

CHARDALYN BERSERKER Level 6 ♦ Demon • Rage AC 18 FORT 19 REF 18 WILL 15 SPEED 6 HP 55 BLOOD 25 ATTACK POWERS ⚡ Chardalyn Flail: +13 vs. AC; 15 damage. GENERAL POWERS Berserking: Attack action: Make 2 ⚡ attacks. Chardalyn Madness: Whenever you lose initiative: This creature is Dazed. A reghed nomad, turned into a fiend by his weapon tainted with demonic magic, surviving the cold by his faith in Frostmaiden only. 22 ©2026 DDM Guild Snowbound 1/47 • M	DEMOS MAGEN Level 6 ♦ Construct • Magen AC 22 FORT 20 REF 19 WILL 19 SPEED 6 HP 50 BLOOD 25 ATTACK POWERS ⚡ Greatsword: +12 vs. AC; 15 damage. ↘ Light Crossbow: (nearest) +11 vs. AC; 10 damage. GENERAL POWERS Immune Dominated, Fear Arcane Protector: +2 attack and +10 damage vs. targets adjacent to an Arcane ally. ▣ Arcane Guard: Immediate, when an adjacent Arcane ally is targeted by an attack: That attack targets this creature, instead. 19 ©2026 DDM Guild Snowbound 2/47 • M	GALVAN MAGEN Level 8 ♦ Construct • Magen AC 20 FORT 20 REF 20 WILL 20 SPEED F6 HP 50 BLOOD 25 ATTACK POWERS ⚡ Shocking Touch: +12 vs. Fortitude; 15 lightning damage. ⚡ Galvanic Discharge: (line 8) +12 vs. Reflex; 15 lightning damage. GENERAL POWERS Immune Dominated, Fear, Lightning Arcane Protector: +2 attack and +10 damage vs. targets adjacent to an Arcane ally. ▣ Galvan Defense: Immediate, when an enemy targets an Arcane ally with an attack: Use Galvanic Discharge. The area of effect must include that enemy. 28 ©2026 DDM Guild Snowbound 3/47 • M
HYPNOS MAGEN Level 8 ♦ Construct • Magen AC 16 FORT 18 REF 16 WILL 20 SPEED 6 HP 35 BLOOD 15 ATTACK POWERS 🌀 Suggestion: (range 5) +9 vs. Will; Slide 3 AND Immobilized. ↘ Psychic Lash: (range 10) +9 vs. Will; 10 psychic damage. GENERAL POWERS Immune Dominated, Fear Arcane Protector: +2 attack and +10 damage vs. targets adjacent to an Arcane ally. ▣ Hypnosis: Minor action: Use Suggestion vs. an adjacent enemy but at +14 vs. Will instead. 13 ©2026 DDM Guild Snowbound 4/47 • M	SKELETAL SENTINEL Level 3 ♦ Undead AC 17 FORT 15 REF 13 WILL 13 SPEED 5 HP 30 BLOOD 15 ATTACK POWERS ⚡ Axe: +10 vs. AC; 10 damage. GENERAL POWERS Scout Draugr Tomb Guardian: +2 attack and +5 damage while in or within 5 squares of your victory area. Once a terror in the shores of the North, it now raises its axe against the invaders of its tomb. 8 ©2026 DDM Guild Snowbound 5/47 • M	DUERGAR HAMMERER Level 5 ♦ Construct • Duergar AC 21 FORT 19 REF 17 WILL 17 SPEED 5 HP 40 BLOOD 20 ATTACK POWERS ⚡ Hammer and Claw: Make 2 attacks: +11 vs. AC; 5 damage. GENERAL POWERS Immune Slowed Engine of Pain: Whenever this creature takes damage: +5 damage until end of round. Break Wall: Full turn action: One adjacent wall square becomes difficult terrain. Siege Monster 5: +5 damage vs. Construct and Object targets. 13 ©2026 DDM Guild Snowbound 6/47 • M
PSYCHIC GRAY OOZE Level 3 ♦ Ooze AC 15 FORT 19 REF 17 WILL 17 SPEED 4 HP 35 BLOOD 15 ATTACK POWERS ⚡ Pseudopod: +10 vs. AC; 5 + 5 acid damage AND -2 AC until end of battle. ↘ Psychic Crush: (range 10, ignores Invisible) +8 vs. Will; 10 psychic damage. GENERAL POWERS Resist 10 Acid, Psychic Denizen: May set up in any square of difficult terrain. Squeezing Through Cracks: Has Phasing on its turn. Mind Corrosion: (aura 5) Enemies in aura take 5 psychic damage whenever they declare a general power or a champion power. 9 ©2026 DDM Guild Snowbound 7/47 • M	GRIFFON HATCHLING Level 1 ♦ Beast • Griffon AC 15 FORT 13 REF 13 WILL 13 SPEED 6 HP 15 BLOOD 5 ATTACK POWERS ⚡ Claws and Beak: +5 vs. AC; 5 damage AND repeat this attack (max 2 per turn). GENERAL POWERS Learning to Fly: Move action: Moves up to its speed with Flight, then is Dazed until start of its next turn. Underwing Refuge: Invisible to non-adjacent enemies while adjacent to a Big flying [Beast or Magical Beast] ally. 3 ©2026 DDM Guild Snowbound 8/47 • S	MYCONID ADULT - SNOWBOUND Level 5 ♦ Myconid • Plant AC 18 FORT 17 REF 17 WILL 16 SPEED 5 HP 40 BLOOD 20 ATTACK POWERS ⚡ Slam: +11 vs. AC; 15 damage. ⚡ Pacification Spores: (burst 1, Living creatures only) +9 vs. Will; Cannot make attacks. GENERAL POWERS Rapport Spores: +1 attack for each Myconid ally within 6 squares. Tend to the Colony: Minor action: An adjacent Plant ally heals 5 HP. ▣ Nurturing Nature: Attack action: Remove the Ongoing Damage, Immobilized and Weakened conditions from adjacent Plant allies. 14 ©2026 DDM Guild Snowbound 9/47 • M

BULLYWUG

Level 3 ♦ Aquatic • Bullywug

ATTACK POWERS
⚔ **Spear:** +8 vs. AC; 10 damage.

AC 16
FORT 14
REF 14
WILL 13

GENERAL POWERS
Leaping Charge: +5 damage and Flight while charging.
Ambush 5: *Minor action:* Choose an enemy that does not have line of sight to this creature. +5 ⚔ damage against that enemy until end of turn.

SPEED 6

HP 30
BLOOD 15

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DUST MEPHIT

Level 4 ♦ Air • Earth • Elemental

ATTACK POWERS
⚔ **Claws:** +12 vs. AC; 10 damage.
☐ ⚡ **Dust Cloud:** (blast 3) +10 vs. Reflex; 10 damage AND Blinded.

AC 18
FORT 15
REF 17
WILL 16

GENERAL POWERS
Dust in the Eyes: Adjacent enemies have -2 attack.
☐ **Death Burst:** *Immediate, whenever destroyed:* Adjacent creatures are Blinded.

SPEED F6

HP 35
BLOOD 15

"We received more injuries fleeing the place blinded than we did in the actual battle."
— Lemmy, halfling tombseeker

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ICE MEPHIT

Level 4 ♦ Cold • Elemental

ATTACK POWERS
⚔ **Claws:** +12 vs. AC; 5 + 5 cold damage.
☐ ⚡ **Freezing Breath:** (blast 3) +10 vs. Fortitude; 15 cold damage AND Slowed.

AC 18
FORT 15
REF 16
WILL 16

GENERAL POWERS
Immune Cold
☐ **Ice Trick:** *Immediate, use at any time:* Slide 1 an adjacent enemy or ally. ⚡ at start of turn.
☐ **Death Burst:** *Immediate, whenever destroyed:* Adjacent non-Cold creatures are Immobilized.

SPEED F6

HP 35
BLOOD 15

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CAMBION

Level 10 ♦ Demon

ATTACK POWERS
⚔ **Whirling Strike:** +17 vs. AC; 15 damage AND shift 1.
☐ ⚡ **Darkfire Barrage:** Attack each enemy within 5: +15 vs. Reflex; 10 fire + 5 necrotic damage.

AC 25
FORT 23
REF 25
WILL 23

GENERAL POWERS
Resist 10 Fire, Cold
Demon Scion: Demon allies have +2 attack, or +3 attack while bloodied.
Reverse Stroke: *Immediate, after resolving a ⚔ attack:* Make a ⚔ attack vs. a different enemy.
☐ **Riposte:** *Immediate, when an enemy declares a ⚔ attack vs. this creature:* Make a ⚔ attack vs. that enemy.

SPEED F6

HP 65
BLOOD 30

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COLDLIGHT WALKER

Level 11 ♦ Cold • Undead

ATTACK POWERS
⚔ **Slam:** +15 vs. AC; 10 + 10 cold damage.
☐ ⚡ **Cold Ray:** (range 10) +15 vs. Fortitude; 25 cold damage.
☐ ⚡ **Blinding Light:** *Immediate, when an enemy within 3 declares an attack:* Attack that enemy: (range 3) +14 vs. Reflex; Blinded (save ends). ⚡ at start of turn.

AC 24
FORT 24
REF 21
WILL 21

GENERAL POWERS
Immune Blinded, Immobilized, Cold

SPEED 6

HP 75
BLOOD 35

Created by certain gods to remind the living of the power and wrath of winter.

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DEVA

Level 15 ♦ Angel • Immortal • Planar

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

AC 28
FORT 27
REF 27
WILL 28

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

SPEED F8

HP 95
BLOOD 45

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

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GARGOYLE

Level 6 ♦ Earth • Gargoyle

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

AC 22
FORT 20
REF 20
WILL 20

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

SPEED F7

HP 50
BLOOD 25

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MYCONID SPROUT

Level 1 ♦ Myconid • Plant

ATTACK POWERS
⚔ **Slam:** +4 vs. AC; 5 damage.

AC 12
FORT 11
REF 11
WILL 11

GENERAL POWERS
Wandering Monster
Fungal Camouflage: Has Hide while occupying forest or difficult terrain.
Fungal Fury: *Use when destroyed by an enemy's attack:* Myconid allies of level 2+ within 6 squares gain +2 attack until end of round.
Beneath Contempt: Worth 0 VP when destroyed.

SPEED 4

HP 5
BLOOD -

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DRYAD

Level 7 ♦ Fey • Plant

ATTACK POWERS
⚔ **Spiked Cudgel:** +12 vs. AC; 5 damage AND 10 Ongoing Poison Damage.
☐ ⚡ **Charm:** (range 10, non-Fey target only) +12 vs. Will; Dazed (save ends).
⚡ **Entangle:** (blast 4) +9 vs. Fortitude, +14 vs. Fortitude instead if target occupies forest terrain; 10 damage AND Immobilized.

AC 21
FORT 18
REF 18
WILL 18

GENERAL POWERS
Poison Thorns: *Whenever this creature is damaged by a ⚔ attack:* Attacker takes 5 poison damage.
☐ **Tree Step:** *Move action, if in forest terrain:* Place this creature in a square of forest terrain within 10.
☐ **Flourish:** *Minor action, if in victory area:* Choose 3 adjacent non-Pit, non-wall squares. They gain forest terrain until end of round.

SPEED 6

HP 45
BLOOD 20

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GNOLL FANG OF YEENOGHU

Level 8 ♦ Demon • Gnoll • Rage

AC 23
FORT 22
REF 22
WILL 22
SPEED 7
HP 70
BLOOD 35

ATTACK POWERS
⚡ **Fiendish Claws:** +14 vs. AC; 10 + 10 poison damage.

GENERAL POWERS
Rampage: *Immediate, after this creature damages a bloodied enemy:* Move up to 3 squares, then make a ⚡ attack.
Omen of the Gnoll Lord: *Immediate, after rolling initiative:* Choose an effect gained by each of your Gnoll creatures, that lasts until end of round:
❑ **Destruction:** If you lost initiative, +5 damage.
❑ **Hunger:** If you won initiative, it heals 5 HP whenever it damages an enemy with an attack.

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30

CHARDALYN PSEUDODRAGON

Level 3 ♦ Construct • Dragon

AC 19
FORT 17
REF 16
WILL 15
SPEED F5
HP 30
BLOOD 15

ATTACK POWERS
⚡ **Bite:** +10 vs. AC; 10 damage.
❑ ⚡ **Radiant Breath:** (line 5) +9 vs. Reflex; 5 radiant damage.

GENERAL POWERS
Resist 10 Cold, Poison
❑ **Evil Gift:** *Use at setup:* Choose an adjacent Evil Arcane or Evil champion ally.
❑ **Absorb Energy:** *Use when the chosen ally takes damage from an attack, if it is within 5 squares:* -5 to that damage and ⚡ Chardalyn Conduit.
❑ **Chardalyn Conduit:** *Use when the chosen ally hits with an attack:* +5 radiant damage on that attack and ⚡ Absorb Energy.

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9

BULLYWUG CROAKER

Level 5 ♦ Aquatic • Bullywug

AC 18
FORT 17
REF 17
WILL 19
SPEED 6
HP 40
BLOOD 20

ATTACK POWERS
⚡ **Bite:** +11 vs. AC; 5 damage.
❑ ⚡ **Croak of Panic:** (blast 5, enemies only) +10 vs. Will; 10 psychic damage AND Weakened. (Fear)

GENERAL POWERS
Hop: *Move action:* Moves up to its speed with flight.
Bog Poet: *Minor action, once per turn:* One Aquatic, Bullywug or Reptile ally within 5 squares has +2 attack until end of round.
❑ **Ode to Elder Froghemoth:** *Attack action:* Reptile, Bullywug and Aquatic allies within 5 squares heal 10 HP and lose the Dazed condition.

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15

DHERGOLOTH

Level 12 ♦ Demon

AC 26
FORT 25
REF 23
WILL 23
SPEED 6
HP 80
BLOOD 40

ATTACK POWERS
⚡ **Claws:** +16 vs. AC; 20 damage.
⚡ **Flailing Claws:** (burst 1) +16 vs. AC; 15 damage.
❑ ⚡ **Barrelling Assault:** (line 6) +15 vs. Reflex; 20 damage. After all attacks are resolved, place this creature adjacent to the furthest target. ⚡ when first bloodied.

GENERAL POWERS
Resist 10 Acid, Poison
Immune Flanking
❑ **Teleportation:** *Move action:* Teleport 10.

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51

WHITE DRAGON WYRMING

Level 5 ♦ Cold • Dragon

AC 20
FORT 18
REF 18
WILL 17
SPEED F6
HP 45
BLOOD 20

ATTACK POWERS
⚡ **Bite:** +12 vs. AC; 5 + 5 cold damage.
❑ ⚡ **Cold Breath:** (blast 3) +11 vs. Reflex; 15 cold damage. On miss, 5 cold damage.

GENERAL POWERS
Immune Cold
❑ **Buried in Snow:** *Immediate, when targeted by a ⚡ or ❄ attack that deals cold damage:* It is unaffected by that attack and is Invisible until it moves or attacks.
Ambush 10: *Minor action:* Choose one enemy that does not have line of sight to this creature: +10 ⚡ damage vs. that enemy until end of turn.

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15

QUAGGOTH - SNOWBOUND

Level 5 ♦ Quaggoth • Rage

AC 18
FORT 18
REF 16
WILL 16
SPEED 6
HP 45
BLOOD 20

ATTACK POWERS
⚡ **Claws:** +12 vs. AC; 15 damage.

GENERAL POWERS
Bloodrage 10: +10 ⚡ damage while bloodied.
❑ **Drow Bodyguard:** *Immediate, when an adjacent Drow ally is targeted by an attack:* Redirect that attack to this creature, instead.

Many quaggoths end up as slaves for the drow. Some earn freedom by dying for their masters in battle.

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16

LOCATHAH

Level 3 ♦ Aquatic • Locathah

AC 18
FORT 16
REF 16
WILL 16
SPEED 6
HP 25
BLOOD 10

ATTACK POWERS
⚡ **Spear:** +8 vs. AC; 10 damage.

GENERAL POWERS
Survivor of Slavery: Resist 5 All vs. attacks from Aquatic enemies.
Escape Bondage: *Attack action:* This creature or an adjacent ally rolls a save vs. Immobilized.

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6

ICE TROLL - SNOWBOUND

Level 9 ♦ Cold • Troll

AC 23
FORT 25
REF 23
WILL 21
SPEED 6
HP 80
BLOOD 40

ATTACK POWERS
⚡ **Frost Claws:** +14 vs. AC; 15 + 10 cold damage AND Vulnerable 5 Cold.

GENERAL POWERS
Immune Cold
Vulnerable 10 Fire
Regeneration 10: *Use at start of turn:* Heal 10 HP.
❑ **Regenerative Heart:** *Whenever this creature is destroyed:* An adjacent active ally heals 10 HP.

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35

SPITTING MIMIC

Level 10 ♦ Aberrant • Shapeshifter

AC 24
FORT 24
REF 23
WILL 23
SPEED 4
HP 80
BLOOD 40

ATTACK POWERS
⚡ **Bite:** +16 vs. AC; 15 + 5 acid damage.
⚡ **Pseudopod:** (reach 2) +16 vs. AC; 15 damage AND Immobilized AND pull adjacent.
❑ ⚡ **Spit Acid:** (range 6) +15 vs. Reflex; 25 acid damage. On miss, 10 acid damage. ⚡ when first bloodied.

GENERAL POWERS
Immune Acid
Delayed Appearance
❑ **Stone Ambush:** *Use at end of round:* Place this creature adjacent to wall or difficult terrain, or in your start area, then make a ⚡ attack as an immediate action.
Devour Prey: +10 ⚡ acid damage vs. Immobilized targets.

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42

SNOW GOLEM

Level 6 ♦ Cold • Construct

AC 15
FORT 20
REF 15
WILL 14
SPEED 4
HP 70
BLOOD 35

ATTACK POWERS
⚡ **Slam:** +12 vs. AC; 5 + 10 cold damage.
➤ **Massive Snowball:** (range 8) +10 vs. Reflex; 10 cold damage. On crit, target is also Dazed.

GENERAL POWERS
Immune Cold, Petrified
Vulnerable 10 Fire
Blindsight 8
Sight 8: This creature's sight ends after 8 squares.
Cold Healing 10: Use when hit by an attack that deals cold damage: Heal 10 HP.

"Oh... isn't that the finest snowman I've ever seen!"
— Raimo the kobold, last words

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POLAR BEAR

Level 9 ♦ Beast • Cold

AC 22
FORT 24
REF 20
WILL 20
SPEED 7
HP 80
BLOOD 40

ATTACK POWERS
⚡ **Rend:** Make 2 attacks: +15 vs. AC; 15 damage. If both attacks hit the same target, +10 damage on the second attack.

GENERAL POWERS
Resist 10 Cold
Arctic Swimmer: Ignores the additional MP cost to enter river terrain. Unaffected by Slippery terrain.
Relentless Hunter: Use when an adjacent enemy shifts: Shift 1.

"What if it gets to you?
Just, uh... don't let it get to you."
— Kati, arctic huntmaster

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AXE BEAK

Level 3 ♦ Beast

AC 20
FORT 18
REF 18
WILL 18
SPEED 9
HP 40
BLOOD 20

ATTACK POWERS
⚡ **Beak:** +10 vs. AC; 10 damage.

GENERAL POWERS
Mount: May have a Medium or smaller Half-Elf, Halfling or [Human Primal] ally as a rider.
Mounted Mobility: While mounted, this creature and its rider have +5 AC vs. opportunity attacks.
Outrider: Use when this creature moves at least 4 squares on its turn: Its rider has +2 attack and +5 damage until end of round.

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FOMORIAN

Level 17 ♦ Fey • Fomorian • Giant

AC 31
FORT 32
REF 30
WILL 30
SPEED 8
HP 125
BLOOD 60

ATTACK POWERS
⚡ **Club:** (reach 3) +24 vs. AC; 25 damage.
➤ **Evil Eye:** Minor action, once per turn: (range 5) +20 vs. Will; 10 psychic damage AND Immobilized (save ends, also ends when this creature uses Evil Eye).

GENERAL POWERS
Skullcracker: +10 ⬇ damage vs. Immobilized targets.
Resentful Outcast: +5 ⬇ damage vs. non-Evil Fey targets.
Cleave: Immediate, when this creature destroys an enemy with a ⚡ attack: Make a ⚡ attack.
Curse of Deformity: Use when an enemy fails a save vs. the condition imposed by Evil Eye: That enemy takes 10 damage, and has -2 speed until end of battle.

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HILL GIANT - CLUB

Level 14 ♦ Giant

AC 25
FORT 28
REF 23
WILL 23
SPEED 6
HP 130
BLOOD 65

ATTACK POWERS
⚡ **Club:** (reach 2) +16 vs. AC; 35 damage.

GENERAL POWERS
Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.
Cleave: Immediate, when this creature destroys an enemy with a ⚡ attack: Make a ⚡ attack.
Overwhelming Size: +2 attack and +10 damage vs. Medium or smaller enemies.

"Me squash small thing!"

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STONE GIANT - SNOWBOUND

Level 16 ♦ Earth • Giant

AC 30
FORT 32
REF 27
WILL 27
SPEED 8
HP 125
BLOOD 60

ATTACK POWERS
⚡ **Club:** (reach 3) +21 vs. AC; 35 damage.
❑ ➤ **Boulder:** (sight) +21 vs. Reflex; 25 damage AND Dazed.
❑ ➤ **Stone Slide:** (radius 1 within sight, area of effect adjacent to wall or difficult terrain only) +19 vs. Reflex; 30 damage AND Slowed.

GENERAL POWERS
Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.
Stable Footing: Ignores the extra MP cost for entering difficult terrain.
Deflect Missiles 15: Immediate, when hit by a ➤ attack: -15 damage from that attack.

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WARFORGED TITAN

Level 16 ♦ Construct • War • Warforged

AC 33
FORT 32
REF 25
WILL 25
SPEED 8
HP 150
BLOOD -

ATTACK POWERS
⚡ **Titanic Weapon:** (reach 3) +22 vs. AC; 30 damage.
➤ **Galvanic Hammer:** (reach 3) +23 vs. AC; 25 + 10 lightning damage.
⚡ **Sweeping Axe:** (line 3) +21 vs. AC; 20 damage AND 5 Ongoing Damage.

GENERAL POWERS
Immune Fear, Helpless, Petrified, Poison
Siege Platforms: Can have up to 2 Medium or smaller Dwarf, Izzet or Warforged allies as riders.
Elevation: ⬇ attacks vs. this creature's riders are made at -1 reach by non-Flying [Large or smaller] enemies.
Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.

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MAUD CHISELBONE

Level 8 ♦ Aquatic • Hag • Unique

AC 21
FORT 21
REF 19
WILL 20
SPEED 6
HP 55
BLOOD 25

ATTACK POWERS
⚡ **Hag's Claws:** +15 vs. AC; 10 + 5 poison damage.
➤ **Death Glare:** (range 6) +13 vs. Will; 20 damage.

GENERAL POWERS
Vile Appearance: (aura 3) Enemies in aura grant combat advantage. (Fear)
❑ **Reveal Cauldron:** Minor action: Place a Cauldron token in an unoccupied square within 6.
Enthralling Vapors: Use at end of round: Slide enemies within 6 of a Cauldron token 3 squares towards that token.
Cursed Stew: Enemies that activate within 3 of a Cauldron token are Slowed and take 10 poison damage.

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VERBEEG

Level 7 ♦ Giant

AC 23
FORT 23
REF 21
WILL 21
SPEED 7
HP 65
BLOOD 30

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

GENERAL POWERS
Bully 5: +5 ⬇ damage vs. lower-level enemies.
Raid Leader: (aura 5) Allies in aura have +2 attack while Plunder is checked.
❑ **Plunder:** Immediate action: Scores VP when occupying your opponent's victory area instead of your own.
❑ **Stolen Goods:** Immediate, at end of round, if in your victory area and if Plunder is checked: Your creatures heal 10 HP.
❑ **Boss the Brute:** Attack action: Nearest Ogre, Giant or Troll ally makes a ⚡ attack as an immediate action.

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SPELLIX ROMWOD

Level 3 ♦ Arcane • Gnome • Unique

ATTACK POWERS
 ⚡ **Shocking Grasp:** +8 vs. Fortitude; 5 lightning damage AND target cannot use immediate actions.
 ❄️ **Chromatic Orb:** (range 10) +8 vs. Reflex; 10 cold, fire or poison damage (choose one).

GENERAL POWERS
Goblin Chief Disguise: Has the Goblin keyword and counts as CR1 while at least 2 non-champion Goblin allies are in play.
Self-Preservation: Immediate, when an adjacent ally is targeted by an attack: Shift 2.
 ❏ **Every Gnome for Themselves!** Use at end of round, if in opponent's start area: Remove this creature from play. If you do, opponent does not score VP for destroying this creature, and you score 10 VP.

AC 16
 FORT 15
 REF 15
 WILL 16
 SPEED 5
 HP 30
 BLOOD 15

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GRANDOLPHA

Level 6 ♦ Duergar • Unique

ATTACK POWERS
 ☠️ **Poison Spray:** (range 6) +12 vs. Fortitude; 10 poison damage.

GENERAL POWERS
Resist 10 Poison
Conspiracy: (aura 3) Duergar allies in aura have +4 attack vs. champion enemies.
 ❏ **Invisibility:** Minor action: Invisible until it resolves an attack.
 ❏ **Muzgardt Ale:** Attack action: An adjacent Duergar ally heals 5 HP and loses the Confused, Dazed and Stunned conditions.

CHAMPION POWERS ❏
 ✨ Use when a champion enemy within 3 declares a champion power: That power has no effect.

AC 20
 FORT 22
 REF 19
 WILL 23
 SPEED 5
 HP 45
 BLOOD 20

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SEA HAG

Level 6 ♦ Aquatic • Hag

ATTACK POWERS
 ⚡ **Hag Pinch:** +12 vs. AC; 5 damage AND 5 Ongoing Necrotic Damage.
 ☠️ **Death Glare:** (range 4) +9 vs. Will; 20 damage.
 ❏ **Entangle:** (radius 1 within 6) +9 vs. Will; Immobilized AND 5 Ongoing Damage (save ends both).

GENERAL POWERS
Conceal 11
Covenwork: +2 attack while 2 Hag allies are within 10 squares.
Water Attuned: +2 attack vs. targets adjacent to river terrain.

AC 16
 FORT 14
 REF 14
 WILL 20
 SPEED 5
 HP 35
 BLOOD 15

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TREX, THE WINGED KOBOLD

Level 6 ♦ Kobold • Unique

ATTACK POWERS
 ⚡ **Dirk:** +11 vs. AC; 10 damage.
 ❏ **Horrific Visage:** (blast 3) +11 vs. Will; 15 psychic damage AND Dazed. (Fear)

GENERAL POWERS
Immune Dominated
Possessed: Whenever you lose initiative: +2 attack and +5 necrotic damage until end of round.
Ghost's Departure: Whenever this creature is destroyed: Adjacent creatures take 10 necrotic damage.
Fake Wings: As part of movement, up to 2 consecutive squares may be entered as though with flight.

"Tis naught singular for a kobold to speak thus eloquently."

AC 18
 FORT 17
 REF 16
 WILL 16
 SPEED 6
 HP 35
 BLOOD 15

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RAVISIN

Level 11 ♦ Cold • Human • Primal • Unique

ATTACK POWERS
 ⚡ **Ice Sickles:** Make 2 attacks: +15 vs. AC; 10 + 5 cold damage.
 ❏ **Sleet Storm:** (radius 1 within sight) +15 vs. Fortitude; 10 + 10 cold damage. On miss, 5 + 5 cold damage. ☹️ when first bloodied.

GENERAL POWERS
Resist 10 Cold
Frost Druid: +5 damage vs. Civilization targets.
Tundra Warden: (aura 3) Beast and Cold allies in aura have +2 to all defenses.
 ❏ **Blinding Snow:** Use at any time: Conceal 11 until end of its next turn.
 ❏ **Frostwild Companion:** Use at setup: Add 1 new Beast or Cold ally worth 15 VP or less adjacent to this creature. That ally has +2 attack and Resist 5 Cold until end of battle.

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

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BULLYWUG ROYAL

Level 7 ♦ Aquatic • Bullywug • Noble

ATTACK POWERS
 ⚡ **Noble Stick:** +12 vs. AC; 10 damage.

GENERAL POWERS
 ❏ **Royal Decree:** Attack action: Nearest ally of level 15 or lower makes a ⚡ attack as an immediate action.
Marsh Nobility: (aura 5) Bullywug allies in aura have +2 attack and +5 damage.
Hop: Move action: Moves up to its speed with flight.

CHAMPION POWERS ❏
 ✨ Use at start of round: Each Aquatic ally in Marsh Nobility aura heals 5 HP.

AC 18
 FORT 16
 REF 18
 WILL 18
 SPEED 6
 HP 45
 BLOOD 20

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VENERANDA

Level 15 ♦ Construct • Psionic • Undead • Unique

ATTACK POWERS
 ⚡ **Greatsword:** +19 vs. AC; 20 + 5 fire damage.
 ☠️ **Mind Thrust:** (range 10) +17 vs. Will; 10 psychic damage AND push 2 AND Dazed.
 ❏ **Charm Person:** (range 6) +17 vs. Will; target makes a ⚡ attack as though Dominated.
 ❏ **Sleep:** (blast 5) +17 vs. Will; Helpless (save ends, damage ends).

GENERAL POWERS
Immune Blinded, Poison
Resist 5 All
Blindsight
Two Entities: Activates twice each round. At each activation, choose one of the following effects that lasts until end of turn:
 ❏ **Helmed Horror:** May not use ☠️ or ⚡ attack powers.
 ❏ **Brain in a Jar:** Speed = 0. May not use ⚡ attack powers.
 ☹️ at start of round.

AC 28
 FORT 26
 REF 24
 WILL 27
 SPEED F6
 HP 80
 BLOOD 40

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MYCONID SOVEREIGN

Level 7 ♦ Myconid • Plant • Unique

ATTACK POWERS
 ⚡ **Slam:** +13 vs. AC; 10 + 5 poison damage.
 ❏ **Hallucination Spores:** (range 6) +11 vs. Fortitude; Stunned (save ends).

GENERAL POWERS
Infectious Spores: (aura 6) Myconid and Plant allies have +5 poison damage vs. enemies in aura.

CHAMPION POWERS ❏
 ✨ Use at start of round: Myconid allies have +4 to all defenses until end of round.
 ✨ Use at end of turn: A Plant ally within 6 squares heals 15 HP.

AC 21
 FORT 20
 REF 20
 WILL 20
 SPEED 6
 HP 50
 BLOOD 25

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AWAKENED TREE

Level 7 ♦ Plant

ATTACK POWERS
 ⚡ **Slam:** (reach 2) +12 vs. AC; 25 damage.

GENERAL POWERS
Vulnerable 5 Fire
Delayed Appearance
Forestwalk: Does not pay additional MP cost to enter forest terrain.
 ❏ **Awaken:** Use at end of round: Place this creature in any forest square, or in your start area.

AC 22
 FORT 24
 REF 19
 WILL 19
 SPEED 6
 HP 80
 BLOOD 40

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Level 9 ♦ Object

40

Heavy Train: Immune to forced movement.

36

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Level 22 ♦ Construct • War • Warforged

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

213

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These cards are current as of September 9, 2026.