

GNOME WIZARD Level 8 ♦ Arcane • Gnome • Unique AC 21 FORT 21 REF 18 WILL 21 SPEED B4 HP 50 BLOOD 25 ATTACK POWERS ⚡ Staff of Grasping Earth: +13 vs. AC; 5 damage AND Slowed. 🌿 Stoneburst: (radius 1 within 10) +11 vs. Reflex; 15 damage. GENERAL POWERS Tera's Return: This creature is treated as also having the name Tera, Gnome Elementalist. 🛡️ Stoneskin: Minor action: Resist 10 All until end of its next turn. 🪨 Stone Shape: Attack action: Up to 2 contiguous wall terrain squares within 6 become secret door terrain. The gnome elementalists are something else. 28 ©2025 DDM Guild Return of the Dragons 1/48 ● S	HALFLING BARD Level 7 ♦ Arcane • Halfling • Unique AC 21 FORT 20 REF 21 WILL 21 SPEED 5 HP 50 BLOOD 25 ATTACK POWERS 🔪 Stiletto: +10 vs. AC; 10 + 5 thunder damage. 🎭 Vicious Mockery: (range 6) +12 vs. Will; 15 psychic damage AND -2 attack. 🎵 Sorrowful Ballad: (burst 3) +13 vs. Will; 10 psychic damage AND Dazed (save ends). GENERAL POWERS Iries' Return: This creature is treated as also having the name Iries, Halfling Bard. 🎭 Distracting Melody: (aura 5) Creatures in aura may not use immediate actions. 🎵 Lively Jig: Minor action: End all Immobilized and Slowed conditions on creatures within 3 squares. 🤸 Acrobatic: Move action: Shifts up to its speed. 25 ©2025 DDM Guild Return of the Dragons 2/48 ● S	QUICKLING Level 3 ♦ Fey AC 19 FORT 15 REF 22 WILL 15 SPEED 10 HP 25 BLOOD 10 ATTACK POWERS ⚡ Quick Blade: +9 vs. AC; 5 damage AND repeat this attack (max 3 per turn). GENERAL POWERS Conceal 6 Defensive Mobility: +5 AC vs. opportunity attacks. "Wh— ?!" 11 ©2025 DDM Guild Return of the Dragons 3/48 ● S
SVIRFNEBLIN FIGHTER Level 4 ♦ Gnome • Martial AC 20 FORT 17 REF 20 WILL 17 SPEED 5 HP 35 BLOOD 15 ATTACK POWERS ⚔️ Gladius: +10 vs. AC; 10 damage. GENERAL POWERS Stonefriend: Whenever this creature is adjacent to a wall, it has Resist 5 All. 🪨 Stoneshift: Minor action, use when adjacent to a wall: Teleport up to 6 squares to a square adjacent to a wall. The deep gnomes work hard to keep their Underdark society secret and defend it fiercely when cornered. 11 ©2025 DDM Guild Return of the Dragons 4/48 ● S	KOBOLD FIGHTER Level 1 ♦ Kobold AC 15 FORT 13 REF 13 WILL 13 SPEED 7 HP 20 BLOOD 10 ATTACK POWERS ⚔️ Spear: +6 vs. AC; 10 damage. 🎯 Spear Throw: (range 6) +6 vs. AC; 10 damage. ⚡ as a move action when occupying a victory area. GENERAL POWERS Missing Spear: -5 damage to ⚔️ attacks while Spear Throw has no uses available. Dragon Minion: +5 damage while this creature has line of sight to a Dragon ally. Constantly on the prowl for prey. 4 ©2025 DDM Guild Return of the Dragons 5/48 ● S	GOBLIN FIGHTER Level 1 ♦ Goblin AC 15 FORT 14 REF 14 WILL 14 SPEED 6 HP 15 BLOOD 5 ATTACK POWERS ⚔️ Short Sword: +6 vs. AC; 10 damage. GENERAL POWERS Bully: +2 attack and +10 damage vs. Level 1 targets. Coward: Whenever this creature is damaged by a Level 2 or higher enemy: This creature is destroyed. 3 ©2025 DDM Guild Return of the Dragons 6/48 ● S
MANES Level 1 ♦ Demon AC 14 FORT 13 REF 12 WILL 12 SPEED 5 HP 25 BLOOD 10 ATTACK POWERS ⚡ Vicious Claws: +6 vs. AC; 10 damage. GENERAL POWERS Resist 5 Acid Demonic Horde: +2 attack and +5 damage while adjacent to a Demon ally. Splat: Whenever this creature is destroyed: Adjacent creatures take 5 acid damage. 5 ©2025 DDM Guild Return of the Dragons 7/48 ● M	DOPPELGANGER Level 6 ♦ Shapeshifter AC 18 FORT 18 REF 18 WILL 18 SPEED 6 HP 40 BLOOD 20 ATTACK POWERS ⚡ Improvised Weapon: +13 vs. AC; 10 damage. GENERAL POWERS 🎭 Impostor: Move action, use when no ally is within 8 squares of this creature: Choose a Medium or smaller non-champion enemy of level 8 or lower. This creature switches positions with that enemy. The royalty of infiltration. 17 ©2025 DDM Guild Return of the Dragons 8/48 ● M	SUN ELF GUARD Level 6 ♦ Elf • Martial AC 20 FORT 18 REF 20 WILL 20 SPEED 6 HP 45 BLOOD 20 ATTACK POWERS ⚔️ Longspear: (reach 2) +13 vs. AC; 10 damage. 🎭 Spear Dance: +13 vs. AC; 5 damage AND this creature shifts up to 1 square AND this creature makes a Spear Dance attack (max 4 per turn). GENERAL POWERS 🎯 Impale: Use with a ⚔️ attack: If the attack hits, target is Dazed and Immobilized (save ends both, or ends if this creature attacks another target). Defender: Use when an enemy within reach makes a ⚔️ attack against an ally: Make a ⚔️ attack against that enemy as an immediate action. Haughty sun elf guards deem themselves superior fighters. At their best moments, they are. 19 ©2025 DDM Guild Return of the Dragons 9/48 ● M

ORC FIGHTER Level 8 ♦ Martial • Orc AC 20 FORT 20 REF 18 WILL 16 SPEED 7 HP 60 BLOOD 30 ATTACK POWERS ⚔ Axe: +11 vs. AC; 20 damage. ⚔ Killstroke: +9 vs. AC, or +14 vs. AC instead if target is bloodied; 30 damage. GENERAL POWERS Aggressive 5: +5 ⚔ damage while not bloodied ☐ Hustle: Minor action: +2 speed until end of turn. 24 ©2025 DDM Guild Return of the Dragons 10/48 • M	HUMAN ZHENTARIM BANDIT Level 3 ♦ Human • Stealth • Zhent AC 19 FORT 15 REF 15 WILL 15 SPEED 6 HP 30 BLOOD 15 ATTACK POWERS ⚔ Longsword: +8 vs. AC; 10 damage. GENERAL POWERS ☐☐ Combat Trickery: Minor action: Switch positions with an adjacent level 6 or lower creature. 8 ©2025 DDM Guild Return of the Dragons 11/48 • M	HOBGOBLIN FIGHTER Level 2 ♦ Hobgoblin AC 18 FORT 17 REF 17 WILL 17 SPEED 6 HP 25 BLOOD 10 ATTACK POWERS ⚔ Falchion: +8 vs. AC; 10 damage. GENERAL POWERS Honor Guard: Immediate, when an adjacent Hobgoblin champion takes damage: That champion and this creature each take half that damage, instead. 7 ©2025 DDM Guild Return of the Dragons 12/48 • M
BARBARIAN Level 12 ♦ Human • Primal AC 22 FORT 22 REF 24 WILL 19 SPEED 8 HP 95 BLOOD 45 ATTACK POWERS ⚔ Raider's Axe: +16 vs. AC; 20 damage. ⚔ 40 Whacks: Use only while not bloodied: +15 vs. AC; 10 Damage AND this creature makes a 40 Whacks attack. GENERAL POWERS Immune Weakened Bloodthirsty 5: +5 ⚔ damage vs. bloodied targets. Raider Wars: +2 attack vs. Goblin, Gnoll and Orc targets. 51 ©2025 DDM Guild Return of the Dragons 13/48 • M	OROG FIGHTER Level 10 ♦ Martial • Orc • Orog AC 25 FORT 23 REF 21 WILL 21 SPEED 6 HP 75 BLOOD 35 ATTACK POWERS ⚔ Battle Axe: +14 vs. AC; 20 damage. GENERAL POWERS Bloodrage: +10 damage while bloodied. Prowl: Immediate, at start of turn: Choose an enemy within 7 squares. This creature moves up to its speed, each square closer to that enemy. 36 ©2025 DDM Guild Return of the Dragons 14/48 ♦ M	PALADIN Level 9 ♦ Divine • Human AC 25 FORT 22 REF 20 WILL 22 SPEED 5 HP 50 BLOOD 25 ATTACK POWERS ⚔ Sword: +15 vs. AC; 15 damage. ☐ ⚔ Repel Enemies: (burst 2, enemies only) +12 vs. Will; 10 radiant damage AND push 2 AND Immobilized. GENERAL POWERS Radiant Armor: (aura 1) This creature and allies in aura have Resist 5 All vs. attacks by Evil enemies. ☐ Smite: Use on a ⚔ attack that hits: Target takes +10 radiant damage. CHAMPION POWERS ❖ Use when an ally becomes bloodied: That ally heals 10 HP. 28 ©2025 DDM Guild Return of the Dragons 15/48 ♦ M
WOOD ELF DRUID Level 13 ♦ Elf • Primal AC 25 FORT 26 REF 26 WILL 26 SPEED 6 HP 75 BLOOD 35 ATTACK POWERS ⚔ Elder Staff: +18 vs. AC; 10 + 5 poison damage. ⚔ Throw Fire: (range 12) +18 vs. AC; 20 fire damage. ☐ ⚔ Lightning Storm: (blast 5) +18 vs. Fortitude; 25 lightning damage. GENERAL POWERS Resist 5 All Nature's Step: Ignores the extra cost for entering difficult terrain. CHAMPION POWERS ❖ Use when an enemy enters forest terrain: That enemy is Immobilized (save ends). ❖ Use at start of round: Beast allies move up to their speed. 59 ©2025 DDM Guild Return of the Dragons 16/48 ♦ M	GREEN HAG - RETURN Level 11 ♦ Hag AC 25 FORT 25 REF 25 WILL 25 SPEED 6 HP 80 BLOOD 40 ATTACK POWERS ⚔ Claws: +17 vs. AC; 20 damage. ☐☐ ⚔ Infect: (range 6) +15 vs. Fortitude; 10 poison damage AND Blinded (save ends). ☐ ⚔ Plague Magic: (range 4) Treats Fortitude of greater than 25 as 25: +15 vs. Fortitude; Target takes damage equal to its bloodied value. GENERAL POWERS ☐ Disguise Self: Use at setup: Invisible until it resolves an attack. CHAMPION POWERS ❖ Use at start of round: Aquatic and Hag allies have +2 attack until end of round. ❖ Use when an ally is hit by an attack that would impose a condition: That ally ignores that condition instead. 46 ©2025 DDM Guild Return of the Dragons 17/48 ♦ M	NEEDLE BLIGHT Level 4 ♦ Plant AC 18 FORT 16 REF 16 WILL 16 SPEED 5 HP 35 BLOOD 15 ATTACK POWERS ⚔ Needle Spray: (range 6) +9 vs. AC; 5 poison damage. ☐ ⚔ Pine Burst: (burst 2) Automatic hit; 5 damage AND Slowed. ⚔ as an attack action. GENERAL POWERS ☐ Black Pine: Use at setup: Until end of battle, whenever this creature would deal poison damage, it deals necrotic damage instead. Blackhearted: This creature is Evil if there are Evil creatures in your warband. 9 ©2025 DDM Guild Return of the Dragons 18/48 ♦ M

BALLISTA

Level 6 ♦ Object

ATTACK POWERS

⚔ **Barbed Shot:** (sight, only while adjacent to a non-Object creature) +15 vs. Reflex; 20 damage.

GENERAL POWERS

Scout

Object: Does not score VP for occupying victory areas.

Crewed: Whenever there are more non-Object enemies than non-Object allies adjacent to this creature, this creature is Confused.

Powerful Shot: Smoke and forest terrain do not block line of sight for this creature.

"Sire! Enemy was spotted on the other side of those trees there. Our ballistae did the rest."

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DRAGONCLAW

Level 10 ♦ Human • Stealth

ATTACK POWERS

⚔ **Dagger:** +13 vs. AC; 10 + 10 poison damage.
☐ **Ambush Strike:** Moves up to its speed with flight (minimum 6 squares), then attacks: +16 vs. AC; 30 damage. ☹ *when no enemy can see this creature at the start of its turn.*

GENERAL POWERS

Dragon Fanatic: Has the Dragon keyword and Immune Fear while a Dragon champion ally is in play.

They fanatically follow those of a higher rank in the Cult of the Dragon – and more so dragons.

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BUGBEAR

Level 1 ♦ Bugbear • Goblin

ATTACK POWERS

⚔ **Morningstar:** +4 vs. AC; 15 damage.
☐ **Skullthumper:** Only vs. a target that grants combat advantage: +4 vs. Fortitude; 15 damage AND Stunned.

GENERAL POWERS

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GUARD DRAKE - RETURN

Level 6 ♦ Dragon

ATTACK POWERS

⚔ **Bite:** +11 vs. AC; 10 damage.
☐ **Lightning Blast:** (blast 3) +12 vs. Reflex; 10 lightning damage. On miss, 5 lightning damage. ☹ *as a move action.*

GENERAL POWERS

Resist 15 Lightning

Reflexive Defense: Use when this creature is hit by an attack: ☹ Lightning Blast, then make a Lightning Blast attack as an immediate action.

"Lightning drakes! Gah! Ground yourselves... or run!"
— Zargoth of the Valley

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WRAITH

Level 7 ♦ Undead

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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YOUNG BRONZE DRAGON

Level 14 ♦ Aquatic • Dragon • Noble

CR 1

ATTACK POWERS

⚔ **Tooth and Claw:** +19 vs. AC; 25 damage.
☐ **Lightning Jet:** Minor action: (range 6) +19 vs. Reflex; 20 lightning damage. ☹ *as a move action.*

GENERAL POWERS

Resist 15 Lightning

Goodhearted: Has the Good keyword while a Good ally is in play.

CHAMPION POWERS ☐

❖ *Use at start of an enemy's turn:* Push all living enemies within two squares of this creature up to 4 squares.

❖ *Use at start of round:* Allies have +5 damage vs. Evil enemies until end of round.

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ONI - RETURN

Level 10 ♦ Giant

ATTACK POWERS

⚔ **Naginata:** (reach 2) +15 vs. AC; 20 damage.
☐ **Freezing Blast:** (blast 5) +15 vs. Fortitude; 20 cold damage.
☐ **Lightning Bolt:** (line 10) +15 vs. Reflex; 20 lightning damage.

GENERAL POWERS

Sneak Attack 10

☐ **Gaseous Form:** Use at any time: Has speed F8 and takes half damage from attacks until it attacks.

"Why does something so big need so much magical power? Seems unfair if you ask me."
— Endugo, halfling explorer

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STONE GIANT - RETURN

Level 16 ♦ Earth • Giant

CR 1

ATTACK POWERS

⚔ **Greatclub:** (reach 3) +20 vs. AC; 30 damage.
☐ **Brutal Swing:** Only while bloodied: (burst 2) +19 vs. AC; 20 damage.

GENERAL POWERS

Scout

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

☐ **Stone Camouflage:** Minor action: Until end of round, this creature has Hide while adjacent to a wall.

CHAMPION POWERS ☐

❖ *Use at start of round:* Giant allies move up to their speed.

❖ *Use at start of round:* Giant allies have +2 attack until end of round.

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FROST GIANT - AXE

Level 15 ♦ Cold • Giant

ATTACK POWERS

⚔ **Frostbite Axe:** (reach 3) +19 vs. AC; 25 damage AND 10 Ongoing Cold Damage.
☐ **Isē Vind Rune:** (burst 2) +18 vs. Fortitude; 25 cold damage AND push 4. ☹ *when first bloodied.*

GENERAL POWERS

Immune Cold

Vulnerable 5 Fire

Ice Floe: (aura 2) Slide any non-Cold creature that ends its turn in aura up to 1 square.

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

CHAMPION POWERS ☐

❖ *Use at start of round:* Cold creatures in your warband deal +10 cold damage until end of round.

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PEGASUS

Level 10 ♦ Beast

ATTACK POWERS

- ⚡ **Hoof Strike:** +15 vs. AC; 15 damage.
- ✚ **Flyby Attack:** This creature moves up to its speed and makes a ⚡ attack any time during its move.

GENERAL POWERS

Elf Mount: Can have a Medium Elf or Half-Elf ally as a rider.

☐ **Coordinated Attack:** Use when this creature makes a ⚡ attack: This creature's rider makes a ⚡ attack as an immediate action.

Burdened: Whenever this creature has a rider, this creature has -2 speed.

AC 24
FORT 22
REF 22
WILL 22
SPEED F10
HP 55
BLOOD 25



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WYVERN

Level 13 ♦ Beast

ATTACK POWERS

- ⚡ **Bite:** +18 vs. AC; 20 damage.
- ✚ **Sting:** +19 vs. AC; 15 damage AND 15 Ongoing Poison Damage.

GENERAL POWERS

Mobile Melee Attack: Use after resolving a ✚ attack: Shift 1.

AC 28
FORT 25
REF 25
WILL 25
SPEED F8
HP 80
BLOOD 40



"I can define 'wyvern' in three words: wing and sting." — Sebaed Gimbulgot, gnome scholar

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YOUNG BLACK SHADOW DRAGON

Level 12 ♦ Dragon • Shadow

CR 1

ATTACK POWERS

- ⚡ **Shadow Claws:** +15 vs. AC; 20 necrotic damage.
- ☐ ✚ **Necrotic Acid Breath:** (blast 5) +16 vs. Fortitude; 10 acid + 15 necrotic damage AND Weakened (save ends).

GENERAL POWERS

Shadowfiend: Conceal 6 while adjacent to a wall.

Shadow Jump: Move action: Teleport up to 5 squares to a square adjacent to a wall.

AC 24
FORT 23
REF 24
WILL 23
SPEED F7
HP 70
BLOOD 35



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YOUNG GREEN DRAGON

Level 8 ♦ Dragon

CR 2

ATTACK POWERS

- ⚡ **Bite:** (reach 2) +13 vs. AC; 10 damage AND 10 Ongoing Poison Damage.
- ☐ ✚ **Poison Breath:** (blast 5) +13 vs. Fortitude; 15 poison damage AND 5 Ongoing Poison Damage. ☹ when first bloodied.

GENERAL POWERS

Resist 15 Poison

AC 23
FORT 22
REF 21
WILL 22
SPEED F10
HP 65
BLOOD 30



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YOUNG COPPER DRAGON

Level 13 ♦ Dragon

ATTACK POWERS

- ⚡ **Acidic Bite:** +18 vs. AC; 15 + 10 acid damage.
- ✚ **Draconic Fury:** Make 2 attacks: +16 vs. AC; 15 damage.
- ☐ ✚ **Acidic Breath:** (line 12) +15 vs. Fortitude; 20 acid damage. ☹ when first bloodied.
- ☐ **Slowing Breath:** (blast 5) +15 vs. Fortitude; Slowed (save ends).

GENERAL POWERS

Immune Acid

Hoardkeeper 10: While this creature occupies your victory area, you score +10 VP for each enemy destroyed.

Multiple Threats: (aura 1) Enemies in aura grant combat advantage.

AC 26
FORT 24
REF 24
WILL 24
SPEED F9
HP 80
BLOOD 40



Capricious? Definitely.

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REZMIR

Level 13 ♦ Aquatic • Dragon • Unique

CR 3

ATTACK POWERS

- ⚡ **Hazirawn:** +18 vs. AC; 15 + 5 necrotic damage AND target cannot heal (save ends).
- ✚ **Caustic Bolt:** (range 10) +16 vs. Reflex; 15 acid damage.
- ☐ ✚ **Acid Spray:** (blast 3) +16 vs. Reflex; 20 acid damage.

GENERAL POWERS

Resist 10 Acid

Hide

Sneak Attack 5

Tiamat's Chosen: Your warband may not include other champions of level 13+.

AC 25
FORT 25
REF 25
WILL 25
SPEED 6
HP 85
BLOOD 40



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HUMAN RED WIZARD

Level 14 ♦ Arcane • Fire • Human

CR 2

ATTACK POWERS

- ⚡ **Hidden Dagger:** +16 vs. AC; 5 + 10 poison damage.
- ☐ ✚ **Burning Hands:** (blast 4) +18 vs. Reflex; 20 fire damage. ☹ as a move action.
- ☐ ✚ **Fireball:** (nearest, radius 2) +18 vs. Reflex; 20 fire damage. On miss, 10 fire damage.

GENERAL POWERS

Resist 10 Fire

AC 24
FORT 24
REF 25
WILL 25
SPEED 6
HP 70
BLOOD 35



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MIND FLAYER - RETURN

Level 10 ♦ Mind Flayer

CR 2

ATTACK POWERS

- ⚡ **Tentacles:** +14 vs. AC; 15 damage.
- ☐ ✚ **Mind Blast:** (blast 5) +15 vs. Will; 15 psychic damage AND Stunned (save ends).

GENERAL POWERS

Resist 5 Psychic

Domineering: Your warband cannot include any other champions.

Puppeteer: Attack action: An ally within 5 squares takes 5 damage and then makes a ⚡ attack as an immediate action.

CHAMPION POWERS ☐ ☐

- ✚ Use at start of this creature's turn: ☹ Mind Blast.
- ✚ Use when a Stunned enemy fails a saving throw: End the Stunned condition on that enemy and that enemy is Dominated (save ends).

AC 21
FORT 20
REF 24
WILL 26
SPEED 6
HP 65
BLOOD 30



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HALF-RED DRAGON VETERAN

Level 15 ♦ Dragon • Martial

CR 2

ATTACK POWERS

- ⚡ **Dragonblade:** +18 vs. AC; 20 damage.
- ⚡ **The Bite:** +20 vs. AC; 10 damage.
- ☐ ✚ **Fire Breath:** (blast 4) +18 vs. Reflex; 25 fire damage.

GENERAL POWERS

Resist 10 Fire

Double Attack: Make 2 different ⚡ attacks.

Draw First Blood: +10 ✚ damage vs. undamaged enemies.

Veteran Manoeuvres: Minor action, once per turn: This creature and each ally within 5 squares may shift 1 square.

AC 27
FORT 26
REF 25
WILL 26
SPEED 5
HP 95
BLOOD 45



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CHAMPION POWERS ☐ ☐

- ✚ Use when an enemy hits with an attack: That enemy takes 10 fire damage.
- ✚ Use at start of turn: Heal 10 HP.

AARAKOCRA

Level 3 ♦ Aarakocra • Primal

AC 17
FORT 15
REF 17
WILL 15
SPEED F8
HP 30
BLOOD 15

ATTACK POWERS
⚡ **Beak and Claw:** +9 vs. AC; 10 damage.
☐ ⚡ **Flurry of Darts:** This creature moves up to its speed, then attacks a non-flying enemy: +11 vs. AC; 10 damage and Slowed (save ends).

GENERAL POWERS
Vulnerable 5 Fire
Aerial Duelist: +2 attack and +5 ⚡ damage vs. enemies with Flight.

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DEVA

Level 15 ♦ Angel • Immortal • Planar

AC 28
FORT 27
REF 27
WILL 28
SPEED F8
HP 95
BLOOD 45

ATTACK POWERS
⚡ **Celestial Weapon:** +17 vs. AC; 15 + 15 radiant damage.

GENERAL POWERS
Immune Dominated, Fear
Resist 10 Radiant
☐ ☐ **Healing Touch:** Minor action: An adjacent ally heals 15 HP and end the Blinded and Ongoing Poison Damage conditions on that ally.

CHAMPION POWERS ☐ ☐
❖ Use when a creature takes radiant damage: It takes extra 15 radiant damage.
❖ Use when an ally hits with an attack: Target is also Blinded.

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HARPY - RETURN

Level 8 ♦ Fey

AC 21
FORT 19
REF 22
WILL 20
SPEED F6
HP 55
BLOOD 25

ATTACK POWERS
⚡ **Harpy Claws:** +15 vs. AC; 10 damage.
⚡ **Shriek:** (range 5) +15 vs. Will, 5 psychic + 5 thunder damage AND Dazed AND this creature loses a use of Sweetsong.
☐ ⚡ **Sweetsong:** (blast 5) +12 vs. Will; Stunned (save ends).

GENERAL POWERS
Death Shriek: Whenever this creature is destroyed: All creatures within 5 squares take 5 thunder damage.

"Never before had I witnessed such eagerness to go and get one's flesh torn from the bones."
— Iries, halfling bard

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GARGOYLE

Level 6 ♦ Earth • Gargoyle

AC 22
FORT 20
REF 20
WILL 20
SPEED F7
HP 50
BLOOD 25

ATTACK POWERS
⚡ **Claws:** +13 vs. AC; 15 damage.

GENERAL POWERS
Statuesque: May occupy statue terrain and may set up in statue terrain.
☐ **False Appearance:** Use at setup: Invisible until it moves or attacks.
Flyby Attack: Attack action: Moves up to its speed and makes 1 ⚡ attack at any point during that move.

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YOUNG BLUE DRAGON - RETURN

Level 13 ♦ Dragon

AC 27
FORT 26
REF 26
WILL 26
SPEED F8
HP 75
BLOOD 35

ATTACK POWERS
⚡ **Gore:** +18 vs. AC; 10 + 10 lightning damage.
☐ ⚡ **Lightning Breath:** (line 10) +16 vs. Reflex; 25 lightning damage. On miss, 10 lightning damage. ☐ when first bloodied.
⚡ **Lightning Burst:** (radius 1 within 10) +16 vs. Reflex; 20 lightning damage.

GENERAL POWERS
Resist 20 Lightning
☐ ☐ **Lair Power:** Use at start of round, if in a victory area: Until end of round, has +10 lightning damage and may choose speed B8 instead when moving.

CHAMPION POWERS ☐ ☐
❖ Use when a creature takes lightning damage: An enemy within 5 squares of that creature takes 10 lightning damage.
❖ Use when an ally is destroyed by an ⚡ or ⚡ attack that also destroys an enemy: Score +10 VP.

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YOUNG SILVER DRAGON

Level 13 ♦ Dragon

AC 26
FORT 24
REF 24
WILL 24
SPEED F7
HP 85
BLOOD 40

ATTACK POWERS
⚡ **Bite:** (reach 2) +15 vs. AC; 15 + 10 cold damage.
☐ ⚡ **Cold Breath:** (blast 5) +13 vs. Fortitude; 30 cold damage AND push 1 AND Immobilized (save ends). ☐ when first bloodied.

GENERAL POWERS
Resist 15 Cold

CHAMPION POWERS ☐ ☐
❖ Use when this creature uses Cold Breath: This creature and each ally scores critical hits on attack rolls of natural 18-20 against Evil targets until end of round.
❖ Use at start of round, if this creature occupies one of your victory areas: Score 10 VP.

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YOUNG GOLD DRAGON

Level 14 ♦ Dragon

AC 27
FORT 24
REF 24
WILL 24
SPEED F8
HP 90
BLOOD 45

ATTACK POWERS
⚡ **Claw:** (reach 2) +16 vs. AC; 15 damage.
⚡ **Draconic Fury:** Make 2 ⚡ attacks.
☐ ⚡ **Weakening Fiery Breath:** (blast 5) +16 vs. Reflex; 25 fire damage AND Weakened (save ends). On miss, 10 fire damage. ☐ when first bloodied.

GENERAL POWERS
Resist 10 Fire
☐ **Frightful:** Use at end of round, while bloodied: Adjacent enemies must move 3 squares away from this creature. This movement provokes opportunity attacks. (Fear) ☐ when it takes damage.

CHAMPION POWERS ☐ ☐
❖ Use when an ally is targeted by an attack: That ally has +4 AC until end of round.
❖ Use at start of round: Good allies within sight make 1 saving throw to end a condition.

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YOUNG RED DRAGON

Level 12 ♦ Dragon

AC 25
FORT 22
REF 22
WILL 22
SPEED F8
HP 85
BLOOD 40

ATTACK POWERS
⚡ **Fiery Bite:** (reach 2) +16 vs. AC; 10 + 10 fire damage.
⚡ **Draconic Fury:** Make 2 attacks: +14 vs. AC; 15 damage.
☐ ⚡ **Fiery Breath:** (blast 5) +14 vs. Reflex; 25 fire damage. ☐ when first bloodied.

GENERAL POWERS
Resist 10 Fire

CHAMPION POWERS ☐ ☐
❖ Use when any creature scores a critical hit: +20 damage on that attack.
❖ Use before taking your first turn in a round: At end of round, the player whose warband destroys the most enemies this round scores 15 VP.

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RATH MODAR

Level 16 ♦ Arcane • Human • Unique

AC 26
FORT 25
REF 25
WILL 28
SPEED 6
HP 85
BLOOD 40

ATTACK POWERS
⚡ **Staff of Fire:** +19 vs. AC; 10 + 10 fire damage.
☐ ⚡ **Confusion:** (radius 2 within 12) +17 vs. Will; Confused (save ends).
⚡ **Fireball:** (radius 2 within 10) +17 vs. Reflex; 20 fire damage. On miss, 10 fire damage.

GENERAL POWERS
Usurper: +5 damage vs. champion enemies.
☐ **Shape Fire:** Immediate, when a creature within sight is targeted by an attack that deals fire damage: It takes +10 fire damage or no fire damage (choose one) from that attack. ☐ at start of turn.
☐ **Hallucinatory Terrain:** Use at start of round: Clear terrain squares gain difficult terrain for enemies and allies until end of round.

"If we stop him, we'll weaken the alliance between Red Wizards of Thay and the Cult of the Dragon."
— Meriarne, human knight

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TALIS THE WHITE

Level 11 ♦ Divine • Half-Elf • Unique

CR 2

AC 27

FORT 23

REF 23

WILL 25

SPEED 6

HP 80

BLOOD 40

ATTACK POWERS

⚔ **Spear:** +18 vs. AC; 20 damage.

❄ **Cone of Cold:** (blast 5) +16 vs. Reflex; 25 cold damage AND Immobilized.

GENERAL POWERS

Immune Immobilized, Slowed

Resist 5 Cold

🛡 **Cure Wounds:** *Minor action:* This creature or an ally within 3 squares heals 20 HP.

❄ **Winter Strike:** *Use when this creature hits with a + attack:* Enemies within 3 squares take 10 cold damage and are Slowed. Then, ⚡ Cone of Cold.

CHAMPION POWERS

❖ *Use when an attack power is declared:* Any cold damage that power would deal this turn becomes untyped damage instead.

❖ *Use at end of turn:* Allies within 3 squares lose the Immobilized and Slowed conditions.

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PHARBLEX SPATTERGOO

Level 10 ♦ Aquatic • Bullywug • Unique

CR 2

AC 23

FORT 21

REF 22

WILL 21

SPEED 6

HP 65

BLOOD 30

ATTACK POWERS

⚔ **Shaman's Thumpstick:** +16 vs. AC; 15 damage AND ⚡ Ouchy Fixygoo or Nasty Stinkygoo.

❄ **Nasty Stinkygoo:** (radius 1 within 5) +13 vs. Fortitude; 20 poison damage AND Dazed.

GENERAL POWERS

Resist 5 Poison

Swamp Lurker: Invisible to nonadjacent enemies while occupying river terrain.

Croc Hat: (aura 5) Beast allies with the Reptile or Aquatic keyword in aura have +2 attack and +5 damage.

❄ **Ouchy Fixygoo:** *Attack action:* This creature heals 20 HP and one adjacent ally heals 10 HP, or 20 HP instead if it is a Bullywug ally.

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SEVERIN

Level 21 ♦ Arcane • Human • Unique

CR 3

AC 28

FORT 27

REF 27

WILL 32

SPEED 6

HP 120

BLOOD 60

ATTACK POWERS

⚡ **Psychokinesis:** (range 3) Automatic hit vs. Fortitude; 15 damage AND slide 3.

🔥 **Fire Orb:** (range 12) +22 vs. Reflex; 40 fire damage.

❄ **Hell Chains:** *Minor action:* (range 6) +22 vs. Reflex; 20 Ongoing Damage AND Immobilized (save ends both). ⚡ when first bloodied.

GENERAL POWERS

Immune Fire; Resist 10 All

Fiery Teleport 6: *Move action:* Each adjacent creature takes 5 fire damage, then this creature teleports 6.

Nelvik, Familiar: Can draw a line of sight from any square within 5.

Mask of the Dragon Queen: Automatically succeeds on saving throws.

CHAMPION POWERS

❖ *Use at start of round:* Has the Dragon keyword until end of round.

❖ *Use when a Dragon creature deals fire damage:* +15 to that damage.

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RETURN OF THE DRAGONS

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