

ALUSAIR OBARSKYR

Level 21 ♦ Divine • Human • Noble • Unique

CR 4

epic

ATTACK POWERS
Ⓢ **Holy Sword:** +25 vs. AC; 20 + 10 radiant damage.

GENERAL POWERS

Keen Critical 19: Scores critical hits on natural attack rolls of 19-20.
Noble Defense: *Immediate, when an adjacent ally is targeted by an enemy:* Shift 1, then make a Ⓢ attack vs. that enemy. On hit, -4 on that enemy's attack.
☐☐☐ **Commander's Strike:** *Minor action:* Nearest ally makes a Ⓢ attack as an immediate action.
Steel Regent: Good allies have +2 attack, or +4 attack vs. Evil enemies.

CHAMPION POWERS

☐☐☐☐☐
❖ *Use at start of round:* Until end of round, allies have +10 radiant damage while charging.
❖ *Use at start of an adjacent Good ally's turn:* That ally heals 25 HP.

HP 150
BLOOD 75
178

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ARMORED GULVORG

Level 17 ♦ Magical Beast

epic

ATTACK POWERS
Ⓢ **Bite:** +22 vs. AC; 35 damage.
⚡ **Sweeping Tail:** (burst 2) +20 vs. Reflex; 30 damage AND Dazed.

GENERAL POWERS

Immune Cold, Dazed; Resist 15 Fire
☐ **Goblin Warbeast:** *Use at end of an adjacent Goblin or Hobgoblin champion ally's turn:* Make an opportunity attack. Ⓢ *at start of turn.*
Boiling Blood: *Use when damaged by a Ⓢ attack:* Attacker takes 10 fire damage.
Siege Breaker: *Use at end of turn:* Until end of round, Goblin and Hobgoblin allies have +4 attack vs. enemies that were hit by this creature this turn.

"Born of worgs. Unimaginable."
— Muriel, field scholar

HP 160
BLOOD 80
142

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ASPECT OF HEXTOR

Level 25 ♦ Immortal • War

epic

ATTACK POWERS
Ⓢ **Weapons of War:** (reach 2) +25 vs. AC; 30 damage AND repeat this attack (max 2 per turn).
⚡ **Word of Discipline:** *Minor action, once per turn:* (range 10) +22 vs. Will; Immobilized OR pull 3 (choose one).

GENERAL POWERS

Immune Fear
Warmonger: *Immediate, when an adjacent enemy activates:* Make a Ⓢ attack vs. that enemy.
Tactics of Tyranny: *Use at start of round:* Each enemy adjacent to 2 or more creatures in your warband takes 10 damage.
Ruthless Commander: (aura 2) Allies in aura have +5 Ⓢ attack, but take 10 damage whenever they miss on a Ⓢ attack.

Always at war with his brother Heironeous.

HP 225
BLOOD 110
271

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ASPECT OF NERULL

Level 24 ♦ Immortal

epic

ATTACK POWERS
Ⓢ **Lifecutter:** (reach 2) +25 vs. AC; 35 damage AND cannot heal (save ends).
⚡ **Void Sight:** *Minor action:* (range 10) +22 vs. Fortitude; 10 Ongoing Psychic Damage.
☐☐☐ **Doom Incarnate:** (blast 5) +23 vs. Fortitude; 60 necrotic damage.

GENERAL POWERS

Immune Dominated, Necrotic
Vulnerable 5 Radiant
Multi-Activation 2: Activates twice each round.
Keen Critical 19: Scores critical hits on natural attack rolls of 19 or 20.
Dominion of Death: Enemies are unaffected by effects that avoid destruction.
The Reaper's Scythe: *Immediate, when an enemy becomes bloodied:* Make a Ⓢ attack vs. that enemy.
☐ **Death from Beyond:** *Immediate, when destroyed:* Use Doom Incarnate.

HP 170
BLOOD 85
215

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BEHIR

Level 21 ♦ Magical Beast

epic

ATTACK POWERS
Ⓢ **Bite:** (reach 2) +25 vs. AC; 45 damage.
Ⓢ **Constrict:** (reach 2) +21 vs. Fortitude; 25 damage AND 15 Ongoing Damage AND Immobilized (save ends both, also ends whenever target is 3+ squares away).
☐☐☐ **Persistent Breath:** (line 6) +23 vs. Reflex; 50 lightning damage. On miss, 25 lightning damage. Hit or miss, place a new ally named Living Spell - Lightning Bolt worth 42 VP in the area of effect.

GENERAL POWERS

Immune Lightning
Resist 10 Poison
Fortified 10: Resist 10 All vs. critical hits.
Cliffhanger: May transit pits as if it was clear terrain.
Devour: *Use after resolving a hit with Bite vs. a Large or smaller Immobilized enemy:* That enemy is Swallowed Whole 20 Acid Damage (ends when this creature starts a turn bloodied or is destroyed).

HP 205
BLOOD 100
181

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BRUENOR BATTLEHAMMER

Level 20 ♦ Dwarf • Martial • Noble • Unique

CR 3

epic

ATTACK POWERS
Ⓢ **Bruenor's Axe:** Make 2 attacks: (Ignore Resist) +24 vs. AC; 30 damage.

GENERAL POWERS

Resist 5 All
Tough and Stubborn: Automatically succeeds on saves.
Follow the King: *Use at start of turn:* Shift 3, then each Dwarf and Unique ally within sight may move up to 3 squares.

CHAMPION POWERS

☐☐☐☐☐
❖ *Use when a dwarf creature hits an enemy that is adjacent to a wall:* +20 damage on that attack.
❖ *Use at start of round:* Dwarf and Unique allies have +2 AC and +2 attack until end of round.

The king of Mithral Hall.

HP 155
BLOOD 75
162

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BUGBEAR CHAMPION OF ERYTHNUL

Level 17 ♦ Bugbear • Divine • Goblin

CR 2

epic

ATTACK POWERS
Ⓢ **Fist of the Many:** +23 vs. AC; 25 damage AND 5 Ongoing Damage.

GENERAL POWERS

Rite of Slaughter: *Immediate, when this creature hits a flanked enemy:* An ally flanking that enemy makes an opportunity attack vs. that enemy.
Aura of Hatred: (aura 3) Enemies in aura have -2 attack.
Sacrament of Blood: *Use when an adjacent enemy is destroyed:* Until end of this creature's next turn, Aura of Hatred becomes aura 6 and allies in aura have +10 Ⓢ damage.

CHAMPION POWERS

☐☐☐☐☐
❖ *Use when this creature scores VP for occupying your victory area:* Nearest enemy gains 15 Ongoing Damage.
❖ *Use when an ally destroys an enemy:* That ally gains +2 attack until end of battle.

HP 130
BLOOD 65
131

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CLERIC OF YONDALLA

Level 14 ♦ Divine • Halfling

CR 2

epic

ATTACK POWERS
Ⓢ **Healing Strike:** +18 vs. AC; 15 + 5 radiant damage. Hit or miss, one ally within 3 heals 10 HP.

GENERAL POWERS

☐ **Guardian of Faith:** *Attack action:* Place a Guardian token in an unoccupied clear terrain square within 10 and within sight.
☐☐☐☐☐ **Guard:** *Immediate, whenever an enemy starts a turn in or within 2 squares of this creature's Guardian token or enters that area:* +16 vs. Reflex; 20 radiant damage.
Blessing of Yondalla: (aura 3) Allies in aura have +2 to all defenses.

CHAMPION POWERS

☐☐☐
❖ *Use when this creature is targeted by a Ⓢ or ⚡ attack power:* Attacks of that attack power deal half damage to all targets this turn.
❖ *Use when an ally within 3 squares activates:* It loses 1 condition.

HP 75
BLOOD 35
61

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CORMYREAN WAR WIZARD

Level 15 ♦ Arcane • Human

epic

ATTACK POWERS
Ⓢ **Staff of Thunder and Lightning:** +20 vs. AC; 10 + 10 thunder + 10 lightning damage AND push 2.
☐☐☐ **Thunderclap:** (burst 2) +19 vs. Fortitude; 30 thunder damage AND push 2 AND Dazed.
☐☐☐ **Lightning Bolt:** (line 10) +19 vs. Reflex; 25 lightning damage. On miss, 10 lightning damage.

GENERAL POWERS

☐☐ **Arcane Transmutation:** *Use when declaring an attack power:* That attack deals fire damage instead this turn.
☐ **Contingent Teleport:** *Immediate, when targeted by an attack:* Teleport 10.
☐ **Thunder and Lightning:** *Attack action:* Use Thunderclap and Lightning Bolt, in any order.
Cormyrean Battlefield Officer: (aura 3) Arcane and Martial allies in aura have +2 attack and +5 damage.

"Sunrise and moonfall, I serve Cormyr with my life."

HP 85
BLOOD 40
94

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CULT OF THE DRAGON ENFORCER

Level 15 ♦ Human • Stealth

ATTACK POWERS
Ⓢ Dagger: +19 vs. AC; 15 + 10 poison damage.

GENERAL POWERS
Dragon Rider: Can be a rider for a Large or larger flying Dragon ally, but for no other creature.

Wingsuit Leap: *Attack action, while mounted:* Place this creature adjacent to its mount, then shift up to 3 squares with flight and make a Ⓢ attack at +20 damage.

Elite Cultist: (aura 1) Dragon allies have +10 damage vs. enemies in aura.

These elite dragon riders leap from the skies onto their victim.

AC 28
FORT 26
REF 27
WILL 26
SPEED 6
HP 90
BLOOD 45

85

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EARTH TITAN

Level 20 ♦ Earth • Elemental • Giant

ATTACK POWERS
Ⓢ Heavy Fist: (reach 3) +22 vs. AC; 50 damage AND Dazed.
Ⓢ Seism: (burst 3) +24 vs. Fortitude; 30 damage AND Stunned (save ends). On miss, 15 damage AND Slowed.
Ⓢ Hurl Rock: (sight) +20 vs. AC; 40 damage.

GENERAL POWERS
Resist 5 All
Delayed Appearance

Ⓢ Earthrise: *Use at start of round:* Place this creature adjacent to opponent's victory area, then adjacent creatures take 10 damage.

Stable Footing: Ignores the extra MP cost for entering difficult terrain.

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

The inexorable might of the earth.

AC 32
FORT 37
REF 28
WILL 27
SPEED 7
HP 220
BLOOD 110

171

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ELF CLERIC OF THE GRAVE

Level 22 ♦ Divine • Elf

ATTACK POWERS
Ⓢ Requiem Spear: +25 vs. AC; 30 damage AND use the Grave Pall power.
Ⓢ Destruction: (enemy with 50 HP or less) Automatic hit vs. Fortitude; destroyed.
Ⓢ Grave Pall: (line 5) +21 vs. Fortitude; 25 necrotic damage AND Weakened.

GENERAL POWERS
Ⓢ Antilife Shell: *Minor action:* Until end of round, Living enemies cannot move from 3 to 2 squares away.
Ⓢ Resurrection: *Immediate, when an ally within 6 squares would be destroyed:* That ally is not destroyed and heals up to 50 HP instead.

CHAMPION POWERS Ⓢ Ⓢ
Ⓢ Use when a crit is scored by a creature within sight: It is a normal hit instead.
Ⓢ Use when this creature declares a Ⓢ attack: On hit, target has Vulnerable 10 All until end of round.

AC 31
FORT 29
REF 31
WILL 33
SPEED 6
HP 170
BLOOD 85

184

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EMISSARY OF EREBOS

Level 22 ♦ Magical Beast • Planar • Reptile

ATTACK POWERS
Ⓢ Coils of Inevitability: (reach 2) +23 vs. AC; 40 damage AND Immobilized AND this creature automatically hits target whenever attacking it (save ends both).
Ⓢ Bite: *Minor action, once per turn:* (reach 2) +22 vs. AC; 10 + 10 poison damage.
Ⓢ Breath of Undoing: (line 10) +22 vs. Fortitude; 30 Ongoing Damage.

GENERAL POWERS
Immune Necrotic, Slowed, Fear
Ⓢ Herald of Death: *Use at start of round 1:* All enemies gain 10 Ongoing Necrotic Damage.
Coils of Oblivion: +10 necrotic damage vs. Immobilized enemies.
Agent of the Underworld: *Use when an enemy is destroyed:* Score +10 VP.

Death claims you.

AC 32
FORT 30
REF 34
WILL 30
SPEED 10
HP 185
BLOOD 90

169

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EVERMEET WIZARD

Level 17 ♦ Arcane • Eladrin

ATTACK POWERS
Ⓢ Searing Starlight: (range 10) +20 vs. Reflex; 20 radiant damage AND 10 Ongoing Fire Damage.

GENERAL POWERS
Ⓢ Shooting Stars: *Attack action:* Make up to 4 Searing Starlight attacks vs. different targets.
Ⓢ Green Isle Conjunction: *Attack action:* Add 1 new Magical Beast ally worth 33 points or less within 3 squares.
Ⓢ Misty Step: *Minor action:* Teleport 6.
Mythal Ward: Creatures in your warband have +2 to all defenses while adjacent to this creature or your victory area.

CHAMPION POWERS Ⓢ Ⓢ Ⓢ
Ⓢ Use at start of an ally's turn: That ally teleports 6.
Ⓢ Use at start of round: Eladrin and Magical Beast allies have +2 attack and +5 damage until end of round.

AC 27
FORT 25
REF 27
WILL 27
SPEED 6
HP 95
BLOOD 45

116

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FROSTMAIDEN

Level 27 ♦ Cold • Elemental • Frostmaiden • Unique

ATTACK POWERS
Ⓢ Ice Slivers: +26 vs. Fortitude; 20 + 15 cold damage AND Immobilized.
Ⓢ Torment: *Minor action:* (range 10) +22 vs. Will; 15 psychic damage.
Ⓢ Heart of Winter: (burst 2) +24 vs. Fortitude; 25 cold damage AND Slowed. Ⓢ at start of round.

GENERAL POWERS
Immune Fear, Cold
Multi-Activation 2: Activates twice each round.
Allsight: Terrain does not block this creature's line of sight. Ignores Invisible.
Whiteout: (aura 2, only while not bloodied) While in aura, squares gain cold and smoke terrain.

CHAMPION POWERS Ⓢ Ⓢ Ⓢ Ⓢ
Ⓢ Use at start of round: Cold allies have +2 attack and +10 cold damage until end of round.
Ⓢ Use when this creature hits an enemy with Torment: This creature deals psychic instead of cold damage vs. that enemy until end of battle.

AC 37
FORT 32
REF 32
WILL 36
SPEED F4
HP 180
BLOOD 90

303

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GITHYANKI DRAGON KNIGHT

Level 24 ♦ Dragon • Githyanki • Mounted

ATTACK POWERS
Ⓢ Dragon Bite: (reach 2) +25 vs. AC; 25 + 10 fire damage.
Ⓢ Greatsword: (reach 2) *Minor action, once per turn:* +25 vs. AC; 25 damage.
Ⓢ Fiery Breath: (blast 5) +23 vs. Reflex; 45 fire damage. On miss, 20 fire damage. Ⓢ when first bloodied.

GENERAL POWERS
Resist 10 Fire
Sense Blood: Ignores Invisible and Conceal on bloodied creatures.

CHAMPION POWERS Ⓢ
Ⓢ Use at start of round: Each Dragon ally and each Githyanki ally has +4 attack and +10 damage until end of round.

Utterly devoted to their immortal queen Vlaakith.

AC 37
FORT 35
REF 35
WILL 35
SPEED F8
HP 170
BLOOD 85

206

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GRAY RENDER

Level 24 ♦ Magical Beast

ATTACK POWERS
Ⓢ Claws: (reach 2) +25 vs. AC; 35 damage.

GENERAL POWERS
Immune Immobilized, Slowed
Bloodrage 10: +10 Ⓢ damage while bloodied.
Rend: *Attack action:* Make 2 Ⓢ attacks vs. the same target. If both hit, +20 damage on the second attack.
Ⓢ Defender: *Immediate, when an ally is targeted by an attack:* Make a Ⓢ vs. the attacker.

"It took a particular dislike to our mule. Tore it in half." — Hazz'n, a wanderer

AC 34
FORT 35
REF 31
WILL 31
SPEED 8
HP 235
BLOOD 115

246

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GRIFFON CAVALRY

Level 19 ♦ Griffon • Human • Mounted

ATTACK POWERS
Ⓢ Cavalier Strike: +23 vs. AC; 35 damage.
Ⓢ Ripping Claws: *Minor action, once per turn:* +22 vs. AC; 15 damage AND 10 Ongoing Damage.

GENERAL POWERS
Aerial Cavalry: +5 damage vs. flying enemies.
Expert Flyer: *Minor action:* Shift 1.
Flight of Steel: (aura 5) Mounted allies in aura have +2 attack and +5 damage.
Ⓢ Mounted Attack: *Attack action:* Moves up to its speed and makes a Ⓢ attack at any time during that move.

Very few can match their aerial prowess.

AC 32
FORT 31
REF 31
WILL 31
SPEED F8
HP 160
BLOOD 80

152

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KING HEKATON

Level 27 ♦ Aquatic • Giant • Noble • Unique

CR 4

epic

ATTACK POWERS

AC 34
FORT 38
REF 32
WILL 33

⚡ **Sword:** (reach 3) +27 vs. AC; 40 + 15 lightning damage AND enemies adjacent to target take 10 thunder damage.

⚡ **Lightning Bolt:** *Minor action, once per turn:* (line 10) + 24 vs. Reflex; 20 lightning damage. On miss, 10 lightning damage.

GENERAL POWERS

Immune Dazed, Lightning, Thunder

☐ **Giant Guard:** *Use when targeted by an attack:* An adjacent Giant ally is targeted, instead.

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

CHAMPION POWERS

❖ *Use at end of round:* Aquatic and Giant creatures may shift 3.

❖ *Use at start of round:* Aquatic and Giant allies have +5 lightning and +5 thunder damage until end of round.

HP 300
BLOOD 150

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KING OBOULD MANY-ARROWS

Level 22 ♦ Orc • Primal • Unique

CR 3

epic

ATTACK POWERS

AC 33
FORT 35
REF 32
WILL 32

🔥 **Flaming Greatsword:** +24 vs. AC; 45 damage AND make a Flames attack.

🔥 **Flames:** (blast 5) +22 vs. Reflex; 30 fire damage.

GENERAL POWERS

Resist 10 Fire

👤 **Strength in Numbers 2:** Your warband creature limit is increased by 2.

👤 **Spoils of War:** *Use at setup:* Adjacent Orc, Ogre and Troll allies have +2 AC and +4 attack until end of battle.

👤 **Glory in Battle:** *Use when an ally becomes bloodied:* It makes a ⚡ attack as an immediate action.

👤 **Strength of Gruumsh:** *Use on a natural 1 attack roll of 18-20, if it hit:* Target is also Stunned.

CHAMPION POWERS

❖ *Use when this creature scores VP for occupying your victory area:* +2 AC and +2 attack until end of battle.

❖ *Use when this creature or an adjacent ally would gain a condition:* It immediately rolls a save vs. that condition.

HP 190
BLOOD 95

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KOLYARUT

Level 23 ♦ Construct • Planar

epic

ATTACK POWERS

AC 38
FORT 34
REF 35
WILL 35

⚡ **Unerring Blade:** Automatic hit vs. AC; 20 damage AND this creature heals 10 HP.

☐ **The Verdict:** *Minor action:* (Immobilized target only) +23 vs. Will; Helpless (save ends). ☹ on miss.

👤 **Mark for Judgement:** *Minor action, once per turn:* (range 8) +23 vs. Will; 20 psychic damage AND Immobilized.

GENERAL POWERS

Immune Immobilized, Fear, Poison

☐ **Edict of Blades:** *Attack + minor action:* Shifts up to its speed and makes up to 4 ⚡ attacks vs. different enemies at any time during that move. ☹ when first bloodied.

☀️ **Aura of Justice:** (aura 5) Immobilized enemies in aura have Vulnerable 5 All vs. attacks.

☀️ **Planar Tribunal:** (aura 5) Planar allies in aura have +2 to all defenses.

HP 150
BLOOD 75

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KRAKEN PRIEST

Level 22 ♦ Aquatic • Divine

epic

ATTACK POWERS

AC 31
FORT 30
REF 30
WILL 33

⚡ **Writhing Tentacles:** (reach 2) +25 vs. AC; 15 + 15 necrotic damage AND Immobilized.

👤 **Thunderbolts:** Make 2 attacks: (sight) +23 vs. Fortitude; 25 thunder damage AND push 1.

☐ **Voice of the Kraken:** (burst 3, enemies only) +23 vs. Will; 45 psychic damage AND Dazed.

GENERAL POWERS

☐ **Summon Aquean:** *Use at end of round:* Add 1 new Aquatic ally worth 36 VP or less within 5 squares.

☐ **From the Lightless Depths:** *Immediate, when an Aquatic ally occupying river terrain would be destroyed:* It is not destroyed and has 30 HP remaining, instead.

🏰 **Call of the Deep:** *Minor action, once per turn:* Nearest Aquatic ally makes an opportunity attack.

"We call for You, our Master in the Deep!
We long to hear your voice!"

HP 165
BLOOD 80

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KUYUTHA, EXARCH OF BAHAMUT

Level 18 ♦ Dragon • Dragonborn • Unique

CR 3

epic

ATTACK POWERS

AC 34
FORT 31
REF 30
WILL 32

⚡ **Dragonatalon Blade:** (reach 2) +21 vs. AC; 35 damage. On miss, reroll once.

☐ **Coldfire Breath:** *Minor action:* (blast 5) +20 vs. Reflex; 10 cold + 10 fire damage. ☹ when first bloodied.

☐ **Radiant Will:** *Minor action:* (burst 2, enemies only) +20 vs. Will; 15 radiant damage AND Slowed. Allies in the area of effect heal 10 HP.

GENERAL POWERS

☀️ **Draconic Divinity:** *Use during warband construction:* Good Dragon allies of level 13+ cost 15 less VP. (They are worth their normal VP when destroyed.)

☀️ **Platinum Ascendant:** (aura 3) Dragonborn and Dragon allies in aura have +2 attack and +10 damage.

CHAMPION POWERS

❖ *Use at end of turn:* An adjacent Dragonborn or Dragon ally loses one condition.

❖ *Use when an ally within sight is targeted by an attack:* It has +5 to all defenses until end of turn.

HP 175
BLOOD 85

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LADY VOL

Level 24 ♦ Undead • Unique

CR 3

epic

ATTACK POWERS

AC 35
FORT 33
REF 33
WILL 33

⚡ **Paralyzing Claw:** +27 vs. AC; 30 + 20 necrotic damage AND Immobilized. An Immobilized target is Helpless, instead.

☐ **Poison Breath:** (blast 5) +25 vs. Fortitude; 60 poison damage.

⚡ **Circle of Death:** *Minor action, once per turn:* (burst 2) +23 vs. Fortitude; 20 necrotic damage.

GENERAL POWERS

Immune Necrotic, Poison; Resist 20 Acid

Blindsight

👤 **Vengeance of Erandis:** +2 attack vs. Dragon and Elf creatures.

CHAMPION POWERS

❖ *Use when an ally attacks a bloodied enemy:* +20 necrotic damage on that attack.

❖ *Use when this creature scores VP for occupying your victory area:* It has Resist 5 All until end of next round.

HP 185
BLOOD 90

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Laurian, Wood Elf Hero

Level 19 ♦ Elf • Martial • Unique

epic

ATTACK POWERS

AC 30
FORT 28
REF 34
WILL 28

🏹 **Composite Bow:** (sight) +24 vs. AC; 35 damage.

👤 **Dual Shot:** Make 2 attacks: (range 12) +22 vs. AC; 25 damage.

GENERAL POWERS

☐ **Favored Terrain:** *Use at setup:* Choose one non-clear terrain type. Until end of battle, this creature ignores additional MP cost to enter that terrain and has +5 damage vs. enemies occupying that terrain.

👤 **Feral Senses:** (aura 5) Ignores Conceal and Invisible on creatures in aura.

👤 **Called Shot:** *Minor action:* This creature's next 🏹 attack this turn deals +10 damage and target is Dazed on hit.

☐ **Hide in Plain Sight:** *Minor action:* Invisible to nonadjacent enemies until it moves or resolves an attack.

HP 125
BLOOD 60

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MARID

Level 15 ♦ Aquatic • Elemental

CR 1

epic

ATTACK POWERS

AC 29
FORT 29
REF 27
WILL 27

⚡ **Riptide Blow:** (reach 2) +20 vs. AC; 35 damage AND push 2.

☐ **Drown:** (range 6) +18 vs. Fortitude; 20 damage AND Helpless (save ends).

GENERAL POWERS

☐ **Deep Dive:** *Move action:* Until end of round or until it moves or attacks, can only be attacked by Aquatic enemies. ☹ Drown.

👤 **Sweeping Current:** *Minor action:* Slide 2 a creature within sight that occupies river terrain.

👤 **Fire-Quencher:** +10 damage vs. Fire targets.

👤 **Floodrift:** (aura 3) While in aura, squares gain river terrain.

CHAMPION POWERS

❖ *Use at end of round:* Nearest Aquatic ally makes an opportunity attack.

It has an intimate link to the water plane.

HP 120
BLOOD 60

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MERFOLK

Level 16 ♦ Aquatic • Merfolk • Simic

CR 1

epic

ATTACK POWERS

AC 28
FORT 30
REF 30
WILL 30

⚡ **Adaptive Strike:** +20 vs. AC; 25 damage AND this creature gains cumulative +2 🏹 attack until end of battle.

🌊 **Plasmic Eruption:** (radius 1 within 10) +19 vs. Reflex; 20 acid damage. On miss, 5 acid damage.

GENERAL POWERS

Immune Weakened

☐ **Environmental Adaptation:** *Use at setup:* Choose one type of non-clear terrain.

👤 **Cytomist:** (aura 3) While this creature occupies the chosen terrain, it and its allies in aura have Conceal 6.

👤 **Biomantic Impact:** Simic creatures have +5 damage while occupying the chosen terrain.

CHAMPION POWERS

❖ *Use when a creature gains Slowed or Immobilized:* It ignores that condition, instead.

HP 90
BLOOD 45

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MINSC AND BOO

Level 16 ♦ Human • Martial • Unique

epic

MOUNTAIN TROLL

Level 22 ♦ Earth • Giant • Troll

epic

MOUNTED DROW PATROL

Level 21 ♦ Drow • Mounted

epic

ATTACK POWERS

⊕ **Greatsword:** +20 vs. AC; 35 damage.

GENERAL POWERS

☐ **Swords, Not Words!**: *Attack action:* Make 2 ⊕ attacks.

Hamster's Rally: +2 AC, +2 attack and +5 damage while bloodied.

Boo's Determination: Rolls saves at start of turn instead of at end.

Hero Coming Through!: *Minor action, once per turn:* Push 2 an adjacent Large or smaller enemy, then shift 2.

"A den of STINKING evil! Cover your nose, Boo!"

ATTACK POWERS

⊕ **Huge Club:** (reach 3) +24 vs. AC; 60 damage.

GENERAL POWERS

Regeneration 10: *Use at start of turn:* Heal 10 HP.

Stable Footing: Ignores the extra MP cost for entering difficult terrain.

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

Mighty Swing: *Immediate, when this creature's ⊕ attack hits:* Choose one:

☐ **Slam and Launch:** +10 damage and push Large or smaller target 4 squares.

☐ **Bash and Crush:** Target is also Stunned.

☐ **Bam! Bam!**: Make a ⊕ attack vs. a different target.

☐ **One-handed hit:** -20 damage AND ⊕ all uses of Mighty Swing.

Just one of these hulking brutes can scatter entire communities.

ATTACK POWERS

⊕ **Frostbite Lance:** (reach 2) +25 vs. AC; 20 + 10 cold damage AND followup:

Battle-trained Lizard: +22 vs. AC; 20 damage.

☐ ⊕ **Cone of Cold:** (blast 5) +22 vs. Reflex; 40 cold damage AND Immobilized.

GENERAL POWERS

Resist 5 Cold

Conceal 6

Wall Walker: Has Flight while adjacent to a wall.

Mobile Melee Attack: *Immediate, after resolving this creature's ⊕ attack:* Shift 1.

Skirmisher 10: *Whenever this creature moved at least 2 squares from its starting position this turn:* +10 ⊕ damage until end of turn.

Some of these warriors wield powerful magic weapons.

MUMMY LORD

Level 19 ♦ Undead

CR 2

epic

ORC BANEBREAK RIDER

Level 20 ♦ Beast • Mounted • Orc

epic

PIT FIEND

Level 22 ♦ Devil

CR 3

epic

ATTACK POWERS

⊕ **Slam:** +26 vs. AC; 20 + 15 necrotic damage.

⊗ **Necrotic Bolt:** *Minor action:* (sight) +20 vs. Reflex; 20 necrotic damage.

Tomblord Plague: Choose one:

☐ ⊗ **Insect Swarm:** (radius 3 within 12) +22 vs. Fortitude; 35 damage AND Blinded.

☐ ⊕ **Pestilence:** (burst 3, enemies only) +22 vs. Fortitude; 30 Ongoing Poison Damage.

☐ ⊗ **Rain Fire:** (radius 2 within 10) +22 vs. Reflex; 50 fire damage. On miss, 25 fire damage.

☐ ⊕ **Death of the Last-born:** (Lowest-level enemy on the battlemap) +22 vs. Fortitude; Destroyed.

GENERAL POWERS

Immune Necrotic, Poison, Helpless
Vulnerable 5 Fire

CHAMPION POWERS

⊗ *Use at start of round:* Undead creatures have +4 attack and +10 necrotic damage vs. Living targets until end of round.

ATTACK POWERS

⊕ **Axes:** Make 2 attacks: +20 vs. AC; 30 damage.

⊕ **Banebreak Charge:** (Only on Charge) +22 vs. AC; 50 damage AND push 1 AND Dazed.

GENERAL POWERS

Stable Footing: Does not pay extra MP to enter difficult terrain.

Lead the Onslaught: *Use when this creature is first to activate this round:* Orc, Ogre and Troll allies have +2 attack and +5 damage until end of round.

Trample 20: Once per turn, may transit a Medium or smaller enemy's space to deal 20 damage to it.

"Charge. Destroy. This is the way of the banebreak."

ATTACK POWERS

⊕ **Claw and Bite:** (reach 2) +26 vs. AC; 35 + 10 fire damage AND 10 Ongoing Poison Damage.

☐ ⊗ **Meteor Swarm:** (radius 3 within 9) +21 vs. Reflex; 20 + 20 fire damage. On miss, 10 + 10 fire damage.

GENERAL POWERS

Immune Fire, Dominated; Resist 10 Cold, Poison

☐ **Hell Unleashed:** *Attack action, if bloodied:* Use Meteor Swarm twice.

Blood War General: Devil allies have +2 AC, +2 attack and +5 damage.

Corruption of Baator: *Use at end of round, if in your victory area:* All creatures take 10 fire, cold or poison damage (choose for each).

CHAMPION POWERS

⊗ *Use at start of a Devil creature's turn:* It teleports 5.

⊗ *Use at start of round:* A Devil creature has Blindsight until it misses with an attack.

PURPLE DRAGON KNIGHT

Level 20 ♦ Human • Martial

CR 3

epic

SKALMAD, THE TROLL KING

Level 15 ♦ Fey • Troll • Unique

CR 3

SKYJEK ROC

Level 14 ♦ Beast • Boros

epic

ATTACK POWERS

⊕ **Greatsword:** +23 vs. AC; 35 damage.

☐ ⊕ **Heroic Feat:** +23 vs. AC; 35 damage AND shift 2 AND repeat this attack vs. a creature that was not attacked this turn.

GENERAL POWERS

☐ **Rally:** *Minor action:* Pull allies within 6 squares up to 3 squares, then all allies within 3 squares heal 20 HP and roll a save vs. 1 condition. ⊕ Heroic Feat.

Purple Dragon Bulwark: (aura 3) Martial allies in aura have +2 to all defenses.

Indomitable: Rolls saving throws at the start and the end of each turn.

CHAMPION POWERS

⊗ *Use at start of turn:* Martial allies may shift 3.

⊗ *Use when this creature hits with a ⊕ attack:* 1 bloodied ally within sight makes a ⊕ attack as an immediate action.

ATTACK POWERS

⊕ **Brutal Greataxe:** (reach 2) +19 vs. AC; 35 damage AND Slowed.

⊗ **Smoldering Eye:** *Minor action, once per turn:* (blast 3) +17 vs. Reflex; 10 Ongoing Fire Damage AND -2 attack (save ends both).

GENERAL POWERS

Resist 20 Poison; Vulnerable 5 Acid, Fire

Cruel Combatant: +10 damage vs. Immobilized or Slowed enemies.

Call of Vard: *Minor action:* A Troll ally within sight shifts 3 OR has +3 attack until end of round.

Regeneration 10: *Use at start of turn:* Heal 10 HP.

CHAMPION POWERS

⊗ *Use when a Troll ally's attack roll is a natural 17+:* That attack is a critical hit.

⊗ *Use after resolving Regeneration:* Adjacent Troll allies heal 10 HP.

ATTACK POWERS

⊕ **Grasping Talons:** +17 vs. AC; 20 damage AND if target is Medium or smaller, slide it adjacent to this creature.

GENERAL POWERS

Legion Mount: May have a Medium or smaller Boros or Martial ally as a rider.

Aerial Superiority: While mounted, this creature and its rider have +10 ⊕ damage vs. non-flying enemies.

Mounted Combat: *Attack action:* This creature moves up to its speed and it and its rider may each make a ⊕ attack at any time during this move as an immediate action.

Trained to fly down onto ground-borne enemies with their Skyknights.

TIEFLING BLADEMASTER

Level 15 ♦ Martial • Tiefling

CR 2

epic

AC 28
FORT 26
REF 26
WILL 26
SPEED 6
HP 95
BLOOD 45

ATTACK POWERS

⚔ **Masterwork Rapier:** *Minor action:* +22 vs. AC; 15 damage.

GENERAL POWERS

Resist 5 Fire, Cold, Lightning

Footwork: *Minor action, if adjacent to an enemy:* Shift 1.

Battle Surge: *Use after resolving a ⚔ attack, if it hit:* +5 damage until end of turn.

Abyssal Heritage: (aura 3) Demon and Tiefling allies have +2 attack and +5 damage vs. enemies in aura.

CHAMPION POWERS

❖ *Use when you win initiative:* 1 ally uses Charge as an immediate action.

❖ *Use when this creature hits with a ⚔ attack:* Target is also Slowed (save ends).

The rapier and the mind — equally sharp.

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TREANT

Level 22 ♦ Fey • Plant

epic

AC 33
FORT 35
REF 27
WILL 30
SPEED 8
HP 220
BLOOD 110

ATTACK POWERS

⚔ **Slam:** (reach 3) +25 vs. AC; 40 damage.

GENERAL POWERS

Vulnerable 5 Fire

Forest Walk: Ignores the extra cost for entering forest terrain.

Animate Tree: *Immediate, at end of round:* Choose a forest terrain square this creature can see within 10 squares. Make a ⚔ attack as if occupying that square.

Trample 20: Once per turn, may transit a Medium or smaller enemy's space to deal 20 damage to it.

Regrowth: (aura 2) Plant allies that start their turn in aura heal 10 HP.

The might and vigor of ancient forests.

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TSUCORA QUORI

Level 25 ♦ Aberrant • Psionic

epic

AC 34
FORT 31
REF 31
WILL 35
SPEED 7
HP 200
BLOOD 100

ATTACK POWERS

⚔ **Pincers:** (reach 2) +27 vs. AC; 35 damage AND Immobilized.

⚔ **Stinger:** (reach 2) +25 vs. Reflex; 15 + 15 psychic damage AND this creature heals 10 HP.

☞ **Recall Agony:** (sight) +22 vs. Will; 40 damage AND Dazed.

GENERAL POWERS

Immune Confused, Dominated, Fear

Resist 10 Psychic

Grab and Sting: *Attack action:* Make 2 different ⚔ attacks.

Psychic Echoes: (aura 5) When a creature in aura takes psychic damage from an attack, enemies adjacent to that creature take 10 psychic damage.

"In Dal Quor a tsucora, mightiest of its kind, invades your dreams, unravels your mind." — excerpt from Poetry in Nightmares

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TUNDRA SCOUT

Level 23 ♦ Cold • Giant • Mounted

epic

AC 34
FORT 36
REF 31
WILL 31
SPEED 8
HP 275
BLOOD 135

ATTACK POWERS

⚔ **Spear:** (reach 3) +24 vs. AC; 30 + 10 cold damage.

⚔ **Mighty Tusks:** (Only on Charge) +24 vs. AC; 35 damage AND make a Spear attack.

☞ **Make Room:** *Minor action:* (burst 1) +20 vs. Fortitude; 15 damage and push 1.

☞ **Avalanche:** (blast 7) +22 vs. Reflex; 45 cold damage AND Dazed.

GENERAL POWERS

Immune Immobilized

Resist 30 Cold

Solid Footing: Ignores forced movement effects of enemies.

Unbearable Mass: Scores critical hits on natural rolls of 18-20 while charging.

Forerunner: *Use at start of turn, if first to activate in your warband this round:* +2 speed and +2 attack until end of turn.

"This is only the vanguard!"

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VAN RICHTEN

Level 16 ♦ Divine • Human • Unique

CR 3

epic

AC 28
FORT 26
REF 24
WILL 30
SPEED 6
HP 90
BLOOD 45

ATTACK POWERS

⚔ **Cleansing Blow:** +20 vs. AC; 20 damage AND you may remove one effect from target.

☞ **Exorcising Sanction:** (line 6) +18 vs. Fortitude; 35 radiant damage AND Dazed.

GENERAL POWERS

☞ **Curse Reversal:** *Attack action:* Remove a condition from an adjacent ally, then an enemy within 5 squares gains that condition.

☞ **Master of the Occult:** *Use on a ⚔ attack hit:* Choose one continuous power on target. All creatures ignore that power until end of battle.

Monster Hunter: +2 attack and +10 ⚔ damage vs. Aberration, Demon, Shapeshifter and Undead enemies.

CHAMPION POWERS

❖ *Use when an enemy within sight activates:* Allies have +2 attack and +10 damage vs. that enemy until end of round.

❖ *Use when this creature scores VP for occupying your victory area:* Recharge one of its powers.

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VLAAKITH THE LICH QUEEN

Level 25 ♦ Githyanki • Undead • Unique

CR 3

epic

AC 37
FORT 34
REF 33
WILL 36
SPEED 6
HP 180
BLOOD 90

ATTACK POWERS

⚔ **Vorpal Sword:** (crits on natural rolls of 17-20) +26 vs. AC; 25 + 10 psychic damage.

☞ **Decay:** *Minor action:* (range 10) +22 vs. Fortitude; 20 necrotic damage.

☞ **Overpowering Will:** (blast 5) +24 vs. Will; 50 psychic damage AND Stunned (save ends). ☞ *when first bloodied.*

GENERAL POWERS

Immune Dominated, Helpless, Poison

☞ **Queen's Sentinels:** *Use at setup:* Add up to 2 Githyanki or Dragon allies worth a total of 50 VP or less in your start area.

☞ **Devoted Fanatic:** *Immediate, when targeted by an attack:* Redirect that attack to an adjacent Githyanki ally, instead. ☞ *if that ally is destroyed by that attack.*

CHAMPION POWERS

❖ *Use at start of round:* Githyanki and Dragon allies have +2 attack and +10 damage until end of round.

❖ *Use when a Living ally is destroyed within 3 squares:* Heal 20 HP.

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WARDEN OF THE WOOD

Level 15 ♦ Half-Elf • Primal

CR 3

epic

AC 27
FORT 25
REF 25
WILL 29
SPEED 6
HP 90
BLOOD 45

ATTACK POWERS

⚔ **Warden's Blade:** +19 vs. AC; 20 damage.

☼ **Call Lightning:** (radius 1 within 10) +18 vs. Reflex; 25 lightning damage.

GENERAL POWERS

Forest Walk: Ignores the extra MP cost for entering forest terrain.

Woodwarden's Shroud: Beast and Plant allies have Hide while adjacent to forest terrain.

☞ **Sudden Growth:** *Minor action:* Up to 3 contiguous squares within sight gain forest terrain.

CHAMPION POWERS

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

❖ *Use when this creature is attacked:* A Beast or Plant ally makes a ⚔ attack vs. the attacker as an immediate action.

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WEREWOLF LORD

Level 24 ♦ Shapeshifter • Wolf

CR 3

epic

AC 33
FORT 36
REF 32
WILL 32
SPEED 8
HP 255
BLOOD 125

ATTACK POWERS

⚔ **Claws and Bite:** (reach 2) +26 vs. AC; 25 damage.

GENERAL POWERS

Savage Rend: *Attack action:* Make 3 ⚔ attacks vs. the same target.

Ancient Rivalry: +5 damage vs. Vampire creatures.

Bloodthirsty Pack: This creature and Wolf and Shapeshifter allies have +5 damage vs. bloodied enemies.

CHAMPION POWERS

❖ *Use when you win initiative:* Wolf and Shapeshifter allies have +4 attack until end of round.

❖ *Use at end of round:* A Wolf or Shapeshifter ally makes an opportunity attack vs. an enemy adjacent to this creature.

Its howl pierces the night like a nightmare pierces sleep.

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WULFGAR

Level 20 ♦ Human • Primal • Unique

epic

AC 28
FORT 31
REF 27
WILL 27
SPEED 7
HP 185
BLOOD 90

ATTACK POWERS

⚔ **Aegis-Fang:** +22 vs. AC; 35 damage.

☞ **Returning Throw:** (range 12) +20 vs. AC; 35 damage.

GENERAL POWERS

☞ **Fury of Tempus:** *Use on a ⚔ attack hit:* +20 thunder damage and target is Stunned.

Relentless Onslaught: *Attack action:* Make a ☞ attack, then use Charge.

Shrug Off Pain: Ignores effects of attacks that deal 20 damage or less. (Damage unaffected.)

Reckless Resilience: Resist 10 All vs. attacks while charging.

Glory in Battle: *Use when an ally becomes bloodied:* It makes a ⚔ attack as an immediate action.

Wulfgar, son of Beornegar, of Icewind Dale.

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<p>AMETHYST OF ENERGY ★★</p> <p>Level 15+ ♦ Underdark</p> <p>POWERS</p> <p>☐ Arcane Conduction: Use when taking fire, cold or lightning damage: An enemy within 2 squares takes 5 damage of the same type. ☹ when first bloodied.</p> <p>+1</p> <p>©2026 DDM Guild Epic Glory Item 1/25 (246)</p>	<p>ARMBANDS OF THE KUO-TOA ★★</p> <p>Level 12+ ♦ Underdark or Wild • Living • Medium</p> <p>POWERS</p> <p>☐ Underwater Breathing: Use at start of round: Until end of round, does not pay additional MP to enter river terrain.</p> <p>Contagious Madness: Whenever this creature misses with a † attack: This creature takes 5 damage (ignore Resist) and target takes 10 psychic damage. (Max. once per turn.)</p> <p>+3</p> <p>©2026 DDM Guild Epic Glory Item 2/25 (247)</p>	<p>AXE OF THE DWARVISH LORDS ★★</p> <p>Level 12+ ♦ Dwarf (Unique item)</p> <p>POWERS</p> <p>Locked Item</p> <p>☐ † Returning Throw: (range 10) +20 vs. AC; 20 damage.</p> <p>Keen Critical 19: Scores crits on natural Ⓡ and Returning Throw attack rolls of 19-20.</p> <p>Legacy of Kings: Immediate, on a Ⓡ attack hit: An adjacent Dwarf ally makes an opportunity attack.</p> <p>+14</p> <p>©2026 DDM Guild Epic Glory Item 3/25 (248)</p>
<p>BARBS OF THE PIT ★★</p> <p>Level Any ♦ Demon</p> <p>POWERS</p> <p>☐ Savor the Pain: Use when declaring a † attack: Take 5 damage to gain +2 on that attack. ☹ when first bloodied.</p> <p>+2</p> <p>©2026 DDM Guild Epic Glory Item 4/25 (249)</p>	<p>BASILISK OIL ★★</p> <p>Level Any ♦ Drow or Duergar or Tiefling</p> <p>POWERS</p> <p>☐ Apply: Minor action: An adjacent ally loses the Petrified condition OR has +1 Fortitude (until end of its next turn).</p> <p>+1</p> <p>©2026 DDM Guild Epic Glory Item 5/25 (250)</p>	<p>COUATL FEATHER ★★</p> <p>Level 14+ ♦ Good</p> <p>POWERS</p> <p>☐ Vivid Light: Use at start of round: Until end of round, this creature ignores Invisible vs. adjacent creatures and has Resist 5 Radiant.</p> <p>+2</p> <p>©2026 DDM Guild Epic Glory Item 6/25 (251)</p>
<p>DRACONIC TORC ★★</p> <p>Level Any ♦ Dragonborn</p> <p>POWERS</p> <p>☐ Metabreath: Use when declaring a blast or line attack power: +5 damage on all attacks of that attack power until it is resolved.</p> <p>+2</p> <p>©2026 DDM Guild Epic Glory Item 7/25 (252)</p>	<p>DRAGON'S LAIR ★★</p> <p>Level 12+ ♦ Dragon • Large or larger</p> <p>POWERS</p> <p>☐ Lair Power: Use at start of round, if in your victory area: Choose 1 effect that lasts until end of round:</p> <p><i>Lair Mists:</i> Conceal 6 while in your victory area.</p> <p><i>Secret Exit:</i> If in your victory area at start turn, place this creature adjacent to your victory area.</p> <p><i>Hostile Environment:</i> Enemies that end their turn in your victory area take 10 damage.</p> <p>+5</p> <p>©2026 DDM Guild Epic Glory Item 8/25 (253)</p>	<p>ELDER WYRM SCALES ★★</p> <p>Level 14+ ♦ Dragon</p> <p>POWERS</p> <p>☐ Ancient Resilience: Use when targeted by an attack: +2 AC until end of turn.</p> <p>+2</p> <p>©2026 DDM Guild Epic Glory Item 9/25 (254)</p>
<p>ELEMENTAL ESSENCE ★★</p> <p>Level 13+ ♦ Elemental • non-Evil • non-Good</p> <p>POWERS</p> <p>☐ Elemental Spark: Immediate, when an Elemental ally's attack hits an adjacent enemy: +5 damage on that attack.</p> <p>+2</p> <p>©2026 DDM Guild Epic Glory Item 10/25 (255)</p>	<p>HAG'S AWFUL BREW ★★</p> <p>Level 10+ ♦ Hag or Fey</p> <p>POWERS</p> <p>☐ Force-Feed: Minor action: An adjacent ally takes 5 damage to lose the Weakened and Ongoing Damage conditions.</p> <p>+1</p> <p>©2026 DDM Guild Epic Glory Item 11/25 (256)</p>	<p>MAUL OF THE TITANS ★★</p> <p>Level 15+ ♦ Borderlands • Huge • Non-Beast • Non-Magical Beast</p> <p>POWERS</p> <p>Mighty Weapon: +5 Ⓡ damage.</p> <p>Godforged: This creature's Ⓡ attacks ignore Resist.</p> <p>Shockwave: Use when this creature hits with a natural Ⓡ attack roll of 17-20: Enemies and allies within 2 squares of target take 10 damage.</p> <p>+13</p> <p>©2026 DDM Guild Epic Glory Item 12/25 (257)</p>
<p>POTION OF CLARITY ★★</p> <p>Level 10+ ♦ Divine or Primal</p> <p>POWERS</p> <p>☐ Administer: Attack action: This creature or an adjacent ally loses the Dazed and Stunned conditions.</p> <p>+2</p> <p>©2026 DDM Guild Epic Glory Item 13/25 (258)</p>	<p>PSI CRYSTAL ★★</p> <p>Level 10+ ♦ Psionic</p> <p>POWERS</p> <p>Focus: +2 † and † attack.</p> <p>☐ Psionic Burst: Use with a † or † attack: +10 psychic damage on that attack.</p> <p>+5</p> <p>©2026 DDM Guild Epic Glory Item 14/25 (259)</p>	<p>RING OF MIND SHIELDING ★★</p> <p>Level Any ♦ Champion</p> <p>POWERS</p> <p>Immune Dominated</p> <p>Resist 5 Psychic</p> <p>Unreadable Mind: Powers of enemies that increase or decrease the CR or that allow to roll additional or less d20 have no effect for the purpose of rolling initiative.</p> <p>+3</p> <p>©2026 DDM Guild Epic Glory Item 15/25 (260)</p>
<p>ROD OF LORDLY MIGHT ★★</p> <p>Level 13+ ♦ Martial (Unique item)</p> <p>POWERS</p> <p>Symbol of Leadership: (aura 3) Allies in aura have +2 to all defenses.</p> <p>Transform Weapon: Immediate, at start of turn: Until end of turn, Ⓡ attacks gain one of the following:</p> <p>☐ <i>Fiery Blade:</i> +10 fire damage.</p> <p>☐ <i>Nimble Spear:</i> +1 reach and +2 attack.</p> <p>☐ <i>Terrifying Mace:</i> On hit, push target 3 squares and it is Dazed. (Fear)</p> <p>+10</p> <p>©2026 DDM Guild Epic Glory Item 16/25 (261)</p>	<p>SCEPTRE OF THE GRAVE-KING ★★</p> <p>Level 12+ ♦ Mummy • Champion (Unique item)</p> <p>POWERS</p> <p>☐ Cinderbound Curse: Use when this creature would take fire damage: Choose one enemy within 5 squares. It takes that damage instead.</p> <p>☐ Interred Servant: Minor action, if in your victory area: Add 1 new ally with Mummy in its name of any faction worth 38 VP or less in that victory area.</p> <p>+15</p> <p>©2026 DDM Guild Epic Glory Item 17/25 (262)</p>	<p>SEVEN-LEAGUE BOOTS ★★</p> <p>Level Any ♦ Giant or Goliath</p> <p>POWERS</p> <p>☐ Great Stride: Use at start of round: +1 speed until end of round.</p> <p>Stable Footing: Ignores the extra MP cost for entering difficult terrain</p> <p>+4</p> <p>©2026 DDM Guild Epic Glory Item 18/25 (263)</p>

STAFF OF DEFENSE

Level Any ♦ Medium • Arcane or Primal

POWERS
Mage Armor: +1 AC.
 Shield: Immediate, when targeted by an attack: +4 AC and +4 Reflex until end of round.

+2

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STARDUST

Level 13+ ♦ Wild • Elf or Eladrin or Fey

POWERS
 Sprinkle: Minor action: Choose one effect:
Soothe: An adjacent ally heals 10 HP.
Flare: An adjacent enemy has -2 attack until end of round.
Bedazzle: This creature does not provoke opportunity attacks for moving this turn.

+3

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TEAR OF DESTINY, OPAL

Level Any ♦ Any

POWERS
 Call on Fate: Use before rolling initiative: If you win, this creature has +1 Fortitude, Reflex and Will until end of round.

+1

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TEAR OF DESTINY, RUBY

Level Any ♦ Any

POWERS
 Call on Fate: Use before rolling an attack: On an uneven number, +1 on that attack roll.

+1

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TEAR OF DESTINY, SAPPHIRE

Level Any ♦ Any

POWERS
 Call on Fate: Use before rolling a saving throw: +1 on that roll.

+1

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TIARA OF THE GODS

Level 16+ ♦ Immortal (Unique item)

POWERS
Imperishable: Immortal creatures automatically succeed on saves vs. ongoing damage.
 Ruin of Mortality: Use at start of round: Immortal creatures have +2 attack and +5 damage vs. non-Immortal targets until end of round.

+7

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EPIC GLORY (E3)

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 These cards are current as of February 3, 2026.

TOME OF LEADERSHIP

Level 12+ ♦ Divine

POWERS
Charismatic: +2 Will.
Command the Line: Immediate, at start of turn: Allies within sight may shift 1.
Influence: +1 CR when making champion tests.
 High Champion: Use when this creature declares a champion power: It does not expend a use of its champion powers.

+12

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The creature cards included in this set are playable with any official miniature released by Wizards of the Coast / Wizkids LLC of the name corresponding to that of the card's, and of the size that the S/M/L/H marking in the card indicates.

At the time of this card release the currently legal miniatures and their sets of origin (plus [name at the base of miniature]) are listed here.

LIVING SPELL - LIGHTNING BOLT

Level 10 ♦ Spell

AC 23
FORT 23
REF 23
WILL -

ATTACK POWERS
 Shock: +15 vs. Reflex; 15 lightning damage.
 Lightning Bolt: (line 8) +13 vs. Reflex: 15 lightning damage. Hit or miss, you may place this creature in any square in the area of effect.

GENERAL POWERS
Immune Lightning
Insubstantial
Arcane-Enhanced: +5 damage while an Arcane ally is on the battlemat.
Conductor: Map squares gain lightning (damaging) terrain while this creature is adjacent.

Born of magical energy unleashed during the Last War these spell effects took on sentience.

+42

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- Alusair Obarskyr* (Aberrations, Player's Handbook Heroes 2 [Female Human Warlord])
- Armored Guulvorg* (Against the Giants)
- Aspect of Hextor* (War Drums)
- Aspect of Nerull* (Deathknell)
- Behir* (Giants of Legend, Waterdeep: Dungeon of the Mad Mage, Dragonlance - Shadow of the Dragon Queen)
- Bruenor Battlehammer* (Desert of Desolation)
- Bugbear Champion of Erythnul* (Angelfire)
- Cleric of Yondalla* (Harbinger)
- Cormyrean War Wizard* (Unhallowed)
- Cult of the Dragon Enforcer* (Tyranny of Dragons, Return of the Dragons [Dragonclaw])
- Earth Titan* (Against the Giants)
- Elf Cleric of the Grave* (Waterdeep: Dungeon of the Mad Mage)
- Emissary of Erebos* (Mythic Odysseys of Theros)
- Evermeet Wizard* (Archfiends, D&D Basic Game set [Lanin, Elf Wizard])
- Frostmaiden* (Icwind Dale: Rime of the Frostmaiden [The Brittle Maiden or The Cold Crone or Winter's Womb])
- Githyanki Dragon Knight* (Blood War)
- Gray Render* (Underdark, Eberron: Rising from the Last War)
- Griffon Cavalry* (War of the Dragon Queen, Waterdeep Dragon Heist)
- King Hekaton* (Storm King's Thunder, Storm King's Thunder Box 1)
- King Obould Many-Arrows* (War Drums)
- Kolyarut* (Blood War, Planescape: Adventures in the Multiverse)
- Kraken Priest* (Monster Menagerie 3 [mislabel in initial release: Tridrone], Seas & Shores)
- Kuyutha, Exarch of Bahamut* (Demonweb)
- Lady Vol* (Night Below, Eberron: Rising from the Last War)
- Laurian, Wood Elf Hero* (Rage of Demons [Wood Elf Archer])
- Marid* (Unhallowed, Fangs & Talons, Seas & Shores)
- Merfolk* (Monster Menagerie, Seas & Shores)
- Minsc and Boo* (Tomb of Annihilation)
- Mountain Troll* (War of the Dragon Queen)
- Mounted Drow Patrol* (Underdark)
- Mummy Lord* (Deathknell, Boneyard, Sand & Stone)
- Orc Banebreak Rider* (Night Below)
- Pit Fiend* (Blood War, Waterdeep Dragon Heist, 50th Anniversary)
- Purple Dragon Knight* (Dragoneye)
- Skalmad, the Troll King* (Dangerous Delves)
- Skyjek Roc* (Guildmasters' Guide to Ravnic)
- Tiefling Blademaster* (War Drums)
- Treant* (Giants of Legend)
- Tsucora Quori* (Unhallowed)
- Tundra Scout* (War of the Dragon Queen)
- Van Richten* (Unhallowed, Curse of Strahd - Legends of Barovia [Rudolph van Richten])
- Vlaakith the Lich Queen* (Blood War)
- Warden of the Wood* (War of the Dragon Queen)
- Werewolf Lord* (Unhallowed)
- Wulfgar* (Night Below, Icons: Legend of Drizzt Scenario Pack)