

LOUP GAROU

Level 11 ♦ Shapeshifter • Wolf

AC 25
ATTACK POWERS
Ⓡ **Bite:** +15 vs. AC; 25 damage.

FORT 25
REF 23
WILL 23

GENERAL POWERS

Bloodthirsty 10: +10 damage vs. bloodied targets.
Regeneration 10: Use at start of turn: Heal 10 HP.
Wolf Form: Immediate, at start of turn: +2 speed until start of its next turn.
Hybrid Form: Immediate, at start of turn: +2 attack until start of its next turn.
Pack Leader: (aura 5) Shapeshifter and Wolf allies in aura have +2 attack and +5 damage.

SPEED 6

HP 75
BLOOD 35



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BAGMAN

Level 10 ♦ Aberrant

AC 22
ATTACK POWERS
Ⓡ **Claws:** +14 vs. AC; 15 damage.
Ⓡ **Choke:** +13 vs. Fortitude: 10 damage AND 10 Ongoing Damage.
Ⓡ **Scare:** (blast 3) +13 vs. Will; Dazed. (Fear)

FORT 20
REF 20
WILL 20

GENERAL POWERS

Delayed Appearance
□ **Emerge:** Use at end of round: Place this creature in your start area or adjacent to a creature that is equipped with an item.
Terrifying Presence: Use after resolving Emerge OR when an enemy within 3 squares becomes bloodied: Use Scare as an immediate action.

SPEED 6

HP 60
BLOOD 30



The last thing she saw was the horrifying creature creeping out of her bag of holding.

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CARRION STALKER

Level 1 ♦ Aberrant • Vermin

AC 15
ATTACK POWERS
Ⓡ **Tentacles:** +6 vs. AC; 5 damage.
□ **Larval Burst:** (burst 2) +6 vs. Fortitude; 5 Ongoing Poison Damage.

FORT 13
REF 15
WILL 13

GENERAL POWERS

Immune Blinded

SPEED B4

HP 15
BLOOD 5



It began life as a pale larva infesting a corpse. It now spreads larvae into soon-to-be corpses.

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WAX REPLICA

Level 10 ♦ Construct

AC 19
ATTACK POWERS
Ⓡ **Slam:** +12 vs. AC; 10 damage.

FORT 17
REF 17
WILL 17

GENERAL POWERS

Vulnerable 5 Fire
□ **Quarry:** Use at setup: Choose one enemy of level 1-9. Gain one keyword of that enemy.
Replicate: Attack action: Use one attack power of the chosen enemy.
□ **Greater Replication:** (Only if the chosen enemy is bloodied) Use one general power of the chosen enemy, expending the same type of action listed in that power to use it.
□ **Reproduce Body:** Use when the chosen enemy is destroyed within 5 squares: Gain all powers of the chosen enemy until end of battle, with all checkboxes unchecked.

SPEED 6

HP 50
BLOOD 25



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STRIGOI

Level 6 ♦ Aberrant • Stirge • Vermin

AC 20
ATTACK POWERS
Ⓡ **Proboscis:** +13 vs. AC; 5 + 10 necrotic damage AND this creature heals 10 HP.

FORT 18
REF 18
WILL 18

GENERAL POWERS

Resist 10 Necrotic
Vermin Court: Vermin and Stirge allies have +2 speed.

SPEED F6

HP 45
BLOOD 20



*"Stirges... led by bigger stirges? Count me out."
— Kordofan the thief*

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SKELETON ARCHER

Level 2 ♦ Undead

AC 17
ATTACK POWERS
Ⓡ **Cutlass:** +8 vs. AC; 10 damage.
Ⓡ **Bow:** (sight) +9 vs. AC; 10 damage.

FORT 15
REF 16
WILL 15

GENERAL POWERS

Immune Poison
Under Command: Use at end of round, if within 6 squares of a champion ally: Move 3.

SPEED 6

HP 25
BLOOD 10



*"The dead can wait a lifetime in line, only to step forth and release their bows in unison."
— Van Richten*

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WERERAVEN

Level 4 ♦ Shapeshifter

AC 18
ATTACK POWERS
Ⓡ **Talons:** +11 vs. AC; 15 damage.

FORT 16
REF 16
WILL 20

GENERAL POWERS

Hide
□ **Prophecy:** Use at setup: Roll a d20.
□ **Thread of Destiny:** Use when any other creature within sight rolls a d20: Replace it with the Prophecy roll, instead.
Aura of Protection from Evil: (aura 1) This creature and allies in aura have +2 to all defenses vs. attacks by Evil enemies.

SPEED F7

HP 40
BLOOD 20



Dwelling secretly among us, they warn those that would listen of upcoming evil.

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CROCODILE HEADED MUMMY

Level 12 ♦ Undead

AC 24
ATTACK POWERS
Ⓡ **Croc Bite:** +16 vs. AC; 15 + 5 necrotic damage AND Immobilized.
Ⓡ **Blades:** Make 2 attacks: +14 vs. AC; 15 damage.

FORT 23
REF 21
WILL 21

GENERAL POWERS

Resist 10 Necrotic, Vulnerable 5 Fire
Mummy Rot: Enemies damaged by this creature's attacks cannot heal (save ends).
□ **Paralysis:** Use after resolving this creature's Ⓡ attack, if it hit: Target is Helpless.

SPEED 6

HP 80
BLOOD 40



These long-dead priests are now the children of Ankhtepot.

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GHOST DANCER

Level 14 ♦ Undead • Unique

AC 26
ATTACK POWERS
Ⓡ **Funeral Valse:** +19 vs. Fortitude; 15 necrotic damage AND this creature shifts 1 AND slide target to a square adjacent to this creature.
□ **Vision of Doom:** (range 10) +19 vs. Will; 15 Ongoing Psychic Damage.
Ⓡ **Dance of Flames:** (burst 1) +17 vs. Reflex; 20 fire damage.

FORT 24
REF 25
WILL 25

GENERAL POWERS

□ **Ethereal Stride:** Minor action: Has Phasing and Insubstantial until end of its next turn.
Nightmare Lands: Immediate, at end of round: A square within 10 gains psychic terrain.
□ **Danse Macabre:** Use at start of round: Slide all Undead creatures in your warband 2 squares.

SPEED 6

HP 75
BLOOD 35



CHAMPION POWERS □ □
Ⓡ Use when an enemy within 5 is destroyed: Slide it 2 squares, then it makes a Ⓡ attack as though Dominated.

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JIANG-SHI

Level 10 ♦ Undead

AC 24
FORT 24
REF 20
WILL 22

ATTACK POWERS
⊕ **Slam:** +17 vs. AC; 15 damage.
➤ **Consume Energy:** (range 8) +15 vs. Fortitude; 20 necrotic damage AND this creature gains [+2 speed and flight] until the end of its next turn.

GENERAL POWERS
☐ **Absorb Life:** Use on a hit with Consume Energy vs. a Living target: Heal 10 HP.

SPEED 6
HP 75
BLOOD 35

They roam, in search of the living that do not dream.

41

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NOSFERATU

Level 10 ♦ Undead • Vampire

AC 25
FORT 23
REF 23
WILL 21

ATTACK POWERS
⊕ **Claws:** +15 vs. AC; 15 damage.
⊕ **Bite:** +15 vs. AC; 10 necrotic damage AND this creature heals 10 HP.
☐ ⚡ **Vile Blood Disgorge:** (blast 3) +14 vs. Fortitude; 20 necrotic damage AND target cannot heal (save ends).

GENERAL POWERS
Vulnerable 5 Radiant, Resist 10 Necrotic
Ravage Prey: Attack action: Make 2 different ⊕ attacks vs. the same target.
Murderous: Whenever a bloodied enemy is adjacent at start of turn: Cannot move or attack a non-bloodied enemy this turn.
☐ **Feral Surge:** Use at start of turn: Moves up to its speed.

"Don't let them get the smell of your blood, or you're as good as dead!"
— Hommet Shaw

36

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GREMISHKA

Level 2 ♦ Gremishka • Magical Beast

AC 17
FORT 15
REF 15
WILL 15

ATTACK POWERS
⊕ **Bite:** +5 vs. AC; 10 damage.

GENERAL POWERS
Magic Allergy: Whenever a creature within 2 squares declares a ➤, ⚡ or ⚡ attack that deals fire, cold or lightning damage: Non-Gremishka creatures within 2 squares take 5 damage.

SPEED 6
HP 10
BLOOD 5

They are the result of a magic experiment gone wrong.

3

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BONELESS

Level 3 ♦ Undead

AC 16
FORT 18
REF 14
WILL 13

ATTACK POWERS
⊕ **Boneless Limb:** +9 vs. AC; 5 damage.
⊕ **Crushing Embrace:** (reach 0, Medium or smaller target only) +9 vs. Fortitude; 5 Ongoing Damage and Immobilized (save ends both, also ends whenever this creature does not occupy target's space).

GENERAL POWERS
Slither: Ignores additional MP cost for entering difficult terrain.
Formless Intrusion: Can occupy the space of enemies.
Suffocate: +10 damage vs. Immobilized targets.

SPEED 5
HP 35
BLOOD 15

Some creatures suffered a worse demise than others, and their shattered remains can be raised as boneless.

6

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VAMPIRIC TATYANA

Level 6 ♦ Undead • Vampire • Unique

AC 22
FORT 20
REF 20
WILL 20

ATTACK POWERS
⊕ **Claws:** +12 vs. AC; 10 + 5 necrotic damage.
☐ ➤ **Vampiric Gaze:** Minor action: (range 4) +11 vs. Will; Dazed.

GENERAL POWERS
Resist 10 Necrotic
Vulnerable 5 Radiant
Dreadlord's Consort: (aura 3) Vampire allies have +2 attack and +5 damage vs. enemies in aura.
☐ **Gift of Blood:** Minor action: Take 10 damage to heal an adjacent Vampire ally 20 HP.
☐☐ **Call of the Night:** Attack action: Nearest Vampire or Wolf ally makes a ⊕ attack.

In some of Tatyana's incarnations, she is an ally of the Darklord.

24

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ARTHUR SEDGWICK

Level 7 ♦ Human • Unique

AC 20
FORT 18
REF 18
WILL 20

ATTACK POWERS
⊕ **Blade and Scabbard:** +14 vs. AC; 15 damage AND 1 other enemy adjacent to this creature takes 5 damage.

GENERAL POWERS
Learned Scholar: Adjacent champion allies are considered to have +1 CR for purposes of initiative.
☐☐ **Able Physician:** Attack action: Remove 1 condition or heal 15 HP on an adjacent ally.
☐ **University of Dementlieu:** Use if this creature scores VP for occupying your victory area: Until end of battle, enemies take 5 psychic damage whenever they destroy a creature.

CHAMPION POWERS ☐
❖ Use when an ally within 6 squares becomes bloodied: This creature shifts up to its speed, each square closer to that ally.

22

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MOTHER LORINDA

Level 15 ♦ Hag • Unique

AC 27
FORT 27
REF 25
WILL 27

ATTACK POWERS
⊕ **Boil Blood:** (range 10) +18 vs. Fortitude; 10 damage AND 10 Ongoing Damage AND Dazed (save ends both).
☐ ⚡ **Curse of Cruelty:** (blast 5) +18 vs. Will; 20 psychic damage AND Slowed. ☹ when first bloodied.

GENERAL POWERS
☐ **Disguise Self:** Use at setup: Invisible until it resolves an attack.
Good Children: Use when you win initiative: Allies within 6 squares heal 5 HP.
Bad Children: Use when you lose initiative: Enemies within 6 squares take 5 damage.

CHAMPION POWERS ☐☐
❖ Use at start of round: Until end of round, while in your victory area, allies have Resist 5 All vs. attacks that originate from outside your victory area.
❖ Use at start of round: Until end of round, enemies that enter or start a turn in their victory area take 5 poison damage.

77

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GHOST OF ERASMUS

Level 6 ♦ Undead • Unique

AC 21
FORT 20
REF 20
WILL 20

ATTACK POWERS
⊕ **Death Touch:** (ignore Insubstantial) +11 vs. Fortitude; 15 cold damage.

GENERAL POWERS
Insubstantial, Phasing
Scout
Helpful Haunt: (aura 2) Allies in aura have +2 AC.
Van Richten Heir: +2 attack and +5 damage vs. Undead creatures, or +4 attack and +5 damage instead vs. Vampire creatures.

SPEED F6
HP 40
BLOOD 20

20

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WHISTLING FIEND

Level 11 ♦ Demon • Unique

AC 27
FORT 25
REF 25
WILL 25

ATTACK POWERS
⊕ **Pike:** (reach 2) +16 vs. AC; 20 damage.
⊕ **Skewer:** (reach 2) +16 vs. AC; 15 damage AND Immobilized AND 10 Ongoing Damage (save ends both).
☐ **Doomwhisper:** (range 10) +14 vs. Will; 20 psychic damage and Dazed (save ends). (Fear)

GENERAL POWERS
Horroric Tune: (aura 2) Enemies in aura have -2 to saving throws.
Necrotic Slime: Creatures that hit this creature with a ⊕ attack take 5 necrotic damage.
☐ **Consume Heart:** Minor action: Heal 10 HP, then gain +4 attack until end turn. ☹ when this creature destroys an enemy within 2.

"I still hear it, the horrible whistling, even in my dreams."
— A patient at Dementlieu Asylum

46

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GALLOWES SPEAKER

Level 7 ♦ Undead

ATTACK POWERS

- AC 19
FORT 17
REF 18
WILL 18
- ⚡ **Death Touch:** +11 vs. Fortitude; 15 cold damage.
 - 🔊 **Echoes of Suffering:** (range 6) +11 vs. Will; 10 psychic damage AND enemies adjacent to target take 5 psychic damage.

GENERAL POWERS

Immune Poison, Resist 10 Necrotic

Insubstantial, Phasing

Tormented Spirits Within: *Minor action, once per turn:* Take 5 psychic damage to deal 5 psychic damage to adjacent creatures.

"Stay strong! They will fill your mind with such terrible visions."
— Van Richten

SPEED F6

HP 45

BLOOD 20



23

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NECRICHOR

Level 12 ♦ Undead

ATTACK POWERS

- AC 24
FORT 24
REF 22
WILL 24
- ⚡ **Tendrils of Blood:** (reach 2) +17 vs. Fortitude; 15 damage AND Immobilized.
 - ⚡ **Blood Link:** +17 vs. Fortitude; 10 psychic damage AND Dominated (save ends). ⚡ *when no creature is affected by this power.*
 - 🔊 **Necrotic Bolt:** (range 10) +17 vs. Reflex; 15 necrotic damage.

GENERAL POWERS

Immune Necrotic, Fear, Blinded

Blindsight

Teleport: *Move action:* Teleport 5.

Bloodbound: *Use when this creature takes damage from an attack:* Choose one Dominated enemy within 10 squares. If you do, this creature and that enemy each take half that damage instead.

A being of living blood, formed from the ichor of evil gods or the sludge in the crypts of failed liches.

SPEED -

HP 70

BLOOD 35



50

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ELISE, MORDENHEIM'S BELOVED

Level 10 ♦ Construct • Unique

ATTACK POWERS

- AC 22
FORT 20
REF 20
WILL 20
- ⚡ **Freezing Slam:** +16 vs. AC; 10 + 5 cold damage AND Slowed.
 - ⚡ **Radiations:** *Use at end of turn:* (burst 2) +13 vs. Fortitude; 5 radiant + 5 lightning damage.

GENERAL POWERS

Resist 5 All

Monstrous Creation: At setup, choose a Unique ally of level 15 or less or destroy this creature.

Unbreakable Heart: *Whenever this creature would be destroyed:* Opponent scores VP normally, but this creature is not destroyed. Place it in your start area at full HP instead.

Lost Love: *Whenever the chosen ally is destroyed:* Ignore Unbreakable Heart until end of battle.

SPEED 5

HP 60

BLOOD 30



36

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VAMPIRIC MIND FLAYER

Level 6 ♦ Mind Flayer • Psionic • Vampire

ATTACK POWERS

- AC 20
FORT 18
REF 18
WILL 21
- ⚡ **Tentacles:** +15 vs. AC; 10 damage AND Immobilized.
 - ⚡ **Ingest Psyche:** (Immobilized target only) +15 vs. AC; 20 psychic damage AND -2 attack AND this creature heals 10 HP.

GENERAL POWERS

Resist 5 Psychic

Unstable Creation: Takes 5 damage at end of turn.

Consume Sapience: *Whenever this creature destroys an adjacent creature:* Ignore Unstable Creation until end of battle.

Static Waves: (aura 2) Enemies that start their turn in aura take 5 psychic damage.

"Feral atrocities spawned from mind flayer tadpoles infected with vampirism. I advise you to strike first."
— Van Richten

SPEED 6

HP 65

BLOOD 30



23

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ALANIK RAY

Level 10 ♦ Elf • Mounted • Unique

ATTACK POWERS

- AC 25
FORT 22
REF 22
WILL 25
- ⚡ **Flintlock:** (range 12, treats AC greater than 25 as 25) +14 vs. AC; 20 damage. ⚡ *all uses as an attack action.*

GENERAL POWERS

Steel Wheels: Ignores spike stones terrain.

Point Blank Shot: +2 attack and +5 damage vs. targets within 6 squares.

Deductive Mind: Creatures in your warband have +2 attack vs. enemies damaged by this creature.

Misfire: *Whenever this creature rolls a natural ⚡ attack roll of 1:* Check all checkboxes of Flintlock.

Battle Chair: *Immediate, at any time:* Choose one:

- ☑ **Covering Smoke:** Until start of this creature's next turn, squares gain smoke terrain while they are adjacent.
- ☑ **Unload Caltrops:** Up to 3 contiguous adjacent squares gain spike stones terrain.

SPEED 6

HP 75

BLOOD 35



40

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DR. VIKTRA MORDENHEIM

Level 15 ♦ Immortal • Unique

ATTACK POWERS

- AC 28
FORT 26
REF 26
WILL 29
- ⚡ **Syringe:** +19 vs. AC; 10 poison damage AND 10 Ongoing Poison Damage.
 - ☠ **Mutagenic Bomb:** (radius 1 within 10): +17 vs. Fortitude; for each target hit, roll 1d20:
 - 1-5 **Paper Skin:** 10 damage AND -4 AC (save ends).
 - 6-10 **Twisted Limbs:** 20 damage AND Slowed (save ends).
 - 11-15 **Corrosive Blood:** 15 Ongoing Acid Damage.
 - 16-20 **Regressive Mind:** Stunned (save ends).

GENERAL POWERS

Resist 5 Cold

☑ **Construct Lab:** *Use at setup:* Add 1 new Construct ally worth 36 VP or less in your start area.

☑ **Graft:** *Attack action:* One adjacent Construct ally gains +1 reach and +5 damage until end of battle.

CHAMPION POWERS

- ☑ **Use at end of round, if bloodied:** All creatures in play take 5 cold damage.
- ☑ **Use at start of an adjacent Construct ally's turn:** It heals 15 HP.

SPEED 6

HP 90

BLOOD 45



93

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DALK DRANZORG

Level 10 ♦ Undead • Unique

ATTACK POWERS

- AC 25
FORT 23
REF 23
WILL 23
- ⚡ **Axe:** +14 vs. AC; 15 damage.
 - ⚡ **Sword:** +17 vs. AC; 10 damage.
 - ☑ **Terrifying Glare:** *Minor action:* (range 3) +13 vs. Will; Helpless (save ends, damage ends). ⚡ *when first bloodied.*

GENERAL POWERS

Resist 10 Necrotic, Immune Poison

☑ **Quarry:** *Use at setup:* Choose one enemy.

Vengeance At Last! *Attack action:* Make 2 different attacks vs. this creature's Quarry.

Undying Haunt: *Whenever this creature would be destroyed:* It is not destroyed and has 5 HP instead. Place it in your start area.

The Secret of the House of Lament: *Whenever opponent scores VP for occupying their victory area:* Ignore Undying Haunt until end of battle.

♦ Use with Death Knight (mislabel)

SPEED 6

HP 65

BLOOD 30



35

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RELENTLESS KILLER

Level 12 ♦ Demon

ATTACK POWERS

- AC 22
FORT 26
REF 21
WILL 21
- ⚡ **Wicked Pick:** (reach 2) +15 vs. AC; 30 damage.
 - ☑ **Shape Terrain:** (range 10, target adjacent to difficult or statue terrain only) +14 vs. Reflex; 10 damage AND 10 Ongoing Damage.

GENERAL POWERS

Executioner: +4 attack and +10 damage vs. bloodied targets.

Implacable Advance: *Immediate, after entering a new square:* Push adjacent enemies 1 square.

Signature Kill: *Use when this creature destroys an enemy with a attack:* Adjacent enemies are Dazed. (Fear)

A revenge-obsessed butcher that exists only to indulge its endless bloodlust.

SPEED 7

HP 100

BLOOD 50



51

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ZOMBIE CLOT

Level 9 ♦ Undead

ATTACK POWERS

- AC 21
FORT 23
REF 18
WILL 20
- ⚡ **Slam:** (reach 2) +13 vs. AC; 25 damage.
 - ☑ **Throw Heap of Flesh:** (range 6) +12 vs. Fortitude; 10 damage AND Large or smaller target is Immobilized and has 10 Ongoing Necrotic Damage (save ends both). ⚡ *when first bloodied.*

GENERAL POWERS

Resist 10 Poison

Stench: Adjacent Living creatures have -2 attack.

When the ancient rotting titan is released, you can smell death in the air.

SPEED 7

HP 105

BLOOD 50



38

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AMBER MONOLITH

Level 10 ♦ Object

ATTACK POWERS

- AC 22
FORT 22
REF 16
WILL -
- ☞ **Foul Contagion:** (sight) +13 vs. Fortitude; 20 necrotic damage.
☞ **Lightning Bolt:** (line 10) +13 vs. Reflex; 20 lightning damage. On miss, 10 lightning damage.

GENERAL POWERS

Scout

Runes of Creation: Immune to attacks from nonadjacent enemies.

Vestige of Evil: (aura 2) Enemies that end a turn in aura take 5 psychic damage.

Dark Gift: May only use Foul Contagion, Lightning Bolt and Raise Dead if an active ally is adjacent.

☞ **Raise Dead:** Use when an ally within 6 squares would be destroyed: That ally is not destroyed and has 5 HP instead.

HP 70
BLOOD -



38

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HEADLESS MONSTER

Level 8 ♦ Construct

ATTACK POWERS

- AC 25
FORT 22
REF 19
WILL 19
- ☞ **Claws:** +13 vs. AC; 15 damage.

GENERAL POWERS

Beast Feet: +2 speed while not bloodied.

☐ **Implant Head:** Use at setup: Choose one power for this battle:

Hunter: Choose a keyword. +2 attack and +5 damage vs. creatures with that keyword.

Protector: Immediate, when an adjacent enemy attacks an ally: Make a ☞ attack vs. that enemy. On hit, -4 on that enemy's attack.

HP 60
BLOOD 30



28

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IVANA BORITSI

Level 15 ♦ Immortal • Unique

CR 2

ATTACK POWERS

- AC 26
FORT 25
REF 24
WILL 28
- ☞ **Asphyxiation:** (range 3) +18 vs. Fortitude; 15 Ongoing Damage AND Slowed (save ends both).
☞ **Toxic Spores:** (radius 1 within sight) +16 vs. Fortitude; 20 poison damage.

GENERAL POWERS

Immune Poison

Alchemy: Use when declaring Toxic Spores: That power deals acid damage this turn, instead.

☐☐ **Gardens of Borca:** Minor action: Up to 3 contiguous squares of clear terrain within 10 gain forest terrain.

☐ **Animate Plants:** Use at end of round: Add 1 new Plant ally worth 16 VP or less in forest terrain. At end of each later round, you may place it in any forest terrain.

CHAMPION POWERS ☐☐

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

☞ Use when a champion power is declared: That power has no effect.

HP 85
BLOOD 40



71

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IVAN DILISNYA

Level 14 ♦ Immortal • Unique

CR 2

ATTACK POWERS

- AC 25
FORT 23
REF 25
WILL 27
- ☞ **Clockwork Pram Leg:** +16 vs. AC; 10 damage.
☞ **Instill Doubt:** (sight) +15 vs. Will; 15 psychic damage and -4 attack.
☐☞ **Mind Manipulation:** (range 5) +15 vs. Will; 10 Ongoing Psychic Damage AND Dominated (save ends both). ☞ when no creature is affected by this power.

GENERAL POWERS

Lethal Toymaker: Construct allies of level 1-4 have +10 damage.

Solitary Leader: Your warband cannot include another champion.

CHAMPION POWERS ☐☐

☞ Use at end of round: Nearest Construct ally makes a ☞ attack as an immediate action.

☞ Use when this creature scores VP for occupying a victory area: Enemies adjacent to any victory area take 5 psychic damage.

HP 75
BLOOD 35



63

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MANIFESTATION OF LAOIRSE

Level 10 ♦ Magical Beast • Unique

ATTACK POWERS

- AC 24
FORT 25
REF 22
WILL 22
- ☞ **Claws:** +14 vs. AC; 20 damage.
☐☞ **Carnage:** +14 vs. AC; 25 damage AND shift 1 AND make a Carnage attack vs. one enemy that was not attacked this turn.

GENERAL POWERS

Hag Bolstered: +2 attack and +5 damage while within 5 squares of a Hag ally.

Mother's Favorite Child: Immediate, when this creature is in line of sight of a Hag ally and destroys an enemy: Heal 10 HP.

HP 85
BLOOD 40



42

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BODYTAKER PLANT

Level 12 ♦ Plant

ATTACK POWERS

- AC 23
FORT 26
REF 22
WILL 22
- ☞ **Vine Lash:** (reach 4) Make 2 attacks: +17 vs. AC; 15 damage AND pull 3 AND Immobilized (save ends).
☞ **Body Snatcher:** (Large or smaller Immobilized target only) +15 vs. Fortitude; 15 damage AND Swallowed Whole 15 Acid (ends when this creature starts a turn bloodied or is destroyed).

GENERAL POWERS

Invasion: Sets up anywhere except in a start area.

Root System: (May Squeeze) Expend 1 or 2 move actions to place this creature within 3 or 6 squares, respectively.

☐ **Spawn Podling:** Minor action: Place a Podling token in an adjacent non-wall, non-pit square.
☞ when an enemy is destroyed while affected by this creature's Swallowed Whole.

Synaptic Sting: Minor action: One enemy within sight of a Podling token takes 5 psychic damage.

Chlorosymbiosis: +2 to all defenses while adjacent to a Podling token.

Destroy Podling: Enemies adjacent to a Podling token may expend an attack action to remove it.

HP 90
BLOOD 45



48

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CHAKUNA

Level 13 ♦ Immortal • Shapeshifter • Unique

ATTACK POWERS

- AC 26
FORT 26
REF 26
WILL 26
- ☞ **Sickle:** +16 vs. AC; 20 damage AND slide 1.

GENERAL POWERS

Hide

Hunter 10: +10 ☞ damage while adjacent to at most 1 enemy.

Keen Weapon: Deals triple damage on critical hits.

☐ **Trap Setter:** Use at setup: Assign up to 5 Trapline items to this creature at no extra cost.

Trial of Hearts: Whenever an ally destroys an enemy, it has cumulative +1 attack until end of battle.

Hunting Pack: (aura 5) Beast, Magical Beast and Shapeshifter allies in aura have +5 damage.

HP 85
BLOOD 40



55

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DISPLACER BEAST

Level 8 ♦ Magical Beast

ATTACK POWERS

- AC 22
FORT 20
REF 20
WILL 20
- ☞ **Tentacles:** (reach 2) +14 vs. AC; 10 damage.

GENERAL POWERS

Conceal 11

Bloodthirsty: +5 ☞ damage vs. bloodied enemies.

Avoidance: Ignores "on miss" effects from attacks.

Displace: Use when an attack misses this creature: Shift 2.

Beast's Fury: Attack action: Make 2 ☞ attacks.

HP 50
BLOOD 25



"Don't aim for where you think they are, because that's not where they are."
—Ziraj the Hunter



27

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ANKHTEPOT

Level 18 ♦ Immortal • Undead • Unique

CR 2

ATTACK POWERS

- AC 29
FORT 29
REF 29
WILL 29
- ☞ **Pharaoh's Claws:** +21 vs. AC; 15 + 10 poison damage.
☞ **Necrotic Bolt:** Minor action: (sight) +18 vs. Reflex; 10 necrotic damage.
☐☞ **Summon Sandstorm:** (radius 2 within 10) +20 vs. Fortitude; 25 damage AND Blinded. ☞ when first bloodied.

GENERAL POWERS

Resist 10 Necrotic, Immune Helpless

☐ **Pestilence:** Use when first bloodied: All enemies gain 5 Ongoing Necrotic Damage (save ends, healing also ends).

☐ **Discovered Ka:** Use when this creature scores VP for occupying your victory area: Heal 10 HP, then gain +5 necrotic damage until end of battle.

CHAMPION POWERS ☐☐

☞ Use when this creature hits with a ☞ attack: Target is also Helpless.

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

HP 120
BLOOD 60



131

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ALCIO "BARON" METUS

Level 12 ♦ Undead • Vampire • Unique

CR 1

ATTACK POWERS

- ⚔ **Katana:** Make 2 attacks: +17 vs. AC; 15 damage.
⚔ **Quick Bite:** *Minor action:* +15 vs. Fortitude; 5 necrotic damage AND this creature heals 5 HP. ⚡ as a *minor action*.

GENERAL POWERS

Resist 10 Necrotic, Vulnerable 5 Radiant

- ☐ **Recruits:** *Use at setup:* Up to two allies of level 11 or less gain the Stealth keyword.

Crime Baron: *Use at start of round:* Stealth allies shift 1.

CHAMPION POWERS

- ❖ *Use at end of round:* An enemy flanked by Stealth allies provokes opportunity attacks.
❖ *Use when this creature destroys a Unique or champion enemy:* Score +5 VP, or +10 VP if the enemy is both.

AC 26
FORT 22
REF 24
WILL 24
SPEED 6
HP 80
BLOOD 40

HP 80
BLOOD 40



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HARKON LUKAS

Level 11 ♦ Immortal • Shapeshifter • Unique

ATTACK POWERS

- ⚔ **Werewolf Bite:** +16 vs. AC; 20 damage.
☞ **Compel Admiration:** (range 10) +14 vs. Will; Dominated (save ends).
☞ **Tune of the Bleeding Heart:** (burst 2, enemies only) +17 vs. Will; Immobilized AND Dazed (save ends both).

GENERAL POWERS

Immune Dazed

Incite Obsequiousness: (aura 5, only while not bloodied) Allies in aura have +2 attack.

☐ **Darklord's Protégé:** *Use at setup:* Choose one ally. It gains Immune Dazed and Fear and Resist 10 Necrotic until this creature is destroyed.

☐ **Spiteful:** *Immediate, after an adjacent creature resolves an attack vs. this creature or the chosen ally:* Make 1 ⚔ attack vs. the attacker.

AC 25
FORT 23
REF 23
WILL 25
SPEED 6
HP 75
BLOOD 35

HP 75
BLOOD 35



"All that live here love Lord Lukas.
Or... they stop living."

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DUCHESS D'HONAIRE

Level 16 ♦ Immortal • Undead • Unique

CR 2

ATTACK POWERS

- ⚔ **Ghastly Touch:** +20 vs. AC; 25 necrotic damage AND Immobilized AND ⚡ Disintegrate.
☞ **Disintegrate:** (range 10) +18 vs. Fortitude; 20 damage AND 20 Ongoing Damage.

GENERAL POWERS

Immune Immobilized, Resist 10 Necrotic

☐ **Grand Masquerade:** *Use at end of round, if in your victory area:* All creatures in your warband may switch places with an ally within 6 squares of them.

☐ **Impostor:** *Immediate, when targeted by an attack:* Switch positions with an ally within 6 squares, then the attack targets that ally instead.

☐ **Unmasked:** *Whenever a crit is scored vs. this creature:* Opponent scores 10 VP and check Impostor's checkbox.

CHAMPION POWERS

- ❖ *Use at setup:* Creatures in your warband may setup within 2 squares of your start area.
❖ *Use at start of round:* One ally is Invisible until end of round or until it resolves an attack.

AC 29
FORT 26
REF 28
WILL 28
SPEED F6
HP 95
BLOOD 45

HP 95
BLOOD 45



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HAZLIK

Level 14 ♦ Arcane • Immortal • Unique

ATTACK POWERS

- ⚔ **Mage Staff:** +18 vs. AC; 10 + 5 cold + 5 fire + 5 lightning damage.
☞ **Magic Missile:** (sight) Automatic hit vs. Reflex; 15 damage.
☞ **Fireball:** (radius 2 within 10) +20 vs. Reflex; 20 fire damage. On miss, 10 fire damage.

GENERAL POWERS

Resist 10 Cold, Fire, Lightning

Blindsight

Eyes of Hazlik: Can draw line of sight from any square of statue terrain.

☐ **Hoarder:** *Use at setup:* Equip up to 2 (legal) items of total cost 7 or less at no extra cost.

AC 26
FORT 23
REF 24
WILL 26
SPEED 6
HP 80
BLOOD 40

HP 80
BLOOD 40



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MAHARANI RAMYA VASAVADAN

Level 15 ♦ Immortal • Undead • Unique

CR 2

ATTACK POWERS

- ⚔ **Legendary Talwar:** Make 2 attacks: (ignore Resist) +18 vs. AC; 20 damage.
☞ **Unholy Flames:** (radius 1 within 10) +17 vs. Reflex; 20 necrotic OR 20 fire damage (choose one for each target).

GENERAL POWERS

Immune Poison, Resist 10 Necrotic

Vasavadan Warleader: (aura 5) Allies in aura have +2 AC and +2 attack.

Punish Treason: The first enemy to damage this creature takes 15 damage.

☐ **Reward Loyalty:** *Use when an ally destroys an enemy:* That ally heals 15 HP.

CHAMPION POWERS

- ❖ *Use at start of turn:* +4 attack and +5 damage vs. enemies of level 16+ until end of turn.
❖ *Use when a living ally is destroyed:* Add 1 new Undead ally worth 10 points or less in the space last occupied by that ally.

AC 30
FORT 25
REF 26
WILL 26
SPEED 7
HP 85
BLOOD 40

HP 85
BLOOD 40



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AZALIN REX

Level 20 ♦ Arcane • Immortal • Undead • Unique

CR 3

ATTACK POWERS

- ⚔ **Voidshard:** +23 vs. AC; 20 + 15 necrotic damage AND Dazed.
☞ **Alter Memory:** *Minor action:* (range 3) +18 vs. Will; target checks one unused checkbox of opponent's choice. ⚡ as a *move action*.
☞ **Arcane Deflagration:** (area 2 within 12) +21 vs. Reflex; 25 cold, fire or lightning damage (choose for each target).

GENERAL POWERS

Immune Necrotic, Stunned

Enduring Rivalries: May not have champion allies of level 15+ in its warband.

☐ **Hour of Ascension:** *Use when this creature is destroyed, if it is in a victory area:* Score 20 VP and allies that see this creature heal 10 HP.

CHAMPION POWERS

- ❖ *Use when you win initiative:* An adjacent creature gains 10 Ongoing Necrotic Damage.
❖ *Use when a living creature is destroyed:* Add 1 new Undead ally of cost 15 or less in the space last occupied by that ally.

AC 29
FORT 29
REF 29
WILL 31
SPEED 6
HP 140
BLOOD 70

HP 140
BLOOD 70



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TSIEN CHIANG

Level 16 ♦ Arcane • Immortal • Unique

CR 2

ATTACK POWERS

- ⚔ **Firebolts:** Make 2 attacks: (sight) +17 vs. Reflex; 15 fire damage.
☞ **Lightning Bolt:** (line 10) +17 vs. Reflex; 25 lightning damage. On miss, 10 lightning damage.
☞ **Sleep:** (burst 1, enemies only) +17 vs. Will; Helpless (save ends).

GENERAL POWERS

Immune Helpless

Dream World: *Immediate, at end of round:* Slide 3 all Helpless creatures.

Nightingale Bell: *Use when this creature scores VP for occupying your victory area:* ⚡ Sleep.

CHAMPION POWERS

- ❖ *Use at start of round:* Allies in the same victory area as this creature heal 10 HP.
❖ *Use when a Demon or Devil ally destroys an enemy:* This creature and that ally each heal 15 HP.

AC 28
FORT 26
REF 26
WILL 30
SPEED F7
HP 90
BLOOD 45

HP 90
BLOOD 45



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ISOLDE

Level 12 ♦ Fey • Unique

ATTACK POWERS

- ⚔ **Nepenthe, Holy Avenger:** +18 vs. AC; 15 + 5 fire + 5 radiant damage.
☞ **Scorching Ray:** Make 3 attacks: (range 10) +14 vs. Reflex; 10 fire damage.

GENERAL POWERS

Holy Avenger: +10 ⚔ damage vs. Demon and Undead creatures.

Malignant Weapon: *Whenever a Good enemy is adjacent at start of turn:* Cannot attack a non-Good enemy this turn.

Vengeful: *Use when an ally within 5 is destroyed:* +2 ⚔ attack and +5 ⚔ damage until end of this creature's next turn.

☐ **Carnival Trick:** *Use at start of any creature's turn:* This creature or an adjacent ally shifts 3 with Flight. ⚡ as a *move action*.

AC 26
FORT 23
REF 24
WILL 24
SPEED 6
HP 80
BLOOD 40

HP 80
BLOOD 40



"Her sword whispers darkness." — Glisten
"And she listens." — Gleam

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UNSPEAKABLE HORROR

Level 14 ♦ Aberrant

ATTACK POWERS

- ⚔ **Claw:** (reach 2) +19 vs. AC; 25 damage.
⚔ **Bone Hook:** (reach 3, scores crits on natural rolls of 19-20) +17 vs. AC; 30 damage AND Slowed.
☞ **Reality Warp:** (burst 2) +17 vs. Will; 20 psychic damage AND place target 2 squares from its previous position. ⚡ when first bloodied.

GENERAL POWERS

Aura of Fear: (aura 2) Enemies in aura have -2 attack. (Fear)

AC 28
FORT 28
REF 24
WILL 24
SPEED 8
HP 110
BLOOD 55

HP 110
BLOOD 55



Unimaginable, unspeakable, misshapen evil
untethered from the laws of reason or reality.

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GREATER STAR SPAWN EMISSARY

Level 20 ♦ Aberrant

CR 3

ATTACK POWERS

- Ⓢ **Ravenous Organs:** +23 vs. AC; 20 + 20 acid damage.
- Ⓢ **Psychic Assault:** (range 10) +20 vs. Will; 30 psychic damage AND Stunned.
- Ⓢ **Expel Bile:** (blast 5) +20 vs. Reflex; 20 acid damage AND 10 Ongoing Acid Damage.
- Ⓢ **Visions of the Apocalypse:** (burst 3, enemies only) +18 vs. Will; 20 psychic damage.
- Ⓢ **Maws of the Otherworld:** (area 1 within 10) +21 vs. AC; 35 damage.

GENERAL POWERS

Immune Fear, Stunned; Resist 10 Acid, Psychic

Alien Psyche: *Immediate, when this creature destroys an enemy:* An Aberrant ally teleports adjacent to another enemy.

CHAMPION POWERS □ □ □

- ❖ *Use at start of round:* Aberrant allies have +4 attack and +5 psychic damage until end of round.
- ❖ *Use when this creature scores VP for occupying a victory area:* Ⓢ one of its attack powers.

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DULLAHAN

Level 12 ♦ Undead

ATTACK POWERS

- Ⓢ **Battleaxe:** +15 vs. AC; 20 damage.
- Ⓢ **Death Head Bite:** *Minor action:* (range 8, creature adjacent to a Death Head token only) +13 vs. AC; 5 + 5 necrotic damage.
- Ⓢ **Headless Wail:** (burst 2) +14 vs. Will; 15 psychic damage AND -2 attack. (Fear)

GENERAL POWERS

Immune Blinded

Haunted Battleground: +2 attack while adjacent to your victory area.

- **Conjure Death's Head:** *Minor action:* Place a Death Head token in a non-wall square within 8.
- Ⓢ **Death's Head Flight:** *Minor action:* Remove a Death Head token and place it in a non-wall square up to 5 squares from its previous position.

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NIGHTMARE

Level 10 ♦ Demon • Devil • Planar

ATTACK POWERS

- Ⓢ **Fiery Hooves:** +15 vs. AC; 10 + 5 fire damage.

GENERAL POWERS

Resist 10 Fire

Conceal 6

Undead Mount: May have a medium Undead ally as a rider.

Shared Resistance: This creature's rider has Conceal 6 and Resist 10 Fire.

Mounted Advantage: This creature's rider has +5 damage.

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

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LORD GODEFROY

Level 14 ♦ Undead • Unique

CR 2

ATTACK POWERS

- Ⓢ **Withering Touch:** +18 vs. Fortitude; 10 necrotic damage AND 10 Ongoing Necrotic Damage.
- Ⓢ **Possess:** (range 5) +17 vs. Will; Dominated (save ends). Ⓢ *when no creature is affected by this power.*
- Ⓢ **Torment:** (blast 3) +16 vs. Will; 20 psychic damage.

GENERAL POWERS

Insubstantial, Phasing

Delayed Appearance

- **Haunted Grounds:** *Use at end of round:* Place this creature in or within 5 squares of your victory area.
- Ⓢ **The House on Gryffon Hill:** This creature and Insubstantial Undead allies have +2 attack and +5 damage while in or within 5 squares of your victory area.

CHAMPION POWERS □ □

- ❖ *Use when this creature hits with Withering Touch:* Target is also Dazed (save ends). (Fear)
- ❖ *Use at start of round:* Enemies adjacent to Insubstantial Undead creatures in your warband take 5 psychic damage. (Fear)

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SPLIT SKULL THUG

Level 8 ♦ Undead

ATTACK POWERS

- Ⓢ **Spectral Slam:** (ignores Insubstantial) +13 vs. Reflex; 10 necrotic damage AND repeat this attack (max 2 per turn).

GENERAL POWERS

Insubstantial, Phasing

Delayed Appearance

Sneak Attack 5

- **Manifestation:** *Use when any creature enters your victory area:* Place this creature in that victory area.
- Ⓢ **Hunt:** *Use at end of round:* Teleport 5 into your victory area.
- Ⓢ **Exposed Brain:** *Whenever an attack vs. this creature is a crit:* It is destroyed.

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CHAIN THUG

Level 8 ♦ Undead

ATTACK POWERS

- Ⓢ **Spectral Chain:** (reach 2, ignores Insubstantial) +13 vs. Reflex; 15 damage AND Immobilized (save ends).

GENERAL POWERS

Insubstantial, Phasing

Delayed Appearance

Merciless: +10 damage vs. Immobilized targets.

- **Manifestation:** *Use when any creature enters your victory area:* Place this creature in that victory area.
- Ⓢ **Afterlife Guilt:** *Whenever this creature destroys an enemy:* It is Dazed until end of its next turn.

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GOUGED EYE THUG

Level 8 ♦ Undead

ATTACK POWERS

- Ⓢ **Horrific Visage:** (blast 3) +13 vs. Will; 15 psychic damage AND Dazed.

GENERAL POWERS

Insubstantial, Phasing

Delayed Appearance

Mundane Haunt: +5 damage vs. Civilization enemies.

- **Manifestation:** *Use when any creature enters your victory area:* Place this creature in that victory area.
- Ⓢ **Eyeless:** This creature is Blinded and cannot lose this condition.

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STRAHD VON ZAROVICH (EPIC)

Level 24 ♦ Mastermind • Undead • Vampire • Unique

CR 4

ATTACK POWERS

- Ⓢ **Sword:** +27 vs. AC; 30 damage AND make a Bite attack.
- Ⓢ **Bite:** +25 vs. Fortitude; 20 necrotic damage AND this creature heals 10 HP.
- Ⓢ **Magic Missiles:** Make up to 4 attacks vs. different targets: (sight) Automatic hit vs. Reflex; 15 damage.

GENERAL POWERS

Immune Dazed, Necrotic, Poison

Darklord of Barovia: Ignores smoke terrain.

Poisonous Mists: *Minor action, one per turn:* Up to 4 contiguous squares of clear terrain within 10 gain smoke and poison terrain until end of round.

- **Wolves:** *Minor action:* Add up to 3 new Wolf allies of any faction worth up to 16 points each adjacent to smoke terrain. Ⓢ *whenever these allies are all destroyed.*

CHAMPION POWERS □ □ □ □

- ❖ *Use at end of round:* Nearest enemy makes 1 Ⓢ attack as though Dominated.
- ❖ *Use at start of round:* Vampire and Wolf creatures have +2 attack and +10 necrotic damage until end of round.
- ❖ *Use with any miniature with Strahd Von Zarovich in its name*

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RAVENLOFT

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BURIAL INCENSE

Level Any ♦ Any

POWERS

Burn Incense: Use when this creature or an adjacent ally would deal poison damage: That damage is necrotic damage instead.

+2

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CEMETERY SOIL

Level Any ♦ Vampire

POWERS

Power from the Earth: Minor action, if in your victory area: Heal 10 HP.

+2

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DARKLORD OF THE DREAD DOMAIN

Level 11+ ♦ Evil • Immortal or Vampire (Unique item)

POWERS

Land of Despair: Whenever an enemy or ally first becomes bloodied, it takes 5 damage.
 Raise the Mists: Use at start of round: Until end of round, line of sight ends after 6 squares for all enemies and allies.

+6

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GARLIC

Level 1-7 ♦ Halfling or Gnome or Goblin

POWERS

Bulbbrew Salve: Minor action: Heal 5 HP.
Brandish: (aura 2) Squares in aura are difficult terrain for Vampire creatures.
 Dispose on Perimeter: Move action, if in a victory area: Until end of round, Vampire creatures may not enter that victory area. Destroy this item at end of round.

+2

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NECKLACE OF FANGS

Level Any ♦ Shapeshifter • Champion (Unique item)

POWERS

Lyncanthropy Outbreak: Select one faction at setup. Shapeshifter creatures of that faction are legal in your warband.
Inspire Beasts: Lower level Shapeshifter and Wolf allies have +1 speed and +1 to non-AC defenses.

+3

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UNDEAD OF LEGEND

Level 8-15 ♦ Evil • Undead

POWERS

Terrifying Hit: Immediate, when this creature hits with natural 18-20 on a attack: Target is Dazed AND other enemies within 3 squares of target take 5 psychic damage. (Fear)

+2

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UNHOLY RELIC

Level Any ♦ Vampire

POWERS

Resist 5 Radiant
Darkness Within: +1 attack vs. Good creatures.

+2

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WOODEN STAKE

Level 4-10 ♦ Divine

POWERS

Locked Item
 Through the Heart: Use when an adjacent Vampire creature uses a power to prevent its destruction: That power does not function instead.
 Poke: Minor action: +10 vs. AC; 5 damage.

+1

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