

ABOLETH SLIME MAGE

Level 17 ♦ Aboleth • Aquatic • Psionic

CR
1

ATTACKS

- AC 27
FORT 21
REF 21
WILL 29
- ⚡ **Tentacle:** +22 vs. AC; 15 damage AND Dazed (save ends).
- ☐☐☐ **Slimeord Domination:** (radius 2 within sight) +18 vs. Will; 10 psychic damage. Hit or miss, each level 3 and lower enemy target is Dominated after all attacks are resolved.
- ☘ **Slime Burst:** (radius 1 within 10) +15 vs. Reflex; 15 psychic damage AND Immobilized.

POWERS

Reach 2

CHAMPION POWERS ☐

- HP 80
BLOOD 40
- ♥ **Use at start of opponent's turn:** You choose the first creature that opponent takes a turn with.
- ♥ **Use at start of round:** 1 enemy or ally is invisible until end of its next turn.



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ARBALESTER

Level 4 ♦ Construct

ATTACKS

- AC 16
FORT 16
REF 12
WILL 14
- ⚡ **Bash:** +4 vs. AC; 5 damage.
- ☞ **Bolt:** (nearest) +9 vs. AC; 10 damage.
- ☞ **Protect Objective:** Make 2 attacks, (sight, targets in victory areas only) +11 vs. AC; 10 damage.

POWERS

Blindsight: Ignores Conceal; treats invisible creatures as visible.

SPEED 6

HP 35
BLOOD 15



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It exists only to skewer its master's enemies.



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ASPECT OF VECNA

Level 16 ♦ Immortal • Undead

ATTACKS

- AC 26
FORT 27
REF 22
WILL 26
- ⚡ **Withering Touch:** +15 vs. Reflex; 15 necrotic damage.
- ☞☞ **Explosive Contagion:** (sight) Automatic hit; ongoing 10 poison damage AND whenever target starts its turn, each enemy adjacent to it takes 10 poison damage (save ends both).
- ☞ **Necrotic Eyebite:** (range 10) +15 vs. Will; 10 necrotic damage AND Blinded (save ends).

POWERS

Immune Poison; Resist 20 Cold; Resist 20 Necrotic; Vulnerable 15 Radiant

♥ **Necrotic Aura:** Use when an enemy starts its turn adjacent to this creature: That enemy takes 5 necrotic damage.

♥ **Regeneration 10:** Use at start of this creature's turn: Heal 10 HP.



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BANSHRAE WARRIOR

Level 12 ♦ Fey

ATTACKS

- AC 23
FORT 21
REF 23
WILL 21
- ⚡ **Slam:** +15 vs. AC; 10 damage.
- ☐ **Staggering Palm:** +13 vs. Fortitude; 15 damage AND Stunned. ☹ when this creature uses Mantid Dance.
- ☞ **Blowgun Dart:** (range 10) +15 vs. AC; 10 damage.

POWERS

Skirmish 10: +10 Damage on its turn after moving 2 or more squares away from its starting position.

☐ **Mantid Dance:** Replaces move action: Until end of its next turn, this creature has +2 to all defenses and cannot be targeted by ☞ attacks.

♥ **Scuttle:** Minor action: Shift up to 1 square.

SPEED 8



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BEHOLDER EYE TYRANT

Level 17 ♦ Beholder • Aberrant

ATTACKS

- AC 28
FORT 26
REF 28
WILL 30
- ⚡ **Bite:** +19 vs. AC; 15 damage.
- ☞ **Eye Rays:** Does not provoke opportunity attacks. (range 10) ☹ all once all have been used.
- ☐ **Confusion:** +21 vs Will; Confused (save ends).
- ☐ **Disintegrate:** +21 vs Fortitude; 20 damage AND ongoing 20 damage (save ends).
- ☐ **Hold:** +21 vs Reflex; Immobilized (save ends).
- ☐ **Telekinesis:** (can target allies) Automatic hit, slide target up to 4 squares.
- ☐ **Withering:** +21 vs Reflex; 10 necrotic damage AND ongoing 10 necrotic damage AND Weakened (save ends both).

POWERS

HP 90
BLOOD 45

♥ **Eye Ray Frenzy:** Use at start of this creature's turn: Make an Eye Rays attack against an enemy occupying a victory area as an immediate action.



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BERBALANG

Level 10 ♦ Berbalang • Psionic

ATTACKS

- AC 27
FORT 26
REF 26
WILL 26
- ⚡ **Claw:** +15 vs. AC; 15 damage.
- ☞ **Sacrificial Explosion:** Minor action: (burst 1) +15 vs Fortitude; 15 psychic damage. Hit or miss, each target is Dazed AND this creature takes 20 damage and cannot take further actions this turn.

POWERS

Sneak Attack 5: +5 Damage against targets granting it combat advantage.

☐☐☐ **Berbalang Duplicates:** Use when this creature is destroyed: This creature is not destroyed and has 20 HP instead. Place it up to 5 squares away from its current location.

SPEED F8

HP 20
BLOOD 10



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"How many of that thing is there?"

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BLADERAGER TROLL

Level 12 ♦ Troll

ATTACKS

- AC 24
FORT 23
REF 23
WILL 23
- ⚡ **Claw:** +15 vs. AC; 20 damage.
- ☐ **Disembowel:** +15 vs. AC; 25 damage AND ongoing 10 damage (save ends). ☹ when this creature first becomes bloodied.

POWERS

Reach 2; Vulnerable 15 Acid; Vulnerable 15 Fire

Keen Critical 18: Scores critical hits on attack rolls of unmodified 18-20.

☐ **Persistent:** Use when this creature is destroyed: This creature is not destroyed instead. It is destroyed at end of its next turn or if it takes damage.

♥ **Regeneration 10:** Use at start of this creature's turn: Heal 10 HP.

SPEED 7

HP 90
BLOOD 45

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BLOOD SCARAB

Level 3 ♦ Beast

ATTACKS

- AC 16
- ⚡ **Bite:** +9 vs. AC; 10 damage.

POWERS

FORT 14
REF 14
WILL 18

Feeder: +10 Damage against targets taking ongoing damage.

☐ **Blood Drain:** Minor action: 1 enemy adjacent to this creature has -5 Damage with ☞ attacks (save ends).

SPEED B5

HP 25
BLOOD 10

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Scarabs can be symbols of light and life. Not this one.



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BLOODSEEKER DRAKE

Level 5 ♦ Dragon

AC 19
FORT 15
REF 15
WILL 13

ATTACKS

⊕ **Bite:** +10 vs. AC; 10 damage.

POWERS

Awareness: Can make opportunity attacks against enemies for shifting out of adjacent squares.

Bloodseeker: Use when an enemy first becomes bloodied while within 5 squares of this creature: Move to a space adjacent to that enemy as an immediate action.

SPEED 7

HP 30
BLOOD 15

It can smell blood in the air and weakness in its prey.

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BONECHILL CHIMERA

Level 12 ♦ Magical Beast

AC 24
FORT 26
REF 22
WILL 22

ATTACKS

⊕ **Claws:** +15 vs. AC; 20 damage.

❑ **Freezing Breath:** (blast 5) +14 vs. Reflex; 20 cold damage AND Slowed. On miss, 10 cold damage. ⊕ when this creature first becomes bloodied.

POWERS

Heads of the Chimera: Use after this creature hits an enemy with a ⊕ attack on its turn: Choose 1 effect:

- ❑ **Horns of the Ram:** Push that enemy up to 3 squares.
- ❑ **Claws of the Lion:** Make a ⊕ attack against a different target as an immediate action.
- ❑ **Jaws of the White Dragon:** That enemy is Immobilized (save ends).

SPEED 6

HP 95
BLOOD 45

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CHAIN DEVIL

Level 11 ♦ Devil

AC 25
FORT 24
REF 24
WILL 24

ATTACKS

⊕ **Spiked Chain:** +16 vs. AC; 15 damage AND ongoing 5 damage (save ends).

⊕ **Entangling Chains:** +15 vs. Reflex; 15 damage AND Immobilized.

POWERS

Reach 4

Quick Step 2: Can shift up to 2 squares.

❑ **Dance of Chains:** Use when this creature is targeted by a ⊕ attack: Shift up to 2 squares, then make a ⊕ attack as an immediate action.

SPEED 6

HP 75
BLOOD 35

The kytton reflects the brutality and beauty of Jangling Hiter in its mesmerizing dance of chains.

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CLAY GOLEM

Level 13 ♦ Construct

AC 29
FORT 26
REF 26
WILL 26

ATTACKS

⊕ **Crushing Blow:** +18 vs. AC; 20 damage.

POWERS

Reach 2

Immune Fear: Not affected by Fear effects.

Directed Attack: +10 Damage while adjacent to a champion ally.

Loyal Protector: Use after an enemy makes an attack against a champion ally: Make a ⊕ attack against that enemy as an immediate action.

SPEED 4

HP 85
BLOOD 40

Uneven in appearance, yet singular in purpose.

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CYCLOPS CRUSHER

Level 14 ♦ Cyclops • Fomorian • Fey

AC 25
FORT 25
REF 23
WILL 23

ATTACKS

⊕ **Spiked Club:** +15 vs. AC; 30 damage.

⊕ **Sweep:** Make 1 attack against each enemy within Reach, +11 vs. Fortitude; 20 damage AND push target up to 1 square.

POWERS

Reach 2

Blindsight: Ignores Conceal; treats invisible creatures as visible.

Ferocious 2: +2 Attack with ⊕ attacks against bloodied targets.

Evil Eye: Use at start of this creature's turn: Choose 1 enemy within line of sight of this creature. Until start of this creature's next turn, whenever that enemy shifts, this creature can shift as an immediate action.

SPEED 6

HP 125
BLOOD 60

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FEYGROVE CHOKER

Level 7 ♦ Fey

AC 21
FORT 18
REF 21
WILL 18

ATTACKS

⊕ **Tentacle Claw:** +14 vs. AC; 10 damage AND Immobilized (save ends; also ends if affected creature is 4 or more squares distant from this creature)

⊕ **Choke:** (Immobilized target only) +14 vs. AC; 20 damage.

❑ **Vine Fetter:** (radius 1 within 10) +12 vs. Reflex; Immobilized (save ends).

POWERS

Reach 3

Chameleon: Invisible to enemies 5 or more squares distant.

Body Shield: Use when this creature is targeted by a ⊕ or ⊗ attack: Redirect that attack to an Immobilized enemy adjacent to this creature (can not redirect to the attacker).

SPEED 7

HP 50
BLOOD 25

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FOULSPAWN GRUE

Level 7 ♦ Foulspawn • Aberrant

AC 21
FORT 19
REF 19
WILL 19

ATTACKS

⊕ **Claw:** +13 vs. AC; 10 damage AND Slowed.

❑ **Whispers of Madness:** (range 5) +10 vs. Will; 15 psychic damage AND Slowed (save ends). If target is already Slowed, it is Stunned (save ends) instead. ⊕ when this creature first becomes bloodied.

POWERS

Teleport: Replaces move action: Teleport up to 4 squares.

SPEED 4

HP 55
BLOOD 25

The grue emerges from nightmare to tap your own terrifying visions and dreams.

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FROST GIANT

Level 17 ♦ Giant • Cold

AC 29
FORT 27
REF 27
WILL 27

ATTACKS

⊕ **Icy Greataxe:** +20 vs. AC; 20 + 10 cold damage.

❑ **Chilling Strike:** +20 vs. AC; 20 + 10 cold damage AND target takes 10 additional cold damage whenever it takes cold damage (save ends). ⊕ when this creature first becomes bloodied.

POWERS

Reach 2; Resist 15 Cold

Solid Footing: Not affected by forced-movement effects of enemies.

Death Strike: Use when this creature is destroyed: Make a ⊕ attack as an immediate action.

SPEED 7

HP 120
BLOOD 60

A bitter wind in life and death.

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GHAELE OF WINTER

Level 9 ♦ Eladrin • Fey • Noble

AC 22
FORT 23
REF 23
WILL 27

ATTACKS

⊕ **Winter's Touch:** +13 vs. Reflex; 10 + 5 cold damage.

↘ **Freezing Ray:** (range 10) +13 vs. Reflex; 20 cold damage AND Slowed.

⊖ **Chilling Defiance:** (burst 3) Automatic hit; 10 cold damage AND Slowed.

POWERS

Resist 5 Cold; Resist 20 Radiant

☐ **Fey Step:** Replaces move action: Teleport up to 5 squares.

HP 55
BLOOD 25

Winter's breath is as keen as a razor.

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GITHYANKI WARRIOR

Level 12 ♦ Githyanki • Psionic

AC 28
FORT 24
REF 24
WILL 22

ATTACKS

⊕ **Silver Greatsword:** +19 vs. AC; 20 damage.

☐ ↘ **Telekinetic Thrust:** Minor action: Does not provoke opportunity attacks. (range 5) +17 vs. Fortitude; Immobilized (save ends). ⊖ when this creature destroys an enemy.

POWERS

Cruel Opportunist: +5 Damage with ⊕ attacks against Immobilized targets.

☐ **Telekinetic Leap:** Replaces move action: Move up to its current speed as with Flight.

HP 85
BLOOD 40

Millennia of slavery forged the githyanki into callous conquerors, little better than their erstwhile masters.

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GITZERAI ZERTH

Level 13 ♦ Githzerai • Psionic

CR 2

AC 26
FORT 23
REF 23
WILL 27

ATTACKS

⊕ **Unarmed Strike:** +19 vs. AC; 20 damage.

☐ ⊖ **Psychic Fists:** (burst 2, enemy targets only) +16 vs. AC; 20 damage. Hit or miss, this creature shifts up to 4 squares after all attacks are resolved.

POWERS

☐ **Reorder Chaos:** Use at start of this creature's turn: 2 creatures (enemy or ally) adjacent to each other and within 10 squares of this creature switch positions. ⊖ when an ally first becomes bloodied.

CHAMPION POWERS ☐ ☐

♦ Use when an enemy scores a critical hit: That attack becomes a hit instead.

♦ Use when an ally targets an enemy with a ⊕ or ↘ attack: That attack cannot be redirected.

HP 80
BLOOD 40

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GNOLL HUNTMASTER

Level 9 ♦ Gnoll

AC 20
FORT 24
REF 22
WILL 22

ATTACKS

⊕ **Handaxe:** +14 vs. AC; 15 damage.

↘ **Longbow:** (sight) +12 vs. AC; 10 damage.

POWERS

Surprise Attack: +10 Damage against targets that have not yet taken a turn this round.

Focused: Enemies cannot redirect this creature's attacks.

HP 65
BLOOD 30

Gnolls live for the hunt, and they prefer sentient game for their sport.

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GOBLIN DELVER

Level 4 ♦ Goblin

AC 18
FORT 16
REF 16
WILL 16

POWERS

Hoarder: Enemies adjacent to this creature do not score victory points for occupying victory areas.

Goblin Tactics: Use after a ⊕ attack misses this creature: Shift as a free action.

Noncombatant: Use when this creature is targeted by a ⊕ or ↘ attack: Redirect that attack to a Goblin ally adjacent to this creature.

SPEED 5

HP 30
BLOOD 15

Ready to serve.

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GOBLIN SHARPSHOOTER

Level 6 ♦ Goblin

AC 18
FORT 14
REF 16
WILL 14

ATTACKS

⊕ **Short Sword:** +9 vs. AC; 10 damage.

☐ ↘ **Barbed Quarrel:** (sight) +13 vs. AC; 20 damage AND Slowed.

↘ **Crossbow:** (sight) +13 vs. AC; 15 damage.

POWERS

Sharpshooter: Enemies do not provide cover against this creature's ↘ attacks.

Goblin Tactics: Use after a ⊕ attack misses this creature: Shift as a free action.

SPEED 6

HP 35
BLOOD 15

"We thought it was a small raiding party. Then they felled a third of us before the battle had even started."
—Esva Rhee, caravan guard (retired)

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GRIMLOCK MINION

Level 5 ♦ Grimlock • Primal • Minion

AC 20
FORT 18
REF 18
WILL 18

ATTACKS

⊕ **Crude Battleaxe:** +11 vs. AC; 5 damage.

POWERS

Blindsight: Ignores Conceal; treats invisible enemies as visible.

Minion Attack 5: +5 Damage against targets adjacent to a Minion ally.

SPEED 6

HP 5
BLOOD —

Some say these savages were once human. If that's true, little humanity remains in them now.

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HARPY

Level 5 ♦ Fey

AC 19
FORT 17
REF 17
WILL 17

ATTACKS

⊕ **Claw:** +12 vs. AC; 10 damage.

⊖ **Alluring Song:** Use only while not bloodied: (burst 10, enemy targets only) +10 vs. Will; Immobilized AND pull target exactly 3 squares.

☐ ⊖ **Deadly Screech:** (burst 4) +10 vs. Will; 10 thunder damage AND Dazed.

SPEED 7

HP 40
BLOOD 20

Like so many aspects of the Feywild, harpy songs are death given a veil of glamour.

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HELLSTINGER SCORPION

Level 13 ♦ Beast • Immortal

AC 28
FORT 26
REF 26
WILL 26
SPEED 8
HP 80
BLOOD 40

ATTACKS
Ⓢ **Claws:** +19 vs. AC; 15 damage AND ongoing 10 fire damage AND Immobilized (save ends both; both also end at end of this creature's turn if it is not adjacent to target)
Ⓢ **Hellish Sting:** (Reach 2) +17 vs. Fortitude; 15 damage AND Weakened (save ends).

POWERS
Resist 20 Fire
Reactive Sting: Use when an enemy ends the effects of this creature's Claws attack: Make a Hellish Sting attack against that enemy as an immediate action.

Its venom carries the fires of the Nine Hells.

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HIPPOGRIFF

Level 9 ♦ Beast

AC 22
FORT 21
REF 21
WILL 21
SPEED F6
HP 70
BLOOD 35

ATTACKS
Ⓢ **Bite:** +12 vs. AC; 15 damage.
Ⓢ **Flyby Attack:** Move up to its current speed and make a Ⓢ attack at any time during the move.

POWERS
Paralyzing Charge: Whenever this creature hits with a charge attack, target is also Immobilized.
Powerful Charge 10: +10 Damage while charging.
Diving Overrun: Use after this creature makes a charge attack: Place this creature in any space adjacent to target of that charge.

Although they lack the ferocity of their wild cousins, the hippogriff is nonetheless a fierce opponent.

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KOBOLD WYRMPRIEST

Level 3 ♦ Kobold

AC 17
FORT 12
REF 15
WILL 15
SPEED 6
HP 35
BLOOD 15

ATTACKS
Ⓢ **Spear:** +7 vs. AC; 5 damage.
Ⓢ **Poison Breath:** (blast 3) +6 vs. Fortitude; 10 poison damage. On miss, 5 poison damage.
Ⓢ **Poison Orb:** (range 10) +6 vs. Reflex; 10 poison damage.

POWERS
Scaly Faith: Use when a Kobold ally starts its turn within 5 squares of this creature: That ally heals 5 HP.
Shifty: Minor action: Shift up to 1 square.

Kobolds' fervent worship of dragons leads some among them to great power.

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KRUTHIK YOUNG

Level 1 ♦ Beast • Kruthik

AC 13
FORT 11
REF 11
WILL 11
SPEED 8
HP 25
BLOOD 10

ATTACKS
Ⓢ **Claw:** +4 vs. AC; 5 damage.

POWERS
Group Attack: +2 Attack while within 4 squares of a Kruthik ally.
Sneak Attack 5: +5 Damage against targets granting it combat advantage.
Gnashing Horde: Use when an enemy ends its turn adjacent to this creature: That enemy takes 5 damage.

A vicious horror combining the most deadly traits of insect, reptile, and canine.

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MEDUSA ARCHER

Level 8 ♦ Medusa

AC 24
FORT 20
REF 20
WILL 20
SPEED 6
HP 55
BLOOD 25

ATTACKS
Ⓢ **Snaky Hair:** +10 vs. AC; 5 damage and ongoing 5 poison damage (save ends).
Ⓢ **Longbow:** (sight) +15 vs. AC; 15 damage.
Ⓢ **Petrifying Gaze:** (range 6) +10 vs. Fortitude; Immobilized (save ends). If target is already Immobilized, it is Petrified (save ends) instead.

POWERS
Precise Shot: Enemies do not provide cover against this creature's Ⓢ attacks.

Archer's Eye: Use when this creature misses with Petrifying Gaze: Make a Longbow attack against the same target as that attack as a free action.
Petrified: (Condition) Affected creature cannot take actions, has Resist 20 All, and cannot score victory points for occupying one of its owner's victory areas. Effect ends when the creature that caused it is destroyed.

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MINOTAUR BATTLE SHAMAN

Level 11 ♦ Minotaur • Primal

CR 2

AC 27
FORT 24
REF 20
WILL 24
SPEED 6
HP 80
BLOOD 40

ATTACKS
Ⓢ **Fist:** +16 vs. AC; 15 damage.
Ⓢ **Rimefire Spirit:** (range 5) +14 vs. Will; 10 cold + 10 fire damage AND Slowed (move action ends).

POWERS
Barbaric Order: Replaces attack action: 1 level 10 or lower ally makes a Ⓢ attack as an immediate action.
Tribal Leader: Use when this creature is hit by a Ⓢ or Ⓢ attack: Redirect that attack to a Minotaur ally adjacent to this creature.

CHAMPION POWERS □ □
♦ Use at start of this creature's turn: 1 ally moves up to its current speed as an immediate action.
♦ Use at start of round: Until end of round, each ally has +5 Damage while charging. Each Minotaur ally has +10 Damage while charging instead.

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ORC EYE OF GRUUMSH

Level 6 ♦ Orc

CR 1

AC 19
FORT 18
REF 16
WILL 18
SPEED 6
HP 60
BLOOD 30

ATTACKS
Ⓢ **Sword:** +12 vs. AC; 15 damage.
Ⓢ **Eye of Wrath:** Minor action: (range 5) +11 vs. Will; target has -4 AC (Fear, save ends). Ⓢ when this creature hits with a Ⓢ attack.

POWERS
Bloodrage 5: +5 Damage with Ⓢ attacks while bloodied.
Death Strike: Use when this creature is destroyed: Make a Ⓢ attack as an immediate action.

CHAMPION POWERS □
♦ Use when an Orc ally is destroyed: That ally makes a Ⓢ attack as an immediate action.
♦ Use after rolling initiative, if you lost: The first ally you take a turn with this turn has +10 Damage with Ⓢ attacks until end of round.

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ORC TERRORBLADE

Level 6 ♦ Orc

AC 17
FORT 16
REF 16
WILL 16
SPEED 6
HP 55
BLOOD 25

ATTACKS
Ⓢ **Crude Falchion:** +9 vs. AC; 20 damage.

POWERS
Bloodthirsty 5: +5 Damage with Ⓢ attacks against bloodied targets.
□ **Warrior Surge:** Use when this creature declares a Ⓢ attack, only if bloodied: If that attack hits, heal 10 HP.

Like their foul god, Gruumsh, orcs draw strength from spilling the blood of their enemies.

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RUST MONSTER

Level 5 ♦ Beast

ATTACKS

AC 19
FORT 17
REF 17
WILL 17
SPEED 8
HP 40
BLOOD 20
⚔ **Bite:** +10 vs. AC; 10 damage AND target has cumulative -2 AC (maximum -6) until end of battle.

POWERS

Rusting Defense: Use when this creature is hit by a † attack: Attacker has cumulative -2 Attack with † attacks (maximum -6) until end of battle.

The rust monster's bizarre digestion eats away at metal and mettle.

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SKALMAD, THE TROLL KING

Level 13 ♦ Troll • Fey (Unique)

ATTACKS

AC 22
FORT 26
REF 22
WILL 22
SPEED 6
HP 75
BLOOD 35
⚔ **Greataxe:** +16 vs. AC; 20 damage AND *Followup* if attack causes target to become bloodied: +14 vs. AC; 10 damage.
☐ ⚔ **Moran's Eye:** (blast 3) +13 vs. Reflex; ongoing 10 fire damage AND target has -2 Attack (save ends both).

POWERS

Reach 2; **Vulnerable 5 Acid; Vulnerable 5 Fire**
Regeneration 10: Use at start of this creature's turn: Heal 10 HP.

"Soon, Skalmad, king of Vardar, will claim Moonstair and lands beyond, and all humans will die!"

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SNAKE SWARM

Level 3 ♦ Swarm • Snake

ATTACKS

AC 17
FORT 14
REF 14
WILL 14
SPEED 5
HP 30
BLOOD 15
⚔ **Bite:** +8 vs. Fortitude; 5 damage AND ongoing 5 poison damage (save ends).

POWERS

Infest: Can enter and occupy spaces occupied by non-Swarm enemies.
Stable Footing: Ignores the extra cost for entering difficult terrain.
Swarm: Takes half damage from † and † attacks.
☐ ☐ **Swarm Attack:** Use when an enemy starts its turn, if that enemy occupies a square this creature occupies: That enemy takes ongoing 5 poison damage (save ends).

"Snakes? I hate snakes."

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UNICORN

Level 6 ♦ Magical Beast • Fey

ATTACKS

AC 19
FORT 19
REF 19
WILL 19
SPEED 8
HP 45
BLOOD 20
⚔ **Hooves:** +11 vs. AC; 10 + 5 radiant damage.

POWERS

Aura of Protection from Evil: (Aura) This creature and each adjacent ally has +2 to all defenses against attacks by Evil enemies.
Powerful Charge 5: +5 Damage while charging.
☐ **Fey Escape:** Use when this creature is damaged by an enemy: Teleport up to 10 squares, then each enemy and ally adjacent to this creature heals 5 HP.
Healing Horn: *Minor action:* 1 ally adjacent to this creature heals 5 HP, or 1 condition on that ally ends.

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WAR DEVIL

Level 15 ♦ Devil • War

CR 3

ATTACKS

AC 28
FORT 28
REF 28
WILL 28
SPEED F6
HP 100
BLOOD 50
⚔ **Trident:** +21 vs. AC; 20 damage AND *Followup:* +21 vs. Reflex; 10 damage AND Dazed and push target up to 1 square.

POWERS

Reach 2; **Resist 20 Fire**
Blindsight: Ignores Conceal; treats invisible creatures as visible.
☐ **Diabolic Tactics:** Replaces move action: Up to 2 Devil allies of level 10 or below each make 1 ⚔ attack as an immediate action. ☐ when this creature destroys an enemy.

CHAMPION POWERS ☐ ☐ ☐

♦ Use after rolling initiative, if you won: Each ally has +4 Attack until end of round.
♦ Use after rolling initiative: This creature and 1 Devil ally within 5 squares of this creature switch positions.

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XEN'DRIK DROW STINGBLADE

Level 9 ♦ Drow • Martial

ATTACKS

AC 23
FORT 21
REF 21
WILL 21
SPEED 7
HP 60
BLOOD 30
⚔ **Drow Long Knife:** +13 vs. AC; 15 Damage
† **Xen'drik Boomerang:** (range 10) +10 vs. AC; 10 damage.

POWERS

Skirmish 10: +10 Damage on its turn after moving 2 or more squares away from its starting position.
☐ **Hellstinger Venom:** Use after this creature hits with a † attack: Target of that attack has -2 Attack and is Weakened (save ends both).

The drow of Xen'drik are swift jungle fighters.

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YOUNG GOLD DRAGON

Level 9 ♦ Dragon

CR 2

ATTACKS

AC 27
FORT 23
REF 23
WILL 23
SPEED F8
HP 95
BLOOD 45
⚔ **Claw:** +16 vs. AC; 15 damage.
† **Draconic Fury:** Make up to 3 ⚔ attacks, each against a different target.
☐ ⚔ **Weakening Fiery Breath:** (blast 5) +16 vs. Reflex; 25 fire damage AND Weakened (save ends). On miss, 10 fire damage. ☐ when this creature first becomes bloodied.

POWERS

Reach 2; **Resist 10 Fire**
CHAMPION POWERS ☐ ☐
♦ Use when an ally is targeted by an attack: That ally has +4 AC until end of round.
♦ Use at start of round: At end of round, the player whose warband has the most creatures occupying victory areas scores 15 VP.

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YUAN-TI FANGLADE

Level 12 ♦ Yuan-Ti

ATTACKS

AC 24
FORT 22
REF 22
WILL 22
SPEED 7
HP 80
BLOOD 40
⚔ **Greatsword:** +14 vs. AC; 25 damage.
† **Poison Bite:** +12 vs. Fortitude; 10 damage AND ongoing 10 poison damage (save ends).

POWERS

Resist 10 Poison
Zehir's Fang: (Aura) Each Yuan-Ti ally within 5 squares of this creature has +2 Attack with † attacks.
Bloodthirsty 10: +10 Damage with † attacks against bloodied targets.
Quick Bite: Use at start of this creature's turn: Make a Poison Bite attack against an Immobilized enemy as an immediate action.

It spurs its serpentine companions into bloody frenzy.

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DANGEROUS DELVES

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