

ZOMBIE Level 1 ♦ Undead AC 12 FORT 11 REF 11 WILL 11 SPEED 5 HP 25 BLOOD 10 ATTACK POWERS ⚡ Slam: +4 vs. AC; 10 damage. GENERAL POWERS Undead Bolstered: +2 attack and +5 damage while adjacent to an Undead ally. 4 ©2024 DDM Guild Boneyard 1 or 14/45 ● M	SKELETON - BOW Level 2 ♦ Undead AC 17 FORT 15 REF 16 WILL 15 SPEED 6 HP 25 BLOOD 10 ATTACK POWERS ⚡ Cutlass: +8 vs. AC; 10 damage. 🏹 Bow: (sight) +9 vs. AC; 10 damage. GENERAL POWERS Immune Poison Under Command: Use at end of round, if within 6 squares of a champion ally: Move 3. 7 ©2024 DDM Guild Boneyard 2/45 ● M	CRAWLING CLAW Level 1 ♦ Undead AC 13 FORT 11 REF 15 WILL 11 SPEED 5 HP 5 BLOOD - ATTACK POWERS ⚡ Nails: +6 vs. AC; 5 damage. GENERAL POWERS Immune Poison Hide Blindsight Sight 5: This creature's sight ends after 5 squares. Beneath Contempt: Worth 0 VP when destroyed. 3 ©2024 DDM Guild Boneyard 3/45 ● S
WILL-O-WISP Level 7 ♦ Undead AC 23 FORT 17 REF 25 WILL 18 SPEED F8 HP 40 BLOOD 20 ATTACK POWERS ⚡ Shock: +11 vs. Reflex; 15 lightning damage AND target cannot use immediate actions. GENERAL POWERS Immune Lightning Consume Life: Immediate, when an adjacent Living creature is destroyed: Heal 10 HP. Variable Illumination: Whenever it is the start of round: Choose one effect that lasts until end of round: ☐ Lights Out: Invisible. ☐ Translucent: Conceal 6. ☐ Illuminator: (aura 6) Creatures ignore Conceal and Invisible vs. creatures in aura. 🔄 all once all have been used. 21 ©2024 DDM Guild Boneyard 4/45 ● S	SKELETON - GNOME Level 1 ♦ Undead AC 16 FORT 13 REF 13 WILL 13 SPEED 5 HP 5 BLOOD - ATTACK POWERS ⚡ Axe: +6 vs. AC; 10 damage. GENERAL POWERS ☐ Reassembling Bones: Use when this creature is destroyed: It is not destroyed, is Dazed and has 5 HP instead. 🔄 when an adjacent creature is destroyed. 4 ©2024 DDM Guild Boneyard 5/45 ● S	GHAST Level 8 ♦ Undead AC 24 FORT 20 REF 20 WILL 20 SPEED 7 HP 50 BLOOD 25 ATTACK POWERS ⚡ Slam: +15 vs. AC; 15 damage. ☐ Ghoulish Bite: +15 vs. AC; 20 damage AND Stunned. GENERAL POWERS Feeding Frenzy: Use when an adjacent living creature is destroyed: 🔄 Ghoulish Bite and heal 25 HP. Then, this creature is Dazed until end of its next turn. Grave Stench: Adjacent Living creatures have -2 attack. Taste the Air: Ignore Invisible and Conceal on adjacent enemies. 25 ©2024 DDM Guild Boneyard 6/45 ● M
GHOUL Level 5 ♦ Undead AC 21 FORT 17 REF 17 WILL 17 SPEED 6 HP 45 BLOOD 20 ATTACK POWERS ⚡ Claw: +12 vs. AC; 10 damage AND Immobilized. GENERAL POWERS Opportunistic Feast: +10 ⬇ damage vs. Immobilized, Stunned or Helpless targets. Hunger Rush: Use at start of round, if you win initiative: Moves up to its speed. 14 ©2024 DDM Guild Boneyard 7/45 ● M	DREAD WARRIOR - BONEYARD Level 5 ♦ Undead • War AC 19 FORT 17 REF 15 WILL 15 SPEED 6 HP 45 BLOOD 20 ATTACK POWERS ⚡ Slam: +12 vs. AC; 15 damage. GENERAL POWERS ☐ Undead Fortitude: Whenever this creature would be reduced to 0 HP: It has 5 HP remaining instead. ☐ Arcane Control: Immediate, at end of turn of an Arcane ally within 5 squares: Make a ⚡ attack. 🔄 as a minor action. 15 ©2024 DDM Guild Boneyard 8/45 ● M	POLTERGEIST Level 6 ♦ Rage • Undead AC 17 FORT 14 REF 16 WILL 15 SPEED F7 HP 40 BLOOD 20 ATTACK POWERS ⚡ Slam: +11 vs. AC; 15 damage. ☐ 🏹 Throw Object: (range 6) +11 vs. AC; 20 damage. 🔄 as a move action if adjacent to difficult terrain. 🏹 Telekinetic Thrust: (range 8) +10 vs. Fortitude; 10 damage AND Slide 2. GENERAL POWERS Immune Necrotic Vulnerable 5 Radiant Wandering Monster Invisible Phasing Purposeless: Unaffected by champion powers until you first score VP for occupying a victory area. 18 ©2024 DDM Guild Boneyard 9/45 ● M

SPAWN OF KYUSS

Level 8 ♦ Orcus • Undead

AC 18
FORT 20
REF 17
WILL 15
SPEED 6
HP 45
BLOOD 20

ATTACK POWERS
⚔ **Claws:** +13 vs. AC; 10 damage AND 10 Ongoing Necrotic Damage AND target gains a Worm token.

GENERAL POWERS
Vulnerable 5 Fire, Radiant
Regeneration 5: Use at start of turn: Heal 5 HP.
Purified: Whenever a creature loses the Ongoing Necrotic Damage condition: Remove any Worm tokens on it.
New Spawn: Whenever a creature with a Worm token is destroyed: Place a new ally named Spawn of Kyuss worth 30 VP in the space last occupied by that creature (max 1 new ally per destroyed creature).

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DROWNED ASSASSIN

Level 7 ♦ Aquatic • Undead

AC 21
FORT 18
REF 18
WILL 16
SPEED 6
HP 50
BLOOD 25

ATTACK POWERS
⚔ **Claws:** +14 vs. AC; 10 + 5 poison damage.
☞ **Horrific Visage:** (blast 5, enemies only) +13 vs. Will; 15 psychic damage AND -2 attack (save ends). (Fear)

GENERAL POWERS
Immune Poison
Sneak Attack 10
☐ **Bursting Pustules:** Use when first bloodied: Adjacent creatures take 10 poison damage.
Underwater Skulker: Invisible to non-adjacent enemies while in river terrain.
Bluerot: (aura 5) Enemies in aura cannot heal.

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VAMPIRE SPAWN

Level 5 ♦ Undead • Vampire

AC 16
FORT 14
REF 14
WILL 14
SPEED 6
HP 45
BLOOD 20

ATTACK POWERS
⚔ **Slam:** +12 vs. AC; 15 damage.
⚔ **Bite:** (living enemy only) +11 vs. Fortitude; 10 necrotic damage AND this creature heals 10 HP.

GENERAL POWERS
Immune Poison
Vulnerable 5 Radiant
Vena Cava: Use with Bite vs. a flanked enemy: +10 damage.

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PHANTOM WARRIOR

Level 6 ♦ Undead

AC 20
FORT 18
REF 16
WILL 18
SPEED 5
HP 35
BLOOD 15

ATTACK POWERS
⚔ **Spectral Sword:** (ignore insubstantial) +12 vs. AC; 15 damage.

GENERAL POWERS
Resist 10 Necrotic
Phasing
Insubstantial
Blindsight: Ignores Conceal and Invisible.
Duty Driven: +2 attack and +5 damage while in or within 3 squares of your victory area.

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SKELETON

Level 1 ♦ Undead

AC 16
FORT 13
REF 13
WILL 13
SPEED 5
HP 5
BLOOD -

ATTACK POWERS
⚔ **Axe:** +6 vs. AC; 10 damage.

GENERAL POWERS
☐ **Reassembling Bones:** Use when this creature is destroyed: It is not destroyed, is Dazed and has 5 HP instead. ☹ when an adjacent creature is destroyed.

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SPECTER

Level 11 ♦ Undead

AC 27
FORT 23
REF 23
WILL 23
SPEED F6
HP 50
BLOOD 25

ATTACK POWERS
⚔ **Inescapable Chill:** +16 vs. AC; 20 damage. On miss, this creature has cumulative +1 attack until end of battle.
⚔ **Spectral Touch:** (Living target only) +16 vs. Fortitude; 15 damage AND this creature heals 10 HP.

GENERAL POWERS
Resist 10 Necrotic
Vulnerable 5 Radiant
Phasing
Insubstantial
Life Draining Aura: (aura 1) Creatures that start their turn in aura take 5 necrotic damage.

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VAMPIRE SPELLCASTER

Level 14 ♦ Undead • Vampire

AC 27
FORT 26
REF 26
WILL 27
SPEED F6
HP 75
BLOOD 35

ATTACK POWERS
⚔ **Bite:** +20 vs. Fortitude; 10 + 10 necrotic damage AND this creature heals 10 HP.
☞ **Magic Ray:** (sight) +18 vs. Reflex; [15 cold damage AND Slowed] OR [20 lightning damage].
☐ **Energy Drain:** (burst 2, Living enemies only) +18 vs. Fortitude; Weakened (save ends).

GENERAL POWERS
Resist 15 Necrotic
Conceal 6
☐ **Burial Grounds:** Immediate, when a Vampire creature in your warband scores VP for occupying a victory area: Add a new Vampire ally worth 16 VP or less in that victory area.

CHAMPION POWERS ☐ ☐
❖ Use at start of round: Until end of round, line of sight is limited to 8 squares for all non-Vampire creatures.
❖ Use at start of round: Vampire and Wolf creatures have +2 attack and +10 necrotic damage until end of round.

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GHOST

Level 10 ♦ Undead

AC 21
FORT 21
REF 21
WILL 21
SPEED F6
HP 45
BLOOD 20

ATTACK POWERS
⚔ **Wither:** +15 vs. AC; 15 necrotic damage.
☐ **Possess:** (living target only) +12 vs. Will; Dominated (save ends).
☞ **Horrorifying Gaze:** (blast 3) +12 vs. Fortitude; 15 damage AND Immobilized.

GENERAL POWERS
Phasing
Insubstantial
Ghostly Jaunt: Whenever an enemy is Dominated by this creature's Possess attack: Remove this creature from the battle map. Whenever the Dominated condition ends, place this creature adjacent to that enemy.
☐ **Ethereal Form:** Use at start of this creature's turn: Until the start of this creature's next turn, it may not attack, and may only be targeted by attacks that target Will or ignore Insubstantial.

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WRAITH

Level 7 ♦ Undead

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

ATTACK POWERS
⚔ **Deathly Touch:** +12 vs. Reflex; 15 necrotic damage.
⚔ **Withering Slam:** (living target only) +12 vs. Fortitude; 15 necrotic damage AND this creature heals 10 HP.

GENERAL POWERS
Resist 10 Necrotic
Phasing
Insubstantial
☐ **Crippling Slam:** Use when this creature hits with a ⚔ attack: Target is also Weakened.
Undead Bolstered: +2 attack and +5 damage while adjacent to an Undead ally.

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MUMMY Level 9 ♦ Undead AC 22 FORT 19 REF 19 WILL 19 SPEED 6 HP 75 BLOOD 35 ATTACK POWERS ⚡ Slam: +15 vs. AC; 20 damage. ☠ Rotting Slam: +14 vs. Fortitude; 15 damage AND 10 Ongoing Necrotic Damage. GENERAL POWERS Resist 10 Necrotic Vulnerable 5 Fire ☠ Curse of the Interred: Attack action: One adjacent Immobilized enemy is Helpless (damage also ends). 36 ©2024 DDM Guild Boneyard 20/45 ♦ M	DEATH SLAAD - BONEYARD Level 13 ♦ Chaos • Slaad CR 3 AC 26 FORT 28 REF 24 WILL 24 SPEED 6 HP 80 BLOOD 40 ATTACK POWERS ⚡ Claws: +18 vs. AC; 15 + 10 necrotic damage. ☠ Cloudkill: (area 2 within 10) +16 vs. Fortitude; 15 poison damage AND 15 Ongoing Poison Damage. GENERAL POWERS Bloody Regeneration 10: Use at start of turn, if bloodied: Heal 10 HP. Waves of Limbo: Immediate, at end of round: Roll 1d20. On an uneven roll, enemies within 6 take 5 psychic damage. On an even roll, Slaad allies within 6 heal 5 HP. CHAMPION POWERS ☐ ☐ ☐ ❖ Use at end of a bloodied Slaad ally's turn: It makes a ⚡ attack. ❖ Use when you win initiative: Teleport 10. 60 ©2024 DDM Guild Boneyard 21/45 ♦ M	DEATHLOCK Level 6 ♦ Arcane • Undead AC 20 FORT 17 REF 17 WILL 19 SPEED 6 HP 55 BLOOD 25 ATTACK POWERS ⚡ Deathly Claw: +13 vs. AC; 5 + 5 necrotic damage. ☠ Necrotic Bolt: (sight) +11 vs. Reflex; 15 necrotic damage. GENERAL POWERS Resist 10 Necrotic ☐ Invisibility: Attack action: This creature or an ally within 5 squares is Invisible until end of its next turn or until it resolves an attack. ☠ Pact of Pain: (aura 3) When this creature takes damage from an attack, enemies in aura take 5 damage. ☐ Hex: Minor action: Choose one defense. One enemy within sight has -4 to that defense (save ends). ☹ when no enemy is affected by this power. 25 ©2024 DDM Guild Boneyard 22/45 ♦ M
AVATAR OF DEATH Level 9 ♦ Undead AC 25 FORT 25 REF 25 WILL 25 SPEED F8 HP 50 BLOOD 25 ATTACK POWERS ⚡ Scythe: +17 vs. AC; 10 + 5 necrotic damage. GENERAL POWERS Resist 10 Necrotic Phasing Keen Critical 19: Scores critical hits on attack rolls of natural 19 or 20. Reaping Scythe: Deals triple damage on critical hits. Reaper: Enemies destroyed by this creature are unaffected by effects that prevent destruction. Inescapable Demise: Ignores Invisible, Conceal, Insubstantial and Resist on enemies. 34 ©2024 DDM Guild Boneyard 23/45 ♦ M	SWORD WRAITH WARRIOR Level 6 ♦ Undead AC 22 FORT 19 REF 19 WILL 18 SPEED 6 HP 35 BLOOD 15 ATTACK POWERS ⚡ Sword: +12 vs. AC; 15 damage. GENERAL POWERS Phasing Insubstantial Delayed Appearance ☐ Warrior Arise: Use after an attack is resolved vs. an ally: Place this creature adjacent to the attacker, then this creature makes an opportunity attack vs. that attacker. This creature is considered to have activated this round. 22 ©2024 DDM Guild Boneyard 24/45 ♦ M	OTYUGH Level 9 ♦ Aberrant • Beast • Otyugh AC 23 FORT 23 REF 21 WILL 21 SPEED 6 HP 55 BLOOD 25 ATTACK POWERS ⚡ Swat: (reach 3) +16 vs. AC; 15 damage. ☠ Diseased Bite: (Immobilized target only) +14 vs. Fortitude; 20 damage AND Weakened. ☠ Tentacle Grab: (reach 3) +16 vs. AC; 15 damage AND pull target adjacent AND Immobilized (save ends). GENERAL POWERS Stench: Adjacent Living creatures have -2 attack. Otyugh creatures are immune. Submerged: This creature may set up in a square that contains river or sewer terrain. If it does, it is Invisible until it moves, attacks or takes damage. 22 ©2024 DDM Guild Boneyard 25/45 ♦ L
CARRION CRAWLER Level 5 ♦ Aberrant • Beast AC 20 FORT 18 REF 18 WILL 18 SPEED 6 HP 45 BLOOD 20 ATTACK POWERS ⚡ Tentacles: (reach 2) +11 vs. Fortitude; 10 poison damage AND Immobilized (save ends). ☠ Bite: (Immobilized or Stunned target only) +13 vs. AC; 20 damage. GENERAL POWERS ☐ Paralyzing Poison: Attack action: An adjacent Immobilized enemy is also Stunned. ☹ when this creature hits with Bite. 19 ©2024 DDM Guild Boneyard 26/45 ♦ L	OCHRE JELLY Level 3 ♦ Ooze AC 13 FORT 15 REF 13 WILL 13 SPEED 5 HP 35 BLOOD 15 ATTACK POWERS ⚡ Pseudopod: +8 vs. AC; 15 acid damage. ☠ Envelop: (Medium of smaller target only) Provokes opportunity attack from target: +9 vs. Reflex; 15 acid damage AND 10 Ongoing Acid Damage. GENERAL POWERS Resist 20 Acid ☐ Split: Use when first bloodied: Add 1 new ally named Ochre Jelly worth 8 VP adjacent to this creature. Check that new ally's Split checkbox. ☹ when an adjacent Ooze creature is destroyed by a ☠ or ☠ attack. 8 ©2024 DDM Guild Boneyard 27/45 ♦ L	OGRE ZOMBIE - BONEYARD Level 5 ♦ Undead AC 16 FORT 22 REF 14 WILL 14 SPEED 5 HP 80 BLOOD 40 ATTACK POWERS ⚡ Slam: +11 vs. AC; 25 damage. ☠ Throw Undead: Choose 1 adjacent Medium or smaller Undead ally. If you do, attack an enemy: (range 8) +10 vs. Fortitude; 20 damage AND Dazed. Hit or miss, the chosen ally takes 10 damage, then place it adjacent to the target. GENERAL POWERS Ponderous: Can't shift. 21 ©2024 DDM Guild Boneyard 28/45 ♦ L

WARHORSE SKELETON

Level 6 ♦ Undead

AC 19
FORT 17
REF 17
WILL 17
SPEED 8
HP 50
BLOOD 25

ATTACK POWERS
⚡ **Hooves:** +11 vs. AC; 15 damage.

GENERAL POWERS
Resist 10 Necrotic
Undead Mount: May have a Medium or smaller Undead ally as a rider.
Sidestep: *Immediate, at start of this creature's rider's turn:* Shift 1.
Mounted Advantage: This creature's rider has +5 damage vs. non-Mounted enemies.
Protective Mount: *Immediate, when this creature's rider takes damage from a ⚡ or ⚡ attack:* This creature and its rider both take half that damage, instead.

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SKITTERING HORROR

Level 16 ♦ Aberrant

AC 27
FORT 29
REF 26
WILL 26
SPEED 8
HP 125
BLOOD 60

ATTACK POWERS
⚡ **Claws:** (reach 2) +20 vs. AC; 25 damage.
⚡ **Terrifying Presence:** *Minor action, once per turn:* (range 6) +19 vs. Will; Dazed. (Fear)

GENERAL POWERS
Immune Fear
Skitter: *Minor action:* Shift 2.
Spider Climb: Has Flight while adjacent to a wall.
Aura of Madness: (aura 2) Enemies take 10 psychic damage whenever they enter or start a turn in aura.

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ELDER BLACK PUDDING

Level 13 ♦ Ooze

AC 19
FORT 25
REF 19
WILL 19
SPEED 6
HP 120
BLOOD 60

ATTACK POWERS
⚡ **Pseudopod:** (reach 2) +18 vs. AC; 10 + 10 acid damage AND cumulative -1 AC until end of battle.
⚡ **Engulf:** (Large or smaller target only) +16 vs. Fortitude; 20 Ongoing Acid Damage AND Immobilized AND Blinded (save ends all).

GENERAL POWERS
Immune Acid, Cold, Lightning
Blindsight
Corrosive: Whenever this creature is hit with a ⚡ attack, attacker takes 5 acid damage and has cumulative -1 ⚡ attack until end of battle.
Spider Climb: Has Flight while adjacent to a wall.

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HILL GIANT SKELETON

Level 11 ♦ Undead

AC 23
FORT 27
REF 21
WILL 19
SPEED 8
HP 85
BLOOD 40

ATTACK POWERS
⚡ **Club:** (reach 2) +15 vs. AC; 25 damage.
⚡ **Sweeping Blow:** (burst 1) +13 vs AC; 20 damage.

GENERAL POWERS
Raised to Serve: +2 attack and +5 damage while a non-Good Divine or Arcane ally is on the battlemat.

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JUVENILE KRAKEN

Level 15 ♦ Aquatic • Magical Beast

AC 25
FORT 30
REF 25
WILL 27
SPEED F6
HP 110
BLOOD 55

ATTACK POWERS
⚡ **Tentacle Grab:** *Minor action:* (reach 3) +19 vs. AC; 10 damage AND Immobilized AND pull Large or smaller target up to 2 squares.
⚡ **Fling:** *Minor action:* (reach 3, Large or smaller target only) +17 vs. Fortitude; 15 damage AND slide 4.
⚡ **Bite:** (Immobilized target only) +20 vs. AC; 30 damage.
⚡ **Lightning Strike:** (range 10) +17 vs. Reflex; 25 lightning damage. ⚡ when first bloodied.

GENERAL POWERS
Immune Immobilized, Fear, Lightning
Waterborne: +3 speed while occupying river terrain.

CHAMPION POWERS □
❖ *Use at start of round:* Until end of round, Aquatic creatures have +2 speed while occupying river terrain.

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DEMILICH

Level 18 ♦ Undead

AC 28
FORT 26
REF 27
WILL 33
SPEED F6
HP 85
BLOOD 40

ATTACK POWERS
⚡ **Demilich Gaze:** *Minor action:* (range 10) +20 vs. Will; 5 necrotic + 10 psychic damage AND -2 attack (save ends).
⚡ **Demilich Howl:** (blast 5) +20 vs. Fortitude; 30 damage AND Stunned. Q when first bloodied.
⚡ **Pulsing Evil:** *Immediate, at end of round:* (burst 6, Living creatures only) +16 vs. Fortitude; 15 necrotic damage.

GENERAL POWERS
Immune Stunned, Fear; Resist 10 All
Blindsight
Greater Evil: Ignores Resist with ⚡ attacks.
⚡ **Life Drain:** *Immediate, when this creature hits a Living creature with Demilich Gaze:* Heal 10 HP.

CHAMPION POWERS □ □
❖ *Use when an enemy enters a victory area:* It is Immobilized.
❖ *Use when an enemy hits this creature with an attack:* That enemy is Dazed.

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LICH

Level 18 ♦ Arcane • Undead

AC 27
FORT 27
REF 27
WILL 32
SPEED 6
HP 85
BLOOD 40

ATTACK POWERS
⚡ **Paralyzing Touch:** +18 vs. AC; 15 damage AND Helpless.
⚡ **Magic Missile:** (sight) Automatic hit vs. Reflex; 15 damage.
⚡ **Lich Gaze:** *Minor action:* (range 3) +16 vs. Will; Dazed. ⚡ as a minor action.
⚡ **Finger of Death:** (range 6) +18 vs. Fortitude; 50 necrotic damage.
⚡ **Power Word, Kill:** (range 3, enemy with 50 HP or less) Automatic hit vs. Fortitude; destroyed.
⚡ **Meteor Swarm:** (radius 3 within 9) +19 vs. Reflex; 20 + 20 fire damage. On miss, 10 + 10 fire damage.

GENERAL POWERS
Immune Necrotic, Poison; Vulnerable 5 Radiant
□ **Lich's Phylactery:** *Use when this creature would be destroyed:* It is not destroyed and has 20 HP instead. Place it in its start area.

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MUMMY LORD

Level 12 ♦ Undead

AC 26
FORT 25
REF 24
WILL 26
SPEED 5
HP 85
BLOOD 40

ATTACK POWERS
⚡ **Rotting Fist:** +19 vs. AC; 10 damage AND 10 Ongoing Damage.
⚡ **Whirlwind of Sand:** (line 10) +17 vs. Fortitude; 20 damage AND Blinded. Hit or miss, place this creature adjacent to the target furthest from it. ⚡ when first bloodied.
⚡ **Contagion:** (burst 2, enemies only) +17 vs. Fortitude; 15 Ongoing Poison Damage.
⚡ **Sleep:** (radius 2 within 10) +15 vs. Will; Helpless (save ends, damage ends).

GENERAL POWERS
Vulnerable 5 Fire

CHAMPION POWERS □ □
❖ *Use at start of round:* Undead allies have +2 attack and +5 damage until end of round.
❖ *Use when an enemy enters an adjacent square:* It is Immobilized (save ends).

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DEATH KNIGHT

Level 13 ♦ Divine • Undead • War

AC 29
FORT 27
REF 27
WILL 27
SPEED 5
HP 80
BLOOD 40

ATTACK POWERS
⚡ **Greatsword:** +20 vs. AC; 20 damage.
⚡ **Unholy Flames:** (radius 2 with 10) +16 vs. Fortitude; 20 necrotic damage OR 20 fire damage (choose one for each target).

GENERAL POWERS
Immune Poison
Bloodthirsty: +5 ⚡ damage vs. Bloodied targets.
Death's Right Hand: (aura 10) Undead allies in aura have +2 attack.

CHAMPION POWERS □ □
❖ *Use when an Undead ally hits with a ⚡ attack:* +20 damage on that attack.
❖ *Use at start of an adjacent enemy's turn:* That enemy takes 10 damage and is Immobilized.
Warband Building: Evil Undead creatures of any faction are legal in your warband.

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MINDWITNESS

Level 9 ♦ Aberrant • Beholder • Mind Flayer

ATTACK POWERS

- ⚡ **Tentacles:** +14 vs. AC; 15 damage AND Immobilized.
- 👁️ **Eye Rays:** (range 10) +13 vs. Will; 15 psychic damage AND choose one:
- ❑ **Slow:** Slowed (save ends).
 - ❑ **Mind Rend:** +10 psychic damage.
 - ❑ **Telekinesis:** Slide 3.

GENERAL POWERS

- ❑ **Lookout:** Use during setup: Place this creature within 6 squares of your start area.
- ❑ **Psychic Resonation:** Use when this creature hits an Immobilized enemy with a ⚡ attack: That enemy is also Stunned (save ends).
- Telepathic Hub:** During their turn, allies may draw line of sight from this creature's space instead of their own.

AC
23

FORT
21

REF
21

WILL
24

SPEED
F5

HP
65

BLOOD
30

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ROT TROLL

Level 11 ♦ Troll

ATTACK POWERS

- ⚡ **Claws:** Make 2 attacks: +16 vs. AC; 10 + 5 necrotic damage.

GENERAL POWERS

- Resist 10 Necrotic**
- Rancid Degeneration:** (aura 1) Enemies that start a turn in aura take 5 necrotic damage.
- Necrotic Symbiosis:** Use when an adjacent creature takes necrotic damage from an ally's or an enemy's attack: This creature has +5 necrotic damage until end of its next turn.

AC
22

FORT
25

REF
21

WILL
19

SPEED
6

HP
85

BLOOD
40

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BONE NAGA

Level 6 ♦ Undead

ATTACK POWERS

- ⚡ **Bite:** (reach 2) +14 vs AC; 10 + 5 poison damage.
- ❑ 🏹 **Ray of Enfeeblement:** (range 6) +12 vs. Fortitude; Weakened (save ends).
- ❑ ⚡ **Lightning Bolt:** (line 10) +12 vs. Reflex; 20 lightning damage. On miss, 10 lightning damage.

GENERAL POWERS

- Immune Poison**
- Serpentfolk Servitor:** +2 attack while a Yuan-ti ally is on the battlemat.
- Bound Protector:** Immediate, when an adjacent ally takes damage from an attack: This creature and that ally each take half that damage, instead.

AC
22

FORT
21

REF
21

WILL
21

SPEED
6

HP
55

BLOOD
25

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BONE WHELK

Level 2 ♦ Aberrant

ATTACK POWERS

- ⚡ **Bite:** +8 vs. AC; 5 damage AND Medium or smaller target is Immobilized.

GENERAL POWERS

- Delayed Appearance**
- ❑ **Unexpected Threat:** Use at end of round: Place this creature in your opponent's start area.
- Scavenge and Integrate to Shell:** Use at end of round, if in your victory area: Cumulative +2 AC until end of battle.
- Rotting Shriek:** Whenever it is destroyed: Creatures within 4 squares take 10 necrotic damage.
- Adhesive Excretions:** Use when a Medium or smaller attacker hits this creature with a ⚡ attack: That attacker is Immobilized.

AC
15

FORT
14

REF
12

WILL
12

SPEED
3

HP
30

BLOOD
15

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SIBRIEX

Level 17 ♦ Demon

ATTACK POWERS

- ⚡ **Chain:** Minor action: (reach 3) +21 vs. AC; 20 damage.
- 🏹 **Squirt Bile:** Minor action: (range 10) +18 vs. Reflex; 15 acid damage.
- ❑ ⚡ **Corrupt the Flesh:** (burst 2) +19 vs. Fortitude; 20 Ongoing Poison Damage. ⚡ when first bloodied.

GENERAL POWERS

- Immune Poison**
- Resist 5 Cold, Fire, Lightning**
- Contamination:** (aura 2) While in aura, squares gain poison (damaging) terrain.

AC
26

FORT
28

REF
26

WILL
28

SPEED
F5

HP
160

BLOOD
80

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ELDER OBLEX

Level 11 ♦ Ooze

ATTACK POWERS

- ⚡ **Pseudopod:** +16 vs. AC; 15 + 5 psychic damage.
- ⚡ **Eat Memories:** (treats Will of greater than 25 as 25) +14 vs. Will; 20 psychic damage AND target loses one unchecked use of its limited use powers (opponent's choice).
- ❑ 🏹 **Confusion:** (range 10, treats Will of greater than 25 as 25) +14 vs. Will; Confused (save ends).

GENERAL POWERS

- Immune Blinded; Blindsight**
- ❑ **Impersonation:** Use at setup: This creature gains 1 keyword of an enemy.
- Mind Scout:** (aura 5) Mind Flayer allies in aura have +2 attack and +5 psychic damage.
- Attack from Replicant:** While Sacrifice Replicant is unused, this creature may choose an origin corner in an unoccupied non-wall, non-pit square within 3 for its attacks as if it occupied that square.
- ❑ **Sacrifice Replicant:** Use when this creature would be hit by an attack: That attack misses, instead.

AC
22

FORT
26

REF
22

WILL
26

SPEED
5

HP
85

BLOOD
40

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TYRANNOSAURUS ZOMBIE

Level 13 ♦ Undead

ATTACK POWERS

- ⚡ **Bite:** +15 vs. AC; 30 damage.

GENERAL POWERS

- Resist 10 Poison**
- Regurgitate Zombie:** Use at end of round: Place a new Undead ally named Zombie worth 5 VP or less adjacent to this creature.
- ❑ **Undead Fortitude:** Whenever this creature would be reduced to 0 HP: It has 5 HP remaining instead.

AC
21

FORT
26

REF
20

WILL
19

SPEED
7

HP
100

BLOOD
50

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ATROPAL

Level 14 ♦ Undead

ATTACK POWERS

- ⚡ **Atrophied Hand:** +15 vs. Reflex; 10 necrotic damage.
- 🏹 **Ray of Cold:** (sight) +20 vs. Reflex; 20 cold damage AND Slowed.
- ❑ 🏹 **Life Drain:** (range 10) +20 vs. Fortitude; 30 necrotic damage AND this creature heals 15 HP. ⚡ when first bloodied.

GENERAL POWERS

- Immune Petrified, Necrotic**
- Vulnerable 5 Radiant**
- Blindsight**
- Resentful Godling:** +2 attack and +10 damage vs. creatures of level 15+.
- ❑ **Dispel Magic:** Minor action: Remove all non-condition effects from an enemy within 5.
- Link to the Negative Plane:** (aura 5) Living creatures in aura cannot heal and take 5 necrotic damage when they start a turn in aura.

AC
22

FORT
26

REF
20

WILL
26

SPEED
F8

HP
110

BLOOD
55

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ATROPAL (EPIC)

Level 20 ♦ Undead

ATTACK POWERS

- ⚡ **Atrophied Hand:** +20 vs. Reflex; 20 necrotic damage.
- 🏹 **Ray of Cold:** (sight) +25 vs. Reflex; 40 cold damage AND Slowed.
- ❑ 🏹 **Finger of Death:** (sight) +23 vs. Fortitude; 30 + 30 necrotic damage. On miss, 15 + 15 necrotic damage. ⚡ when first bloodied.
- ❑ ⚡ **Shroud of Death:** (blast 5) +23 vs. Fortitude; 40 necrotic damage AND cumulative -2 attack (save ends); Undead creatures heal 10 HP instead. ⚡ when an adjacent ally is destroyed.

GENERAL POWERS

- Immune Helpless, Petrified, Necrotic**
- Vulnerable 5 Radiant**
- Blindsight**
- ❑ **Summon Servant:** Minor action: Place a new Undead ally of cost 29 or less within 5 squares.
- Link to the Negative Plane:** (aura 5) Living creatures in aura cannot heal and take 15 necrotic damage when they start a turn in aura.

AC
28

FORT
32

REF
28

WILL
36

SPEED
F8

HP
205

BLOOD
100

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CAVALIER SADDLE

Level Any ♦ Any

POWERS

Saddle Straps: Use when this creature's rider would be affected by a forced movement effect: It ignores that effect.

Choose Followers: Use when a rider mounts this creature: Choose a keyword of that rider.

Aura of Power: (aura 2) While in aura, allies of lower level than that rider and with the chosen keyword have +2 to all defenses.

+2

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NECROMANCER'S BONE

Level 1-5 ♦ Undead • Non-Good

POWERS

Imbued Attack: Use when this creature hits with a ⚔ attack: +5 necrotic damage.

+1

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THE HORDE

Level 1-5 ♦ Undead • Non-Good

POWERS

Join the Horde: Gains the Horde keyword.

Crowd Protection: Resist 5 All vs. ⚔, ⚡ and ⚡ attacks while adjacent to 2 Horde allies.

Horde Swarm: While an enemy is adjacent to this creature and 2 Horde allies, it is Immobilized.

+1

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HORDE STAFF

Level Any ♦ Evil • Champion • Arcane or Divine or Undead

POWERS

Unleash the Horde: Use at start of round 1: Undead allies of level 1-5 move up to their speed.

Call the Horde: Use at start of round: Pull Undead allies of level 1-5 within 10 squares up to 3 squares.

+2

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NECROMANCER'S NAIL

Level 1-5 ♦ Undead • Non-Good

POWERS

Directed Attack: +1 ⚔ attack.

+1

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UNDEAD ARCHERY SQUAD

Level 1-2 ♦ Undead

POWERS

Squad Unit: Gains the Squad keyword.

Hold: Whenever this item is assigned, check Group Fire.

Squad Formation: +1 ⚔ attack for each adjacent Squad ally.

Group Fire: Immediate, after an adjacent Squad ally resolves a ⚔ attack: Make a ⚔ attack. ⚡ as an attack action.

+1

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