

BLOOD SLAAD Level 10 ♦ Chaos • Slaad ATTACK POWERS ⚔ Claw: (reach 2) +15 vs. AC; 10 damage. ⚔ Horrid Croak: (blast 5) +13 vs. Will; 10 damage AND Dazed. GENERAL POWERS Sneak Attack 10 Leaping Pounce: Has Flight while charging. Chaos Storm: Whenever rolling initiative, if your result is a natural 6-10: ⚔ Horrid Croak. Every Slaad ally has +2 speed until end of round. AC 23 FORT 21 REF 21 WILL 21 SPEED 8 HP 60 BLOOD 30 32 ©2025 DDM Guild Demonweb 38/60 ★ L_Errata	CAMBION DEVIL - SPELLCASTER Level 12 ♦ Devil ATTACK POWERS ⚡ Fire Ray: (range 6) +15 vs. Reflex; 15 fire damage. ⚡ Torment: (range 12) +15 vs. Will; 15 Ongoing Psychic Damage AND Dazed (save ends both). ⚡ Charm: (Undamaged target only) <i>Minor action:</i> (range 6) +15 vs. Will; Confused (save ends, also ends if target takes damage). GENERAL POWERS Resist 15 Fire ⚡ Hellfire Favor: Use when an enemy is hit with an attack: Target also gains 10 Ongoing Fire Damage and may not be Invisible (save ends both). Blessing of Nessus: Devil allies have +2 attack. AC 26 FORT 24 REF 24 WILL 24 SPEED F6 HP 70 BLOOD 35 41 ©2026 DDM Guild Waterdeep Dragon Heist 17/44 ♦ M_Errata	CAMBION DEVIL - STAFF Level 12 ♦ Devil ATTACK POWERS ⚡ Sulfur Staff: +17 vs. AC; 15 + 5 poison damage. ⚡ Charm: (Undamaged target only) <i>Minor action:</i> (range 6) +15 vs. Will; Confused (save ends, also ends if target takes damage). ⚡ Hellrifts: (radius 1 within 10) +15 vs. Reflex; 20 damage AND Slowed. GENERAL POWERS Resist 15 Fire ⚡ Haste: Use at start of this creature's turn: This creature may take one extra attack action this turn. AC 26 FORT 24 REF 24 WILL 24 SPEED F6 HP 75 BLOOD 35 41 ©2026 DDM Guild Waterdeep Dragon Heist 13/44 ● M_Errata
DARK CREEPER Level 3 ♦ Shadow ATTACK POWERS ⚔ Dagger: +8 vs. AC; 10 damage. ⚡ Thrown Dagger: (range 5) +8 vs. AC; 10 damage. GENERAL POWERS Sneak Attack 5 Killing Dark: Whenever this creature is destroyed: This creature's space and adjacent squares gain smoke terrain (in addition to existing terrain) until end of next round. AC 16 FORT 14 REF 14 WILL 14 SPEED 6 HP 30 BLOOD 15 8 ©2025 DDM Guild Underdark 42/60 ● S_Errata	DISPLACER BEAST MANHUNTER Level 9 ♦ Magical Beast ATTACK POWERS ⚔ Bite: +14 vs. AC; 20 damage. ⚡ Tentacles: Make 2 attacks: (reach 2) +12 vs. AC; 15 damage. GENERAL POWERS Conceal 11 Hunter 5: +5 ⚡ damage while adjacent to at most 1 enemy. Humanoid Bane 5: +5 ⚡ damage vs. Civilization targets. Beast Step: Move action: Shift 2. Displacer beasts will hunt nearly any creature, but some form a preference for a particular variety of prey. AC 23 FORT 21 REF 21 WILL 21 SPEED 7 HP 60 BLOOD 30 47 ©2026 DDM Guild Unhallowed 37/60 ★ L_Errata	DR. VIKTRA MORDENHEIM Level 15 ♦ Immortal • Unique ATTACK POWERS ⚡ 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 <i>Paper Skin:</i> 10 damage AND -4 AC (save ends). 6-10 <i>Twisted Limbs:</i> 20 damage AND Slowed (save ends). 11-15 <i>Corrosive Blood:</i> 15 Ongoing Acid Damage. 16-20 <i>Regressive Mind:</i> 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. AC 28 FORT 26 REF 26 WILL 29 SPEED 6 HP 90 BLOOD 45 93 ©2026 DDM Guild Ravenloft 24/53 ♦ M_Errata
DRAGON SAMURAI Level 13 ♦ Human • Martial ATTACK POWERS ⚔ Unerring Sword: Rolls of natural 1 are not automatic misses: +18 vs. AC; 20 damage. ⚡ Flame Breath: (blast 3) +16 vs. Reflex; 20 fire damage. On miss, 10 fire damage. GENERAL POWERS Single Combatant: +4 to all defenses while adjacent to at most 1 enemy. Strength of the Ancients: While this creature is not bloodied, Dragon allies have +4 attack. ⚡ Warrior Spirit: Use at start of round: Activates twice this round. ⚡ when first bloodied. AC 27 FORT 25 REF 25 WILL 25 SPEED 6 HP 80 BLOOD 40 60 ©2025 DDM Guild Aberrations 5/60 ★ M_Errata	ELISE, MORDENHEIM'S BELOVED Level 10 ♦ Construct • Unique ATTACK POWERS ⚡ 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. AC 22 FORT 20 REF 20 WILL 20 SPEED 5 HP 60 BLOOD 30 36 ©2026 DDM Guild Ravenloft 21/53 ♦ M_Errata	GHOUL Level 5 ♦ Undead ATTACK POWERS ⚔ Claw: +12 vs. AC; 10 damage AND Immobilized. GENERAL POWERS Resist 10 Necrotic Vulnerable 5 Radiant Opportunistic Feast: +10 ⚡ damage vs. Immobilized, Stunned or Helpless targets. Hunger Rush: Use at start of round, if you win initiative: Moves up to its speed. AC 21 FORT 17 REF 17 WILL 17 SPEED 6 HP 45 BLOOD 20 14 ©2025 DDM Guild Boneyard 7/45 ● M_Errata

GIRALLON

Level 10 ♦ Beast

ATTACK POWERS

⚡ **Claw:** (reach 2) +13 vs. AC; 20 damage.
⚡ **Rending Arms:** Make 2 attacks vs. the same target: +13 vs. AC; 10 damage. If both hit, +10 damage on the second attack.

GENERAL POWERS

Four-Armed Fury: *Attack action, only while bloodied:* Use Rending Arms attack power twice.

AC
22
FORT
24
REF
20
WILL
20
SPEED
8
HP
80
BLOOD
40

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GOBLIN BARBARIAN

Level 8 ♦ Goblin • Gruul • Rage

ATTACK POWERS

⚡ **War Club:** +13 vs. AC; 15 damage.

GENERAL POWERS

Berserk: Resist 5 All and +2 speed while bloodied.
❑ **Riot:** *Minor action:* Each Rage ally within 3 squares makes a ⚡ attack as a free action.

AC
18
FORT
18
REF
16
WILL
16
SPEED
7
HP
60
BLOOD
30

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HIEROPHANT OF THE SEVENTH WIND

Level 8 ♦ Human • Primal

CR
2

ATTACK POWERS

⚡ **Cyclone Staff:** +13 vs. AC; 15 thunder damage AND push 1.
⚡ **Rending Strike:** Make 2 attacks vs. same target; +11 vs. AC; 10 damage. If both hit, +10 damage on the second attack.

GENERAL POWERS

Strength of the Elements: *While this creature is not bloodied:* Beast and Elemental allies have +4 attack.
Nature's Loyalty: *Immediate, when this creature is attacked:* Beast and Elemental allies adjacent to the attacker make opportunity attacks against it.

CHAMPION POWERS

❖ *Use at start of a creature's turn:* It has Flight until end of turn.
❖ *Use when a Beast or Elemental ally's attack hits an enemy:* +20 damage on that attack.

AC
22
FORT
23
REF
23
WILL
23
SPEED
F6
HP
65
BLOOD
30

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HYENA

Level 1 ♦ Beast

ATTACK POWERS

⚡ **Bite:** +4 vs. AC; 5 damage AND 5 Ongoing Damage AND Slowed (both end when target is not adjacent).

GENERAL POWERS

Hunter 5: +5 ⚡ damage while adjacent to at most 1 enemy.

AC
13
FORT
13
REF
13
WILL
13
SPEED
9
HP
15
BLOOD
5

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IRON DRAGON PROWLER

Level 11 ♦ Dragon

CR
3

ATTACK POWERS

⚡ **Iron Jaws:** (reach 2) +17 vs. AC; 15 damage.
❑ ⚡ **Lightning Breath:** (blast 5) +17 vs. Fortitude; 20 lightning damage AND pull target up to 2 squares. ⚡ when first bloodied.

GENERAL POWERS

Sneak Attack 15
❑ **Lightning Field:** *Use at any time:* Until start of this creature's next turn, each creature that starts its turn adjacent, takes 10 lightning damage.

CHAMPION POWERS

❖ *Use after rolling initiative, if you won:* Until end of round, you score 10 VP whenever one of your creatures is hit by an opportunity attack (max. once per round).
❖ *Use at start round:* Your creatures have +2 speed until end of round.

AC
25
FORT
24
REF
24
WILL
24
SPEED
F7
HP
65
BLOOD
30

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KI-RIN

Level 15 ♦ Magical Beast • Planar

CR
4

ATTACK POWERS

⚡ **Hooves:** +21 vs. AC; 25 damage.
⚡ **Impale:** (only on Charge) +22 vs. AC; 20 + 15 radiant damage.
⚡ **Sacred Fire:** (sight) +19 vs. Reflex; 10 fire + 10 radiant damage.

GENERAL POWERS

❑ **Cure Wounds:** *Minor action:* One ally within 5 squares heals 20 HP.

CHAMPION POWERS

❖ *Use at start of round:* Magical Beast and Planar allies have +2 attack and +5 damage until end of round.
❖ *Use at start of an adjacent ally's turn:* Remove one effect or condition from that ally.
❖ *Use at setup:* Your creatures may setup up to 3 squares away from your start area.

AC
29
FORT
27
REF
27
WILL
27
SPEED
F10
HP
90
BLOOD
45

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MEAZEL

Level 4 ♦ Shadow • Stealth

ATTACK POWERS

⚡ **Shortsword:** +11 vs. AC; 10 damage.
⚡ **Garrotte:** (Medium or smaller Living target that grants combat advantage only) +10 vs. AC; 10 damage AND Immobilized (save ends, also ends whenever this creature is not adjacent).

GENERAL POWERS

❑ **Shadow Tag:** *Minor action:* An adjacent Immobilized enemy is marked until end of battle.
❑ **Shadow Abduction:** *Attack action, when adjacent to a marked enemy:* This creature teleports 6 to a square adjacent to a wall, then place that enemy adjacent to this creature.

AC
17
FORT
15
REF
15
WILL
15
SPEED
6
HP
35
BLOOD
15

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MUMMY

Level 9 ♦ Undead

ATTACK POWERS

⚡ **Slam:** +15 vs. AC; 20 damage.
❑ **Rotting Slam:** +14 vs. Fortitude; 15 damage AND 10 Ongoing Necrotic Damage.

GENERAL POWERS

Immune Poison
Resist 10 Necrotic
Vulnerable 5 Fire
❑ **Curse of the Interred:** *Attack action:* One adjacent Immobilized enemy is Helpless (damage also ends).

AC
22
FORT
19
REF
19
WILL
19
SPEED
6
HP
75
BLOOD
35

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NIGHTVEIL SPECTER

Level 13 ♦ Dimir • Mounted • Undead

ATTACK POWERS

⚡ **Mindscythe:** +19 vs. AC; 5 + 20 psychic damage.
❑ ⚡ **Tear Psyche:** (blast 5) +17 vs. Will; 15 psychic damage AND Stunned.

GENERAL POWERS

Immune Necrotic
Vulnerable 5 Radiant
Sneak Attack 10
❑ **Spectral Champion:** *Use when this creature damages a champion enemy:* Until end of battle, champion allies add that enemy's champion powers to their own list.
Incorporeal: *Use at start of turn:* Gains Phasing and Insubstantial until end of round.

AC
26
FORT
26
REF
23
WILL
23
SPEED
F8
HP
80
BLOOD
40

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