



ADULT BROWN DRAGON

61 POINTS

CG/GE

LVL: 11 MELEE ATTACK
AC: 20 +15/+13/+13 (15/10/10)
SPD: F6
HP: 90

TYPE: Large Dragon
SPECIAL ABILITIES: **Breath Weapon** ☐ (Replaces attacks; cone; 20 fire damage and -4 AC; DC 19 negates); **Burrow 4; Dragon Traits; Flight; Human Foe** (Damage +5 against Human enemies); **Vengeful Allies** (Allies gain Human Foe [Damage +5 against Human enemies])

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AIR ARCHON ZEPHYRHAUNT

41 POINTS

CG

LVL: 8 MELEE ATTACK
AC: 17 +15/+10 (15 magic)
SPD: F8
HP: 80

TYPE: Elemental
SPECIAL ABILITIES: **Elemental Traits; Flight; Melee Reach 2; Zephyr** ☐☐ (Replaces attacks; each adjacent creature takes 10 damage; then push each adjacent creature up to 1 square; DC 16)

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AURAK DRACONIAN

35 POINTS

LE

LVL: 9 MELEE ATTACK
AC: 17 +9/+4 (10 magic)
SPD: 6
HP: 50

TYPE: Dragon
SPECIAL ABILITIES: **Breath Weapon** ☐ (Replace attacks; cone; Weaken [attack -2, damage -5 (minimum 5)]; DC 17); **Death Burst 10 fire** (Each adjacent creature takes 10 fire damage when this creature is destroyed); **Double Damage from Cold; Dragon Traits; Flight; Resist 10 Fire**
SCORCERER SPELLS: ☐☐ 1st - produce flame (sight or touch; 10 fire damage); ☐☐ 2nd - fireburst (each adjacent creature; 15 fire damage; cancel while adjacent to enemy; DC 14); flaming sphere (sight; 20 fire damage; DC 14); scorching ray (range 6; 15 fire damage)

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UNBOUND BALOR

343 POINTS

CE

COMMANDER 2

LVL: 15 MELEE ATTACK
AC: 28 +24/+24/+15 (25 magic +
SPD: F7 10 cold / 25 magic + 10 cold
HP: 265 10 magic + 15 fire)

TYPE: Huge Outsider - Demon
COMMANDER EFFECT: Enslave (Each enemy that fails a morale save must immediately make another morale save; if the second save fails, that enemy counts as eliminated for victory points, is no longer routing, and is a member of your warband for the rest of the skirmish)
SPECIAL ABILITIES: **Almighty** (Not affected by Allies' spells); **Fearless; Flight; Immune Electricity, Poison; Keen Critical 19; Melee Reach 3; Resist 30 Cold, Fire; Vicious Attack** (This attack deals triple damage instead of double on a critical hit); **Violent Death Burst 20** (Each creature within 4 squares take 20 damage when this creature is destroyed; DC 21)

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BARGHEST SAVAGER

23 POINTS

LE

LVL: 6 MELEE ATTACK
AC: 17 +9/+4 (10)
SPD: 6
HP: 50

TYPE: Outsider
SPECIAL ABILITIES: **DR 5; Feed 5** (Whenever this creature destroys a Humanoid, it immediately gains +5 hp); **Melee Sneak Attack +5**

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BEHOLDER ULTIMATE TYRANT

397 POINTS

LE

COMMANDER 1

LVL: 20 MELEE ATTACK
AC: 31 +11 (10 magic)
SPD: F4
HP: 260

TYPE: Huge Aberration
COMMANDER EFFECT: Aberrations gain +5 damage on Eye Ray(s) attacks.
SPECIAL ABILITIES: **Antimagic Eye** (All creature within line of sight must roll 11+ when casting a spell or lose the spell); **Flight; Spell Immunity** (Immune to spells of 3rd level or lower); **Triple Activation; Eye Rays** (Replace attacks; each ray can only be used once per round) - **Bombardment** (sight, radius 2; 20 damage + Slow [daing Slow Attack (this creature can not charge or make more than 1 attack per turn)]; DC 22) - **Cometfall** (sight, radius 2; 20 + 10 fire damage + stun; DC 22) - **Disintegration** (range 6; 60 damage; DC 22) - **Fire Storm** (sight, radius 4; 45 fire damage; DC 22) - **Storm of Elemental Fury** (sight, radius 2; 15 acid damage + 15 cold damage + 15 electricity damage + 15 fire damage; DC 22)

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BOLRAZA, PRIESTESS OF BANE

44 POINTS

LE

COMMANDER 4

LVL: 7 MELEE ATTACK
AC: 16 +11/+6 (10 magic)
SPD: 4 RANGED ATTACK
HP: 50 +9 (10 magic)

TYPE: Humanoid - Goblinoid - Hobgoblin
COMMANDER EFFECT: Goblinoids of level 5 or lower gain Fearless.
SPECIAL ABILITIES: **Unique; Aura of Fear 2; Vile Death** (When destroyed by adjacent creature; that creature must make morale save)
SPELLS: 1st level - ☐☐ cause fear (range 6; target creature of level 5 or below makes a morale save); ☐ nightshield (self; +2 save and immune to magic missile spells); 2nd level - ☐ frost breath (cone; 15 cold damage; DC 14); 3rd level - ☐ awaken sin (touch; 25 damage and stun; DC 15)

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CHILLFIRE DESTROYER

65 POINTS

CE

LVL: 10 MELEE ATTACK
AC: 17 +13/+13 (15 + 5 cold/15 + 5 fire)
SPD: 6
HP: 90

TYPE: Large Elemental
SPECIAL ABILITIES: **Death Burst 5 cold + 5 fire** (Each adjacent creature takes 5 cold damage and 5 fire damage when this creature is destroyed); **Elemental Traits; Fearless; Immune Cold, Fire; Trample 20** (This creature can move through a smaller enemy's space; 20 damage; DC 19)

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CHUUL

51 POINTS

CE

LVL: 10 MELEE ATTACK
AC: 22 +12/+12 (10)
SPD: 6
HP: 95

TYPE: Large Aberration
SPECIAL ABILITIES: **Blind-Fight; Immune Poison; Paralyzing Rend +15** (If both melee attacks hit; +15 damage on the second attack and Paralysis; DC 19)

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DJINN STORMSWORD

72 POINTS

LVL: 9 MELEE ATTACK
AC: 20 +15/+10 (15 magic)
SPD: F8 + 10 electricity
HP: 80

TYPE: Large Outsider
SPECIAL ABILITIES: Conceal 11; Flight; Keen Critical 19 (Score critical hits on melee attack rolls of natural 19 or 20); Immune electricity; Melee Reach 2; Whirlwind Attack (On its turn, if this creature moves no more than 1 square, it can make a separate melee attack against each enemy within reach)

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DOOMDREAMER

25 POINTS

LVL: 8 MELEE ATTACK
AC: 17 +10/+5 (5 magic)
SPD: 5
HP: 40

TYPE: Humanoid - Human
SPECIAL ABILITIES: Fearless; Immune Confusion; Secret Dark Lore ☐ (range 6; 10 damage and Stun; DC 18)
SPELLS: 1st - (unlimited) cause fear (range 6; creature of level 5 or below makes a morale save); ☐ dream poison (touch; poisoned creature can activate only on a roll of 6+; DC 14)

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DUERGAR CLERIC OF ASMODEUS

48 POINTS

LVL: 10 MELEE ATTACK
AC: 19 +13/+8 (10 magic + 5 fire)
SPD: 5
HP: 65

TYPE: Humanoid - Dwarf
COMMANDER EFFECT: Followers attacking while in a victory area gain magic damage and +2 attack
SPECIAL ABILITIES: Blindsight; Conceal 6; Immune Paralysis, Poison
SPELLS: 1st level - ☐☐ sign (+4 to your next initiative roll); 3rd level - ☐ incite (immediate; range 6; creature must activate at the soonest opportunity; DC 15); ☐ inhibit (immediate; range 6, creature may not activate in the next phase unless it is the last phase of the round); 4th - ☐ hellfire (range 6, radius 2; 10 fire damage)

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DUERGAR GUARD

19 POINTS

LVL: 9 MELEE ATTACK
AC: 20 +7 (15 Magic)
SPD: 5
HP: 40

TYPE: Humanoid - Dwarf
SPECIAL ABILITIES: Bold (Has Fearless while under command); Conceal 6; Immune Poison, Paralysis; Mordai Guard (Whenever an enemy attacks an adjacent ally, you can choose to have it attack this creature instead if that ally is a higher level than this creature).

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EARTH ARCHON RUMBLER

49 POINTS

LVL: 9 MELEE ATTACK
AC: 19 +14/+9 (15 magic + Stun
SPD: 6 /15 magic)
HP: 85

TYPE: Elemental
SPECIAL ABILITIES: Burrow 6; DR 5; Elemental Traits; Stun (DC 15); Stunning Followup (When an enemy is stunned by this creature's melee attack, this creature may make an immediate attack against another enemy within reach); ☐ Quake (swift; each adjacent non-flying creature takes 10 damage)

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ELDER GREEN DRAGON

234 POINTS

LVL: 13 MELEE ATTACK
AC: 26 +19/+17/+17 (25 magic)
SPD: F10
HP: 215

TYPE: Huge Dragon
SPECIAL ABILITIES: Aura of Fear 3; ☐☐ Body Slam (Replaces attack; this creature moves up to its speed, at least 1 square, and may end this move in squares occupied by other creatures; Stun; DC 22, then push creatures in Elder Green Dragon's space to the nearest legal space); ☐ Breath Weapon (Replaces attacks; cone; 45 acid damage; DC 22); Dragon Triads; DR 5; Flight; Forest Lurker (Line of Sight cannot be drawn to any square of this creature that is in forest); Immune Acid; Independent; Melee Reach 2; Spell Resistance

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ELDER IRON DRAGON

265 POINTS

LVL: 14 MELEE ATTACK
AC: 25 +18/+16/+16 (25 magic)
SPD: F9
HP: 235

TYPE: Huge Dragon
SPECIAL ABILITIES: Aura of Fear 3; ☐ Breath Weapon (Replaces attacks; cone; Stun; DC 23); ☐ Breath Weapon (Replaces attacks; line 12; 45 Electricity damage; DC 23); Double Damage from Acid; Dragon Traits; DR 5; Flight; Immune Electricity; Independent; Melee Reach 2; Spell Resistance; Wingstorm (Replaces attacks; this creature against Speed F0; push all creatures within 3 up to 1 square, any creature which activates in or moves into a square within 3 of this creature ends current move and can't move further; DC 23, only one save per turn needed. This effect ends at start of this creature's next turn)

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FOULSPAWN HULK

51 POINTS

LVL: 9 MELEE ATTACK
AC: 18 +14/+14 (20)
SPD: 6
HP: 95

TYPE: Large Aberration
SPECIAL ABILITIES: DR 5; Melee Reach 2; Murderous (When attacking, this creature cannot move or attack a non-wounded enemy if a wounded enemy is adjacent); Rend +10 (If this creature hits 1 enemy with both melee attacks on the same turn, damage +10 to second attack)

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FOULSPAWN MANGLER

28 POINTS

LVL: 5 MELEE ATTACK
AC: 17 +8/+8/+8/+8 (5 magic + Dream Poison)
SPD: 6
HP: 55
RANGED ATTACK
☐☐ +10, range 6 (5 magic + poison)

TYPE: Aberration
SPECIAL ABILITIES: Dream Poison (On its next turn, poisoned creature can activate only on a roll of 6+; DC 15); Hide; Poison (5 damage, DC 15)

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FOULSPAWN SEER
COMMANDER 3

55
POINTS

LE/CE

LVL: 8 **MELEE ATTACK**
AC: 16 +12 (10 magic)
SPD: 6
HP: 65

TYPE: Aberration

COMMANDER EFFECT: Followers get damage +5 against the highest-level enemy currently in play.

SPECIAL ABILITIES: Spell Resistance

SPELLS: 2nd - *dimension hop (touch; place target creature up to 3 squares away; DC 14; allies may voluntarily fail this save); 4th - *force missiles (range 12; one missile each on any 3 targets; 10 damage); *sudden spike sight; 25 damage and Entangled; DC 17) 5th - *hold monster (sight; Paralysis; DC 18)****

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FROST TITAN

167
POINTS

CE

LVL: 12 **MELEE ATTACK**
AC: 22 +22/+17 (25 + 10 cold)
SPD: 6
HP: 205

TYPE: Huge Elemental- Giant

SPECIAL ABILITIES: **Blizzard** (Replaces attacks; sight, radius 2; 20 cold damage; DC 19); **Cleave; Deathstrike; Double Damage from Fire; Immune Cold; Melee Reach 3; Pushback** (When this creature's melee attack deals damage to a smaller creature, it may push the smaller creature 1 space)

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**GITHZERAI
CENOBITE**

44
POINTS

LG

LVL: 8 **MELEE ATTACK**
AC: 22 +14/+9 (10 magic)
SPD: 6
HP: 75

TYPE: Outsider

SPECIAL ABILITIES: **Evade Damage** (If this creature successfully saves against a damaging spell or special ability, it takes no damage); **Flurry of Blows** (Replaces attacks; make 3 melee attacks, +13 (10 magic) each); **Spell Resistance; Stunning Attack (DC 17)**
SPELLS: *Psionics 7pp - daze 1pp (range 6; stun humanoid of level 4 or below; DC 13); mindstep 1pp (self; gain sidestep [one its turn, if it moves only 1 square this creature can make all its attacks and does not draw attacks of opportunity]); thundershock 5pp (sight, radius 2; 20 sonic damage; DC 15)*

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**GITHZERAI
MINDMAGE**

43
POINTS

LG

LVL: 8 **MELEE ATTACK**
AC: 17 +15 (10 Magic)
SPD: 6
HP: 55

TYPE: Outsider

SPECIAL ABILITIES: Spell Resistance

SPELLS: *Psionics 16pp - daze 1pp (range 6; stun humanoid of level 4 or below; DC 13); mind thrust 3pp (sight; 25 damage; DC 16); psi-swap 3pp (range 6; this creature and any ally switch places); elemental bolts 4pp (range 6; 10 acid damage + 10 cold damage + 10 electricity damage; DC 16)*

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GOBLIN CUTTER

8
POINTS

LE

LVL: 2 **MELEE ATTACK**
AC: 16 +5 (5 + Poison)
SPD: 6
HP: 20

TYPE: Small Humanoid - Goblin

SPECIAL ABILITIES: **Poison** (5 damage whenever poisoned creature activates; DC 14); **Waylay** (This creature starts off the battle grid; before rolling initiative for a round, you may place this creature in a victory area of your choice. Use only once per battle.)

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GORISTRO

150
POINTS

CE

LVL: 12 **MELEE ATTACK**
AC: 24 +20/+20 (25 magic)
SPD: 8
HP: 150

TYPE: Huge Outsider - Demon

SPECIAL ABILITIES: **Blindsight; Goristro Stomp** (Replaces attacks; stunned or helpless non-flying creatures within 4 are destroyed, other non-flying creatures within 4 are stunned; DC 20); **Immune Electricity, Poison; Melee Reach 3; Pushback** (When this creature's melee attack deals damage to a smaller creature, it may push that creature 1 square); **Resist 10 Acid, Cold, Fire; Spell Resistance**

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HEZROU
COMMANDER 3

80
POINTS

CE

LVL: 10 **MELEE ATTACK**
AC: 21 +11/+6 (20/10)
SPD: 6
HP: 140

TYPE: Large Outsider - Demon

COMMANDER EFFECT: Frenzied Devotion (Followers gain melee attack +2 until a creature you activate this round does not make a melee attack)

SPECIAL ABILITIES: **Demonmaster 10** (As Beastmaster, but evil Outsiders only); **Immune Electricity, Poison; Melee Reach 2; Resist 10 Acid, Cold, Fire; Spell Resistance; Stench** (Adjacent living creatures without Stench get attack -2, save -2, and -2 AC)

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**HOARD SCARAB
LARVA SWARM**

21
POINTS

LG

LVL: 5 **MELEE ATTACK**
AC: 17 +6 (5)
SPD: 4
HP: 40

TYPE: Humanoid - Human

SPECIAL ABILITIES: **Fearless; Formless** (Damage from melee and ranged attacks is reduced to 5); **Infest** (This creature can enter an enemy's space and can end its move in a space occupied by a non-Swarm creature); **Mandibles** (immediate; when a creature activates while in this creature's space, 10 fire damage); **No Reach; Stable Footing; Swarm** (Whenever this creature would be eliminated, you may choose to eliminate 1 adjacent ally named Hoard Scarab Larva Swarm instead); **Treasure Trove** (While this creature is within 5 squares of your victory area all squares adjacent to this creature also count as your victory areas); **Vermin Traits**

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HUMAN RABBLE

3
POINTS

CG/GE

LVL: 4 **MELEE ATTACK**
AC: 16 +3 (5)
SPD: 6
HP: 10

TYPE: Humanoid - Human

SPECIAL ABILITIES: **Jittery** (Must make a morale save after being attacked)

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IRONTOTH
COMMANDER 2

32
POINTS

LE

LVL: 7 **MELEE ATTACK**
AC: 20 +12 (15 magic)
SPD: 5
HP: 60

TYPE: Small Humanoid - Goblinoid - Goblin
COMMANDER EFFECT: Goblinoids gain +2 attack. Against small or tiny enemies, Goblinoids gain +2 attack and damage +5 instead.
SPECIAL ABILITIES: **Cleave;** **Unique** (Only 1 creature whose name contains IronTooth in your warband)

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MINOTAUR THUG

13
POINTS

CE

LVL: 3 **MELEE ATTACK**
AC: 15 +6 (15)
SPD: 6
HP: 35

TYPE: Monstrous Humanoid
SPECIAL ABILITIES: **Powerful Charge +5** (Melee damage +5 when charging)

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PSYCHIC SENTINEL

51
POINTS

LG/LE

LVL: 9 **MELEE ATTACK**
AC: 22 +13/+13 (20)
SPD: 4
HP: 80

TYPE: Large Construct
SPECIAL ABILITIES: **DR 5; Immune Psionics;** **Negate Psion** (Immediate: sight; all creatures within line of sight must roll 11+ when using a psionic ability or the effect is cancelled and the pp are lost); **Spell Resistance;** **Wandering Monster** (Sets up on a random victory area instead of your starting area)

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REMORHAZ

137
POINTS

CG/GE

LVL: 12 **MELEE ATTACK**
AC: 20 +22 (30 magic +
SPD: 7 Swallow Whole)
HP: 165

TYPE: Huge Magical Beast
SPECIAL ABILITIES: **Immolating Carapace** (Swift; only when damaged; adjacent creatures take 20 fire damage; DC 23); **Melee Reach 3; Resist 10 Cold, Fire; Swallow Whole** (Destroy medium or smaller creature; DC 21)

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RIMEFIRE GRIFFON

63
POINTS

CG

LVL: 9 **MELEE ATTACK**
AC: 19 +15/+13 (10 magic
SPD: F8 + 5 cold damage/10 magic)
HP: 80

TYPE: Large Magical Beast
SPECIAL ABILITIES: **Bloodlust** (If its melee attack destroys a living enemy, this creature gains Fearless); **Flight; Flyby Attack** (This creature can move up to its speed and make a single melee attack at any point during its move); **Pounce** (This creature can use all its melee attacks when charging); **Resist 10 Cold, Fire;** **Rimefire Blast** (Replaces attacks; cone; 10 cold damage + 10 fire damage; DC 18)

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SALAMANDER FIRETAIL

69
POINTS

LE

LVL: 11 **MELEE ATTACK**
AC: 22 +18/+13 (10 + 10 fire damage
SPD: 6 /10 magic + constrict)
HP: 115

TYPE: Large Outsider
SPECIAL ABILITIES: **Cleave; Constrict** (Smaller creature skips next turn; DC 16); **Double Damage from Cold; DR 5; Fireburst** (Swift; each adjacent creature takes 15 fire damage); **Flamewhip Tail** (Replaces attacks; cone; 15 fire damage; DC 18); **Immune Fire; Melee Reach 2**

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SCARECROW STALKER

17
POINTS

CE

LVL: 6 **MELEE ATTACK**
AC: 15 +9 (10)
SPD: 6 **RANGED ATTACK**
HP: 40 +6 (10 + poison)

TYPE: Construct
SPECIAL ABILITIES: **Double Damage from Fire; Poison** (Sleep; DC 13); **Restuff** (Replace attacks; remove 10 damage); **Stalker** (+2 attack and +5 damage against targets with no adjacent enemies or allies)

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SIVAK DRACONIAN

28
POINTS

LE

LVL: 8 **MELEE ATTACK**
AC: 18 +15/+10 (10 magic)
SPD: F6
HP: 55

TYPE: Large Dragon
SPECIAL ABILITIES: **Breath Weapon** (Replaces attacks; cone; 15 cold damage; DC 15); **Death Shape** (When a creature destroys this creature with a melee attack; Stun; DC 15); **Dragon Traits; Flight; Melee Reach 2; Resist 10 Acid, Cold**

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SLAAD SPAWN

12
POINTS

CE

LVL: 5 **MELEE ATTACK**
AC: 15 +7/+7 (5 magic)
SPD: 5
HP: 35

TYPE: Outsider - Slaad
SPECIAL ABILITIES: **Chaotic Charge** (When charging, this creature gains Flight and Powerful Charge +10. If the charge misses, this creature takes 10 damage); **Death Burst 5** (DC 16); **Immune Sonic**

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STORM TITAN

172
POINTS

LVL: 12 MELEE ATTACK
AC: 25 +22/+17 (25 + 10 Electricity)
SPD: F7
HP: 185

TYPE: Huge Elemental- Giant
SPECIAL ABILITIES: Elemental Traits;
Flight; Immune Electricity; Melee Reach 3;
Storm Aura (+6 AC against ranged attacks);
Storm Fury (+10 damage against Flying creatures)
SPELLS: 5th - (unlimited) empowered lightning
bolt (line 12; 30 electricity damage; DC 17)



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TALON SLAAD

54
POINTS

LVL: 9 MELEE ATTACK
AC: 20 +13/+13 (20 magic)
SPD: 6
HP: 75

TYPE: Large Outsider - Slaad
SPECIAL ABILITIES: Melee Reach 2;
Immune Sonic; Paralyzing Rend (If this
creature hits one enemy with both melee attacks
on the same turn; Paralysis; DC 18)
SPELLS: 4th - chaos hammer (sight, radius 4;
lawful creatures take 20 damage; DC 16)



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WAR TROLL

69
POINTS

LVL: 10 MELEE ATTACK
AC: 24 +18 (25)
SPD: 6 RANGED ATTACK
HP: 100 +10 (15)

TYPE: Large Monstrous Humanoid
SPECIAL ABILITIES: DR 5 (Takes 5 less
damage from nonmagical melee and ranged
attacks); Melee Reach 2; Regeneration 5 (This
creature heals 5 hp at the start of its turn)



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YOCHLOL TEMPTER

63
POINTS

CE

COMMANDER 4

LVL: 12 MELEE ATTACK
AC: 22 +17/+17 (10 magic)
SPD: 6 RANGED ATTACK
HP: 85 +12 (10 + Poison)

TYPE: Outsider - Demon
COMMANDER EFFECT: Drow and Demon
followers gain +2 attack and +5 Damage.
SPECIAL ABILITIES: DR 5; Immune Poison;
Massive Web (Replaces attacks; range 6, radius 2;
Entangle; DC 16); Melee Reach 2; Poison
(5 damage whenever target activates; DC 18);
Wall Walker (This creature is considered to have
flight if it begins its move in a square bordered
by a wall)



40/40

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OE
ORIGINAL
EDITION

LEGENDARY
EVILS



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Development: D. Garry Stupack, Peter Scott,
Damascq Paul Bakker and Alexander Kiyachko
Graphic Designers: Joel Broveleit
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