

## MAGMIN FIRESTARTER

Level 3 ♦ Elemental • Fire

AC  
15  
FORT  
15  
REF  
14  
WILL  
12

### ATTACKS

- ⊕ **Fiery Touch:** +7 vs. Reflex; 5 fire damage.
- ☐◀ **Firestarter:** (burst 1) Automatic hit; 5 ongoing fire damage (save ends) AND make a Fiery Touch attack against that enemy.

### POWERS

- Resist 20 Fire, Vulnerable 5 Cold
- Aquaphobe:** Whenever this creature enters river terrain, it takes 5 damage.

SPEED  
5

HP  
25  
BLOOD  
10

❖ Use with Elemental Evil: Magmin

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## FOREST GNOME RANGER

Level 4 ♦ Gnome • Martial

CR  
1

AC  
14  
FORT  
14  
REF  
18  
WILL  
16

### ATTACKS

- ⊕ **Swiftshot:** Make 2 attacks against the same target: (sight) +8 vs. AC; 5 damage.

### POWERS

- Scout:** May setup in an unoccupied victory area.
- Small Fey:** Invisible to nonadjacent enemies when occupying forest or difficult terrain.
- Goblinfoe:** +5 damage against Goblins.

SPEED  
5

HP  
30  
BLOOD  
15

### CHAMPION POWERS ☐

- ❖ *Use at start of round:* Non-Evil Fey and Gnome allies have +2 attack until end of round.
- ❖ *Use when an enemy enters forest terrain:* That enemy takes 5 damage and is Immobilized until end of turn.

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## SVIRFNEBLIN ROGUE

Level 1 ♦ Gnome • Stealth

AC  
14  
FORT  
14  
REF  
14  
WILL  
14

### ATTACKS

- ⊕ **Hammer:** +6 vs. AC; 5 damage.

### POWERS

- Deep Stealth:** Invisible to nonadjacent enemies while adjacent to a wall.
- Walls as Allies:** +2 attack and +5 damage vs. targets adjacent to a wall.

SPEED  
5

HP  
20  
BLOOD  
10

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## FIRE SNAKE

Level 1 ♦ Beast • Fire

AC  
14  
FORT  
14  
REF  
18  
WILL  
12

### ATTACKS

- ⊕ **Flame Tongue:** +7 vs. Reflex; 5 fire damage.
- **Spit Flame:** (range 4) +5 vs. AC; 10 fire damage.

### POWERS

- Resist 20 Fire, Vulnerable 5 Cold
- Aquaphobe:** Whenever this creature enters river terrain, it takes 5 damage.

SPEED  
6

HP  
15  
BLOOD  
5

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## FIRE BAT FLANKER

Level 3 ♦ Beast • Fire

AC  
15  
FORT  
15  
REF  
15  
WILL  
15

### ATTACKS

- ⊕ **Flaming Bite:** +9 vs. AC; 10 fire damage.

### POWERS

- Resist 20 Fire, Vulnerable 5 Cold
- Fire Flank:** Whenever this creature flanks an enemy with a Fire ally, that enemy has Vulnerable 10 Fire.

SPEED  
F8

HP  
35  
BLOOD  
15

❖ Use with Elemental Evil: Fire Bat

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## PSEUDODRAGON FAMILIAR

Level 5 ♦ Dragon • Arcane • Unique

AC  
16  
FORT  
16  
REF  
20  
WILL  
14

### ATTACKS

- ⊕ **Poison Sting** +12 vs. AC; 5 + 5 poison damage.

### POWERS

- Conceal 11
- ☐ **Aid Arcane Champion:** Use a Champion power of an adjacent Arcane ally as if this creature had that Champion power.

SPEED  
F7

HP  
30  
BLOOD  
15

❖ Use with Elemental Evil: Pseudodragon

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## SHIELD DWARF FIGHTER

Level 2 ♦ Dwarf • Rage

AC  
16  
FORT  
16  
REF  
12  
WILL  
14

### ATTACKS

- ⊕ **Stone Maul:** +5 vs. AC; 15 damage.
- **Hand Axe:** (range 4) +5 vs. AC; 5 damage.

### POWERS

- Punishing Miss:** *Immediate action, use when an adjacent Goblin, Kobold, or Orc enemy misses with an attack:* Make a ⊕ attack against that enemy.

SPEED  
5

HP  
30  
BLOOD  
15

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## WOLF SPIDER

Level 6 ♦ Beast • Spider

AC  
19  
FORT  
18  
REF  
18  
WILL  
15

### ATTACKS

- ⊕ **Two Fangs:** +9 vs. AC; 10 damage AND 10 ongoing poison damage (save ends).

### POWERS

- Delayed Appearance:** Starts off the battle map.
- ☐ **Trapdoor:** *Use at the start of any round after the first:* Place this creature in a random victory area.
- Feed 10:** *Use when this creature destroys an enemy:* This creature heals 10 HP and can take no actions until the end of its next turn.

SPEED  
8

HP  
40  
BLOOD  
20

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## GHOUL STALKER

Level 7 ♦ Undead • Stealth

AC 22  
FORT 22  
REF 22  
WILL 16  
SPEED 6  
HP 40  
BLOOD 20

**ATTACKS**  
⊕ **Tooth and Claw:** +12 vs. AC; 15 damage AND Dazed (save ends).

**POWERS**  
☐ **Chosen Prey:** *Use at start of this creature's turn, if there is no enemy Chosen Prey:* Choose a living Elf, Half-Elf, or Human enemy.  
**Focus:** +2 attack and +5 damage against the enemy Chosen Prey.  
**Stalk:** *Use when the enemy Chosen Prey ends a turn:* Move up to 4 squares. Each square entered during the move must be closer to the enemy Chosen Prey than the previous square.

❖ *Use with Elemental Evil: Ghoul*

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## TROGLODYTE WARDEN

Level 6 ♦ Troglodyte • Arcane • Unique

CR 1

AC 18  
FORT 18  
REF 18  
WILL 16  
SPEED 6  
HP 40  
BLOOD 20

**ATTACKS**  
⊕ **Bite:** +11 vs. AC; 15 damage.  
➤ **Spear:** (range 4) +10 vs. AC; 10 damage AND Slowed.

**POWERS**  
**Nauseating Stench:** (Aura 1) Non-Troglodyte living creatures in aura have -2 AC and may not use minor actions or champion powers.  
**Quick Pursuit:** *Use after an adjacent enemy shifts:* This creature shifts into a square vacated by that enemy.

**CHAMPION POWERS** ☐  
❖ *Use after losing initiative:* All Troglodytes in your warband that are not adjacent to an enemy are Invisible until they attack or move.

❖ *Use with Elemental Evil: Troglodyte*

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## EARTH CULT WARRIOR

Level 5 ♦ Human • Martial

AC 18  
FORT 16  
REF 16  
WILL 16  
SPEED 5  
HP 50  
BLOOD 25

**ATTACKS**  
⊕ **Club:** +12 vs. AC; 10 damage, ignore resist AND Dazed (save ends).  
☐ **Seismic Tremor:** (burst 1) Automatic hit; Slowed until end of round.

**POWERS**  
**Stable Footing:** Ignores the extra cost for entering difficult terrain.  
☐ **Earthglide:** *Use at start of this creature's turn:* This creature has Burrow until end of turn.  
☐ **Stoneskin:** *Minor action:* This creature has Resist 10 All until end of its next turn.

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## DREAD WARRIOR

Level 8 ♦ Martial • Immortal • Unique

CR 1

AC 20  
FORT 20  
REF 16  
WILL 16  
SPEED 5  
HP 60  
BLOOD -

**ATTACKS**  
⊕ **Blade of Fate:** +15 vs. AC; 10 damage.  
☐ **Slashing Advance:** This creature moves up to 4 squares, and after entering each square, it may make a ⊕ attack.

**POWERS**  
**Resist 5 All, Immune Slow, Immune Immobilize Deliberate:** May not charge.  
**Champion Slayer:** +10 damage vs. champions, and this creature's attacks vs. champions cannot be redirected.  
**Reflexive Attack:** *Immediate action, use when this creature takes damage:* This creature makes a ⊕ attack.

**CHAMPION POWER** ☐  
❖ *Use when an enemy uses a champion power:* That champion power has no effect. *(The power is still used.)*

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## WATER CULT WARRIOR

Level 5 ♦ Human • Martial • Aquatic

AC 16  
FORT 18  
REF 18  
WILL 16  
SPEED 6  
HP 50  
BLOOD 25

**ATTACKS**  
⊕ **Sharktooth Sword:** +12 vs. AC; 10 damage AND 5 ongoing damage (save ends).  
➤ **Waterspray:** (range 4, may target allies) +12 vs. Reflex; push up to 3 squares AND Dazed until end of round.  
➤ **Douse:** (range 4, Fire target only) +12 vs. Fortitude; 10 damage.

**POWERS**  
**Resist 5 Fire**  
**Extinguisher:** +5 damage vs. Fire enemies.  
☐ **Fire Fighter:** *Minor action:* A square within 4 squares of this creature loses fire terrain until end of battle.

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## AIR CULT WARRIOR

Level 5 ♦ Human • Martial

AC 20  
FORT 16  
REF 20  
WILL 16  
SPEED 7  
HP 45  
BLOOD 20

**ATTACKS**  
⊕ **Enchanted Bow:** (sight) +11 vs. AC; 10 damage.

**POWERS**  
**Resist 10 Lightning**  
**Aerial Fighter:** +10 damage vs. enemies with Flight.  
**Wingsuit:** *Minor action, use when this creature is adjacent to a wall:* This creature gains Flight until end of round.

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## GOLD DWARF GUARD

Level 6 ♦ Dwarf • Martial

AC 20  
FORT 20  
REF 18  
WILL 16  
SPEED 5  
HP 50  
BLOOD 25

**ATTACKS**  
⊕ **Brother of the Axe:** +12 vs. AC; 15 damage.

**POWERS**  
☐ **Bodyguard:** *Immediate action, use when an enemy targets an adjacent ally with an attack:* Redirect that attack to this creature.  
☐ **Hail a Worthy Foe:** *Minor action:* Choose a level 5 or higher enemy that has line of sight to this creature. That enemy chooses one effect:  
**Fight:** Immobilized.  
**Flee:** Move up to 4 squares. Then, all creatures named Gold Dwarf Guard have +2 attack and +5 damage against that enemy until end of battle.

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## WIGHT BARROWLORD

Level 11 ♦ Undead

CR 2

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

**ATTACKS**  
⊕ **Ancient Blade:** +16 vs. AC; 15 + 5 necrotic damage.

**POWERS**  
**Immune Necrotic**  
**Vulnerable 10 Radiant**  
**Stench of Life:** (Aura 5) Undead allies in aura have +2 ⊕ attack vs. living targets.

**CHAMPION POWERS** ☐ ☐  
❖ *Use when you win initiative:* Line of sight is limited to 6 squares until end of round.  
❖ *Use at start of round:* Undead creatures have +5 damage until end of round.

❖ *Use with Elemental Evil: Wight*

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## FIRE CULT WARRIOR

Level 5 ♦ Human • Martial • Fire

AC 18  
FORT 17  
REF 17  
WILL 16

**ATTACKS**

⊕ **Firelance:** (reach 2) +12 vs. AC; 10 + 5 fire damage.  
◻◁ **Firejet:** (blast 3) +11 vs. Reflex; 15 fire damage.

**POWERS**

**Resist 10 Fire**  
**Firefiend:** Scores critical hits on attack rolls of natural 19-20 whenever adjacent to fire terrain, a Fire ally, or a Fire enemy.

SPEED 6

HP 50  
BLOOD 25

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## MOON ELF RANGER

Level 12 ♦ Elf • Martial

CR 2

AC 24  
FORT 21  
REF 24  
WILL 21

**ATTACKS**

⊕ **Two-handed Elfblade:** +17 vs. AC; 20 damage.  
↘ **Elven Bow:** (sight, 2 different targets) +18 vs. AC; 10 damage AND this creature shifts up to 1 square.

**POWERS**

**Scout:** This creature may setup in an unoccupied victory area.  
**Maneuver:** *Minor action:* Shift up to 2 squares.

**CHAMPION POWERS** ◻◻

❖ *Use at start of round:* Choose an enemy. This creature has +5 damage vs. that enemy until end of battle.  
❖ *Use when this creature is hit by an attack:* An adjacent Beast ally is hit instead.

SPEED 7

HP 70  
BLOOD 35

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## EVIL EARTH ELEMENTAL

Level 10 ♦ Elemental • Earth

AC 23  
FORT 24  
REF 22  
WILL 20

**ATTACKS**

⊕ **Ram:** +13 vs. AC; 20 damage AND push 1.  
◻◁ **Crushing Earth:** (blast 2) +15 vs. Reflex; Immobilized AND 15 ongoing damage (save ends both).

**POWERS**

**Tremorsense:** Ignores Conceal and Invisible vs. creatures without Flight.  
**Enhanced by Evil:** +2 attack and +5 damage whenever this creature has an Evil ally with Arcane, Divine, or Elemental keywords.

SPEED B5

HP 70  
BLOOD 35

❖ *Use with Elemental Evil: Earth Elemental*

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## EVIL WATER ELEMENTAL

Level 10 ♦ Elemental • Aquatic

AC 23  
FORT 22  
REF 24  
WILL 20

**ATTACKS**

⊕ **Slam:** +12 vs. AC; 20 damage AND slide 1.  
◻⊕ **Drown:** (living target only) +15 vs. Reflex; Blinded AND 10 ongoing damage (save ends both).  
⊕ *as a move action when occupying river terrain.*

**POWERS**

**Hydrophilic:** *Use when this creature occupies river terrain and takes damage:* This creature takes -5 damage.  
**Liquid:** Can move through squares occupied by enemies.  
**Enhanced by Evil:** +2 attack and +5 damage whenever this creature has an Evil ally with Arcane, Divine, or Elemental keywords.

SPEED 8

HP 60  
BLOOD 30

❖ *Use with Elemental Evil: Water Elemental*

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## DUERGAR FIGHTER

Level 11 ♦ Duergar • Martial

AC 26  
FORT 24  
REF 22  
WILL 22

**ATTACKS**

⊕ **Moonstone Maul:** +16 vs. AC; 15 damage.

**POWERS**

**Slow and Heavy Maul:** +2 attack vs. targets that have already taken a turn this round.

SPEED 5

HP 90  
BLOOD 45

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## GNOLL FIGHTER

Level 12 ♦ Gnoll • Martial

CR 2

AC 25  
FORT 26  
REF 22  
WILL 21

**ATTACKS**

⊕ **Rabid Bite:** +18 vs. AC; 15 damage.  
↘ **Ranger's Bow:** (sight) +18 vs. AC; 20 damage AND -2 attack (save ends).

**POWERS**

**Blindsight 6:** Ignores Conceal and Invisible vs. creatures within 6 squares.  
◻ **Herd Hunter:** *Use during setup, only if there are 3 or more enemies with the same name:* +10 damage vs. each enemy with that name until end of battle.

**CHAMPION POWERS** ◻◻

❖ *Use at start of round:* Choose an enemy. This creature has +5 damage vs. that enemy until end of battle.  
❖ *Use when this creature is hit by an attack:* An adjacent Beast ally is hit instead.

SPEED 7

HP 80  
BLOOD 40

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## PERYTON

Level 7 ♦ Beast

AC 21  
FORT 19  
REF 19  
WILL 19

**ATTACKS**

⊕ **Gore:** +12 vs. AC; 10 damage.

**POWERS**

**Diving Charge:** +2 attack and +15 damage when charging.  
**Reckless Charger:** *Whenever this creature rolls a natural 1-2 when charging:* This creature takes 5 damage and is Immobilized (save ends).

SPEED F7

HP 55  
BLOOD 25

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## EARTH GENASI FIGHTER

Level 8 ♦ Elemental • Martial

AC 21  
FORT 24  
REF 17  
WILL 18

**ATTACKS**

⊕ **Greatsword:** +12 vs. AC; 20 damage.  
◻↘ **Crossbow:** (sight) +12 vs. AC; 10 damage.  
⊕ *as a move action.*

**POWERS**

◻ **Stonesurf:** *Minor action:* This creature slides up to its current speed.  
**Earthsmite:** +5 damage vs. enemies adjacent to difficult terrain.  
**Grounded:** *Immediate action, use when this creature fails a save and occupies difficult terrain:* Reroll that save.

SPEED 5

HP 60  
BLOOD 30

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## BRUTAL OGRE OVERLORD

Level 13 ♦ Ogre • Rage • Unique

CR 2

AC 22  
FORT 28  
REF 22  
WILL 24

### ATTACKS

- ⊕ **Brutal Axe:** (reach 2) +17 vs. AC; 30 damage.
- ☐ ⊕ **Berserk Frenzy:** Make a ⊕ attack vs. each enemy in reach.

### POWERS

- ☐ **Bellow Curse:** *Minor action:* Enemies of level 5 or lower within 5 squares take 10 psychic damage.
- Dominion of Fear:** (Aura 5) Allies in aura have +2 attack and take 5 damage whenever they miss.

### CHAMPION POWERS ☐ ☐

- ❖ *Use at start of round:* ⊕ Berserk Frenzy or Bellow Curse.
- ❖ *Use at start of round:* Allies score critical hits on a natural 19-20 until end of round.

❖ Use with Elemental Evil: Ogre

SPEED 6

HP 90  
BLOOD 45

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## RAMPAGING OWLBEAR

Level 7 ♦ Beast

AC 21  
FORT 21  
REF 19  
WILL 18

### ATTACKS

- ⊕ **Claw:** +14 vs. AC; 15 damage AND a Medium or smaller target is Immobilized (save ends).
- ⊕ **Beak:** *Minor action, once per turn:* (Immobilized target only) +16 vs. AC; 10 damage.

### POWERS

- Maneater:** +5 ⊕ damage vs. Human enemies.
- Ignores Death:** *Whenever this creature would be destroyed:* Roll 1d20. On 11+, this creature is not destroyed and has 5 HP instead.

❖ Use with Elemental Evil: Owlbear

SPEED 7

HP 50  
BLOOD 25

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## ETTIN MERCENARY LEADER

Level 10 ♦ Giant • Ettin • Unique

CR 3

AC 22  
FORT 26  
REF 22  
WILL 22

### ATTACKS

- ⊕ **Club:** (reach 2) +15 vs. AC; 15 damage.
- ☐ ⊕ **Twice the Attention:** Make two ⊕ attacks.

### POWERS

- Immune Confused, Immune Flanking**
- ☐ **Cohort:** *Use during setup:* Add 1 Orc from the Borderlands faction with cost 16 or less to your warband. (This may exceed normal warband limits.)

### CHAMPION POWERS ☐ ☐ ☐

- ❖ *Use at any time:* Allies with the same name as this creature's cohort (including the cohort) have +4 attack until end of round.
- ❖ *Use at any time:* Allies with cost 20 or less have +2 speed until end of round.

❖ Use with Elemental Evil: Ettin

SPEED 6

HP 70  
BLOOD 35

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## EVIL FIRE ELEMENTAL

Level 12 ♦ Elemental • Fire

AC 25  
FORT 22  
REF 24  
WILL 22

### ATTACKS

- ⊕ **Jet of Flame:** (reach 3) +15 vs. Reflex; 10 fire AND 10 ongoing fire damage.

### POWERS

- Immune Fire**
- Aquaphobe:** *Whenever this creature enters river terrain:* This creature takes 5 damage.
- Pyrophilic:** *Use when this creature ends its turn in fire terrain:* This creature heals 5 HP.
- Flame Shield:** *Use when an adjacent enemy hits this creature with a ⊕ attack:* That enemy takes 5 fire damage.
- Enhanced by Evil:** +2 attack and +5 damage whenever this creature has an Evil ally with Arcane, Divine, or Elemental keywords.

❖ Use with Elemental Evil: Fire Elemental

SPEED 8

HP 75  
BLOOD 35

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## EVIL AIR ELEMENTAL

Level 12 ♦ Elemental • Air

AC 25  
FORT 22  
REF 24  
WILL 22

### ATTACKS

- ⊕ **Vortex:** +18 vs. Fortitude; 5 damage AND push 1 AND Blinded.
- ☐ ⊕ **Storm:** (burst 2) +15 vs. Fortitude; 10 lightning + 10 thunder damage AND Dazed AND slide target up to 2 squares.
- ☐ ☐ ⊕ **Lightning Bolt:** (line 6) +16 vs. Reflex; 15 lightning damage.

### POWERS

- Immune Lightning**
- Damaging Push:** *Use after this creature's ⊕ attack, only if the target ends adjacent to a wall or difficult terrain:* The target takes 10 damage.

**Enhanced by Evil:** +2 attack and +5 damage whenever this creature has an Evil ally with Arcane, Divine, or Elemental keywords.

❖ Use with Elemental Evil: Air Elemental

SPEED F10

HP 70  
BLOOD 35

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## SOLAR ANGEL

Level 17 ♦ Planar • Immortal • Angel

CR 2

AC 29  
FORT 27  
REF 27  
WILL 27

### ATTACKS

- ⊕ **Sword of Righteousness:** +23 vs. AC; 20 + 20 radiant damage.
- ✱ **Column of Flame:** (sight, radius 1) +21 vs. Reflex; 10 fire + 15 radiant damage.

### POWERS

- Resist 5 All**
- Faith-Sustained:** At start of each round, if a Good ally is not on the battle map, this creature loses Resist 5 All.

### CHAMPION POWERS ☐ ☐

- ❖ *Use at start of this creature's turn:* All allies within 3 squares heal 20 HP.
- ❖ *Use at start of round:* Good creatures in your warband have +2 attack and +5 radiant damage until end of round.

SPEED F7

HP 105  
BLOOD 50

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## HIERACOSPHINX

Level 11 ♦ Sphinx

AC 25  
FORT 25  
REF 25  
WILL 25

### ATTACKS

- ⊕ **Tooth and Claw:** +18 vs. AC; 20 damage.
- ⊕ **Flyby Attack:** This creature moves up to its speed and makes a ⊕ attack any time during its move.

### POWERS

- Ambush:** *Minor action:* Choose 1 enemy that does not have line of sight to this creature. +10 damage vs. that enemy until end of turn.

SPEED F6

HP 70  
BLOOD 35

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## DWARFBRED GRIFFON

Level 7 ♦ Beast

AC 21  
FORT 19  
REF 21  
WILL 19

### ATTACKS

- ⊕ **Raking Claws:** +12 vs. AC; 15 damage.

### POWERS

- Dwarf Mount:** Can have a non-Mounted Medium Dwarf ally as a rider.
- Feathered Distraction:** *Use after this creature's ⊕ attack:* One ally adjacent to the target may make an opportunity attack vs. the target.

❖ Use with Elemental Evil: Griffon

SPEED F8

HP 50  
BLOOD 25

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## AIR GENASI ROGUE

Level 7 ♦ Genasi • Stealth

AC 20  
FORT 20  
REF 22  
WILL 20  
SPEED F6  
HP 50  
BLOOD 25

**ATTACKS**  
⊕ **Shortsword:** +12 vs. AC; 10 damage AND this creature may slide 1.  
➤ **Dielectric Bow:** (sight) +12 vs AC; 10 lightning damage.

**POWERS**  
**Hide:** If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is Invisible to that enemy.  
**Sneak Attack 10:** Whenever this creature hits an enemy granting it combat advantage: +10 damage on that attack.  
☐ **Covering Cloud:** Use at start of this creature's turn: Each square within 6 squares of this creature gains smoke terrain (in addition to existing terrain) until start of this creature's next turn.

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## FIRE MYRMIDON

Level 12 ♦ Elemental • Construct • Fire

AC 28  
FORT 26  
REF 26  
WILL 26  
SPEED 6  
HP 80  
BLOOD 40

**ATTACKS**  
⊕ **Twin Swords:** (2 different targets) +17 vs. AC; 10 + 5 fire damage.

**POWERS**  
**Immune Fire**  
**Aquaphobe:** Whenever this creature enters river terrain: This creature takes 5 damage.  
**Flame Shield:** Use when an adjacent enemy hits this creature with a ↓ attack: That enemy takes 5 fire damage.

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## SALAMANDER EVOKER

Level 11 ♦ Elemental • Arcane • Fire

AC 22  
FORT 20  
REF 24  
WILL 24  
SPEED 7  
HP 65  
BLOOD 30

**ATTACKS**  
⚡ **Burning Hands:** (blast 3) +15 vs. Reflex; 15 fire damage AND 5 ongoing fire damage.  
☐ ✨ **Fireball:** (nearest, radius 2) +18 vs. Reflex; 20 fire damage. On miss, 10 fire damage.  
↓ **Tail Grapple:** Minor action: Automatic hit; Immobilized AND 5 ongoing fire damage (save ends both, or ends if this creature moves or makes a Tail Grapple attack).

**POWERS**  
**Immune Fire, Vulnerable 5 Cold**  
**Aquaphobe:** Takes 5 damage each time it enters a square containing river terrain.  
**Waves of Flame:** (Aura 1) Enemies and allies that start a turn in aura take 5 fire damage.

♦ Use with Elemental Evil: Salamander

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## BASILISK BRUTE

Level 9 ♦ Beast • Earth • Primal

AC 21  
FORT 24  
REF 18  
WILL 18  
SPEED 5  
HP 65  
BLOOD 30

**ATTACKS**  
⊕ **Stonecrushing Maw:** +12 vs. AC; 20 damage, ignores resist.  
➤ **Granite Gaze:** Minor action: (range 4, non-Earth targets only, ignores Invisible) +14 vs. Will; Immobilized (save ends).

**POWERS**  
**Resist 5 All**  
☐ ☐ **Stone:** Use when a living, non-Earth enemy in line of sight rolls a natural 1-4 on a save vs. Immobilized: That creature is Helpless and has Resist 20 All (save ends both) instead.

♦ Use with Elemental Evil: Basilisk

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## DARKENBEAST

Level 5 ♦ Beast • Shapeshifter

AC 19  
FORT 17  
REF 17  
WILL 17  
SPEED F6  
HP 40  
BLOOD 20

**ATTACKS**  
⊕ **Rancid Bite:** +10 vs. AC; 10 damage.  
☐ ➤ **Imprinted Magic Missile:** (sight) Automatic hit; 15 damage, ignore Insubstantial AND this creature takes 20 damage.

**POWERS**  
**Vulnerable 10 Radiant**  
**Transmorgified Domestic Animal:** Use when an enemy destroys this creature: Score 8 VP.  
**Evil Arcane Master:** Your warband must include an Evil Arcane creature of level 8 or higher.

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## BLACK DRAGON HARASSER

Level 9 ♦ Dragon • Aquatic

AC 22  
FORT 20  
REF 20  
WILL 20  
SPEED F8  
HP 65  
BLOOD 30

**ATTACKS**  
⊕ **Bite:** +15 vs. AC; 10 + 10 acid damage.  
☐ ⚡ **Acid Jet:** (line 8) +15 vs. Reflex; 20 acid damage.  
➤ **Acid Spittle:** (range 5) +15 vs. Reflex; 10 acid damage.

**POWERS**  
**Resist 15 Acid**  
**Harasser:** +5 damage whenever there are 1 or fewer enemies within 5 squares of this creature.

**CHAMPION POWERS** ☐  
♦ Use when an enemy takes acid damage: Slide that enemy up to 4 squares or ⤴ Acid Jet.

♦ Use with Elemental Evil: Black Dragon

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## BLUE DRAGON BRAVADO

Level 9 ♦ Dragon • Arcane

AC 23  
FORT 23  
REF 21  
WILL 21  
SPEED F8  
HP 65  
BLOOD 30

**ATTACKS**  
⊕ **Bite:** +14 vs. AC; 10 + 10 lightning damage.  
☐ ⚡ **Ground Burst:** Move exactly 4 squares with Burrow, then make a ⊕ attack against each adjacent enemy. ⤴ when first bloodied.  
➤ **Lightning Strike:** (range 12) +14 vs. Reflex; 15 lightning damage.

**POWERS**  
**Resist 15 Lightning**  
**CHAMPION POWERS** ☐  
♦ Use when a Dragon hits with a ↓ attack: That Dragon has +2 attack until end of battle.  
♦ Use when an enemy takes lightning damage: That enemy and each adjacent creature take 10 thunder damage.

♦ Use with Elemental Evil: Blue Dragon

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## GREEN DRAGON BRAVURA

Level 9 ♦ Dragon

AC 23  
FORT 22  
REF 22  
WILL 23  
SPEED F9  
HP 65  
BLOOD 30

**ATTACKS**  
⊕ **Venomous Fangs:** +14 vs. AC; 10 + 10 poison damage AND 5 ongoing poison damage (save ends).  
☐ ⚡ **Gas Cloud:** (blast 4) +16 vs. Fortitude; 20 poison damage. ⤴ when first bloodied.

**POWERS**  
**Resist 15 Poison**  
**CHAMPION POWERS** ☐ ☐  
♦ Use when this creature flanks an enemy: An ally flanking that enemy make an immediate ⊕ attack against that enemy.  
♦ Use when an enemy flanks an ally of this creature: That ally slides up to 2 squares.

♦ Use with Elemental Evil: Green Dragon

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## WHITE DRAGON ICEFIEND

Level 15 ♦ Dragon • Demon • Cold

CR 3

### ATTACKS

- ⊕ **Toothy Maw:** +20 vs. AC; 15 + 10 cold damage.
- ⊖ ◀ **Hoar Frost:** (blast 5) +18 vs. Fortitude; 30 cold damage. On miss, 5 cold damage. ◊ *when this creature destroys an enemy with a ⊕ attack.*

### POWERS

- Immune Cold
- ◻ **Winter Comes:** *Use at start of this creature's turn:* Line of sight is limited to 10 squares, river terrain becomes slippery terrain, and non-Cold creatures have -1 speed until end of next round.

### CHAMPION POWERS

- ❖ *Use when you win initiative:* All creatures within 5 squares of this creature take 10 cold damage.
- ❖ *Use when an enemy takes cold damage:* That enemy is also Immobilized (save ends).

❖ *Use with Elemental Evil: White Dragon*

AC 27  
FORT 27  
REF 25  
WILL 25

SPEED F8

HP 100  
BLOOD 50

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## BRASS DRAGON ENVOY

Level 14 ♦ Dragon • Shapeshifter • Unique

CR 1

### ATTACKS

- ⊕ **Bite:** +19 vs. AC; 20 damage.
- ◻ ◻ **Fire Blast:** (radius 2 within 10) +18 vs. AC; 15 fire damage. ◊ *when first bloodied.*
- ◀ **Pacifist Oratory:** (blast 3, non-Evil Human, Elf, Half-Elf, or Dwarf targets only) +16 vs. Will; 10 ongoing psychic damage.

### POWERS

- Resist 10 Fire
- ◻ **Undercover Disguise:** *Use during setup:* This creature is Invisible, and loses Flight, until after it makes a ⊕ or ✨ attack.

### CHAMPION POWERS

- ❖ *Use when an enemy within 3 squares fails a save:* That enemy is Helpless until end of its next turn.
- ❖ *Use when you win initiative:* Score 5 VP.

❖ *Use with Elemental Evil: Brass Dragon*

AC 28  
FORT 26  
REF 26  
WILL 26

SPEED F8

HP 80  
BLOOD 40

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## HEROIC BRONZE DRAGON

Level 15 ♦ Dragon • Aquatic • Unique

CR 2

### ATTACKS

- ⊕ **Bite:** +22 vs. AC; 20 damage.
- ◻ ◀ **Lightning Strike:** (line 12) +20 vs. Fortitude; 25 lightning damage + 10 lightning damage if target occupies river terrain. On miss, 10 lightning damage.

### POWERS

- Resist 10 Lightning
- Savage When Cornered:** *Use at start of this creature's turn, only when flanked:* This creature's ⊕ attacks are minor actions this turn.

### CHAMPION POWERS

- ❖ *Use at start of this creature's turn:* Push each enemy and ally within 4 squares up to 4 squares.
- ❖ *Use at end of a Dragon's turn:* That Dragon makes a ⊕ attack against each adjacent enemy.

❖ *Use with Elemental Evil: Bronze Dragon*

AC 28  
FORT 28  
REF 28  
WILL 28

SPEED F7

HP 90  
BLOOD 45

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## DARK CHIMERA

Level 13 ♦ Magical Beast • Demon • Dragon

### ATTACKS

- ⊕ **Great Lion:** +16 vs. AC; 30 damage.
- ⊕ **Black Dragon:** +18 vs. AC; 20 damage.
- ⊕ **Black Ram:** +18 vs. AC; 15 damage AND push 2.
- ◻ ⊕ **Coordinated Attack:** Make 2 different ⊕ attacks.
- ◻ ◀ **Dragon Breath:** (line 8) +18 vs. Reflex; 15 acid damage.

### POWERS

- Immune Confused
- Opportunity Master:** *Use after this creature makes an opportunity attack:* Roll 1d20. On 10-20, make another opportunity attack (*ignoring normal limits*) vs. the same target, using a ⊕ attack this creature has not used this turn.

❖ *Use with Elemental Evil: Chimera*

AC 24  
FORT 26  
REF 26  
WILL 25

SPEED F6

HP 80  
BLOOD 60

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## SUPERNATURAL RESILIENCE

Level 8–21 ♦ Immortal • non-Spider

### POWERS

- ◻ **Ignore Mortal Coil:** *Use when this creature is hit by an attack:* This creature ignores all non-damage effects of that attack.

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## RING OF FIRE RESISTANCE

Level 5+ ♦ Arcane OR Divine OR Stealth

### POWERS

- Resist 5 Fire

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## ELEMENTAL BANE WEAPON

Level 8–15 ♦ Martial OR Divine

### POWERS

- ◻ **Elemental Bane:** *Use at start of this creature's turn:* Choose one of Earth, Air, Fire, or Aquatic. This creature has +10 ⊕ damage vs. enemies with that keyword until damaged by an enemy with that keyword.

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## ELEMENTAL EVIL

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## SPLENDID BEAST

Level 1–6 ♦ Beast

### POWERS

- ◻ **Hardy:** *Use during setup:* This creature's maximum HP increases by 10. (*Do not change the bloodied value.*)

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## BURIED DRAGON HOARD

Level 10+ ♦ Dragon

### POWERS

- Claim the Hoard:** *Use at end of round, only if this creature occupies one of your victory areas:* Score double VPs for occupying victory areas this round.

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## SUMMON STONES

Level 6+ ♦ Earth OR Arcane OR Primal

### POWERS

- ◻ ◻ **Raise the Earth:** *Minor action:* Choose a square in line of sight that is 5 or more squares away from all spike stone and statue terrain. That square becomes spike stone or statue terrain (choose one) until end of battle.

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