.

GENERAL POWERS

Incite Troops: (aura 5) Hobgoblin allies in aura have +4 attack vs. higher level enemies.

Dark Blessing: (aura 5) This creature and allies in aura have Resist 5 All vs. ⚔ and ⚔ attacks.

- **Bane's Tyranny:** Use when destroyed: An adjacent enemy is Dominated (save ends).

CHAMPION POWERS

- ❖ Use at end of round: An enemy within sight gains 10 Ongoing Damage.

- ❖ Use when a Hobgoblin ally is destroyed: It makes a ⚔ attack at +10 attack as an immediate action.



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BUGBEAR FOOTPAD

Level 5 ♦ Bugbear • Goblin • Stealth

ATTACK POWERS

- ⚔ **Morningstar:** +10 vs. AC; 10 damage.
- ⚔ **Dart:** (range 5) +10 vs. Fortitude; 10 Ongoing Poison Damage.

GENERAL POWERS

Delayed Appearance

Hide

Sneak Attack 10

- **Stalker:** Use at end of round: Place this creature in your opponent's start area.

- **Deep in the Shadows:** Use at end of round: Invisible until it resolves an attack. ⚔ at end of turn, if no enemy is within 5 squares.

Footpad: Minor action: Choose 1 enemy that cannot see this creature. This creature has combat advantage vs. that enemy until end of turn.



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BUGBEAR GANG LEADER

Level 6 ♦ Bugbear • Goblin

CR 1

ATTACK POWERS

- ⚔ **Hammer of Dread:** +9 vs. AC; 20 damage. On hit, enemies adjacent to this creature have -2 attack (Fear).

- **Ring Your Bell:** Make 2 attacks vs. the same target: +9 vs. AC; 10 damage. If both hit, target is also Stunned.

GENERAL POWERS

Immune Fear

Gang Up: +4 attack vs. targets adjacent to a Goblin ally.

Awesome Display: Minor action: Take 5 damage, then push 1 all adjacent creatures. Bugbear allies within 5 have +2 attack until end of round.

CHAMPION POWERS

- ❖ Use when an ally is destroyed: It makes a ⚔ attack as an immediate action.



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BUGBEAR HEADREAPER

Level 7 ♦ Bugbear

ATTACK POWERS

- ⚔ **Battleaxe:** +10 vs. AC; 20 damage.

GENERAL POWERS

Evil Soul: +5 damage while an Evil champion ally is in play.

- **Headhunter:** Use when this creature destroys an enemy: Score +5 VP.

- **Executioner's Strike:** Use when declaring a ⚔ attack vs. a target that grants combat advantage: That attack is a critical hit. ⚔ when this creature destroys an enemy.



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DOOM FIST MONK

Level 9 ♦ Goblin • Hobgoblin • Ki

ATTACK POWERS

- ⚔ **Dragonchain:** (reach 2) +14 vs. AC; 15 damage AND this creature shifts 2.

- ⚔ **Strangle:** +12 vs. Fortitude; 15 damage AND Immobilized.

- **Doom Fist:** Minor action: +12 vs. AC; 5 damage AND Dazed. ⚔ as a move action.

GENERAL POWERS

Bloodthirsty 5: +5 damage vs. bloodied targets.

Wild Slayer 5: +5 damage vs. Wild Targets.

Ki Leap: Move action: Moves up to its speed with Flight.

Ki Focus: Move action: +2 attack until end of turn.



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GOBLIN CUTTER

Level 3 ♦ Goblin

ATTACK POWERS

- ⚔ **Knife:** +8 vs. AC; 5 + 5 poison damage.

GENERAL POWERS

Goblin Squad: +2 attack and +5 damage vs. targets adjacent to a Goblin ally.

- **Hobbling Strike:** Use on an opportunity attack hit: Target is Slowed (save ends).

- **Fast Knife:** Use during an enemy's turn: Make an opportunity attack vs. any enemy.



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