

ACERERAK Level 20 ♦ Undead • Vecna • Unique CR 4 AC 28 FORT 28 REF 28 WILL 34 SPEED 6 HP 100 BLOOD - ATTACK POWERS ⚔ Rod: +19 vs. AC; 5 damage AND Slowed AND Blinded AND 15 Ongoing Damage (save ends all). ⚔ Eye: <i>Minor action</i>: (sight) +19 vs. AC; 10 damage. ✳️ Deathmist: (radius 1 within 8) +24 vs. Fortitude; 20 damage AND 10 Ongoing Damage. GENERAL POWERS Resist 5 All; Vulnerable 5 Radiant Soul Siphon: <i>Whenever a living creature within 3 squares takes damage</i>: Heal 10 HP. The Hand of Vecna: Gains 1 extra minor action on each of its turns. CHAMPION POWERS □ □ □ □ ❖ Use during setup: One living ally gains the Undead keyword. ❖ Use at start of round: Undead creatures have +2 attack and +10 necrotic damage vs. living targets until end of round. 150 ©2026 DDM Guild Tomb of Annihilation 38/44 ★ M	BEHOLDER EYE TYRANT Level 21 ♦ Aberrant • Beholder • Mastermind CR 4 AC 34 FORT 33 REF 33 WILL 36 SPEED F4 HP 175 BLOOD 85 ATTACK POWERS ⚔ Bite: +23 vs. AC; 25 damage. ⚔ Hypnotic Ray: <i>Minor action</i>: (range 10) +22 vs. Reflex; Blinded until end of round. ⚔ Central Eye: <i>Minor action</i>: (blast 4) +18 vs. Will; 10 psychic damage AND Dazed. ✳️ Multi-Eye Bombardment: (radius 1 within sight) +22 vs. Will; 35 damage AND slide target 1 square. GENERAL POWERS Aura of Oppression: (aura 4) Enemies that start their turn in aura take 10 psychic damage. □ Arcane Evasion: <i>Immediate, when targeted by a ⚔ or ✳️ attack</i>: Shift up to 3 squares. 222 ©2026 DDM Guild Beholder Collector's Set 3/4 ♦ L	BUGBEAR HEADREAPER Level 7 ♦ Bugbear CR 2 AC 19 FORT 17 REF 17 WILL 17 SPEED 6 HP 65 BLOOD 30 ATTACK POWERS ⚔ Battleaxe: +10 vs. AC; 20 damage. GENERAL POWERS Evil Soul: +5 damage while an Evil champion ally is in play. □ Headhunter: <i>Use when this creature destroys an enemy</i>: Score +5 VP. □ Executioner's Strike: <i>Use when declaring a ⚔ attack vs. a target that is flanked by this creature</i>: That attack is a critical hit. 24 ©2026 DDM Guild Dungeons of Dread 32/60 ♦ M
CULTIST OF THE DRAGON Level 8 ♦ Arcane • Human CR 2 AC 21 FORT 19 REF 19 WILL 19 SPEED 6 HP 40 BLOOD 20 ATTACK POWERS ⚔ Wyrmtooth Dagger: +15 vs. AC; 10 + 5 acid damage. ✳️ Draconic Burst: (radius 1 within 10) +13 vs. Reflex; 15 acid damage OR 15 fire damage (choose one for all targets). GENERAL POWERS □ Summon Fell Beasts: <i>Attack action</i>: Place up to 2 new Beast, Dragon or Magical Beast allies worth a total of 10 VP within sight. Those creatures may make a ⚔ attack as an immediate action and are considered to have activated this round. 29 ©2026 DDM Guild Archfiends 48/60 ♦ M	EXARCH OF TYRANNY Level 13 ♦ Bane • Human • Martial CR 2 AC 27 FORT 24 REF 24 WILL 24 SPEED 6 HP 80 BLOOD 40 ATTACK POWERS ⚔ Tyrannical Axe: +20 vs. AC; 20 damage. GENERAL POWERS Bladestorm: <i>Immediate, when an adjacent enemy activates</i>: Make a ⚔ attack vs. that enemy. Revel in Brutality: <i>Whenever this creature's ⚔ attack destroys an enemy</i>: Heal 10 HP. Iron Discipline: (aura 3) This creature and Bane allies in aura have Immune Immobilized and Dazed. 54 ©2026 DDM Guild Night Below 30/60 ★ M	HA-SIS, LIZARDFOLK HERO Level 6 ♦ Lizardfolk • Martial • Unique CR 2 AC 21 FORT 18 REF 18 WILL 18 SPEED 5 HP 55 BLOOD 25 ATTACK POWERS ⚔ Mailpiercer Club: +11 vs. AC; 10 damage. ⚔ Pivot & Shield Pin: +10 vs. AC; 5 damage AND slide target 1 square AND Immobilized. GENERAL POWERS Croc Strike: +2 ⚔ attack and +5 ⚔ damage vs. creatures that have not taken a turn this round. Riverine: Lizardfolk creatures in your warband gain the Aquatic keyword. Swamp Tribe: Increase your creature limit by 2 if your warband includes at least 2 Lizardfolk or Reptile allies. CHAMPION POWERS □ □ ❖ Use at start of round: Each Lizardfolk ally and Reptile ally has Croc Strike until end of round. ❖ Use at start of an ally's turn: That ally moves up to its speed as a free action. 22 ©2026 DDM Guild Rage of Demons 11/49 ♦ M
LEGION PIT FIEND Level 15 ♦ Devil • Legion • Unique CR 3 AC 31 FORT 31 REF 29 WILL 28 SPEED F7 HP 120 BLOOD 60 ATTACK POWERS ⚔ Claw and Bite: (reach 2) +21 vs. AC; 20 + 10 fire damage. ✳️ Snowball in Hell: (radius 1 within 10) +18 vs. Reflex; 15 cold + 10 fire damage. GENERAL POWERS Immune Fire, Poison Blindsight: Ignores Conceal, Ignores Invisible. Telepathy Helm: Terrain does not block this creature's line of sight. Legatus Infernus: Each Evil ally has +2 attack. Legion Tactician: <i>Minor action, once per turn</i>: A Legion ally may move up to its speed or make a ⚔ attack. CHAMPION POWERS □ □ □ □ ❖ Use at start of turn: Each enemy adjacent to a Devil takes 15 fire damage. ❖ Use when this creature damages an adjacent enemy: That enemy gains 20 Ongoing Poison Damage. 111 ©2026 DDM Guild Avernum 41/45 ★ L	RED ABISHAI Level 15 ♦ Devil CR 2 AC 30 FORT 30 REF 29 WILL 29 SPEED F9 HP 110 BLOOD 55 ATTACK POWERS ⚔ Morning Star: +21 vs. AC; 30 damage. □ ⚔ Dragoncharm: <i>Minor action</i>: (sight, Dragon target only) +16 vs. Will; Confused (save ends). ⚔ on miss. GENERAL POWERS Immune Fire, Poison, Fear Cleave: <i>Immediate, when this creature destroys an adjacent enemy</i>: Make a ⚔ attack. Ruinous Presence: (aura 5) Enemies in aura have Vulnerable 5 All. Tiamat's Enforcer: +4 attack vs. Dragon enemies. CHAMPION POWERS □ □ ❖ Use at start of round: Until end of round, while in Ruinous Presence aura, allies have Immune Fear and have combat advantage when attacking. 85 ©2026 DDM Guild Avernum 40/45 ★ M	SNIG THE AXE Level 6 ♦ Goblin • Martial • Unique CR 1 AC 20 FORT 18 REF 18 WILL 18 SPEED 6 HP 45 BLOOD 20 ATTACK POWERS ⚔ The Axe: +12 vs. AC; 15 damage. ⚔ Javelin: (range 5) +10 vs. AC; 10 damage. GENERAL POWERS Keen Critical 19: Scores critical hits on ⚔ attack rolls of 19-20. Goblin Warren: Increase your creature limit by 2 if your warband includes at least 2 Small Goblin allies. Devoted Followers: <i>Immediate, when an enemy targets this creature with an attack</i>: Choose 1 active adjacent Goblin ally as the target instead. CHAMPION POWERS □ ❖ Use at start of any of your creatures' turn: Each Small Goblin creature in your warband shifts 1 square. ❖ Use at start of round: Small Goblin creatures in your warband have +2 attack and +5 damage until end of round. Warband Building: All Small Goblin creatures are legal in your warband. 20 ©2026 DDM Guild Archfiends 38/60 ♦ S

TREBUCHET

Level 20 ♦ Object

AC

34

FORT

34

REF

34

WILL

-

SPEED

-

HP

105

BLOOD

55

9

ATTACK POWERS

☹

Hurled Stone:

(sight, target that is at least 6 squares away) +24 vs. AC; 60 damage. ☹ as an attack action.

☹

Flaming Pitch:

(radius 2 within 10, only while not bloodied) +20 vs. Reflex; 20 damage AND 10 Ongoing Fire Damage. ☹ when hit by a non-☹ attack.

GENERAL POWERS

Stationary:

Cannot move. Not affected by forced-movement effects.

Siege Engine:

Terrain does not block line of effect for this creature's attacks. Can draw line of sight from an ally's space instead of its own.

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Lords of Madness 52/60 ♦ H

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MEDALLION OF THE FAITH

Level 9-14 ♦ Divine (Unique Item)

POWERS

Locked Item

Pilgrimage:

This creature may not be healed.

☹

Self-Sacrifice:

(Enemy of level 19 or less only) Treats Will of greater than 25 as 25: +14 vs. Will; on hit, this creature and target both take damage equal to their bloodied value. (This attack cannot be redirected.)

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New Generation Item 117/216

+4

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Summer 2026 Restats

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