

DERRO MANIAC

Level 4 ♦ Derro • Stealth

ATTACKS
⊕ **Rusty Machete**: +11 vs. AC; 10 damage.

AC 18
FORT 16
REF 19
WILL 19

POWERS

Resist 10 Psychic

Mad Fascination with the Number 11: Use when a player rolls a natural 11 on an attack: This creature makes a ⊕ attack as an immediate action.

One and One: Whenever this creature flanks an enemy with an ally named *Derro Maniac*: +10 damage vs. that enemy.

HP 35
BLOOD 15

❖ Use with *Rage of Demons*: *Derro*

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DRETCH DEMON

Level 2 ♦ Demon • Minion

ATTACKS
⊕ **Dretch Bite**: +8 vs. AC; 5 + 5 poison damage.
◁ **Dretch Gas**: (burst 1) +5 vs. Fortitude; 5 poison damage AND 5 ongoing poison damage (save ends).

AC 16
FORT 14
REF 13
WILL 13

POWERS

Immune Poison

SPEED 6

HP 25
BLOOD 10

❖ Use with *Rage of Demons*: *Derro*

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KOBOLD GUARD

Level 1 ♦ Kobold

ATTACKS
⊕ **Falchion**: +6 vs. AC; 10 damage.

AC 16
FORT 14
REF 18
WILL 14

POWERS

Wyrm Blessed: Whenever this creature is hit by a *Dragon's* ⤴, ⤵, or ⤶ attack: This creature has Resist 20 All vs. that attack.

Shifty: *Minor action*: Shift 1 square.

SPEED 7

HP 20
BLOOD 10

❖ Use with *Rage of Demons*: *Derro*

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GOBLIN ARCHER

Level 1 ♦ Goblin

ATTACKS
⤴ **Goblin Bow**: (nearest) +8 vs. AC; 5 damage.

AC 14
FORT 14
REF 16
WILL 14

POWERS

Close Target 5: +5 ⤴ damage vs. targets within 6 squares of this creature.

Run and Hide: Whenever this creature takes damage from an attack: Attacker pushes this creature 4 squares, then this creature is Stunned (save ends, or ends when an allied champion is adjacent to this creature).

SPEED 6

HP 15
BLOOD 5

❖ Use with *Rage of Demons*: *Derro*

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QUASIT FAMILIAR

Level 4 ♦ Demon

ATTACKS
⊕ **Claws**: +9 vs. AC; 5 + 5 poison damage.
⤴ **Fear**: *Minor action*: (range 5) +9 vs. Will; push target up to 4 squares (Fear).

AC 18
FORT 15
REF 18
WILL 15

POWERS

Resist 5 Cold, Fire, Lightning

Conceal 11

◻ **Spotter**: Use during setup: Choose an Arcane ally. When making ⤴ and ⤵ attacks, that ally may trace line of sight as if it occupied this creature's square. (That ally must still trace line of effect and count range from its own space.)

SPEED F6

HP 25
BLOOD 10

❖ Use with *Rage of Demons*: *Quasit*

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YOUNG COCKATRICE

Level 3 ♦ Magical Beast

ATTACKS
⊕ **Stoneshatter Beak**: +8 vs. AC; 10 damage, ignore Resist All AND Immobilized.

AC 15
FORT 14
REF 16
WILL 15

POWERS

◻◻ **Petrification**: Use when an adjacent living non-Earth enemy fails a save: That enemy is Petrified.

Petrified: (Condition) Affected creature is Helpless, does not score VP for occupying victory areas, and has Resist 20 All.

SPEED 5

HP 30
BLOOD 15

❖ Use with *Rage of Demons*: *Cockatrice*

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DUERGAR SOLDIER

Level 7 ♦ Duergar • Martial

ATTACKS
⊕ **Malicious Mace**: +12 vs. AC; 20 damage.
◻ ⊕ **Sunder**: (Medium or smaller target only) +12 vs. AC; 30 damage AND -2 AC until end of battle.

AC 20
FORT 20
REF 16
WILL 16

POWERS

◻ **Thunderblast Shield**: Use when this creature is hit by a ⊕ attack: Attacker takes 10 thunder damage, then this creature has -2 AC until end of battle.

SPEED 5

HP 55
BLOOD 25

❖ Use with *Rage of Demons*: *Duergar Fighter*

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SHIELD DWARF WIZARD

Level 11 ♦ Dwarf • Arcane • Earth

ATTACKS
⊕ **Crystal Staff**: +16 vs. AC; 10 + 10 cold damage.
⤴ **Scatter Shot**: (range 10) Automatic hit; 10 damage OR 15 damage vs. targets with Flight.

AC 24
FORT 24
REF 21
WILL 22

POWERS

Glory in Battle: Use when an ally becomes bloodied: That ally makes a ⊕ attack as an immediate action.

◻ **Stone Doors**: *Minor action*: Dwarf creatures in your warband have Phasing until end of round.

Stone Tell: (Aura 10) Enemies in aura are not Invisible.

SPEED 5

HP 65
BLOOD 30

CHAMPION POWERS

❖ Use when a ⤴ attack hits: Target has 10 ongoing damage and Immobilized (save ends both).

❖ Use at start of round: Dwarf creatures in your warband have +2 attack and +5 damage until end of round.

❖ Use with *Rage of Demons*: *Derro*

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KUO-TOA MILITIA

Level 1 ♦ Kuo-Toa • Aquatic

AC 16
FORT 15
REF 15
WILL 15
SPEED 6
HP 25
BLOOD 10

ATTACKS
⊕ **Machete:** +6 vs. AC; 10 damage.
☐ ⊕ **Underwater Attack:** *Use only while occupying river terrain:* +11 vs. AC; 15 damage.

POWERS
Slick Maneuver: *Move action, only when adjacent to an enemy:* Shift to another square adjacent to that enemy.

Use with Rage of Demons: Kuo-Toa

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GRIMLOCK BERSERKER

Level 4 ♦ Grimlock • Rage

AC 15
FORT 15
REF 15
WILL 15
SPEED 6
HP 40
BLOOD 20

ATTACKS
⊕ **Spiked Club:** +8 vs. AC; 15 damage.

POWERS
Blindsight: Ignores Conceal and Invisible.
☐ **Battlerage:** *Immediate action, use when bloodied by an adjacent enemy's attack:* Make a ⊕ attack with +10 damage vs. that enemy.

Use with Rage of Demons: Grimlock

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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

ATTACKS
⊕ **Mailpiercer Club:** +11 vs. AC; 10 damage.
⊕ **Pivot & Shield Pin:** +10 vs. AC; 5 damage AND slide target 1 square AND Immobilized.

POWERS
Croc Strike: +2 ⊕ attack and +5 ⊕ damage vs. creatures that have not taken a turn this round.
Riverine: Lizardfolk in your warband gain the Aquatic keyword.
Strength in Numbers 2: Increase your warband's creature limit by 2.

CHAMPION POWERS ☐ ☐
❖ *Use at start of round:* Each Lizardfolk ally and Reptile ally has Croc Strike until end of round.
❖ *Use at start of ally's turn:* That ally moves up to its speed as a free action.

Use with Rage of Demons: Lizardfolk Fighter

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HOBGOBLIN SOLDIER

Level 5 ♦ Goblin • Hobgoblin • Martial

AC 20
FORT 17
REF 17
WILL 17
SPEED 6
HP 50
BLOOD 25

ATTACKS
⊕ **Bastard Sword:** +12 vs. AC; 15 damage.
☐ **Spinning Strike:** (burst 1) +12 vs. AC; 10 damage.

POWERS
Disciplined: +1 AC while adjacent to a martial ally.

Use with Rage of Demons: 12/49 • M

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DROW SCOUT

Level 6 ♦ Drow • Stealth

AC 19
FORT 17
REF 20
WILL 17
SPEED 7
HP 35
BLOOD 15

ATTACKS
⊕ **Twin Daggers:** (two attacks vs. same target) +12 vs. AC; 5 damage.
☐ ⤴ **Thrown Dagger:** (range 6) +12 vs. AC; 5 damage AND 10 ongoing poison damage.

POWERS
Scout
Ambush 10: *Minor action:* Choose an enemy that does not have line of sight to this creature. +10 ⊕ damage vs. that enemy until end of turn.
☐ **Blaze of Instinct:** *Immediate action, when this creature is hit by an attack:* That attack misses instead.

Use with Rage of Demons: 13/49 • M

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HUMAN WIZARD

Level 14 ♦ Human • Arcane

CR 2

AC 22
FORT 24
REF 27
WILL 27
SPEED 7
HP 60
BLOOD 30

ATTACKS
⊕ **Sonic Staff:** +18 vs. AC; 10 + 10 thunder damage.
☐ ⤴ **Acid Arrow:** (sight) +20 vs. Reflex; 15 damage AND 10 ongoing acid damage.
☐ ⤵ **Fork Lightning:** (two simultaneous line 10, any creature targeted is attacked once total) +18 vs. Fortitude; 20 damage.

POWERS
☐ **Resist Energy:** *Minor action:* Choose acid, cold, fire, or lightning. This creature or an adjacent ally gains Resist 10 of that type until end of battle.
Meditate: *Attack action:* ☐ this creature's Resist Energy, Acid Arrow, or Fork Lightning.

CHAMPION POWERS ☐ ☐
❖ *Use at start of round:* Each adjacent ally may make a ⊕ attack as an immediate action.
❖ *Use at start of this creature's turn:* Teleport up to 10 squares.

Use with Rage of Demons: 14/49 • M

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HALF-ORC TRUEHEART

Level 12 ♦ Half-Orc • Divine

CR 2

AC 27
FORT 27
REF 23
WILL 24
SPEED 5
HP 80
BLOOD 40

ATTACKS
⊕ **Holy Avenger:** +19 vs. AC; 20 damage AND 10 radiant damage vs. Evil enemies.
☐ ⤵ **Radiant Heart:** (burst 2) Automatic hit; 10 radiant damage OR allies heal 10 HP.

POWERS
Fortified Armor: *Use when hit by a critical hit:* -10 damage vs. that attack.
☐ **Sacrificial Smite:** *Use when this creature hits with a ⊕ attack vs. a non-Good enemy:* Choose 10 or 20 radiant damage. The enemy and this creature each take the chosen damage.

CHAMPION POWERS ☐ ☐
❖ *Use at start of round:* Creatures in your warband have +5 radiant damage until end of round.
❖ *Use after an adjacent ally is damaged, if the ally is not destroyed:* That ally heals 10 HP.

Use with Rage of Demons: Half-Orc Paladin

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DROW CAPTAIN

Level 12 ♦ Drow • Martial

CR 2

AC 26
FORT 20
REF 24
WILL 23
SPEED 6
HP 70
BLOOD 35

ATTACKS
⊕ **Drow Masterblade:** +19 vs. AC; 15 damage.
☐ ⤴ **Crossbow:** (range 10) +16 vs. AC; 10 damage AND Dazed. ☐ as a move action.

POWERS
Conceal 6
Noble Firstboy: *Whenever an enemy destroys this creature with a ⊕ attack:* That enemy's controller scores 10 VP.

CHAMPION POWERS ☐ ☐
❖ *Use at start of round:* Drow and Stealth allies have +2 attack and +10 damage until end of round.
❖ *Use when an enemy is destroyed by poison damage:* Each Drow ally heals 10 HP.

Use with Rage of Demons: 16/49 • M

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QUAGGOTH

Level 2 ♦ Quaggoth • Psionic • Rage

AC 16
FORT 16
REF 15
WILL 15

ATTACKS

- ⊕ **Rancid Bite:** +9 vs. AC; 10 damage.
- ☐ ← **Thonot Blast:** (blast 3) +8 vs. Will; 15 psychic damage (Fear).

POWERS

Immune Poison

- ☐ ☐ **Cure Wounds:** *Minor action, once per turn:* This creature or an adjacent ally heals 5 HP.
- Thonot's Inspiration:** *Attack action:* Choose an ally within 4 squares. That ally's next ⊕ attack has +2 attack, or +4 ⊕ attack instead if it is a Rage ally.

SPEED 6

HP 25
BLOOD 10

Thonots are the psionic leaders of the Quaggoth.

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ETTERCAP STRANGLER

Level 8 ♦ Spider • Stealth

AC 21
FORT 19
REF 21
WILL 18

ATTACKS

- ⊕ **Poison Bite:** +13 vs. AC; 5 + 10 poison damage.
- ☐ ← **Webcaster:** (blast 3) +13 vs. Reflex; Immobilized. ☪ *as a move action.*
- ⊕ **Web Noose:** (reach 2, Immobilized target only) +15 vs. AC; 20 damage AND Immobilized.

POWERS

Shadow Stealth: Invisible to nonadjacent enemies while adjacent to a wall.

SPEED 6

HP 50
BLOOD 25

♦ Use with *Rage of Demons*: Ettercap

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WATER MYRMIDON

Level 11 ♦ Elemental • Construct • Aquatic

AC 27
FORT 26
REF 26
WILL 26

ATTACKS

- ⊕ **Trident:** (reach 2) +18 vs. AC; 20 damage.

POWERS

Shifting Currents: *Minor action:* Each Aquatic ally within 3 squares may shift 1 square.

Relentless Tide: *Use when this creature misses with a ⊕ attack on its turn:* You may activate an extra creature during your turn. That creature must be Aquatic.

SPEED 6

HP 70
BLOOD 35

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LESSER SHADOW DEMON

Level 9 ♦ Demon • Stealth

AC 23
FORT 20
REF 23
WILL 20

ATTACKS

- ⊕ **Ripping Claws:** +14 vs. AC; 10 + 5 necrotic damage.
- ⊕ **Terror Strike:** (targets granting this creature combat advantage only) +13 vs. Will; 10 cold + 10 psychic + 10 necrotic damage.

POWERS

Resist 10 Necrotic

Vulnerable 5 Radiant

Gloomsight: Ignores smoke terrain.

- ☐ **Smoke Form:** *Use at start of any turn:* This creature heals 10 HP and has Insubstantial until the start of its next turn. ☪ *when this creature hits with Terror Strike.*

SPEED 7

HP 45
BLOOD 20

♦ Use with *Rage of Demons*: Shadow Demon

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BANSHEE

Level 12 ♦ Undead • Elf

AC 25
FORT 25
REF 25
WILL 25

ATTACKS

- ⊕ **Icy Grip:** +15 vs. Reflex; 15 cold damage.
- ☐ ← **Banshee Wail:** (blast 4) +18 vs. Fortitude; 10 thunder damage AND 15 ongoing psychic damage (save ends).

POWERS

Phasing, Insubstantial

- ☐ **The Lost Maid:** *Use at start of this creature's turn:* This creature is Invisible until the start of its next turn.
- ☐ **Fight or Flight:** *Use when first bloodied:* ☪ The Lost Maid or Banshee Wail.

SPEED 6

HP 65
BLOOD 30

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AIR MYRMIDON

Level 10 ♦ Elemental • Construct • Air

AC 26
FORT 22
REF 26
WILL 22

ATTACKS

- ⊕ **Flail:** (reach 2) +15 vs. AC; 20 damage.
- ☐ ↘ **Throw Lightning:** (range 10) +15 vs. Reflex; 25 lightning damage.

POWERS

Immune Thunder

Powerful Charge 10: +10 damage while charging.

Leaf on the Wind: *Use when an attack misses this creature:* Shift up to 3 squares.

SPEED 7

HP 65
BLOOD 30

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DROW ARCHMAGE

Level 13 ♦ Drow • Arcane

AC 25
FORT 24
REF 26
WILL 27

ATTACKS

- ⊕ **Venom Staff:** +16 vs. AC; 10 + 10 poison damage.
- ☐ ✨ **Phantom of Loth:** (radius 2 within 10) +18 vs. Will; 10 psychic damage AND 10 ongoing psychic damage AND Immobilized (save ends both).
- ✨ **Venomfire:** (radius 1 within sight) +18 vs. Reflex; 10 fire + 10 poison damage.

POWERS

Conceal 6

- ☐ **Mark of Loth:** *Minor action:* Choose an enemy. Until end of battle, that enemy is not Invisible.
- ☐ ☐ **Dark Cloud:** *Minor action:* Choose a square in line of sight. Until the start of this creature's next turn, that square and each adjacent square gain smoke terrain.

SPEED 6

HP 55
BLOOD 25

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KUO-TOA ARCHPRIEST

Level 11 ♦ Aquatic • Rage • Divine

AC 24
FORT 22
REF 22
WILL 24

ATTACKS

- ⊕ **Staff:** +16 vs. AC; 10 + 10 lightning damage.
- ☐ ← **Lightning Bolt:** (line 10) +18 vs. Fortitude; 15 damage.

POWERS

Resist 10 Lightning

Group Command: Add the champion ratings of all creatures in your warband named Kuo-Toa Archpriest to determine your highest Champion rating.

Slick Maneuver: *Move action, only when adjacent to an enemy:* Shift to another square adjacent to that enemy.

CHAMPION POWERS ☐ ☐

- ♦ *Use at start of round:* Enemies gain Vulnerable 5 Lightning until end of round.
- ♦ *Use when you win initiative:* Choose up to 3 Rage allies level 11 or lower. Those allies make a ⊕ attack as an immediate action.

SPEED 6

HP 65
BLOOD 30

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TROLL SCRAG

Level 10 ♦ Giant • Troll • Aquatic

AC 21
FORT 21
REF 19
WILL 19

ATTACKS

- ⊕ **Claw Swipe:** (reach 2) +15 vs. AC; 20 damage.
- ↓ **Twin Claws:** *Make 2 attacks:* (reach 2) +14 vs. AC; 15 damage.
- ↓ **Toothy Maw:** *Minor action, once per turn:* +14 vs. AC; 15 damage.

POWERS

Vulnerable 5 Fire

- ☐ **Waterborn Regeneration:** *Use at start of this creature's turn, only if adjacent to an Aquatic ally or river terrain:* Heal 20 HP.
- ♥ **Aquatic Mercenary:** *Whenever this creature has a higher level, non-Good, Aquatic ally:* +2 to all defenses.

HP 65
BLOOD 30

Use with Rage of Demons: Troll

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DRIDER BRUTEFANG

Level 10 ♦ Drow • Spider

AC 22
FORT 24
REF 22
WILL 19

ATTACKS

- ⊕ **Fang & Cutlass:** +13 vs. AC; 25 damage.
- ⊕ **Pin and Web:** (reach 2) +16 vs. Reflex; 10 damage AND Immobilized (save ends).

POWERS

- Ambush 10:** *Minor action:* Choose an enemy that does not have line of sight to this creature. +10 ↓ damage against that enemy until end of turn.
- Faerie Fire:** (Aura 2) Enemies in aura are not Invisible and do not benefit from Conceal.
- Wall Walker:** Has Flight whenever adjacent to a wall.

HP 90
BLOOD 45

Is that a... Drider?

Use with Rage of Demons: Drider

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CARRION CRAWLER KING

Level 10 ♦ Aberrant • Beast • Vermin

AC 19
FORT 22
REF 20
WILL 18

ATTACKS

- ⊕ **Paralyzing Tentacles:** *Roll 4d20 and use the highest result:* +11 vs. AC; 5 + 5 poison damage AND Immobilized (save ends).
- ↓ **Chomp, Chomp:** *Minor action:* (Immobilized target only): +15 vs. AC; 15 damage.

POWERS

- Head Carapace:** This creature has +6 AC whenever 1 or fewer enemies are adjacent to it.
- Inspire Frenzy:** (Aura 4) Vermin allies in aura have +2 attack.
- ☐ **Paralysis:** *Use when an adjacent Immobilized enemy fails a save:* That enemy is also Helpless until end of its next turn.

HP 75
BLOOD 35

Use with Rage of Demons: Carrion Crawler

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ROPER SHADOWLORD

Level 16 ♦ Aberrant • Shadow

AC 30
FORT 27
REF 27
WILL 27

ATTACKS

- ⊕ **Tentacles:** *Roll 2d20 and use the highest result:* (reach 4) +22 vs. AC; 10 damage AND Slowed.
- ↓ **Devouring Bite:** *Minor action, once per turn:* +21 vs. AC; 20 damage.

POWERS

- Scout**
- Reel In:** *Minor action:* Pull a Slowed enemy within 4 squares up to 3 squares.
- Sap Strength:** *Minor action:* A Slowed enemy within 4 squares is Weakened.
- Multi-Activation 2:** Activates twice per round.

CHAMPION POWERS ☐ ☐

- ♥ *Use at start of this creature's turn:* This creature teleports 10 squares and takes 10 damage.
- ♥ *Use at start of round:* Creatures in your warband have +10 ↓ damage vs. Humans until end of round.

HP 125
BLOOD 60

Use with Rage of Demons: Roper

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VROCK, ANDRO

Level 13 ♦ Demon

AC 24
FORT 23
REF 23
WILL 23

ATTACKS

- ⊕ **Beak and Claw:** +16 vs. AC; 20 damage.
- ☐ ← **Spores:** *Minor action:* (burst 1) Automatic hit; 5 ongoing poison damage.
- ☐ ← **Screech:** (burst 2, non-Demons only) +16 vs. Fortitude; 10 thunder damage AND Dazed.

POWERS

- Resist 10 Fire, Cold, Poison
- ☐ **Demon Gate:** *Use at end of round:* Roll 1d20.
1-10: **Lesser Gate:** Add 1 Demon ally with cost 5 VP or less to your warband. Place it within 4 squares of this creature.
11-20: **Greater Gate:** Add up to 2 Demon allies with a total cost of 15 VP or less to your warband. Place each within 4 squares of this creature.

HP 95
BLOOD 45

Use with Rage of Demons: Vrock

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CHASME, GYNO

Level 14 ♦ Demon

AC 27
FORT 25
REF 25
WILL 25

ATTACKS

- ⊕ **Proboscis:** +22 vs. AC; 15 damage AND 5 ongoing damage (save ends).
- ☐ ← **Droning Wings:** *Minor action:* (burst 3) +22 vs. Will; 15 psychic damage AND Dazed (save ends).

POWERS

- Resist 10 Acid, Necrotic, Poison
- ☐ **Inject Eggs:** *Use when this creature deals damage with a ⊕ attack:* Whenever target is destroyed, add up to 2 Swarm allies with total cost 20 VP or less to your warband. Place each adjacent to the target.
- ☐ **Sleep:** *Use when a Dazed creature within 3 squares fails a save:* That creature is Helpless.

HP 80
BLOOD 40

Use with Rage of Demons: Chasme

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GHOSTMOUNT NIGHTMARE

Level 10 ♦ Magical Beast • Devil

AC 24
FORT 21
REF 21
WILL 21

ATTACKS

- ⊕ **Fiery Hooves:** +16 vs. AC; 10 + 5 fire damage.
- ☐ ← **Sulfur Cone:** (blast 3, living targets only) +16 vs. Fortitude; 20 poison damage AND -2 attack (save ends).
- ☐ ↓ **Ghost rider:** *Minor action, use only while not bloodied:* +16 vs. AC; 15 damage. ⤷ as a move action.

POWERS

- Sulfurborn:** *Minor action:* Squares occupied by this creature are smoke terrain until the start of its next turn.
- ☐ **Ethereal Step:** *Use at start of this creature's turn:* This creature has Phasing until end of turn.

HP 65
BLOOD 30

Use with Rage of Demons: Nightmare

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NOBLE DJINN

Level 14 ♦ Elemental • Air

AC 28
FORT 26
REF 28
WILL 26

ATTACKS

- ⊕ **Scimitar:** (reach 2) +19 vs. AC; 15 + 15 lightning damage.
- ☐ ← **Cyclone Blast:** (blast 5) +20 vs. Fortitude; 15 lightning + 10 thunder damage AND Dazed.

POWERS

- Resist 20 Lightning, Thunder
- ☐ **Altered Reality:** *Use at end of round:* Next round, no champion powers may be used.

CHAMPION POWERS ☐ ☐

- ♥ *Use at start of any turn:* Each ally within 2 squares of this creature heals 10 HP.
- ♥ *Use when an ally ends a turn:* Place that ally in a victory area.

HP 90
BLOOD 45

Use with Rage of Demons: Djinni

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EFREETI VIZIER

Level 14 ♦ Elemental • Fire

AC 27
FORT 25
REF 27
WILL 27

ATTACKS

- ⊕ **Blazing Tular:** (reach 2) +19 vs. AC; 15 + 10 fire damage.
- ◀ **Fiery Confluence:** (blast 3) +18 vs. Reflex; 20 fire damage. Hit or miss, each square in blast gains fire terrain until end of round.
- ◻ ✂ **Flamestrike:** (radius 1 within 10) +18 vs. Reflex; 20 fire damage.

POWERS

Immune Fire

Defensive Mobility: +5 AC vs. opportunity attacks.

Air Foe: +5 damage vs. Air enemies.

- ◻ ◻ **Backdraft:** Use when a Fire ally within 6 squares is hit by a ⊕ attack: That ally makes a ⊕ attack as an immediate action.

❖ Use with Rage of Demons: Efreeti

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LAURIAN, WOOD ELF HERO

Level 12 ♦ Elf • Martial • Unique

CR 2

AC 25
FORT 22
REF 25
WILL 22

ATTACKS

- ⊕ **Snapshot:** (sight) +18 vs. AC; 15 damage.
- ↘ **Elven Swiftbow:** Make 2 attacks: (sight) +17 vs. AC; 15 damage.

POWERS

Forest Craft: Invisible to nonadjacent enemies while occupying forest terrain.

Leaf Runner: Has Flight whenever adjacent to forest terrain.

Keen Senses: Move action: Until end of turn, terrain does not block this creature's line of sight.

CHAMPION POWERS ◻ ◻

- ❖ Use at start of round: Choose Leaf Runner or Forest Craft. Elf allies have that power until end of round.
- ❖ Use at start of round: Each Elf ally has +5 ↘ damage until end of round.

❖ Use with Rage of Demons: Wood Elf Archer

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BLINK DOG

Level 5 ♦ Beast • Arcane

AC 20
FORT 20
REF 20
WILL 20

ATTACKS

- ⊕ **Bite:** +10 vs. AC; 10 damage.
- ◻ ⊕ **Knockdown:** +10 vs. Fortitude; Stunned.

POWERS

Blinking Run: Move action: Teleport 6.

Pack Attack: Use when a Beast ally attacks an enemy, only if this creature flanks that enemy: Make a ⊕ attack vs. that enemy as an immediate action.

- ◻ **Reactive Blink:** Immediate action, use when an enemy targets this creature with an attack: Teleport 3.

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BUGBEAR HUNTER

Level 11 ♦ Bugbear • Goblin • Stealth

CR 2

AC 25
FORT 25
REF 23
WILL 22

ATTACKS

- ⊕ **Greatclub:** +15 vs. AC; 20 damage.
- ◻ ↘ **Seeking Javelin:** (range 6, ignore Invisible) +20 vs. AC; 15 damage.

POWERS

Hide: If this creature has ranged cover other than from intervening creatures vs. a nonadjacent enemy, it is Invisible to that enemy.

- ◻ **Hunter's Eye:** Minor action: Choose an enemy. +5 damage vs. that enemy until end of battle. ⚠ when that enemy is destroyed.

CHAMPION POWERS ◻ ◻

- ❖ Use at start of round: Goblins in your warband have +4 attack vs. any enemy chosen by Hunter's Eye until end of round.
- ❖ Use at the start of round: Creatures in your warband ignore the additional cost for entering difficult terrain until end of round.

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CHAMPION OF YEENOGHU

Level 13 ♦ Gnoll • Rage

CR 2

AC 28
FORT 27
REF 26
WILL 26

ATTACKS

- ⊕ **Flail:** +20 vs. AC; 20 damage AND Slowed.
- ◀ **Frenzy:** (burst 1) +19 vs. AC; 20 damage.

POWERS

Blood Fury: Use when this creature causes an enemy to become bloodied: This creature heals 10 HP.

CHAMPION POWERS ◻ ◻

- ❖ Use when this creature is first bloodied: As an immediate action, make a ⊕ attack against each adjacent enemy.
- ❖ Use when a flanked enemy becomes bloodied: Each ally flanking that enemy makes a ⊕ attack vs. that enemy as an immediate action.

❖ Use with Rage of Demons: Gnoll Champion of Yeenoghu

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ILLITHID ANCIENT LICH

Level 15 ♦ Mind Flayer • Undead

CR 3

AC 27
FORT 25
REF 26
WILL 32

ATTACKS

- ⊕ **Tentacle:** +17 vs. AC; 10 + 10 necrotic damage AND Immobilized.
- ↘ **Focused Mind Blast:** (range 6) +19 vs. Will; 15 psychic damage AND Stunned (save ends).
- ◻ ◀ **Psionic Shackles:** (blast 5) +18 vs. Fortitude; 20 damage AND Slowed (save ends).

POWERS

Resist 15 Cold, Lightning, Necrotic

- ◻ **Greater Invisibility:** Minor action: This creature is Invisible until it takes damage.

CHAMPION POWERS ◻ ◻ ◻

- ❖ Use at start of round: Whenever an enemy fails a save this round, it takes 10 damage (max once per enemy).
- ❖ Use at start of round: This creature has +2 attack and +10 damage vs. Dazed, Stunned, Immobilized, and Confused enemies until end of round.

❖ Use with Rage of Demons: Mind Flayer Lich

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WANDERING RUST MONSTER

Level 6 ♦ Beast

AC 19
FORT 17
REF 17
WILL 17

ATTACKS

- ⊕ **Caustic Antennae:** +11 vs. Reflex; 10 acid damage.

POWERS

Wandering Monster (This creature must setup in a random victory area, instead of your start area.)

Rusting Defense: Use when this creature takes damage from a ⊕ attack: Attacker has cumulative -2 ⊕ attack (maximum -6) until end of battle.

Aura of Rust: (Aura 1) An ally or enemy that ends its turn in aura or is hit by Caustic Antennae has cumulative -2 AC (maximum -8) until end of battle. Creatures with Rust Monster in their name are immune.

❖ Use with Rage of Demons: Rust Monster

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XORN CONNOISSEUR

Level 8 ♦ Elemental • Earth • Filcher

AC 22
FORT 20
REF 20
WILL 20

ATTACKS

- ⊕ **Crushing Bite:** +15 vs. AC; 15 damage.
- ◻ ⊕ **Eat Item:** Minor action: +15 vs. Reflex; destroy a non-Cursed item assigned to the target (score points normally).

POWERS

Immune Flanking

- ◻ **Go to Ground:** Minor action: Remove this creature from the battle map. At the start of next round, place this creature within 5 squares of its last position. Then, this creature may make a ⊕ attack an immediate action.

❖ Use with Rage of Demons: Xorn

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COPPER DRAGON TRADER

Level 9 ♦ Dragon

CR 1

ATTACKS

⊕ **Quick Bite:** +16 vs. AC; 10 + 5 acid damage.
☞ **Acid Breath:** (range 10) +14 vs. AC; 15 acid damage.

POWERS

Resist 15 Acid

Swindle: Use when an adjacent enemy scores VP from occupying a victory area: Roll 1d20. On 10-20, this creature scores the same amount of VP and that enemy heals 5 HP.

CHAMPION POWERS

❖ Use at the start of any creature's turn: Slide that creature up to 2 squares.
❖ Use when an enemy targets an ally: That enemy has -4 attack vs. that ally this turn.

❖ Use with Rage of Demons: Copper Dragon

AC 22 FORT 20 REF 20 WILL 20 SPEED F7 HP 60 BLOOD 30

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HEAVY HELMED HORROR

Level 13 ♦ Construct • Martial

ATTACKS

⊕ **Infused Blade:** +19 vs. AC; 20 + 5 fire damage.

POWERS

Resist 5 All

Resilient at Range: Whenever attacked by a creature that is 7 or more squares away: Resist 10 All instead of Resist 5 All vs. that attack.

Blindsight: Ignores Conceal and Invisible.

Sure Footing: Ignores push, pull, and slide effects.

Stable Footing: Ignores the extra cost for entering difficult terrain.

❖ Use with Rage of Demons: Helmed Horror

AC 27 FORT 28 REF 24 WILL 24 SPEED 4 HP 85 BLOOD 40

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FERAL GRELL

Level 9 ♦ Aberrant

ATTACKS

⊕ **Paralyzing Tentacles:** Roll 4d20 and use the highest result: +9 vs. AC; 5 + 5 poison damage AND Immobilized (save ends).
⊕ **Ripping Beak:** (Immobilized or Helpless target only) +15 vs. AC; 20 damage.

POWERS

Immune Lightning

Drag Prey: Move action: Choose an adjacent Immobilized enemy. This creature shifts up to 2 squares, then pull that enemy 2 squares.

❑ **Paralysis:** Use when an adjacent Immobilized enemy fails a save: That enemy is also Helpless until end of its next turn.

❖ Use with Rage of Demons: Grell

AC 20 FORT 20 REF 18 WILL 22 SPEED F6 HP 60 BLOOD 30

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SPECTATOR

Level 9 ♦ Aberrant • Mastermind

CR 2

ATTACKS

⊕ **Wounding Ray:** (range 10) +13 vs. Reflex; 10 damage.
☞ **Fear:** (range 10) +13 vs. Will; 10 ongoing psychic damage (Fear).
❑ ☞ **Confusion:** (range 6) +13 vs. Will; Confused. (save ends). ⤵ as a move action.
❑ ☞ **Paralysis:** (range 6) +13 vs. Fortitude; Helpless. ⤵ as a move action.

POWERS

Loner: +10 damage while no ally is within 3 squares.
Shielded: +4 to all defenses vs. ☞ attacks.

CHAMPION POWERS

❖ Use when this creature's save succeeds: An enemy within 5 squares gains the condition(s) that save ended.
❖ Use when an enemy misses this creature with a ☞ attack: The enemy repeats the attack against itself.

❖ Use with Rage of Demons: Spectator

AC 20 FORT 20 REF 20 WILL 24 SPEED F4 HP 55 BLOOD 25

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CLACKER, HOOK HORROR

Level 10 ♦ Aberrant • Earth • Unique

ATTACKS

⊕ **Hooks:** (reach 2) +13 vs. AC; 25 damage.
❑ ⤵ **Rage:** (burst 2, only when damaged) +13 vs. AC; 20 damage.

POWERS

Stone Piercing Hooks: Ignores Burrow when making opportunity attacks.

❑ **Pech Inside:** Use when an ally within 2 squares is hit by a ⤵ attack that would destroy it: Roll 1d20. On 11-20, that attack misses instead and that ally slides 1 square. Any squares vacated by that ally are wall terrain until end of round.

❖ Use with Rage of Demons: Hook Horror

AC 21 FORT 22 REF 21 WILL 20 SPEED 6 HP 80 BLOOD 40

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GOLD DRAGON NOMAD

Level 13 ♦ Dragon

CR 2

ATTACKS

⊕ **Golden Bite:** +19 vs. AC; 15 + 5 radiant damage AND Weakened.
☞ **Blast of Flame:** (radius 1 within sight) +17 vs. Reflex; 15 fire damage. On miss, 5 fire damage.

POWERS

Resist 15 Fire, Resist 5 All

Blindsight: Ignores Conceal and Invisible.

CHAMPION POWERS

❖ Use when a creature scores a critical hit: That attack is a normal hit instead.
❖ Use at end of round: Place this creature adjacent to an enemy that occupies a victory area. (This creature may score end of round VP normally.)

❖ Use with Rage of Demons: Gold Dragon

AC 28 FORT 27 REF 27 WILL 27 SPEED F8 HP 75 BLOOD 30

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NALFESHNEE DEMON

Level 13 ♦ Demon

ATTACKS

⊕ **Tusk and Claw:** +18 vs. AC; 20 + 10 necrotic damage.
❑ ⤵ **Unholy Nimbus:** (burst 3) +16 vs. Will; 10 radiant + 10 psychic damage AND Dazed.

POWERS

Resist 5 Cold, Fire, Lightning

Blindsight: Ignores Conceal and Invisible.

Little Wings: Has Flight while not bloodied.

❑ **Demon Gate:** Use at end of round: Roll 1d20.
1-10: **Lesser Gate:** Add 1 Demon ally with cost 5 VP or less to your warband. Place it within 4 squares of this creature.
11-20: **Greater Gate:** Add up to 2 Demon allies with a total cost of 15 VP or less to your warband. Place each within 4 squares of this creature.

❖ Use with Rage of Demons: Nalfeshnee Demon

AC 25 FORT 28 REF 25 WILL 26 SPEED 6 HP 90 BLOOD 45

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RED DRACOLICH

Level 17 ♦ Undead • Fire

CR 2

ATTACKS

⊕ **Festering Bite:** (reach 2) +23 vs. AC; 20 damage AND 10 ongoing necrotic damage (save ends).
❑ ⤵ **Rotting Flames:** (blast 5) +22 vs. Fortitude; 15 fire + 15 necrotic damage. ⤵ when first bloodied.

POWERS

Immune Stunned, Poison

Resist 15 Necrotic, Fire

Vulnerable 10 Radiant

CHAMPION POWERS

❖ Use at start of round: You score +10 VP whenever an enemy is destroyed this round.
❖ Use when a creature takes damage: That creature makes a ⊕ attack as an immediate action.

❖ Use with Rage of Demons: Red Dracolich

AC 33 FORT 31 REF 31 WILL 31 SPEED F8 HP 115 BLOOD 55

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INSANE BEHOLDER

Level 14 ♦ Beholder • Aberration

AC
25

FORT
26

REF
25

WILL
28

SPEED
F5

HP
85

BLOOD
40

ATTACKS

⚔ **Nasty Bite:** +17 vs. AC; 15 damage.

☞ **Random Eye Rays:** (sight, may target ally) Roll 3d20 to determine attacks. Make 1 attack for each different result. (An attack cannot be used more than once per turn.)

1-6: *Push & Hold:* +18 vs. Fortitude; slide up to 3 squares AND Immobilized.

7-12: *Rot & Slow:* +18 vs. Fortitude; 15 damage AND Slowed.

13-19: *Sear & Daze:* +18 vs. Reflex; 15 fire damage AND Dazed.

20: *Disintegrate:* +18 vs. Reflex; 25 ongoing damage (save ends).

POWERS

Antimagic Ray: Arcane and Divine enemies have -4 ☞, ✖, and ⚡ attack vs. this creature.

I Have My Reasons: Whenever this creature destroys an ally: Score 5 VP (opponent also scores normally).

♦ Use with Rage of Demons: Beholder

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RAGE OF DEMONS

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