

## FAERIE DRAGON

Level 7 ♦ Dragon • Fey

### ATTACKS

- AC 20  
FORT 16  
REF 19  
WILL 19
- ⊕ **Cat-like Bite:** +13 vs. AC; 5 damage.
  - ☐ ← **Color Spray:** (blast 3) +13 vs. Will; Blinded.
  - ☐ ← **Faerie Breath:** (blast 3) +13 vs. Will; Dazed (save ends). ☹ *when this creature ends a round in a victory area.*

### POWERS

- Invisible**  
**Misdirect:** Use when an attack roll vs. this creature or an ally within 3 squares of this creature is a natural 13: That attack misses.  
**Taunting Nature:** Whenever this creature ends a round in a victory area: This creature loses Invisible until the end of next round.

SPEED  
F6

HP 35  
BLOOD 15



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## IMP SCOUT

Level 4 ♦ Devil

### ATTACKS

- AC 17  
FORT 13  
REF 16  
WILL 15
- ⊕ **Poison Sting:** +10 vs. AC; 5 + 5 poison damage.

### POWERS

- Resist 10 Fire**  
**Natural Cruelty 10:** +10 damage vs. Beast enemies.  
☐ **Venom 15:** Use when this creature hits with a ⊕ attack: Target has 15 ongoing poison damage (save ends).

SPEED  
F7

HP 35  
BLOOD 15



♦ Use with Monster Menagerie: Imp

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## WILL O' WISPS

Level 8 ♦ Fey • Swarm

### ATTACKS

- AC 20  
FORT 20  
REF 24  
WILL 24
- ⊕ **Spirit Feed:** +11 vs. Fortitude; 15 radiant damage AND this creature heals 5 HP.
  - ☞ **Luring Glow:** (sight) +11 vs. Will; 10 psychic damage AND pull target up to its current speed.

### POWERS

- Wandering Monster** (This creature must setup in a random victory area, instead of your start area.)  
**Insubstantial**  
**Distracting Presence:** Adjacent enemies may not make opportunity attacks.

SPEED  
F5

HP 35  
BLOOD 15



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## GIANT FIRE BEETLE

Level 2 ♦ Beast • Vermin

### ATTACKS

- AC 15  
FORT 14  
REF 13  
WILL 12
- ⊕ **Mandibles:** +4 vs. AC; 15 damage.

### POWERS

- Illuminator 3:** This creature and creatures within 3 squares are not Invisible and do not benefit from Conceal.  
**Phosphorescent Death:** Whenever this creature is destroyed: Each adjacent creature has Illuminator 3 until end of battle.

SPEED  
6

HP 20  
BLOOD 10



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## JARHILD STONEFORGE

Level 4 ♦ Dwarf • Martial • Unique

CR 1

### ATTACKS

- AC 18  
FORT 16  
REF 15  
WILL 15
- ⊕ **Dwarven Sword:** +10 vs. AC; 10 damage.
  - ☐ ☞ **Handaxe:** (range 5) +6 vs. AC; 5 damage.

### POWERS

- ☐ **Lead from the Front:** Use when this creature takes the first turn in a round: Unique allies score critical hits on attack rolls of natural 19-20 until end of round.

### CHAMPION POWERS ☐

- ♦ Use at start of round: Martial allies have +1 AC until end of round.  
♦ Use at start of round: Martial allies have +1 speed until end of round.

SPEED  
5

HP 40  
BLOOD 20



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## LARETHAR GULGRIN

Level 4 ♦ Dwarf • Stealth • Unique

### ATTACKS

- AC 17  
FORT 16  
REF 16  
WILL 14
- ⊕ **Dwarf Sword:** +9 vs. AC; 10 damage
  - ☞ **Thrown Dagger:** (range 5) +9 vs. AC; 5 damage.

### POWERS

- Sneak Attack +10:** +10 damage vs. targets granting this creature combat advantage.  
**Hide:** If this creature has ranged cover other than from intervening creatures vs. a nonadjacent enemy, it is Invisible to that enemy.

SPEED  
6

HP 40  
BLOOD 20



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## SPECTRE, BAROVIAN

Level 11 ♦ Undead

### ATTACKS

- AC 27  
FORT 23  
REF 23  
WILL 23
- ⊕ **Inescapable Chill:** +16 vs. AC; 20 damage. On miss, this creature has cumulative +1 attack until end of battle.
  - ⊖ **Spectral Touch:** +16 vs. Fortitude; 15 damage AND this creature heals 10 HP.

### POWERS

- Vulnerable 5 Radiant**  
**Insubstantial**  
**Phasing**  
**The Power of Strahd:** Use at start of this creature's turn, only if an undead ally is within 5 squares: This creature heals 5 HP.

SPEED  
F6

HP 50  
BLOOD 25



♦ Use with Monster Menagerie: Spectre

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## STRAHD ZOMBIE, RELENTLESS

Level 6 ♦ Undead

### ATTACKS

- AC 14  
FORT 18  
REF 14  
WILL 18
- ⊕ **Claws:** +10 vs. AC; 20 damage.

### POWERS

- Vulnerable 5 Radiant**  
**Wandering Monster** (This creature must setup in a random victory area, instead of your start area.)  
☐ **Disembodied Claw:** Use when this creature hits with a Claws attack: Target has ongoing 10 damage (save ends) and this creature has -10 damage until end of battle.  
**Unholy Mantle:** Takes half damage from ☞ attacks.  
**The Power of Strahd:** Use at start of this creature's turn, only if an undead ally is within 5 squares: This creature heals 5 HP.

SPEED  
5

HP 55  
BLOOD -



♦ Use with Monster Menagerie: Strahd Zombie

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## WOLF, BAROVIAN

Level 3 ♦ Beast • Wolf

### ATTACKS

- ⊕ **Bite:** +7 vs. AC; 10 damage.  
↓ **Worrying Jaws:** +5 vs. Reflex; 5 ongoing damage AND Immobilized (save ends both).

### POWERS

**Dark Ally:** +2 attack while within 10 squares of a Shapeshifter ally.  
**Blackhearted:** This creature is Evil if there are Evil creatures in your warband.

❖ Use with Monster Menagerie: Wolf

AC  
16  
FORT  
14  
REF  
14  
WILL  
14

SPEED  
8

HP  
25  
BLOOD  
10

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## MUMMY, DUNESTALKER

Level 10 ♦ Undead • Unique

### ATTACKS

- ⊕ **Mummy Touch:** +14 vs. AC; 20 damage.  
➤ **Mummy Gaze:** *Minor action, once per turn:* (range 6) +14 vs. Will; Immobilized.  
☐ ← **Sandstorm:** (burst 2) +15 vs. Fortitude; 10 damage AND Blinded. Hit or miss, this creature has Flight 7 and Insubstantial until the end of its next turn.

### POWERS

**Resist 5 All, Vulnerable 10 Fire**  
**Stalked Foe:** +5 damage vs. an enemy with the highest (or tied for highest) Champion Rating among all enemies. (*Non-champions count as CR 0.*)  
☐ **Rotting Attack:** *Use when this creature hits with an attack:* Target has 10 ongoing necrotic damage (save ends).

❖ Use with Monster Menagerie: Mummy

AC  
21  
FORT  
23  
REF  
20  
WILL  
23

SPEED  
5

HP  
60  
BLOOD  
30

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## DRYAD

Level 7 ♦ Fey • Plant

### ATTACKS

- ⊕ **Spiked Cudgel:** +12 vs. AC; 5 damage AND 10 ongoing poison damage (save ends).  
☐ ➤ **Charm:** (range 10, non-Fey target only) +12 vs. Will; Dazed (save ends).  
← **Entangle:** (blast 4) +9 vs. Fortitude, +14 vs. Fortitude instead if target occupies forest terrain; 10 damage AND Immobilized.

### POWERS

**Vulnerable 5 Fire**  
**Poison Thorns:** *Whenever this creature is damaged by a ⊕ attack:* Attacker takes 5 poison damage.  
☐ **Tree Step:** *Move action, only if this creature occupies forest terrain:* Teleport 10, must end in forest terrain.

AC  
20  
FORT  
18  
REF  
18  
WILL  
18

SPEED  
6

HP  
45  
BLOOD  
20

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## SKELETON CHAMPION

Level 4 ♦ Undead

CR  
1

### ATTACKS

- ⊕ **Rusted Cutlass:** +7 vs. AC; 10 damage.  
☐ ➤ **Undead Gaze:** *Minor action:* (range 6) +4 vs. Will; 5 psychic damage.

### POWERS

**Resist 10 Cold, Necrotic**  
☐ **Reassembling Bones:** *Use when this creature is destroyed:* This creature is not destroyed, has 5 HP, and is Immobilized instead.

### CHAMPION POWERS ☐

❖ *Use when this creature scores victory points for occupying a victory area:* Until end of battle, this creature has: (Aura 5) Undead allies in aura have +5 necrotic damage.

❖ Use with Monster Menagerie: Skeleton

AC  
15  
FORT  
15  
REF  
15  
WILL  
15

SPEED  
6

HP  
35  
BLOOD  
15

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## ORC HEAVY FOOT

Level 2 ♦ Orc • Orog • Martial

### ATTACKS

- ⊕ **Heavy Axe:** +5 vs. AC; 15 damage.

### POWERS

**Inspired:** Add the champion rating of an Orc ally within 5 squares to this creature's attack rolls.  
**Powerstep:** *Minor action:* This creature slides 1 square.

❖ Use with Monster Menagerie: Orc

AC  
17  
FORT  
14  
REF  
11  
WILL  
12

SPEED  
5

HP  
25  
BLOOD  
10

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## MIMIC

Level 9 ♦ Aberrant

### ATTACKS

- ⊕ **Toothy Maw:** +16 vs. AC; 10 damage AND Immobilized AND target grants combat advantage.

### POWERS

**Scout** (*This creature may setup in an unoccupied victory area instead of your start area.*)  
**Incongruous:** Invisible while no enemy is adjacent.  
☐ **Stuck on You:** *Use when an enemy targets this creature with an attack:* Redirect that attack to another enemy adjacent to this creature.  
☐ **Not as it Appears:** *Use at end of round when an enemy scores VP for occupying a victory area:* Place this creature adjacent to that enemy. (*This creature may score end of round VP normally.*)

❖ Use with Monster Menagerie: Mimic

AC  
24  
FORT  
21  
REF  
21  
WILL  
21

SPEED  
4

HP  
60  
BLOOD  
30

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## SATYR

Level 6 ♦ Fey

### ATTACKS

- ⊕ **Dancing Blade:** +11 vs. AC; 15 damage AND this creature may shift 1 square.  
☐ ← **Reverie:** (burst 3) +11 vs. Will; 10 psychic damage AND Confused. Hit or miss, Fey creatures heal 10 HP after all attacks are resolved.

### POWERS

**Immune Confused**  
**Tune the Mind:** *Move action:* Until end of round, no champion within 8 squares of this creature may use a champion power.  
☐ **Draught of Clarity:** *Minor action:* Each of the Confused, Dazed, and Stunned conditions ends on 1 adjacent ally.

AC  
19  
FORT  
17  
REF  
17  
WILL  
17

SPEED  
7

HP  
45  
BLOOD  
20

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## GITHYANKI WARLEADER

Level 9 ♦ Githyanki • Psionic

CR  
1

### ATTACKS

- ⊕ **Silver Sword:** +15 vs. AC; 20 damage, ignore Insubstantial.  
➤ **Telekinetic Grasp:** (range 10) +14 vs. Fortitude; 10 damage AND pull 2 squares AND Immobilized.

### POWERS

**Merciless:** +10 damage vs. Immobilized targets.  
☐ **Telekinetic Leap:** *Immediate action, use at any time:* This creature or 1 ally within 10 squares moves up to its speed with Flight.

### CHAMPION POWERS ☐

❖ *Use when an enemy becomes Immobilized:* That enemy is Immobilized (save ends).  
❖ *Use when an ally starts a turn adjacent to an enemy:* That ally makes a ⊕ attack as an immediate action.

❖ Use with Monster Menagerie: Githyanki Warrior

AC  
25  
FORT  
21  
REF  
21  
WILL  
25

SPEED  
6

HP  
70  
BLOOD  
35

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## MERFOLK SEER

Level 8 ♦ Aquatic • Divine

CR 1

### ATTACKS

- ⊕ **Dagger:** +13 vs. AC; 5 + 10 poison damage.  
⊕ **Waterweird:** (reach 3) +14 vs. Fortitude;  
10 ongoing damage AND Slowed (save ends both).

### POWERS

**Resist 10 Fire**

**Clairvoyant:** Add the champion ratings of each creature named Merfolk Seer in your warband when determining your highest champion rating.

### CHAMPION POWERS

- ❖ **Use at start of round:** Up to 3 allies may shift up to 2 squares each.  
❖ **Use when this creature is hit by an enemy's attack:** That enemy has 10 ongoing damage (save ends).

❖ Use with Monster Menagerie: Merfolk

AC 22  
FORT 22  
REF 22  
WILL 22  
SPEED F5  
HP 55  
BLOOD 25



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## MEDUSA CONSORT

Level 8 ♦ Aberrant

### ATTACKS

- ⊕ **Snakes:** +11 vs. AC; 5 + 10 poison damage.  
⊗ **Gaze:** *Minor action:* (range 6, non-Petrified targets only) +9 vs. Will; Immobilized (save ends).

### POWERS

**Petrification:** Use when an Immobilized enemy within 3 squares of this creature fails a save: That enemy is Petrified (save ends).

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

❖ Use with Monster Menagerie: Medusa

AC 17  
FORT 17  
REF 17  
WILL 17  
SPEED 6  
HP 45  
BLOOD 20



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## GHOST

Level 10 ♦ Undead

### ATTACKS

- ⊕ **Wither:** +15 vs. AC; 15 necrotic damage.  
⊖ **Possess:** (living target only) +12 vs. Will; Dominated (save ends).  
⊖ **Horrifying Gaze:** (blast 3) +12 vs. Fortitude; 15 damage AND Immobilized.

### POWERS

**Phasing, Insubstantial**

**Ghostly Jaunt:** Whenever an enemy is Dominated by this creature's Possess attack: Remove this creature from the battle map. Whenever the Dominated condition ends, place this creature adjacent to that enemy.

⊖ **Ethereal Form:** Use at start of this creature's turn: Until the start of this creature's next turn, it may not attack, and may only be targeted by attacks that target Will or ignore Insubstantial.

AC 21  
FORT 21  
REF 21  
WILL 21  
SPEED F6  
HP 45  
BLOOD 20



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## WEREWOLF BRUTE

Level 12 ♦ Human • Shapeshifter • Wolf

CR 1

### ATTACKS

- ⊕ **Ripping Jaws:** +15 vs. AC; 25 damage.  
⊖ **Howling Moon:** (burst 10, enemies level 5 or lower only) +12 vs. Will; 5 psychic damage (Fear) AND 5 ongoing psychic damage.

### POWERS

**Pack Leader:** (Aura 5) Wolf allies in aura have +2 attack.

**Blood Frenzy:** Immediate action, use when this creature destroys an enemy: Make a ⊕ attack.

### CHAMPION POWERS

- ❖ **Use at start of round:** Shapeshifter allies move up to their speed.  
❖ **Use when an enemy becomes bloodied:** An ally adjacent to that enemy makes a ⊕ attack as a free action.

❖ Use with Monster Menagerie: Werewolf

AC 23  
FORT 23  
REF 23  
WILL 23  
SPEED 7  
HP 85  
BLOOD 40



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## BRYN LIGHTFINGERS

Level 5 ♦ Halfling • Martial • Unique

### ATTACKS

- ⊕ **Shortsword:** +11 vs. AC; 10 damage.  
⊗ **Shortbow:** (sight) +10 vs. AC; 10 damage.

### POWERS

**Luck:** Immediate action, use when this creature rolls a natural 1: Reroll that roll.

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

⊖ **Chosen Foe:** Use during setup: Choose a keyword. This creature has +5 damage vs. enemies with that keyword.

AC 18  
FORT 16  
REF 16  
WILL 16  
SPEED 6  
HP 45  
BLOOD 20



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## HOMMET SHAW

Level 5 ♦ Human • Arcane • Unique

### ATTACKS

- ⊕ **Chill Touch:** +10 vs. Reflex; 10 damage.  
⊖ **Ray of Enfeeblement:** (range 5) +10 vs. Fortitude; 10 necrotic damage AND Weakened (save ends).  
⊖ **Magic Missile:** (sight) Automatic hit; 15 damage, ignores Insubstantial.

### POWERS

**Immune Weakened**

**Calculating:** Damage from this creature's attacks cannot be reduced or redirected.

**Undead Bane:** +5 damage vs. Undead, and Undead hit by this creature are Weakened.

⊖ **Misty Step:** *Minor action:* Teleport 6.

AC 16  
FORT 16  
REF 16  
WILL 16  
SPEED 6  
HP 30  
BLOOD 15



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## VAMPIRE

Level 10 ♦ Undead • Vampire

CR 2

### ATTACKS

- ⊕ **Slam:** +17 vs. AC; 10 damage AND Dazed.  
⊖ **Bite:** *Minor action:* (living enemies granting combat advantage to this creature only) +13 vs. AC; 10 damage AND this creature heals 5 HP.

### POWERS

**Immune Necrotic, Poison**

**Vulnerable 10 Radiant**

⊖ **Insatiable:** Attack action: Make 3 Bite attacks vs. the same target.

### CHAMPION POWERS

- ❖ **Use when a Vampire ally is hit by an attack:** That ally has Insubstantial until the end of its next turn.  
❖ **Use when a Vampire destroys a living enemy:** Add a Vampire ally with cost 16 VP or less to your warband.

AC 25  
FORT 21  
REF 21  
WILL 21  
SPEED F6  
HP 60  
BLOOD 30



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## ILLYDIA MAETHELLYN

Level 5 ♦ Elf • Divine • Unique

### ATTACKS

- ⊕ **Shortsword:** +10 vs. AC; 10 damage.  
⊖ **Turn Undead:** (blast 5, Undead only) +10 vs. Will; 10 psychic damage AND target moves its speed away from this creature.  
⊗ **Bow:** (nearest) +10 vs. AC; 10 damage.

### POWERS

⊖ **Prepare:** Use during setup: Choose a keyword. **Protection Circle:** (Aura 3) Enemies with the Prepared keyword have -2 attack vs. this creature and each ally in aura.

⊖ **Cure Light Wounds:** *Minor action:* Heal this creature or an adjacent ally 10 HP.

AC 17  
FORT 16  
REF 17  
WILL 17  
SPEED 6  
HP 35  
BLOOD 15



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## DISPLACER BEAST SHADOWCAT

Level 8 ♦ Beast • Shadow

AC 20  
FORT 19  
REF 19  
WILL 19

**ATTACKS**  
⊕ **Tentacles:** (reach 2) +13 vs. AC; 10 + 5 necrotic damage.

**POWERS**  
**Conceal 11**  
Adjacent 5: +5 damage vs. adjacent enemies.  
☐ **Shadowjump:** *Move action, only if this creature is adjacent to a wall:* Teleport 10, must end in a square adjacent to a wall.

SPEED 8

HP 50  
BLOOD 25

❖ Use with Monster Menagerie: Displacer Beast

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## SWARM OF BATS

Level 4 ♦ Vermin • Beast • Swarm

AC 20  
FORT 16  
REF 17  
WILL 15

**ATTACKS**  
⊕ **Little Bites:** +7 vs. AC; 5 damage.

**POWERS**  
**Formless:** Takes half damage from ⊕ and ↗ attacks.  
**Obstructing:** Line of sight may enter, but not pass through, this creature's space.  
**Swarm Attack:** *Immediate action, use when an adjacent enemy activates:* Make a ⊕ attack vs. that creature.

SPEED F6

HP 40  
BLOOD 20

❖ Use with Monster Menagerie: Unicorn

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## VALIANT UNICORN

Level 9 ♦ Magical Beast • Fey

AC 22  
FORT 20  
REF 20  
WILL 20

**ATTACKS**  
⊕ **Hoooves:** +14 vs. AC; 10 + 5 radiant damage.  
⊕ **Impale:** (usable on charge) +14 vs. AC; 15 + 10 radiant damage AND Immobilized.

**POWERS**  
**Aura of Protection from Evil:** (Aura 1) This creature and each adjacent ally has +2 to all defenses against attacks by Evil enemies.  
☐ **Greater Teleport:** *Minor action:* This creature and up to 1 adjacent Good ally teleport 10 and must end in spaces adjacent to each other.  
**Healing Horn:** *Minor action:* 1 ally adjacent to this creature heals 5 HP, or 1 condition on that ally ends.

SPEED 8

HP 60  
BLOOD 30

❖ Use with Monster Menagerie: Unicorn

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## PHASE SPIDER

Level 10 ♦ Spider • Stealth

AC 21  
FORT 21  
REF 21  
WILL 21

**ATTACKS**  
⊕ **Poison Bite:** +14 vs. AC; 10 + 5 poison damage AND 10 ongoing poison damage.

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

SPEED 7

HP 70  
BLOOD 35

❖ Use with Monster Menagerie: Unicorn

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## YETI

Level 7 ♦ Yeti • Cold

AC 17  
FORT 19  
REF 16  
WILL 16

**ATTACKS**  
⊕ **Great Claws:** +12 vs. AC; 15 + 5 cold damage.  
↵ **Yeti Howl:** (blast 5) +12 vs. Will; 10 ongoing psychic damage (save ends) (Fear).

**POWERS**  
**Resist 15 Cold**  
**Icy Strike:** +10 cold damage on natural attack rolls of 19 or 20.  
**Ice Walker:** Ignores the additional cost for entering difficult terrain. Ignores slippery terrain.

SPEED 6

HP 50  
BLOOD 25

❖ Use with Monster Menagerie: Gelatinous Cube

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## GELATINOUS CUBE, ELECTRIC

Level 7 ♦ Ooze • Lightning

AC 16  
FORT 22  
REF 22  
WILL 22

**ATTACKS**  
⊕ **Slam:** +11 vs. AC; 10 + 10 lightning Damage.  
⊗ **Arc:** (range 3) +11 vs. Fortitude; 10 lightning AND living target is Helpless (save ends).

**POWERS**  
**Immune Lightning**  
**Scout** (This creature may setup in an unoccupied victory area instead of your start area.)  
**Lightning Healing 5:** This creature heals 5 HP whenever lightning damage would be dealt to it.  
**Blindsight:** Ignores Conceal and Invisible.  
**Impassable:** Only flying, burrowing, and phasing creatures can move through this creature's space.  
☐ **Attack Spasm:** *Attack action:* This creature makes one ⊕ or ⊗ attack vs. each adjacent enemy.  
**Transparent:** This creature is Invisible until after it first attacks.

SPEED 4

HP 85  
BLOOD 40

❖ Use with Monster Menagerie: Centaur

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## CENTAUR LANCER

Level 8 ♦ Centaur • Fey

AC 19  
FORT 19  
REF 19  
WILL 19

**ATTACKS**  
⊕ **Lance:** (reach 3) +14 vs. AC; 15 damage.

**POWERS**  
**Powerful Charge 10:** +10 damage while charging.  
**Impaling Charge:** *Use when this creature hits with charge attack:* Push target 1 square and target is Immobilized.

SPEED 8

HP 60  
BLOOD 30

❖ Use with Monster Menagerie: Bulette

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## LAND SHARK

Level 13 ♦ Beast

AC 25  
FORT 26  
REF 22  
WILL 22

**ATTACKS**  
⊕ **Bite:** +16 vs. AC; 30 damage.  
↵ **Earthcrest:** *Use only if this creature has moved at least 3 squares from its starting position this turn:* Make 1 attack against each enemy within 2 squares: +16 vs. AC; 20 damage AND push 1.

**POWERS**  
☐ **Defensive Burrow:** *Move action:* This creature moves up to 4 squares and then has Resist 20 All until the start of its next turn.  
**Favorite Foods:** +5 damage vs. Human, Elf, and Half-Elf creatures.

SPEED B6

HP 95  
BLOOD 45

❖ Use with Monster Menagerie: Bulette

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## INVISIBLE STALKER

Level 11 ♦ Elemental • Air

### ATTACKS

- ⊕ **Slam:** +14 vs. AC; 20 damage.

AC 22  
FORT 22  
REF 24  
WILL 22

### POWERS

#### Invisible

- ☐ **Stalked Target:** Use during setup: Choose 1 enemy. This creature has +2 attack and +5 damage vs. that enemy until end of battle.

SPEED F8

HP 55  
BLOOD 25

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## ERINYES HIGHGUARD

Level 14 ♦ Devil • Martial

### ATTACKS

- ⊕ **Warsword:** +19 vs. AC; 10 + 10 fire damage.
- ☐ ⊕ **Rope:** (reach 3) +22 vs. Reflex; Dazed AND Immobilized (save ends both). ☹ when no creature is affected by Rope.

AC 27  
FORT 25  
REF 25  
WILL 25

### POWERS

- Resist 20 Fire, Poison
- Vulnerable 5 Radiant
- Merciless: +10 damage vs. Immobilized targets.
- Powerful Charge 5:** +5 damage while charging.
- ☐ **Shock Attack:** Immediate action, use at start of this creature's turn: This creature moves up to its speed, then makes a ⊕ attack.
- Unholy Rot:** Use when this creature damages a Good enemy: Target has 10 ongoing necrotic damage (save ends).

SPEED F7

HP 80  
BLOOD 40

- ♦ Use with Monster Menagerie: Erinyes

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## LICH

Level 18 ♦ Undead • Arcane

### ATTACKS

- ⊕ **Touch:** +18 vs. AC; 15 damage AND Helpless.
- ☞ **Magic Missile:** (sight) Automatic hit; 15 damage.
- ☐ ☞ **Lich Gaze:** Minor action: (range 3) +14 vs. Will; Dazed (save ends).
- ☐ ☞ **Finger of Death:** (range 6) +16 vs. Fortitude; 50 necrotic damage.
- ☐ ☞ **Power Word, Kill:** (range 6) +18 vs. Fortitude, cannot be a critical hit; 75 damage.
- ☐ ☞ **Cloudkill:** (blast 5, living targets only, ignores redirect) +19 vs. Fortitude; 25 poison damage AND 10 ongoing poison damage (save ends).

AC 27  
FORT 27  
REF 27  
WILL 34

SPEED F6

HP 80  
BLOOD 40

### POWERS

- Immune Poison, Necrotic
- Vulnerable 5 Radiant
- Animate Dead:** Immediate action, use after this creature destroys a living enemy within 6 squares: Add an Undead ally with cost 5 VP or less to your warband in a square last occupied by that enemy.

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## RAKSHASA ILLUSIONIST

Level 10 ♦ Rakshasa • Arcane • Mastermind

CR 1

### ATTACKS

- ⊕ **Claws:** +13 vs. AC; 15 damage.
- ☞ **Misdirection:** (sight) +13 vs. Will; slide 4 squares.
- ☞ **Shadow Magic:** (radius 1 within 10) +15 vs. Will; 5 + 10 psychic damage.

AC 24  
FORT 20  
REF 20  
WILL 24

### POWERS

#### Conceal 6

- Major Resistance:** Ignores attacks with a printed attack bonus of +10 or less, unless that attack is a critical hit.
- ☐ **Distraction:** Attack action: Choose 1 enemy within 5 squares. That enemy provokes opportunity attacks.

### CHAMPION POWERS ☐

- ♦ Use an enemy champion power as if this creature had that champion power.
- ♦ Use when an ally is targeted by an attack: That ally and another ally switch spaces. The attacker may target the switched creature instead.

SPEED 7

HP 50  
BLOOD 25

- ♦ Use with Monster Menagerie: Rakshasa

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## SUCCUBUS ENCHANTER

Level 10 ♦ Demon • Devil

CR 1

### ATTACKS

- ⊕ **Raking Claws:** +15 vs. AC; 10 damage AND 10 ongoing poison damage (save ends).
- ☞ **Charm Monster:** (range 10) +15 vs. Will; Confused (save ends).

AC 23  
FORT 23  
REF 23  
WILL 25

### POWERS

- Resist 15 Fire, Poison
- Vulnerable 5 Radiant
- ☐ **Lurid Bait:** Use at start of enemy's turn, only if that enemy is within 10 squares: That enemy's first action must be a move action, and it must move adjacent to this creature. If it cannot, it is Immobilized until the end of its turn.

SPEED F6

HP 65  
BLOOD 30

### CHAMPION POWERS ☐

- ♦ Use when a demon or devil ally starts its turn: Place that ally adjacent to this creature.
- ♦ Use when an enemy starts a turn adjacent to this creature: That enemy is Weakened (save ends).

- ♦ Use with Monster Menagerie: Succubus

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## DEATH KNIGHT BARON

Level 15 ♦ Undead • Divine • Unique

CR 3

### ATTACKS

- ⊕ **Longsword:** +21 vs. AC; 25 damage.
- ☐ ☞ **Hellfire Orb:** (radius 2 within 10) +18 vs. Fortitude; 15 necrotic + 15 fire damage.
- ☞ **Hold:** (range 5, living target only) +16 vs. Will; Helpless.

AC 29  
FORT 29  
REF 27  
WILL 27

SPEED 6

HP 90  
BLOOD 45

### POWERS

- Immune Poison
- Vulnerable 10 Radiant
- Undead Liege:** (Aura 10) Undead allies in aura have +2 ⊕ attack and +4 Will.

### CHAMPION POWERS ☐ ☐ ☐

- ♦ Use at start of round: Until end of battle, this creature or an Undead ally has +5 fire, +5 cold, or +5 necrotic damage (choose 1).
- ♦ Use when an Undead creature is hit by a ⊕ attack: It may make a ⊕ attack as an immediate action.

- ♦ Use with Monster Menagerie: Death Knight

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## EZMERELDA D'AVENIR

Level 11 ♦ Human • Martial • Unique

CR 2

### ATTACKS

- ⊕ **Longsword:** +16 vs. AC; 15 + 5 radiant damage.
- ☞ **Axe:** (range 6) +14 vs. AC; 15 damage.

AC 25  
FORT 23  
REF 25  
WILL 23

SPEED 7

HP 70  
BLOOD 35

### POWERS

- Protection Charm:** (Aura 1) This creature and allies in aura are Immune Dazed and Immune Confused.
- Undead Slayer:** +10 damage vs. Undead enemies.
- Vampire Slayer:** +5 damage vs. Vampire enemies.

### CHAMPION POWERS ☐ ☐

- ♦ Use when an Undead enemy is destroyed: Score 5 VP, or 10 VP instead if the enemy was a Vampire.
- ♦ Use at start of this creature's turn: Until end of round, 1 enemy loses Conceal or Insubstantial (choose 1).

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## STRAHD, LORD OF BAROVIA

Level 15 ♦ Undead • Vampire • Unique

CR 2

### ATTACKS

- ⊕ **Longsword:** +22 vs. AC; 15 damage.
- ☐ ☞ **Hypnotic Glare:** Minor action: (range 4) +18 vs. Will; Dazed. ☹ as a move action.
- ⊕ **Bite:** (living enemies only) +18 vs. AC; 15 damage AND this creature heals 10 HP.

AC 30  
FORT 26  
REF 26  
WILL 28

SPEED F4

HP 80  
BLOOD 40

### POWERS

- Immune Necrotic, Poison
- Vulnerable 10 Radiant
- Necromancy:** Undead allies have +5 ⊕ damage.
- Multi-Activation 2:** Activates twice each round.
- ☐ **Creatures of the Night:** Attack action: Add 2 Wolf allies or 1 Swarm ally with total cost 10 VP or less to your warband. Place each within 10 squares of this creature.

### CHAMPION POWERS ☐ ☐

- ♦ Use at start of a Vampire's turn: That Vampire is Insubstantial until it attacks.
- ♦ Use at any time: Slide a Dazed enemy 4 squares.

- ♦ Use with Monster Menagerie: Strahd Von Zarovich

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