

EMPYREAN

Level 17 ♦ Divine

CR 3

AC 31

FORT 31

REF 29

WILL 30

SPEED F8

HP 150

BLOOD 75

ATTACK POWERS

⚡ Hammer: (reach 3) +24 vs. AC; 40 damage. On hit, make a ☹ attack as a free action.

☹ Bolt: (sight) +20 vs. Reflex; 25 radiant damage.

GENERAL POWERS

Immune Dazed

Divinian: Takes no extra damage from critical hits.

Major Bless: (aura 6) Allies of level 15 or lower in aura have +5 attack.

☐ Typhoons & Tremors: Use at start of round: All creatures are Slowed until end of round.

Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.

CHAMPION POWERS ☐☐☐

❖ Use before rolling the d20 on this creature's turn: The result of that die roll is 11, instead.

❖ Use at start of round: Roll an extra d20 for initiative this round.

150

©2024 DDM Guild Monster Menagerie III 25A or 25B/44 ♦ H

NOBLE

Level 5 ♦ Human

CR 3

AC 16

FORT 14

REF 14

WILL 18

SPEED 6

HP 35

BLOOD 15

ATTACK POWERS

⚡ Dagger: +10 vs. AC; 5 damage.

GENERAL POWERS

☐☐ Highborn Order: Attack action: Nearest ally of level 15 or lower makes a ⚡ attack as an immediate action.

☐ Plans Set in Motion: Use at end of round: Each ally moves up to its speed.

Activate Latent Sabotage: Attack action: Spend 5 VP to impose -2 speed and -4 attack to 1 enemy until end of round.

Highborn: Opponent scores +5 VP when this creature is destroyed.

19

©2024 DDM Guild Waterdeep Dragon Heist 5a or 5b/44 ● M

STORM GIANT

Level 18 ♦ Aquatic • Giant

CR 3

AC 30

FORT 32

REF 27

WILL 28

SPEED F8

HP 140

BLOOD 70

ATTACK POWERS

⚡ Greatsword: (reach 3) +20 vs. AC; 25 + 10 lightning damage.

☹ Lightning Strike: (sight) +20 vs. Reflex; 20 lightning + 10 thunder damage AND each adjacent creature takes 10 thunder damage. On miss, 10 thunder damage.

GENERAL POWERS

Immune Lightning, Resist 10 Thunder

Poor Tempered: Immediate, when you lose initiative: Make a ⚡ or ☹ attack.

Omen of Stronmaus: Immediate, when you win initiative: Moves up to half its speed.

Great Cleave: Free action, when this creature destroys an enemy with a ⚡ attack: Make a ⚡ attack.

131

©2024 DDM Guild Monster Menagerie III 44/44 ★ H

KING HEKATON

Level 19 ♦ Aquatic • Giant • Unique

CR 3

AC 28

FORT 34

REF 30

WILL 32

SPEED F4

HP 180

BLOOD 120

ATTACK POWERS

⚡ Fury: (reach 3) +24 vs. AC; 30 + 5 thunder damage.

☹ Throw Lightning: Minor action: (sight) +22 vs. Reflex; 15 lightning damage. ☹ as a move action.

GENERAL POWERS

Immune Dazed; Resist 20 Lightning, Thunder

Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.

Multi-Activation 2: Activates twice each round.

CHAMPION POWERS ☐☐☐

❖ Use when determining initiative: Roll 2 extra d20s.

❖ Use when a creature starts a turn in river terrain: That creature has +2 speed until end of turn.

150

©2024 DDM Guild Storm King's Thunder 41/44 ★ H

DDM Guild
summer 2024
restats