

RETURNED PALAMNITE Level 4 ♦ Undead AC 20 FORT 18 REF 17 WILL 18 SPEED 6 HP 50 BLOOD 25 ATTACK POWERS ⚔ Sword: +11 vs. AC; 10 + 5 poison damage. GENERAL POWERS Bloodrage 5: +5 damage while bloodied. Violent Essence: Whenever it takes damage: +2 attack. Short-Term Memory: Automatically saves vs. Confused. Without their identity or face, the existence of the Noston is a shadow play and their appearance unsettling. 15 ©2024 DDM Guild. Mythic Odysseys to Theros 1/45 ● M	AKROAN HOPLITE Level 3 ♦ Human • Martial AC 19 FORT 16 REF 16 WILL 16 SPEED 6 HP 30 BLOOD 15 ATTACK POWERS ⚔ Spear: +10 vs. AC; 10 damage. GENERAL POWERS Phalanx Fighting: +2 AC while adjacent to an ally. Hold the Line: Immediate, when an enemy enters an adjacent square: Make an opportunity attack vs. that enemy. Quick Piercer: +5 damage with opportunity attacks. "Citizen-soldiers! Hoplons... up!" 8 ©2024 DDM Guild. Mythic Odysseys to Theros 2/45 ● M	ORACLE Level 4 ♦ Divine • Human AC 15 FORT 14 REF 14 WILL 18 SPEED 6 HP 35 BLOOD 15 ATTACK POWERS ⚔ Divine Conduit: Automatic hit vs. Fortitude; 5 thunder damage AND this creature takes 5 thunder damage. GENERAL POWERS ☐ Omen of Weal: Immediate, when you win initiative: Allies within 5 squares gain +2 attack until end of round. ☹ Omen of Woe. ☐ Omen of Woe: Immediate, when you lose initiative: Allies within 5 squares shift 2. ☹ Omen of Weal. ☐ Prophecy: Use before an ally rolls a d20: That roll is a 10 instead. ☐ Sacred Sanctuary: Use at start of round: Until end of round, cannot attack or be attacked while in your victory area, or score VP for occupying your victory area. 13 ©2024 DDM Guild. Mythic Odysseys to Theros 3/45 ● M
ANVILWROUGHT RAPTOR Level 2 ♦ Construct AC 17 FORT 14 REF 16 WILL 12 SPEED F7 HP 20 BLOOD - ATTACK POWERS ⚔ Beak: +6 vs. AC; 10 damage. GENERAL POWERS Immune Fire, Poison Purpose-Built: Use when an ally targets an adjacent enemy, if it is the highest level enemy in play: +2 attack on that attack. ☐ Dodgy Flyer: Use when this creature would be hit by a ⚔ attack: That attack misses, instead. Without Bubo, the hero would never have defeated the titan. 4 ©2024 DDM Guild. Mythic Odysseys to Theros 4/45 ● S	NYMPH, LAMPAD Level 8 ♦ Fey • Nymph AC 22 FORT 19 REF 19 WILL 22 SPEED 6 HP 50 BLOOD 25 ATTACK POWERS ⚔ Necrotic Touch: +14 vs. Fortitude; 15 necrotic damage. ⚔ Deathchill: (blast 3) +12 vs. Fortitude; 15 cold damage. GENERAL POWERS Resist 15 Necrotic Corpse Stride: Immediate, when a creature is destroyed within 5 squares: Teleport adjacent to that creature. This creature may then use Deathchill as a free action. Guide the Dead: Use when an adjacent Living creature is destroyed: Score +5 VP. It is here. I can feel the chill, all the way to the marrow. 27 ©2024 DDM Guild. Mythic Odysseys to Theros 5/45 ● M	BASILISK - THEROS Level 8 ♦ Beast • Earth • Primal AC 24 FORT 22 REF 20 WILL 20 SPEED 7 HP 55 BLOOD 25 ATTACK POWERS ⚔ Bite: +15 vs. AC; 10 + 5 poison damage. ☐ Petrifying Gaze: (range 5) +15 vs. Fortitude; Petrified. ☐ Poisonous Breath: (blast 3) +13 vs. Fortitude; 15 poison damage AND 5 Ongoing Poison Damage. GENERAL POWERS Hero Slayer: +2 ⚔ attack and +5 ⚔ damage vs. Unique and champion enemies. "What is it with all these statues and foul air?" (the last words of Dareia the bard) 31 ©2024 DDM Guild. Mythic Odysseys to Theros 6/45 ● M
NYMPH, DRYAD Level 6 ♦ Fey • Nymph • Plant AC 20 FORT 17 REF 18 WILL 20 SPEED 6 HP 45 BLOOD 20 ATTACK POWERS ⚔ Poisonous Thorns: +12 vs. AC; 5 damage AND 10 Ongoing Poison Damage. GENERAL POWERS Resist 10 Poison ☐ Nature's Gift: Attack action: Allies occupying forest terrain heal 10 HP. ☐ Green Touch: Minor action, once per turn: One adjacent clear terrain square gains forest terrain. ☐ Nymph Charm: Use at start of an adjacent non-Fey enemy's turn: That enemy cannot attack this creature this turn. ☐ Tree Step: Move action, if in forest terrain: Place this creature in a square of forest terrain within 10. 18 ©2024 DDM Guild. Mythic Odysseys to Theros 7/45 ● M	NYMPH, ALSEID Level 5 ♦ Fey • Nymph AC 18 FORT 16 REF 15 WILL 18 SPEED 6 HP 40 BLOOD 20 ATTACK POWERS ⚔ Radiant Touch: +10 vs. Reflex; 10 radiant damage AND one ally within 5 squares heals 5 HP. ☐ Charm: (range 5) +10 vs. Will; Confused. GENERAL POWERS Resist 10 Radiant ☐ Guard the Harvest: Use at end of round, if in your victory area: Score +5 VP. ☐ Restoration: Attack action: Remove all conditions on one ally within 5 squares. Gliding through the glen, alseids are a welcome sight to local farmers. 16 ©2024 DDM Guild. Mythic Odysseys to Theros 8/45 ● M	NIGHT HAG - THEROS Level 10 ♦ Fey • Hag AC 23 FORT 22 REF 22 WILL 20 SPEED 6 HP 75 BLOOD 35 ATTACK POWERS ⚔ Nightmare Touch: +15 vs. AC; 10 damage AND 10 Ongoing Psychic Damage. ☐ Goodnight Kiss: +14 vs. Will; Helpless (save ends). GENERAL POWERS ☐ Witches' Eye: Minor action: An adjacent ally has +2 to all defenses until end of round. ☐ Call Spirits: Attack action: Choose a square within 10. That square and all squares adjacent to it gain damaging terrain (psychic) until end of round. Soul Feed: Whenever a creature within 10 is destroyed by psychic damage: Heal 10 HP. CHAMPION POWERS ☐ Use when an enemy scores VP for occupying a victory area: That enemy takes 10 psychic damage. 39 ©2024 DDM Guild. Mythic Odysseys to Theros 9/45 ● M

LEONIN SWIFTCLAW

Level 8 ♦ Leonin • Primal

AC 24

FORT 22

REF 22

WILL 22

SPEED 7

HP 60

BLOOD 30

ATTACK POWERS

⚡ Battleaxe: +14 vs. AC; 20 damage.
☐☐ ⚡ Swiftclaw: Immediate, at start of an enemy's turn, if it grants combat advantage: +13 vs. AC; 10 damage.
☐ ⚡ Daunting Roar: Minor action: (blast 3) +12 vs. Will; Dazed. (Fear)

GENERAL POWERS

-

The great hunters of Oreskos, the Leonin are skilled guides and fierce fighters.

29

©2024 DDM Guild. Mythic Odysseys to Theros 10/45 • M

TWO-HEADED CERBERUS

Level 6 ♦ Magical Beast

AC 21

FORT 20

REF 19

WILL 19

SPEED 7

HP 55

BLOOD 25

ATTACK POWERS

⚡ Jaws: Make 2 attacks: +11 vs. AC; 10 damage.
☐ ⚡ Spew Molten Rock: (blast 3) +11 vs. Reflex; 10 Ongoing Fire Damage AND Immobilized (save ends both). ☐ when first bloodied.

GENERAL POWERS

Immune Fire, Necrotic
Bloodthirsty 5: +5 ⚡ damage vs. bloodied targets.
Charger: +2 speed and +5 damage while charging.

What do they do?
They hunt.

26

©2024 DDM Guild. Mythic Odysseys to Theros 11/45 • M

NYX-FLEECE RAM

Level 2 ♦ Beast

AC 16

FORT 16

REF 15

WILL 15

SPEED 7

HP 20

BLOOD 10

ATTACK POWERS

⚡ Ram: +7 vs. AC; 10 damage.

GENERAL POWERS

Charger: +2 speed and +5 damage while charging.
Head of Bone: While adjacent to a single enemy, +4 AC vs. that enemy.
Stable Footing: Does not pay extra MP for entering difficult terrain.

The magical wool of these mountain beasts touched by the gods is valued by heroes and scoundrels alike.

5

©2024 DDM Guild. Mythic Odysseys to Theros 12/45 • M

HUMAN PALADIN

Level 11 ♦ Divine • Human • Unique

AC 25

FORT 24

REF 21

WILL 24

SPEED 6

HP 60

BLOOD 30

ATTACK POWERS

⚡ Holy Sword: +13 vs. AC; 10 + 5 radiant damage.

GENERAL POWERS

Smite Evil 10: +10 damage vs. Evil targets.
Clarity: (aura 3) This creature and Good allies in aura have +2 ⚡ attack and may not gain the Dazed condition.
☐ Lay on Hands: Minor action: This creature or an adjacent ally heals 10 HP. End any Dazed conditions on that creature.

CHAMPION POWERS ☐☐☐☐

❖ Use at start of turn: ☐ Lay on Hands.
❖ Use at start of round: Clarity becomes aura 4 and each ally in aura is considered Good until end of round.

37

©2024 DDM Guild. Mythic Odysseys to Theros 13/45 • M

RETURNED SENTRY

Level 2 ♦ Undead

AC 16

FORT 14

REF 14

WILL 15

SPEED 6

HP 20

BLOOD 10

ATTACK POWERS

⚡ Sword: +6 vs. AC; 10 damage.

GENERAL POWERS

Pack Tactics: Has combat advantage vs. enemies adjacent to an Undead ally.
Short-Term Memory: Automatically saves vs. Confused.

4

©2024 DDM Guild. Mythic Odysseys to Theros 14/45 ♦ M

NYMPH, NAIAD

Level 6 ♦ Aquatic • Fey • Nymph

AC 21

FORT 18

REF 20

WILL 21

SPEED 6

HP 45

BLOOD 20

ATTACK POWERS

⚡ Psychic Spray: (range 5) +11 vs. Will; 15 psychic damage.
☐ ⚡ Hypnotic Pattern: (radius 1 within 10) +11 vs. Will; Stunned (save ends, damage ends).

GENERAL POWERS

Resist 10 Psychic
Curative Streams: Minor action: One ally occupying river terrain rolls 1 saving throw to remove an effect or condition, even if it does not normally allow a save (max once per ally per turn).
Merge into the Waters: Invisible to non-adjacent enemies while it occupies river terrain.

Graceful naiad - like the young river itself.

21

©2024 DDM Guild. Mythic Odysseys to Theros 15/45 ♦ M

MEDUSA - THEROS

Level 14 ♦ Medusa

AC 27

FORT 27

REF 25

WILL 27

SPEED 6

HP 75

BLOOD 35

ATTACK POWERS

⚡ Snakes: Make up to 3 attacks: +17 vs. AC; 5 + 5 poison damage.
☐ ⚡ Petrifying Gaze: (range 6) +17 vs. Fortitude; Petrified. ☐ as a move action.

GENERAL POWERS

☐ Fade into Shadows: Attack action: Invisible until it resolves an attack.
☐ Virulent Poison: Use when this creature hits with a ⚡ attack: Target gains 10 Ongoing Poison Damage.
☐ Battlewise: Use when first bloodied: ☐ Fade into Shadows or Virulent Poison.
Hero Slayer: +2 ⚡ attack and +5 ⚡ damage vs. Unique and champion enemies.

A flash from the shadows - a deadly gaze.

64

©2024 DDM Guild. Mythic Odysseys to Theros 16/45 ♦ M

CENTAUR RANGER

Level 10 ♦ Centaur • Fey • Martial

AC 21

FORT 21

REF 20

WILL 20

SPEED 7

HP 60

BLOOD 30

ATTACK POWERS

⚡ GUISARME: (reach 2) +15 vs. AC; 15 damage.
⚡ Rear Kick: +16 vs. AC; 10 damage AND push 1.

GENERAL POWERS

Powerful Charge 5: +5 damage while charging.
☐ Hunter's Mark: Minor action: Choose 1 enemy within 6 squares; +5 damage vs. that enemy until end of battle. ☐ when that enemy is destroyed.
Fight on Two Fronts: Attack action: Make two different ⚡ attacks vs. different targets.

CHAMPION POWERS ☐

❖ Use at start of round: Beast and Centaur creatures do not pay extra MP for entering difficult terrain until end of round.

35

©2024 DDM Guild. Mythic Odysseys to Theros 17/45 ♦ M

GHOSTBLADE EIDOLON

Level 7 ♦ Undead

AC 22

FORT 20

REF 20

WILL 22

SPEED 6

HP 50

BLOOD 25

ATTACK POWERS

⚡ Ghostblades: (ignore Insubstantial) +14 vs. AC; 15 damage.

GENERAL POWERS

Conceal 6
Phasing
☐ Promise of Greatness: Use when this creature destroys an enemy: Cumulative +10 damage until end of battle (max. +20 damage).

"What was that!?!
Something passed THROUGH me!"

25

©2024 DDM Guild. Mythic Odysseys to Theros 18/45 ♦ M

MINOTAUR FIGHTER - THEROS

Level 8 ♦ Martial • Minotaur

AC 23
FORT 22
REF 20
WILL 20
SPEED 6
HP 60
BLOOD 30

ATTACK POWERS
⚔ **Battleaxe:** +11 vs. AC; 20 damage.
⚔ **Gore:** Only on charge: +13 vs. AC; 15 damage AND push 2.

GENERAL POWERS
Maze Master: +2 attack while adjacent to a wall.
☐ **Bait and Switch:** *Minor action, once per turn:* Switch positions with an adjacent ally, then this creature OR that ally has +2 AC until the start of its next turn.

CR 2

©2024 DDM Guild. Mythic Odysseys to Theros 19/45 ♦ M

SIONA, CAPTAIN OF THE PYLEAS

Level 10 ♦ Human • Martial • Unique

AC 25
FORT 22
REF 22
WILL 22
SPEED 6
HP 65
BLOOD 30

ATTACK POWERS
⚔ **Xiphos Sword:** +16 vs. AC; 15 damage.

GENERAL POWERS
Seafarer: May set up in river terrain outside of your start area.
Capt'n's Crew: (aura 5) Allies in aura have +5 ↓ damage.
High Adventurer: +2 to all defenses vs. attacks from Aquatic, Giant and Magical Beast creatures.
☐ **Thassa's Intervention:** *Use when an attack would hit this creature:* That attack misses, instead. Adjacent squares gain river terrain until end of round.

CHAMPION POWERS ☐ ☐
❖ *Use at end of round:* One ally within 5 squares makes a ⚔ attack as an immediate action.

CR 2

©2024 DDM Guild. Mythic Odysseys to Theros 20/45 ♦ M

NYMPH, OREAD

Level 8 ♦ Fey • Fire • Nymph

AC 22
FORT 20
REF 20
WILL 22
SPEED 6
HP 50
BLOOD 25

ATTACK POWERS
⚔ **Leaping Flames:** +12 vs. Reflex; 10 fire damage AND 1 enemy within 2 squares of the target takes 10 fire damage.
⚡ **Firebolt:** (sight) +12 vs. Reflex; 10 fire damage.

GENERAL POWERS
Immune Fire
Soaring Devastation: *Use when a ⚔ or ⚡ attack power that deals fire damage is declared and this creature is in the area of effect:* +10 fire damage on that attack power.
☐ **Infuse with Fire:** *Use at setup:* One adjacent ally gains +5 fire ↓ damage until end of battle.

CR 2

©2024 DDM Guild. Mythic Odysseys to Theros 21/45 ♦ M

TRITON MASTER OF THE WAVES

Level 13 ♦ Aquatic • Primal

AC 26
FORT 26
REF 25
WILL 27
SPEED 6
HP 75
BLOOD 35

ATTACK POWERS
⚔ **Touch from the Deep:** +19 vs. Fortitude; 20 cold damage.
⚡ **Ray of Frost:** (range 10) +17 vs. Fortitude: 15 cold damage AND Slowed.
☐ ⚡ **Tidal Wave:** (blast 7) +16 vs. Fortitude; 20 damage AND push 4 AND Dazed. Hit or miss, squares in the area of effect gain river terrain until end of round. ⚡ *when first bloodied.*

GENERAL POWERS
Poisoned Claw: *Use with a ⚔ attack:* That attack deals poison damage, instead.
☐ **Summon Aquatic Ally:** *Minor action:* Place 1 new Aquatic ally worth 14 VP or less in river terrain within 6 squares.

CHAMPION POWERS ☐ ☐
❖ *Use when an Aquatic ally's moves into a square of river terrain:* Slide it up to 4 squares.
❖ *Use at start of round:* Aquatic allies have +2 attack and +5 damage vs. higher level enemies until end of round.

CR 2

©2024 DDM Guild. Mythic Odysseys to Theros 22/45 ♦ M

LEONIN ICONOCLAST

Level 10 ♦ Leonin • Primal

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

ATTACK POWERS
⚔ **Claws:** Make 2 attacks: +15 vs. AC; 10 damage.
☐ ⚡ **Daunting Roar:** *Minor action:* (blast 3) +13 vs. Will; Dazed. (Fear)

GENERAL POWERS
Divinity Hunter: +2 attack and +5 damage vs. Divine and Immortal creatures.
☐ ☐ **Evasion:** *Immediate, when this creature is damaged by a ⚔ or ⚡ attack:* It takes half damage from that attack instead.
Tribal Fortitude: Immune Fear while within 6 squares of a Leonin ally.

CR 2

©2024 DDM Guild. Mythic Odysseys to Theros 23/45 ♦ M

SATYR FIREDANCER

Level 13 ♦ Fey

AC 26
FORT 24
REF 27
WILL 24
SPEED 6
HP 75
BLOOD 35

ATTACK POWERS
⚔ **Flaming Chain:** (reach 2) +18 vs. AC; 10 + 10 fire damage.
☐ ⚡ **Dance of Ignition:** Shifts up to its speed and makes 3 attacks at any time during that move: +17 vs. AC; 5 + 10 fire damage. ⚡ *when first bloodied.*
☐ ⚡ **Hypnotic Flames:** (burst 2, enemies only) +16 vs. Will; Stunned (save ends, damage ends).

GENERAL POWERS
Resist 5 Fire
☐ **Sparks and Trickery:** *Use when this creature is targeted with an attack by an enemy within 2:* That attack misses and creatures within 2 squares take 5 fire damage.

Like a cycle of life is the hypnotic arch of fire... until it turns to something else.

CR 2

©2024 DDM Guild. Mythic Odysseys to Theros 24a/45 ♦ M

SATYR THORNBEARER

Level 7 ♦ Fey

AC 20
FORT 18
REF 19
WILL 18
SPEED 7
HP 50
BLOOD 25

ATTACK POWERS
⚔ **Horns:** +11 vs. AC; 10 damage.
⚡ **Bow:** (sight) +13 vs. AC; 15 damage.
☐ ⚡ **Hail of Arrows:** (radius 1 within 10) +11 vs. AC; 15 damage.

GENERAL POWERS
Flaring Arrow: *Use when this creature's ⚡ attack roll is a natural 17-20:* On hit, target is also Blinded.
☐ **Enchanting Ribaldry:** *Minor action:* One enemy within 2 squares grants combat advantage until end of round.

CR 2

©2024 DDM Guild. Mythic Odysseys to Theros 24b/45 ♦ M

GRIFFON - THEROS

Level 7 ♦ Beast • Griffon

AC 23
FORT 21
REF 21
WILL 21
SPEED F8
HP 75
BLOOD 35

ATTACK POWERS
⚔ **Beak:** +16 vs. AC; 15 damage.
⚔ **Claws:** +14 vs. AC; 20 damage.

GENERAL POWERS
Heroic Beast: *Immediate, when this creature hits with a Charge:* Allies have +2 attack until end of round.
Fierce Companion: +5 damage while within 5 squares of a Human, Minotaur or Unique ally.

Sitting atop the city wall - a sight to behold!

CR 2

©2024 DDM Guild. Mythic Odysseys to Theros 25/45 ♦ L

FLEECEMANE LION

Level 10 ♦ Magical Beast

AC 22
FORT 24
REF 21
WILL 21
SPEED 8
HP 80
BLOOD 40

ATTACK POWERS
⚔ **Bite and Claws:** +15 vs. AC; 20 damage.
☐ ⚡ **Frightening Roar:** (blast 5) +15 vs. Will; 10 psychic damage AND Dazed. (Fear)

GENERAL POWERS
Magical Mane: +2 to all defenses vs. attacks from Arcane, Divine and Elemental creatures.
Great Leap: *Move action:* Move up to 6 squares with flight.
Pounce: *Use with Charge:* Make 2 ⚔ attacks instead of 1.

When the massive predator, twice the size of a normal lion, leaps forward, your mettle is truly tested.

CR 2

©2024 DDM Guild. Mythic Odysseys to Theros 26/45 ♦ L

EMISSARY OF THASSA

Level 12 ♦ Aquatic • Magical Beast • Planar

ATTACK POWERS

AC 28
FORT 25
REF 23
WILL 23
SPEED 6
HP 80
BLOOD 40

⚡ **Pincers:** (reach 2) +16 vs. AC; 20 damage AND Immobilized.

GENERAL POWERS

Merciless: +10 damage vs. Immobilized enemies.

☐ **Emissary of the Sea Goddess:** *Use at setup:* Choose an adjacent ally. While this creature is in play, that ally has the Aquatic keyword and +2 attack.

Thassa's Ire: *Use when the chosen ally is destroyed:* Enemies within 3 squares of this creature take 10 psychic damage.

Not a mere messenger.

44

©2024 DDM Guild. Mythic Odysseys to Theros 27/45 ♦ L

CHIMERA - THEROS

Level 12 ♦ Magical Beast

ATTACK POWERS

AC 25
FORT 26
REF 24
WILL 24
SPEED F7
HP 90
BLOOD 45

⚡ **Claws and Maws:** Roll 2d20 and use the highest result: +15 vs. AC; 25 damage.
⚡ **Spiked Tail:** *Minor action, only while flanked:* +15 vs. AC; 10 damage.
☐ ⚡ **Storm Eagle's Breath:** (line 10) +15 vs. Reflex; 25 lightning damage. On miss, 10 lightning damage.

GENERAL POWERS

Ramming Charge: *Use with Charge:* On hit, +10 damage and push 2.

Hero Slayer: +2 ⚡ attack and +5 ⚡ damage vs. Unique and champion enemies.

☐ **Touch of the Unicorn:** *Minor action:* An adjacent ally heals 15 HP OR loses 1 condition.

65

©2024 DDM Guild. Mythic Odysseys to Theros 28/45 ♦ L

NIGHTMARE - THEROS

Level 10 ♦ Demon • Devil • Planar

ATTACK POWERS

AC 25
FORT 22
REF 20
WILL 20
SPEED F8
HP 65
BLOOD 30

⚡ **Darkfire Hooves:** +15 vs. AC; 5 + 5 necrotic + 5 fire damage.

GENERAL POWERS

Resist 10 Fire, Necrotic

Conceal 6

☐ **Ethereal Stride:** *Minor action:* This creature and its rider gain Phasing until end of turn.

Fiend Mount: May have a Medium Demon, Devil, Hag or Rakshasa ally as a rider.

Nethermane: While mounted, this creature's rider has Insubstantial and ignores Insubstantial.

37

©2024 DDM Guild. Mythic Odysseys to Theros 29/45 ♦ L

CATOBLEPAS

Level 9 ♦ Magical Beast

ATTACK POWERS

AC 22
FORT 23
REF 19
WILL 19
SPEED 6
HP 70
BLOOD 35

⚡ **Gore:** +16 vs. AC; 10 damage.
☐ ⚡ **Death Gaze:** (range 5, scores a crit on a natural 18-20) +14 vs. Fortitude; 25 necrotic damage. On miss, 10 necrotic damage.
☐ ⚡ **Blight Breath:** (blast 3) +14 vs. Fortitude; Weakened (save ends). ☐ *when this creature destroys an enemy.*

GENERAL POWERS

Stench: (aura 2) Living creatures in aura have -2 attack; Magical Beasts Immune.

Powerful Charge 10: +10 damage while charging.

☐ **Enter the Fray:** *Use while charging:* Use Blight Breath as an immediate action at any time during the charge.

Hero Slayer: +2 ⚡ attack and +5 ⚡ damage vs. Unique and champion enemies.

33

©2024 DDM Guild. Mythic Odysseys to Theros 30/45 ♦ L

THOUGHT-RENDER LAMIA

Level 10 ♦ Magical Beast

ATTACK POWERS

AC 23
FORT 23
REF 21
WILL 25
SPEED 7
HP 75
BLOOD 35

⚡ **Claws:** +16 vs. AC; 15 damage.
⚡ **Kiss of Madness:** +14 vs. Will; 10 psychic damage AND 10 Ongoing Psychic Damage.

GENERAL POWERS

Psyche Siphon: (aura 3) Enemies in aura have -2 Will.

Drawn to Madness: *Use at end of round:* Shifts up to its speed, each square closer to an enemy taking ongoing psychic damage.

Rend Thoughts: *Use on a natural 16-20 on a ⚡ attack:* On hit, +10 psychic damage AND target is Confused.

37

©2024 DDM Guild. Mythic Odysseys to Theros 31/45 ♦ L

EMISSARY OF PURPHOROS

Level 14 ♦ Fire • Magical Beast • Planar

ATTACK POWERS

AC 26
FORT 28
REF 25
WILL 25
SPEED 8
HP 100
BLOOD 50

⚡ **Gore:** +17 vs. AC; 30 damage.
☐ ⚡ **Exhale Embers:** (blast 5) +14 vs. Reflex; 20 fire damage. Hit or miss, each square in the blast gains fire terrain until end of round.

GENERAL POWERS

Resist 20 Fire

☐ **Emissary of the Forge God:** *Use at setup:* Choose an adjacent ally. That ally has +5 fire damage while this creature is in play.

☐ **Hammer and Anvil:** *Use on a ⚡ attack hit vs. a target that is adjacent to the chosen ally:* Target is also Stunned.

Powerful Charge 10: +10 damage while charging.

66

©2024 DDM Guild. Mythic Odysseys to Theros 32/45 ♦ H

EMISSARY OF EREBOS

Level 13 ♦ Magical Beast • Planar • Reptile

ATTACK POWERS

AC 25
FORT 25
REF 27
WILL 24
SPEED 9
HP 90
BLOOD 45

⚡ **Bite:** (reach 2) +18 vs. AC; 15 damage AND 10 Ongoing Poison Damage.
⚡ **Constrict:** +17 vs. Fortitude; 20 + 5 necrotic damage AND Immobilized.

GENERAL POWERS

Immune Necrotic

☐ **Emissary of the Death God:** *Use at setup:* Choose an adjacent ally. That ally has Touch of Death while this creature is on the battle map.

Touch of Death: *Whenever this creature is hit by a ⚡ attack:* Attacker takes 5 necrotic damage.

☐ **Sacrifice:** *Use at start of round:* Destroy an adjacent ally to grant the chosen ally +2 attack and +10 damage until end of round.

Fluid Movement: Ignores the extra cost for entering difficult terrain.

55

©2024 DDM Guild. Mythic Odysseys to Theros 33/45 ♦ H

BRIMAZ, KING OF ORESKOS

Level 14 ♦ Leonin • Primal • Unique

ATTACK POWERS

AC 26
FORT 25
REF 25
WILL 25
SPEED 7
HP 85
BLOOD 40

⚡ **Sword:** +18 vs. AC; 25 damage.
☐ ⚡ **Terrifying Roar:** *Minor action:* (blast 5) +16 vs. Will; 10 psychic damage AND Stunned. (Fear) ☐ *when first bloodied.*

GENERAL POWERS

Immune Fear

Speaker of the Pride: (aura 5) Leonin allies in aura have +2 ⚡ attack and +5 ⚡ damage.

CHAMPION POWERS

☐ *Use at start of turn:* An adjacent Primal ally makes a ⚡ attack as an immediate action.

☐ *Use at start of round:* Primal allies move up to their speed.

"Mighty Brimaz, our zibynth, for your leadership we gather, for you we roar."

60

©2024 DDM Guild. Mythic Odysseys to Theros 34/45 ★ M

APHEMIA, THE DISSONANT SONG

Level 10 ♦ Fey • Unique

ATTACK POWERS

AC 23
FORT 21
REF 21
WILL 23
SPEED F7
HP 60
BLOOD 30

⚡ **Ripping Claws:** +14 vs. AC; 15 damage.
☐ ⚡ **Discordant Song:** (burst 2, Living creatures only) +14 vs. Will; 10 psychic damage AND 10 Ongoing Psychic Damage AND push 2.

GENERAL POWERS

☐ **Song of the Grave:** *Attack action:* Nearest Undead ally makes a ⚡ attack as an immediate action.

☐ **Undead of the Necropolis:** *Use at end of round, if in your victory area:* Place a new Undead ally worth up to 5 points in that victory area.

Corpse-Eating: *Immediate, when an adjacent Living creature is destroyed:* Heal 10 HP, then this creature is Dazed.

CHAMPION POWERS

☐ *Use when an enemy within sight taking ongoing damage activates:* That enemy is Immobilized.

32

©2024 DDM Guild. Mythic Odysseys to Theros 35/45 ★ M

ANTHOUSA, SETESSAN HERO

Level 13 ♦ Human • Martial • Unique

CR 2

ATTACK POWERS

④ **Scimitars of Speed:** Make up to 3 attacks: +17 vs. AC; 10 damage AND this creature shifts up to 2 squares.

GENERAL POWERS

Favored by the Gods: Resist 5 All while within 2 squares of an Immortal or Planar ally.

☐ **Glorious Destiny:** Use at setup: Choose 1 enemy of level 10+. Whenever this creature destroys that enemy, score +10 VP.

Inspiring Hero: (aura 5) Allies in aura have +2 attack and +5 damage vs. higher level enemies.

CHAMPION POWERS

❖ Use at start of turn: Ignore Resist powers on enemies until end of turn.

❖ Use at start of round: This creature and an adjacent ally move up to their speed.

AC 26
FORT 24
REF 25
WILL 25
SPEED 6
HP 80
BLOOD 40



©2024 DDM Guild. Mythic Odysseys to Theros 36/45 ★ M

DALAKOS, CRAFTER OF WONDERS

Level 11 ♦ Aquatic • Arcane • Unique

ATTACK POWERS

④ **Spear of the Siren Sea:** +16 vs. AC; 10 + 5 psychic damage.

☐ ⚡ **Lightning Bolt:** (line 10) +14 vs. Reflex; 20 lightning damage. On miss, 10 lightning damage.

☐ ⚡ **Siren Song:** (burst 4, enemies only) +16 vs. Will; pull 2 AND Dazed.

GENERAL POWERS

Wondrous Creations: Minor action: Choose 1 effect to grant to an adjacent ally that lasts until end of round:

☐ **Armguard of Shielding:** Resist 10 All.

☐ **Whetstone of Sparks:** +10 lightning + damage.

☐ **Brass Wings:** Speed F8.

In the aftermath of the tragedy, Dalakos had a revelation and started working relentlessly on his creations.

AC 24
FORT 23
REF 23
WILL 23
SPEED F8
HP 65
BLOOD 30



©2024 DDM Guild. Mythic Odysseys to Theros 37/45 ★ M

TARANIKA, REGENT OF AKROS

Level 14 ♦ Human • Martial • Unique

CR 3

ATTACK POWERS

④ **Hooked Chain Knife:** (reach 2) +20 vs. AC; 15 damage AND 5 Ongoing Damage AND pull up to 1 square.

GENERAL POWERS

Military Order: Minor action, once per turn: Nearest Martial ally makes a ④ attack as an immediate action.

Chained: Use with a + attack vs. an adjacent target: On hit, target is also Immobilized.

☐ **Trusted Soldier:** Use at setup: Add 1 new Martial ally of cost 10 or less adjacent to this creature. That ally has +2 attack and +4 Will while this creature is on the battle map.

CHAMPION POWERS

❖ Use at start of round: Martial allies have +2 attack and +5 damage until end of round.

❖ Use when this creature hits with an attack: An ally within sight shifts up to 2 squares.

AC 27
FORT 24
REF 24
WILL 26
SPEED 6
HP 85
BLOOD 40



©2024 DDM Guild. Mythic Odysseys to Theros 38/45 ★ M

CHROMANTICORE

Level 12 ♦ Magical Beast • Primal

ATTACK POWERS

④ **Bite:** +16 vs. AC; 20 damage.

⑤ **Tail Spikes:** (range 10) +16 vs. AC; 15 damage.

☐ ⚡ **Prismatic Breath:** (blast 5) +15 vs. Reflex: 20 acid, cold, fire, necrotic or radiant damage (choose for each target). ☹ when first bloodied.

GENERAL POWERS

Resist 10 Necrotic, Radiant

Savage Release: Whenever this creature is the first to activate in a round: +5 damage until end of turn.

☐ ☐ **Nyx Sparks:** Use when this creature rolls a natural 16+ on a + attack: On hit, target is also Blinded (save ends).

AC 24
FORT 25
REF 23
WILL 23
SPEED F8
HP 85
BLOOD 40



©2024 DDM Guild. Mythic Odysseys to Theros 39/45 ★ L

WOE STRIDER

Level 12 ♦ Aberrant

ATTACK POWERS

④ **Investigate Mind:** +16 vs. Will; 15 psychic damage AND Confused (save ends).

④ **Claws:** +18 vs. AC; 20 damage.

☐ ⚡ **Antimagic Blast:** Minor action: (blast 3) +16 vs. Will; target loses all non-condition effects. ☹ when first bloodied.

GENERAL POWERS

Forsaken Destiny: Cannot score VP for occupying a victory area.

Horrid Haruspicy: Attack action, bloodied enemy only: Make 2 different ④ attacks vs. that enemy.

AC 26
FORT 23
REF 23
WILL 24
SPEED 7
HP 80
BLOOD 40



©2024 DDM Guild. Mythic Odysseys to Theros 40/45 ★ L

ABHORRENT OVERLORD

Level 15 ♦ Demon

CR 2

ATTACK POWERS

④ **Claws:** +20 vs. AC; 20 +10 necrotic damage.

☐ ⚡ **Loathsome Domination:** (range 10) +18 vs. Will; 10 psychic damage AND Dominated (save ends).

GENERAL POWERS

Resist 10 Necrotic

Odious Flock: (aura 2) Evil Flying allies in aura have +2 attack and +5 damage.

Murder of Crows: (aura 2) While in aura, enemies cannot take immediate actions and take 5 damage at start of their turn.

Greed: Whenever this creature destroys an enemy equipped with an item, score +5 VP. If the item is worth 6 VP or more, score +10 VP instead.

CHAMPION POWERS

❖ Use at start of round: Until end of round, this creature's auras are size 4, instead.

❖ Use when an enemy within sight fails a save: That enemy takes 15 necrotic damage.

AC 28
FORT 27
REF 26
WILL 26
SPEED F8
HP 100
BLOOD 50



©2024 DDM Guild. Mythic Odysseys to Theros 41/45 ★ L

HYTHONIA THE CRUEL

Level 17 ♦ Medusa • Unique

ATTACK POWERS

④ **Claw and Constrict:** +22 vs. AC; 15 damage AND 10 Ongoing Damage AND Immobilized (save ends both, also ends when not adjacent to this creature).

⚡ **Snake Hair:** Minor action: (reach 2) +20 vs. Fortitude; 5 + 10 poison damage.

⚡ **Greater Petrifying Gaze:** (range 6, ignores Invisible) +20 vs. Fortitude: Petrified.

☐ ⚡ **Stone Spikes:** (blast 5) +20 vs. Reflex; 25 damage.

GENERAL POWERS

Hide, Sneak Attack 5

☐ **Raise Stone:** Use at end of turn: Adjacent creatures take 5 damage, then this creature has cover from attacks from all non-adjacent squares until end of its next turn. ☹ when Stone Spikes is resolved.

☐ **Resistant:** Whenever this creature fails a save: It succeeds on that save instead.

Lair Mastery: Petrified creatures block line of sight and line of effect from enemies to this creature.

AC 29
FORT 27
REF 27
WILL 28
SPEED 8
HP 105
BLOOD 50



©2024 DDM Guild. Mythic Odysseys to Theros 42/45 ★ L

DOOMWAKE GIANT

Level 16 ♦ Giant

ATTACK POWERS

④ **Slam:** (reach 2) +20 vs. AC; 20 + 10 necrotic damage.

☐ ⚡ **Gust of Obliteration:** (line 8) +19 vs. Fortitude; 25 necrotic damage AND Weakened. ☹ when this creature destroys an enemy.

GENERAL POWERS

Immune Fear, Necrotic

Punish the Doomed: Minor action, once per turn: Make a ④ attack vs. a Weakened enemy.

Aura of Death: (aura 3) Enemies in aura cannot heal.

AC 28
FORT 30
REF 26
WILL 27
SPEED 8
HP 120
BLOOD 60



©2024 DDM Guild. Mythic Odysseys to Theros 43/45 ★ H

ARASTA OF THE ENDLESS WEB

Level 18 ♦ Spider • Unique

CR 4

ATTACK POWERS

④ **Bite:** +20 vs. Fortitude; 15 damage AND 15 Ongoing Poison Damage.

④ **Claws:** +23 vs. AC; 30 damage.

☐ ⚡ **Web of Hair:** Minor action: (blast 5) +20 vs. Reflex; Immobilized. ☹ when first bloodied.

GENERAL POWERS

Immune Immobilized, Poison

Tear: Attack action: Use the Claws and Bite powers.

☐ **Release Spider:** Immediate, when this creature takes damage from an attack: Place a new Spider ally that has the Beast or Swarm keyword, of cost 15 or lower, adjacent to this creature.

Hair Strand: Minor action, once per turn: 2 contiguous squares within 5 gain web terrain until end of round.

Wall Walker: Has flight while adjacent to a wall.

CHAMPION POWERS

❖ Use at start of round: Spider allies have +2 + attack and +10 + poison damage until end of round.

❖ Use at start of turn: An Immobilized enemy within 5 squares takes 15 poison damage.

AC 29
FORT 31
REF 27
WILL 30
SPEED 9
HP 140
BLOOD 70



©2024 DDM Guild. Mythic Odysseys to Theros 44/45 ★ H

ARASTA OF THE ENDLESS WEB (EPIC)

Level 24 ♦ Spider • Unique

CR
4

AC
31
FORT
34
REF
30
WILL
34
SPEED
8

ATTACK POWERS

- ⚡ **Bite:** *Minor action:* +24 vs. AC; 20 damage AND 20 Ongoing Poison Damage.
- ⚡ **Claws:** *Minor action:* +26 vs. AC; 35 damage.
- ⚡ **Web of Hair:** *Minor action:* (blast 5) +23 vs. Reflex; 20 poison damage AND Immobilized. ⚡ when first bloodied.

GENERAL POWERS

- Immune Dazed, Immobilized, Poison**
- Mythic Arachnid:** Spider allies have +4 attack and +5 damage.
- Skitter:** *Minor action:* Shift 2.
- Wall Walker:** Has flight while adjacent to a wall.
- Armor of Spiders:** Resist 5 All while not bloodied.

CHAMPION POWERS

- ❖ *Use at start of turn:* Nearest Spider ally makes a ⚡ attack as an immediate action.
- ❖ *Use at start of round:* Place a new Spider ally worth 20 VP or less within 5 squares.

HP
200
BLOOD
100

CYCLOPS - THEROS

Level 13 ♦ Cyclops • Fey

AC
23
FORT
29
REF
24
WILL
21
SPEED
7

ATTACK POWERS

- ⚡ **Slam:** +17 vs. AC; 30 damage.
- ⚡ **Throw Rock:** (range 10) +15 vs. AC; 25 damage.
- ⚡ **Stomp the Ground:** (burst 2, Medium or smaller creatures only) +15 vs. Fortitude; 10 damage AND Dazed.

GENERAL POWERS

- Towering:** Can occupy statue terrain. Can move through squares occupied by Medium or smaller enemies.
- Crush Underfoot:** +10 ⚡ damage vs. Medium or smaller enemies.
- Hero Slayer:** +2 ⚡ attack and +5 ⚡ damage vs. Unique and champion enemies.
- Cleave:** *Immediate, when this creature destroys an enemy with a ⚡ attack:* Make a ⚡ attack.

HP
130
BLOOD
65

MYTHIC ODYSSEYS OF THEROS

Design: Antti Kostiainen (lead), Seppo Saarela
Development: Louis Martineau, Antti Kostiainen
Typesetting: Antti Kostiainen
Graphic Art: D.Garry Stupack, Joel Broveleit, Kevin Tatroe, Petri Heiskanen
Special Thanks: DDM Guild's supporters, Wizards of the Coast



Dungeons & Dragons, D&D, D&D Miniatures, Wizards of the Coast are trademarks of Wizards of the Coast, Inc. and used with permission. All Wizards character names, and the distinct likenesses thereof are property of Wizards of the Coast, Inc. This material is protected under the copyright laws of the United States of America. © 2024 DDM Guild and Wizards of the Coast.

This DDM Guild product contains no Open Game Content.

These cards are current as of September 1, 2024.