

HATCHLING, BLACK DRAGON

Level 1 ♦ Dragon

AC 15
FORT 14
REF 15
WILL 12
SPEED F7
HP 20
BLOOD 10

ATTACKS
⊕ **Bite**: +5 vs. AC; 5 acid damage.
☞ **Acid Breath**: (range 3) +8 vs. Reflex; 10 acid damage.

POWERS
Resist 5 Acid
Hatchling Swarm: Whenever this creature hits with a ⊕ attack, another Hatchling Black Dragon creature adjacent to the target can make a ⊕ attack as an immediate action.

Black dragon hatchlings travel in groups, taking down surprisingly big game.

♦ For use with Conquest of Nerath Board Game Figure; Dragon, Karkoth Faction

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HATCHLING, GOLD DRAGON

Level 3 ♦ Dragon

AC 18
FORT 16
REF 15
WILL 14
SPEED F7
HP 35
BLOOD 15

ATTACKS
⊕ **Bite**: +9 vs. AC; 5 damage.
☞ **Fire Breath**: (Radius 1 within 3) +10 vs. Reflex; 10 fire damage.

POWERS
Resist 5 Fire
Sap Strength: Whenever this creature rolls a natural 17, 18, 19 or 20 with an attack, the target is also Weakened.

Gold dragon hatchlings are fearless foes right out of the egg.

♦ For use with Conquest of Nerath Board Game Figure; Dragon, Vainin Faction

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HATCHLING, RED DRAGON

Level 2 ♦ Dragon

AC 17
FORT 17
REF 15
WILL 13
SPEED F6
HP 30
BLOOD 15

ATTACKS
⊕ **Bite**: +5 vs. AC; 5+5 fire damage.
☞ **Fire Breath**: (Blast 3) +9 vs. Reflex; 10 fire damage.

POWERS
Resist 5 Fire
Always Hungry: +5 damage vs Bloodied enemies.

The small reds are born hungry, and will sometimes resort to cannibalism.

♦ For use with Conquest of Nerath Board Game Figure; Dragon, Iron Circle Faction

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HATCHLING, SILVER DRAGON

Level 2 ♦ Dragon

AC 17
FORT 15
REF 16
WILL 14
SPEED F6
HP 25
BLOOD 10

ATTACKS
⊕ **Bite**: +7 vs. AC; 5 damage.
☞ **Frost Breath**: (radius 1 within 3) +9 vs. Fortitude; 10 cold damage.

POWERS
Resist 5 Cold
☞ **Plaintive Yelp**: Use after this creature takes damage but is not destroyed by an enemy attack; each Good Dragon Ally with the word 'Silver' in its name has +4 attack until the end of battle.

The youngest of the Silver Dragons is rarely unprotected.

♦ For use with Conquest of Nerath Board Game Figure; Dragon, Nerathian League Faction

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SMALL DUST DEVIL

Level 3 ♦ Elemental · Air

AC 18
FORT 16
REF 18
WILL 14
SPEED F7
HP 30
BLOOD 15

ATTACKS
⊕ **Duststorm**: +9 vs. Fortitude; Blinded.
☞ **Zap**: (Burst 1) +9 vs. Fortitude; 10 lightning damage. ☞ when this creature ends its turn in a victory area in which it did not begin its turn.

POWERS
Resist 5 Lightning
Cloud of Static: (Aura 1) Each enemy and each ally in aura has -2 AC, Fortitude, Reflex and Will against attacks that do lightning damage.

Mischievous creatures that frequent dry, windblown lands.

♦ For use with Conquest of Nerath Board Game Figure; Elemental, Any Faction

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TREANT GREENLING

Level 1 ♦ Plant

AC 15
FORT 16
REF 13
WILL 15
SPEED 5
HP 30
BLOOD 15

ATTACKS
⊕ **Grasping Limb**: +7 vs. AC; 5 damage AND Slowed.
⊕ **Poison Thorns**: 5 poison damage AND -2 attack (save ends).

POWERS
Forest Ward: Invisible while occupying forest terrain.
Woodland Stride: Does not pay the extra cost for entering forest terrain.

These youngest of treants are extremely rare.

♦ For use with Conquest of Nerath Board Game Figure; Monster, Vainin Faction

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VERMIN HUNTER GOLEM

Level 5 ♦ Construct

AC 18
FORT 18
REF 14
WILL 14
SPEED 6
HP 45
BLOOD 20

ATTACKS
⊕ **Slam**: +12 vs. AC; 10 damage.
☞ **Poison Breath**: (blast 2) +10 vs. Fortitude; 10 poison damage AND 5 ongoing poison damage (save ends).

POWERS
Resist 5 All
Swarmhunter: +10 ⊕ damage against swarm creatures.

These small constructs are handy sewer wardens.

♦ For use with Conquest of Nerath Board Game Figure; Monster, Nerathian League Faction

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YOUNG GOLIATH BUGSMASHER

Level 3 ♦ Goliath

AC 19
FORT 19
REF 16
WILL 16
SPEED 6
HP 35
BLOOD 15

ATTACKS
⊕ **Bugsmash**: +8 vs. AC; 10 damage.
☞ **Rock Toss**: (range 3) +7 vs. AC; 5 damage.

POWERS
Vermin Bane: +4 attack and +10 damage vs. Vermin creatures.
Grab a New Rock: Minor action. Use when adjacent to difficult terrain; ☞ Rock Toss.

The combative nature of a Goliath starts early.

♦ For use with Conquest of Nerath Board Game Figure; Monster, Nerathian League Faction

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ZOMBIE HALFLING BRUTE

Level 2 ♦ Undead

AC 14
FORT 14
REF 16
WILL 14
SPEED 5
HP 30
BLOOD 15

ATTACKS
⊕ **Zombie's Bite**: +7 vs. AC; 5 damage; if this attack destroys the target, this creature is Immobilized.

POWERS
Hide: If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.
☞ **Crawling Upper Torso**: Use when this creature would be destroyed by damage or another effect; instead, the attack misses and this creature is Slowed until end of battle instead.

They say halflings are always hungry...

♦ For use with Conquest of Nerath Board Game Figure; Monster, Karkoth Faction

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SKELETAL PIXIE
Level 1 ♦ Undead

AC 14
FORT 12
REF 15
WILL 11
SPEED 5
HP 5
BLOOD -

ATTACKS
⊕ **Miniature Sword:** +6 vs. AC; 5 damage.

POWERS
Feeble: Cannot attack while Weakened or Dazed, and provokes opportunity attacks on missed ⊕ attacks.
Pixie Pair: *Whenever this creature takes a turn; take a turn with an allied Skeletal Pixie in your warband. Ignore that ally's Pixie Pair power this round. You count both acts as only one creature-turn.*
Short Reach: Can only make opportunity attacks against creatures occupying its square.
Very Tiny: Can enter and occupy an enemy's space; an enemy may enter and occupy this creature's space.

The undead pixies of Hauntwood might be harder to spot, if they didn't constantly babble to each other and spring skyward trying to fly.

♦ For use with Conquest of Nerath Board Game Figure; Foot Soldier, Karkoth Faction

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ANKLEBITER IMP
Level 1 ♦ Devil

AC 14
FORT 12
REF 15
WILL 12
SPEED 5
HP 10
BLOOD 5

ATTACKS
⊕ **Straight Razor:** +7 vs. AC; 5 damage.
↓ **Hamstring Cut:** (only with combat advantage vs. a living target) +7 vs. AC; 5 damage AND Slowed.

POWERS
Bloodletter: Whenever this creature scores a critical hit against a living creature, that target takes 5 ongoing damage (save ends).
Short Reach: Can only make opportunity attacks against creatures occupying its square.
Very Tiny: Can enter and occupy an enemy's space; an enemy may enter and occupy this creature's space.

Pets of Legion Devils, these malicious devilkin create havoc on a battlefield.

♦ For use with Conquest of Nerath Board Game Figure; Foot Soldier, Iron Circle Faction

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BROWNIE SKIRMISHER
Level 1 ♦ Fey

AC 13
FORT 11
REF 16
WILL 13
SPEED 5
HP 10
BLOOD 5

ATTACKS
⊕ **Tiny Bow:** (range 5) +5 vs AC; 5 poison damage.
☞ **Sleep Poison:** (range 5) +5 vs AC; Stunned; a Stunned target is Helpless instead.

POWERS
Hide: If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.
Very Tiny: Can enter and occupy an enemy's space; an enemy may enter and occupy this creature's space.

The next thing I knew, I was bound to a tree with tiny men questioning me...

♦ For use with Conquest of Nerath Board Game Figure; Foot Soldier, Vainin Faction

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USING YOUR NERATH FIGURES IN DDM

The figures in your Conquest of Nerath strategic game can come to life in DDM. Originally released as an April Fool's joke, the figures were well received, and just plain fun. To use them as legal figures, but you will need to do the following:

- [1] The Dragon figures should be mounted on a base to make them more stable. A 20mm or 25mm(1 inch) base can be used to mount the figures. *(The choice of base does not change the size of the creature stated on the card.)*
- [2] There is no requirement to paint the figures, but they may be painted.
- [3] Print the stat cards and play!

CONQUEST OF NERATH

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