

INTELLECT DEVOURER VILLAIN

Level 10 ♦ Aberrant • Psi

AC 22
FORT 21
REF 24
WILL 26
SPEED 7
HP 65
BLOOD 30

ATTACKS

- ⊕ **Claws:** +16 vs. AC; 10 + 5 psychic damage.
- ☐ ⤴ **Devour Intellect:** *Minor action:* (range 2) +17 vs. Will; 15 ongoing psychic damage (save ends). ☹ *at start of turn if no enemy is taking ongoing psychic damage.*

POWERS

Resist 5 All

Blindsight: Ignores Conceal and Invisible.

☐ **Psi Cloak:** *Use at start of turn:* Enemies may not trace line of sight to this creature until the start of its next turn.

Body Thief: *Immediate action, use when an adjacent enemy is destroyed by psychic damage:* ☹ Psi Cloak.

♦ Use with Storm King's Thunder: Intellect Devourer

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SPRITE SWASHBUCKLER

Level 3 ♦ Sprite • Fey

AC 20
FORT 16
REF 24
WILL 16
SPEED F7
HP 20
BLOOD 10

ATTACKS

- ⊕ **Flitting Attack:** +6 vs. AC; 5 damage. Hit or miss, this creature shifts up to 2 squares.
- ☐ ⤵ **Faerie Dust:** (blast 1, Fey targets immune) +5 vs. Reflex; Confused (save ends).

POWERS

Conceal 11

Tiny & Quick: +8 AC and Reflex vs. ⤴ attacks.

☐ **Blown Clear:** *Use when this creature is targeted by an ⤴ or ⤵ attack:* This creature takes 5 damage, then slides 2 squares.

☐ **Sweet Dreams:** *Use when an adjacent Confused enemy fails a save:* That enemy is also Helpless (save ends).

♦ Use with Storm King's Thunder: Sprite (sword)

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SPRITE STINGER

Level 2 ♦ Sprite • Fey

AC 20
FORT 16
REF 24
WILL 16
SPEED F7
HP 15
BLOOD 5

ATTACKS

- ⊕ **Pixie Bow:** (range 6) +6 vs. AC; 5 poison damage.
- ☐ ⤵ **Faerie Dust:** (blast 1, Fey targets immune) +5 vs. Reflex; Confused (save ends).

POWERS

Conceal 11

Tiny & Quick: +8 AC and Reflex vs. ⤴ attacks.

☐ **Blown Clear:** *Use when this creature is targeted by an ⤴ or ⤵ attack:* This creature takes 5 damage, then slides 2 squares.

♦ Use with Storm King's Thunder: Sprite (bow)

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DARKMANTLE PIERCER

Level 2 ♦ Magical Beast

AC 18
FORT 16
REF 16
WILL 16
SPEED F6
HP 25
BLOOD 10

ATTACKS

- ⊕ **Claws:** +7 vs. AC; 10 damage.
- ⤴ **Suffocate:** (Medium or smaller target only) +7 vs. Fortitude; 10 damage AND Dazed (save ends).
- ☐ ⤴ **Piercing Attack:** This creature moves up to its speed then attacks: +7 vs. Reflex; 10 damage AND Immobilized (save ends).

POWERS

Delayed Appearance: This creature starts off the battle map.

Blindsight: Ignores Conceal and Invisible.

☐ **There it Is:** *Use at start of any round after the first:* Place this creature on the battle map adjacent to a wall.

♦ Use with Storm King's Thunder: Darkmantle

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HOMUNCULUS

Level 1 ♦ Construct

AC 16
FORT 14
REF 14
WILL 14
SPEED F6
HP 10
BLOOD 5

ATTACKS

- ⊕ **Toothy Maw:** +3 vs. AC; 5 damage AND 5 ongoing poison damage (save ends).

POWERS

Blend In: Invisible to creatures 6 or more squares away.

☐ **Spotter 10:** *Use during setup:* Choose an Arcane ally. When making ⤴ and ⤴ attacks, that ally may trace line of sight for up to 10 squares as if it occupied this creature's square. (That ally must still trace line of effect and count range from its own space.)

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CAZI ALPHELANDRA

Level 10 ♦ Elf • Primal • Unique

AC 22
FORT 20
REF 24
WILL 20
SPEED 6
HP 65
BLOOD 30

ATTACKS

- ⊕ **Bowstave:** +14 vs. AC; 10 damage. Hit or miss, this creature shifts up to 2 squares.
- ☐ ⤴ **Big Banta:** (sight) +16 vs. AC; 20 damage. ☹ *as a move action.*

POWERS

Giant Slayer 5: +2 attack and +5 damage vs. Giants.

Kinship: *Whenever an Elf, Primal, or Unique ally is within 5 squares of this creature:* This creature has +2 attack and +5 damage.

Cali Alphelandra: Your warband may contain two creatures named Cazi Alphelandra.

*Giant-hunting twins with elf blood?
Great gods, what wonders are in this world!*

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CRAG UNGART

Level 13 ♦ Dwarf • Martial • Unique

AC 28
FORT 28
REF 26
WILL 28
SPEED 5
HP 85
BLOOD 40

ATTACKS

- ⊕ **Greatsword:** +18 vs. AC; 30 damage.
- ☐ ⤴ **The Flourish:** (bloodied target only) +18 vs. AC; 30 damage AND if target is destroyed, make a ⊕ attack.

POWERS

Commanding Presence: This creature is treated as having a Champion Rating of 4 for determining initiative.

Defender: *Immediate action, use when an adjacent enemy targets an ally:* Make a ⊕ attack vs. that enemy.

Fortified 20: Resist 20 All vs. critical hits.

Giant Slayer 5: +2 attack and +5 damage vs. Giants.

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GIANT POISONOUS TOAD

Level 5 ♦ Beast • Aquatic

AC 19
FORT 16
REF 16
WILL 16
SPEED 5
HP 40
BLOOD 20

ATTACKS

- ⊕ **Chomp:** +12 vs. AC; 5 + 5 poison damage.
- ☐ ⤴ **Tongue Grab:** (reach 3, Medium or smaller target only) +12 vs. Reflex; pull up to 3 squares AND Immobilized AND this creature makes a ⊕ attack vs. that target. ☹ *as a move action.*

POWERS

Unexpected Strike 3: *Immediate action, use after an enemy enters a square exactly 3 squares away:* Make a Tongue Grab attack vs. that enemy.

Hop: *Move action, once per turn:* Move up to speed with Flight.

Poison Pustules: *Whenever an adjacent creature hits this creature with a ⤴ attack:* That creature takes 5 ongoing poison damage (save ends).

♦ Use with Storm King's Thunder: Giant Frog

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SCARECROW

Level 6 ♦ Construct • Demon

AC 16
FORT 16
REF 20
WILL 20
SPEED 8
HP 60
BLOOD 30

ATTACKS
⊕ **Claw:** +12 vs. AC; 10 + 5 psychic damage.
⊖ **Horror Attack:** (target that does not have line of sight to any of its allies only) +14 vs. AC; 10 + 20 psychic damage AND Dazed.

POWERS
Immune Confused, Stunned
Vulnerable 10 Fire
Restuff: *Minor Action:* This creature heals 5 HP.
Orchard Stalker: *Whenever occupying forest terrain:* Invisible to nonadjacent enemies.

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KENKU WINGMAN

Level 7 ♦ Kenku • Martial

AC 20
FORT 17
REF 20
WILL 17
SPEED 7
HP 45
BLOOD 20

ATTACKS
⊕ **Flashing Wakizashi:** +12 vs. AC; 15 damage.
⊖ **Disabling Attack:** +10 vs. Reflex; Weakened until end of round.

POWERS
Great Leap: *Whenever charging:* +1 speed and Flight.
Keen Eyes: *Whenever this creature has combat advantage:* +3 attack instead of +2.
Snake Fighter: +4 attack vs. Yuan-Ti or Serpent targets.
 Wingman Attack: *Use when this creature hits with an attack:* A Martial or Kenku ally within 2 squares may move up to its speed as an immediate action.

♦ Use with Storm King's Thunder: Kenku (sword)

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KENKU SNIPER

Level 9 ♦ Kenku • Martial

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

ATTACKS
⊕ **Aikuchi:** +12 vs. AC; 5 damage.
↘ **Yumi:** (sight) +15 vs. AC; 15 damage.
 ↘ **Feat of Archery:** (range 10) +14 vs. AC; 15 damage AND this creature shifts up to 1 square AND repeat this attack vs. an enemy that has not been attacked this round.

POWERS
Keen Eyes: *Whenever this creature has combat advantage:* +3 attack instead of +2.
Snake Fighter: +4 attack vs. Yuan-Ti or Serpent targets.
Burst of Feathers: *Whenever attacked by an enemy 7 or more squares away:* This creature takes half damage from that attack.

♦ Use with Storm King's Thunder: Kenku (bow)

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YOCHLOL

Level 14 ♦ Drow • Demon

AC 26
FORT 25
REF 26
WILL 26
SPEED 6
HP 85
BLOOD 40

ATTACKS
⊕ **Tentacles:** (reach 2) +20 vs. AC; 10 damage.
⊖ **Amorphous Flurry:** Make up to 4 ⊕ attacks.
✱ **Maddening Web:** (radius 2 within 10) + 18 vs. Reflex; 10 ongoing psychic damage AND Immobilized (save ends both).

POWERS
Resist 10 Poison
All Tricks Revealed: Drow enemies may not use powers that turn hits into misses.
 Assume Form: *Use when this creature destroys an enemy:* Invisible until after it attacks.

CHAMPION POWERS
❖ *Use when 2 Drow allies flank an enemy:* That enemy is Immobilized (save ends).
❖ *Use when 2 Drow allies flank an enemy:* That enemy takes 10 ongoing poison damage (save ends).

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BANDIT CAPTAIN

Level 5 ♦ Human • Stealth

AC 16
FORT 18
REF 16
WILL 16
SPEED 7
HP 40
BLOOD 20

ATTACKS
⊕ **Longknife:** +12 vs. AC; 5 damage.

POWERS
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.
Bully 5: +5 damage vs. level 1 or 2 enemies.

CHAMPION POWERS
❖ *Use at start of adjacent ally's turn:* That ally gains Ambush 10 until end of round.
❖ *Use at start of this creature's turn:* Each Stealth ally of level 5 or lower shifts up to its speed as an immediate action.

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BANDIT

Level 3 ♦ Human • Stealth

AC 16
FORT 14
REF 14
WILL 14
SPEED 7
HP 30
BLOOD 15

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

POWERS
Ambush 5: *Minor action:* Choose an enemy that does not have line of sight to this creature. +5 ⊖ damage vs. that enemy until end of turn.
Bully 5: +5 damage vs. level 1 or 2 enemies.

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THRI-KREEN PROTECTOR

Level 10 ♦ Thri-Kreen • Primal

AC 23
FORT 20
REF 23
WILL 20
SPEED 8
HP 65
BLOOD 30

ATTACKS
⊕ **Gythka:** *Make 2 attacks:* (reach 2) +13 vs. AC; 10 + 5 poison damage AND Immobilized.
 ⚡ **Berserk:** (burst 2) +15 vs. AC; for each hit, roll 1d20, with +10 to roll if target is not adjacent:
1-5 10 ongoing poison damage (save ends).
6-10 25 damage.
11-30 10 + 5 poison damage AND Immobilized.

POWERS
Great Leap: *Whenever charging:* +1 speed and Flight.
 Venomous Bite: *Minor action:* An adjacent Immobilized enemy takes 10 ongoing poison damage (save ends).

♦ Use with Storm King's Thunder: Thri-Kreen (polearm)

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THRI-KREEN HUNTER

Level 10 ♦ Thri-Kreen • Primal

AC 23
FORT 20
REF 23
WILL 20
SPEED 8
HP 65
BLOOD 30

ATTACKS
⊕ **Chitin Swords:** *Make 2 attacks:* +14 vs. AC; 10 + 5 poison damage.
 ↘ **Chatkcha:** (range 12) +15 vs. AC; 15 damage AND 10 ongoing poison damage AND Slowed (save ends both). ⚡ *when this creature's Chatkcha attack misses.*

POWERS
Great Leap: *Whenever charging:* +1 speed and Flight.
 Venomous Bite: *Minor action:* An adjacent Immobilized enemy takes 10 ongoing poison damage (save ends).

♦ Use with Storm King's Thunder: Thri-Kreen (shuriken)

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INFERNAL HELL HOUND

Level 8 ♦ Magical Beast • Devil • Fire

AC 21
FORT 19
REF 21
WILL 19

ATTACKS

- ⊕ **Fiery Bite:** +13 vs. AC; 10 +10 fire damage
- ☐ ← **Blast of Flame:** *Minor action:* (blast 3) +12 vs. Reflex; 15 fire damage. ⤴ as an attack action.

POWERS

Immune Fire

SPEED 8

HP 60
BLOOD 30

❖ Use with Storm King's Thunder: Hell Hound

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MINDBLAZE ADEPT

Level 6 ♦ Githzerai • Ki

AC 18
FORT 20
REF 20
WILL 20

ATTACKS

- ⊕ **First Dagger:** +11 vs. AC; 5 + 5 fire damage.
- ☐ ⊕ **Dagger Flurry:** Make two ⊕ attacks.
- ⊕ **Second Dagger:** *Minor action, once per turn:* Make a ⊕ attack.

POWERS

Resist 10 Fire

Vow of Poverty: Cannot be assigned any items.

☐ **Lesser Arrow Deflection:** *Use when this creature is hit by a ⤴ attack:* -20 damage and ignore non-damage effects of that attack.

❖ Use with Storm King's Thunder: Githzerai Monk (daggers)

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MINDBLAZE PRECEPTOR

Level 10 ♦ Githzerai • Ki

AC 24
FORT 24
REF 24
WILL 24

ATTACKS

- ⊕ **First Dagger:** +17 vs. AC; 10 + 10 fire damage.
- ← **Fire Snake:** (line 6) +15 vs. Reflex; 10 fire damage.

POWERS

Resist 10 Fire

Firefeet: Ki allies have +1 speed.

☐☐ **Arrow Deflection:** *Use when this creature or an adjacent ally is hit by a ⤴ attack:* -20 damage and ignore non-damage effects of that attack.

CHAMPION POWERS ☐☐

- ❖ *Use at start of round:* Ki allies have +2 attack and +10 fire damage until end of round.
- ❖ *Use at start of this creature's turn:* Remove the Confused, Dazed, Dominated, Immobilized, Stunned and/or Slowed condition(s) from an adjacent ally.
- ❖ Use with Storm King's Thunder: Githzerai Monk (fire)

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KLEEF KENRIC

Level 15 ♦ Human • Divine • Unique

AC 28
FORT 28
REF 27
WILL 28

ATTACKS

- ⊕ **Holy Sword:** +22 vs. AC; 15 + 10 radiant damage AND Evil creatures are Dazed (save ends).

POWERS

Resist 20 Necrotic, Poison

Keen Critical 18: Scores critical hits on ⊕ attack rolls of natural 18, 19, or 20.

Vigilant Eye: (Aura 1) This creature and allies in aura ignore Conceal and Invisible.

☐ **Sign from Above:** *Use when this creature scores a critical hit:* Heal 20 HP.

CHAMPION POWERS ☐☐☐☐

- ❖ *Use when an adjacent enemy targets any ally with a ⊕ attack:* That attack misses.
- ❖ *Use when an adjacent ally starts a turn:* That ally heals 10 HP.

SPEED 6

HP 70
BLOOD 35

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SKULLREAPER WIGHT

Level 11 ♦ Undead

AC 23
FORT 27
REF 23
WILL 27

ATTACKS

- ⊕ **Accursed Blade:** +18 vs. AC; 10 + 10 necrotic damage.
- ⊕ **Fateful Gaze:** *Minor action:* (adjacent living enemy only) +18 vs. Will; -2 attack AND Immobilized.

POWERS

Resist 10 Necrotic

Vulnerable 10 Radiant

☐ **Skullreaver's Glory:** *Immediate action, use after this creature destroys a living enemy:* Gain +20 HP. This can increase this creature's HP above its starting total, though it is still considered bloodied at 30 HP or fewer. ⤴ as a move action.

SPEED 7

HP 65
BLOOD 30

❖ Use with Storm King's Thunder: Wight

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YUAN-TI DERVISH

Level 5 ♦ Yuan-Ti

AC 18
FORT 18
REF 20
WILL 20

ATTACKS

- ⊕ **Pureblood's Blade:** +11 vs. AC; 10 + 5 poison damage.
- ⊕ **Pureblood's Bite:** +11 vs. AC; 5 damage AND 5 ongoing poison damage (save ends).

POWERS

Death Surge: +2 attack while bloodied.

☐ **Dendar's Blessing:** *Immediate action, use when this creature is first bloodied:* Make up to three ⊕ attacks.

❖ Use with Storm King's Thunder: Yuan-ti Pureblood with Sword

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YUAN-TI RANGER

Level 5 ♦ Yuan-Ti

AC 18
FORT 18
REF 18
WILL 18

ATTACKS

- ⊕ **Pureblood's Bite:** +11 vs. AC; 5 damage AND 5 ongoing poison damage (save ends).
- ⤴ **Snake Arrow:** (sight) +10 vs. AC; 5 damage AND 5 ongoing poison damage AND target is considered adjacent to a Serpent ally (save ends both).

POWERS

☐ **Potent Arrow:** *Minor action:* +10 poison damage with ⤴ attacks until end of turn. ⤴ as an attack action.

Dendar's Augury: +2 attack and +5 damage vs. enemies adjacent to a Demon or Serpent ally.

❖ Use with Storm King's Thunder: Yuan-ti Pureblood with Bow

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AZER SMITH

Level 5 ♦ Azer • Fire • Primal

AC 18
FORT 16
REF 16
WILL 16

ATTACKS

- ⊕ **Blazing Hammer:** +10 vs. AC; 10 + 5 fire damage.
- ☐ ← **Spark Shower:** (burst 2) +9 vs. Reflex; 15 fire damage. ⤴ as a move action.

POWERS

Resist 20 Fire

Metalsmith: +10 fire damage vs. Earth enemies.

☐ **Master Armorer:** *Use during setup:* All Dwarf allies have +1 AC until end of battle.

☐ **Blaze o' Glory:** *Use when this creature is destroyed:* ⤴ Spark Shower and make a Spark Shower attack.

SPEED 6

HP 55
BLOOD 25

❖ Use with Storm King's Thunder: Azer

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WINTER WOLF SCOUT

Level 9 ♦ Beast • Wolf • Cold

ATTACKS

- ⊕ **Frosty Bite:** +16 vs. AC; 15 + 5 cold damage.
☐ ⚡ **Blast of Winter:** (blast 3) +15 vs. Fortitude; 20 cold damage AND Immobilized. On miss, 5 cold damage AND Slowed.

POWERS

Resist 20 Cold

Scout

Scent: Use when rolling for Conceal: Roll an extra 1d20 and use the higher result.

AC
22
FORT
21
REF
21
WILL
21
SPEED
9
HP
70
BLOOD
35

❖ Use with Storm King's Thunder: Winter Wolf

31

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FOMORIAN EYEBITER

Level 13 ♦ Giant • Fey

ATTACKS

- ⊕ **Crude Club:** (reach 2) +19 vs. AC; 30 damage.
☐ ⤴ **Evil Eye:** *Minor action:* (range 4) +22 vs. Will; 20 psychic damage AND -2 to all attacks and saves (save ends).

POWERS

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

Accursed Giant: Whenever this creature's attack roll is a natural 1: That attack hits this creature instead.

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

❖ Use with Storm King's Thunder: Fomorian

65

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FIRE GIANT DUKE

Level 19 ♦ Giant • Fire • Unique

CR
3

ATTACKS

- ⊕ **Giant sword:** (reach 3) +24 vs. AC; 25 + 10 fire damage.
☐ ⚡ **Firestone:** *Minor action, once per turn:* (radius 1 within 12) +22 vs. Reflex; 15 damage AND 10 ongoing fire damage AND target is not Invisible (save ends both). ☹ as a move action.

POWERS

Immune Fire

Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.

CHAMPION POWERS ☐ ☐ ☐

- ❖ Use at start of this creature's turn: Each creature within 2 squares takes 10 fire damage.
❖ Use when a Giant becomes Helpless, Immobilized, Dazed, or Stunned: That Giant ignores that condition instead.

❖ Use with Storm King's Thunder: Fire Giant with Sword

AC
31
FORT
32
REF
28
WILL
29
SPEED
8
HP
140
BLOOD
70

140

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STONE GIANT HIGHLORD

Level 16 ♦ Giant • Earth

ATTACKS

- ⊕ **Club** (reach 3) +21 vs. AC; 30 damage, ignore Resist.
⤴ **Shattering Impact Boulder:** (sight) +22 vs. Reflex; 25 damage AND Dazed AND 10 damage to each creature adjacent to target.

POWERS

Resist 5 All

Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.

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

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

AC
29
FORT
32
REF
27
WILL
27
SPEED
8
HP
100
BLOOD
50

❖ Use with Storm King's Thunder: Stone Giant

101

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CLOUD GIANT HIGHGUARD

Level 17 ♦ Giant • Arcane

ATTACKS

- ⊕ **Skewer:** (reach 4) +23 vs. AC; 35 damage AND Immobilized.
⊕ **Kick:** *Minor action:* (reach 2, Medium or smaller enemy only) +22 vs. AC; 10 damage AND push 3.

POWERS

Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.

☐ **Misty Step:** *Move action:* Teleport 6.

☐ **Fly:** Use at start of turn: Flight until end of turn.

Gigantic 10: +10 damage vs. Big targets.

Garden of Good and Evil: After setup, choose a good or evil ally if possible. This creature gains that alignment until end of battle.

AC
26
FORT
28
REF
32
WILL
32
SPEED
8
HP
170
BLOOD
85

❖ Use with Storm King's Thunder: Cloud Giant with Spear

120

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CLOUD GIANT CAPTAIN

Level 18 ♦ Giant • Arcane

CR
1

ATTACKS

- ⊕ **Swift Tulwar:** Make 2 attacks: (reach 3) +24 vs. AC; 25 damage.
⤴ **Phantom Dart:** (sight) Automatic hit; 20 damage.

POWERS

Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.

☐ **Misty Step:** *Move action:* Teleport 6.

☐ **Fly:** Use at start of turn: Flight until end of turn.

Gigantic 10: +10 damage vs. Big targets.

Garden of Good and Evil: After setup, choose a good or evil ally if possible. This creature gains that alignment until end of battle.

CHAMPION POWERS ☐

- ❖ Use at start of round: An ally teleports 6.

AC
26
FORT
28
REF
32
WILL
32
SPEED
8
HP
180
BLOOD
90

❖ Use with Storm King's Thunder: Cloud Giant with Sword

130

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FROST GIANT REAVER

Level 15 ♦ Giant • Cold

ATTACKS

- ⊕ **Frostfang Blade:** (reach 3) +20 vs. AC; 20 + 10 cold damage AND Fire target is Dazed.
☐ ⚡ **Frost Reave:** (blast 3) +20 vs. AC; 20 + 15 cold damage. ☹ as an attack action.

POWERS

Immune Cold, Vulnerable 5 Fire

Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.

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

AC
28
FORT
27
REF
27
WILL
27
SPEED
8
HP
110
BLOOD
55

❖ Use with Storm King's Thunder: Frost Giant with Sword

89

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FROST GIANT SLAYER

Level 15 ♦ Giant • Cold

ATTACKS

- ⊕ **Blödfrost Axe:** (reach 3) +20 vs. AC; 25 damage AND 5 ongoing cold damage (save ends).
☐ ⤴ **Ise Binding Rune:** *Minor action:* (range 5) +22 vs. Reflex; 25 cold damage AND Immobilized.

POWERS

Immune Cold, Vulnerable 5 Fire

Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.

Blöd Rune: All squares adjacent to this creature gain blood rock terrain.

☐ **Kris Rune:** *Minor action:* This creature's next ⊕ attack is an automatic hit and a critical hit.

AC
28
FORT
27
REF
27
WILL
27
SPEED
8
HP
110
BLOOD
55

❖ Use with Storm King's Thunder: Frost Giant with Axe

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SOLARA THANN

Level 12 ♦ Human • Martial • Unique

CR 2

ATTACKS

⊕ **Hookword:** +18 vs. AC; 20 damage, OR 10 damage AND Slowed.

☐ ⊕ **Setup Strike:** (target granting this creature combat advantage only) Make a ⊕ attack. On hit, 1 ally makes a ⊕ attack vs. that enemy as an immediate action. ⤴ as an attack action.

POWERS

Immune Dazed, Immune Confused

☐ **Position 4:** Minor action: Allies within 10 squares may move 4 squares as a free action. This does not provoke opportunity attacks from Big enemies.

CHAMPION POWERS

❖ Use at start of an adjacent ally's turn: Remove Dazed or Confused from that ally.

❖ Use at start of round: Unique allies have +2 attack and +2 AC until end of round.

AC 26
FORT 24
REF 24
WILL 24

SPEED 6

HP 75
BLOOD 35

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HELENA NOSTRUM

Level 9 ♦ Human • Arcane • Unique

ATTACKS

⊕ **Lightning Pick:** +14 vs. Reflex; 5 + 10 lightning damage AND target has Vulnerable 5 Lightning until end of battle.

⤴ **Arc Flash:** (range 5) +14 vs. Reflex; 10 lightning damage AND Blinded.

POWERS

Immune Blinded

Force Dome: (Aura 2) This creature and allies in aura have Resist 10 All vs. ⤴ and ⤴ attacks.

Blindsight: Ignores Conceal and Invisible.

Low Power: -5 lightning damage while bloodied.

AC 24
FORT 21
REF 21
WILL 21

SPEED 6

HP 60
BLOOD 30

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LAI ANTOLIO

Level 10 ♦ Human • Martial • Unique

ATTACKS

⊕ **Short Glaive:** +17 vs. AC; 15 damage.

☐ ⤴ **Bolas:** Minor action: (range 5) +13 vs. Reflex; 5 damage AND Immobilized AND grants combat advantage (save ends both). ⤴ as a move action if no creature is affected by this attack.

POWERS

Fortified 10: -10 damage vs. critical hits.

Sneak Attack 10: +10 damage vs. targets granting this creature combat advantage.

AC 24
FORT 22
REF 22
WILL 20

SPEED 6

HP 70
BLOOD 35

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NIGHT HAG COVEN BOSS

Level 12 ♦ Hag • Planar • Unique

CR 2

ATTACKS

⊕ **Reliable Claws:** +19 vs. AC; 20 damage.

⊕ **Dream Haunt:** (Helpless target only) Automatic hit; 40 psychic damage AND ⤴ Wave of Sleep.

☐ ⤴ **Wave of Sleep:** (blast 5, non-Fey living targets only) +18 vs. Will; Dazed (save ends).

POWERS

Appear as a Ghost: Whenever this creature has 70 HP: This creature has Invisible and Insubstantial.

Blood Magic: Immediately after this creature attacks, whenever not bloodied: This creature takes 5 damage.

CHAMPION POWERS

❖ Use when an enemy fails a save vs. Dazed: That enemy is Helpless (save ends).

❖ Use at start of round, only if you control 3 or more Hag creatures: Hag creatures have +3 attack until end of round.

AC 26
FORT 24
REF 24
WILL 24

SPEED 6

HP 70
BLOOD 35

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YUAN-TI LEARNED ONE

Level 12 ♦ Yuan-Ti • Martial

CR 3

ATTACKS

⊕ **Blade and Coils:** +17 vs. AC; 20 damage AND Large or smaller target is Immobilized.

POWERS

Immune Poison

Constrict: Move action: An adjacent Immobilized enemy takes 10 damage.

Prophecy: Immediate action, whenever a Dragon is destroyed: A Yuan-Ti ally teleports 10.

CHAMPION POWERS

❖ Use when this creature hits with a ⊕ attack: One Yuan-Ti ally makes a ⊕ attack as an immediate action.

❖ Use at start of round: Yuan-Ti allies have +2 attack until end of round.

AC 24
FORT 23
REF 23
WILL 23

SPEED 7

HP 80
BLOOD 40

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VENOM-BLESSED MALISON

Level 8 ♦ Yuan-Ti

ATTACKS

⊕ **Viper Arms:** Roll 2d20 and use the highest result: +11 vs. AC; 5 + 10 poison damage AND 10 ongoing poison damage (save ends).

☐ ⤴ **Spit Venom:** (range 3) +14 vs. Reflex; Blinded AND 5 ongoing poison damage (save ends both).

POWERS

Immune Poison

☐ ☐ **Intensify Venom:** Minor action, only if an enemy within 5 squares has ongoing poison damage: That enemy takes 5 poison damage.

Burning Venom Charm: (Aura 6) Each enemy that has ongoing poison damage and starts a turn in aura has -2 speed and may not charge.

AC 20
FORT 20
REF 20
WILL 20

SPEED 6

HP 55
BLOOD 25

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ABOMINATION LURKER

Level 12 ♦ Yuan-Ti • Primal

ATTACKS

⊕ **Blade:** +17 vs. AC; 20 damage.

⊕ **Fangs:** +16 vs. AC; 5 + 15 poison damage. Hit or miss, this creature slides up to 2 squares.

POWERS

Immune Poison

☐ ☐ **Versatile Attack:** Immediate action, use when this creature hits an enemy with a ⊕ attack: This creature makes a different ⊕ attack vs. that enemy.

☐ **Primal Strike 3:** Immediate action, use after an enemy enters a square exactly 3 squares away: Move 2 squares, and must end adjacent to that enemy. Then, make a Fangs attack vs. that enemy.

AC 27
FORT 23
REF 25
WILL 23

SPEED 7

HP 85
BLOOD 40

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VIPER-HEAD MALISON

Level 10 ♦ Yuan-Ti

ATTACKS

⊕ **Khopesh:** +16 vs. AC; 15 damage.

⊕ **Deadly Bite:** +14 vs. Reflex; 5 + 10 poison damage AND 10 ongoing poison damage (save ends)

POWERS

Immune Poison

☐ ☐ **Intensify Venom:** Minor action, only if an enemy within 5 squares has ongoing poison damage: That enemy takes 5 poison damage.

Finishing Bite: Immediate action, use when this creature bloodies an enemy with a ⊕ attack: Make a Deadly Bite attack vs. that enemy.

AC 24
FORT 22
REF 24
WILL 22

SPEED 6

HP 70
BLOOD 35

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MOUNTAIN GIANT SHAMAN

Level 14 ♦ Giant

AC 24
FORT 27
REF 22
WILL 26
SPEED 6
HP 120
BLOOD 60

ATTACKS
⊕ **Runespear:** (reach 2) +18 vs. AC; 25 damage AND 5 ongoing damage (save ends).

POWERS
Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.
Overwhelming Size 10: +2 attack and +10 damage vs. Medium or smaller enemies.
Rune Magic: *Minor action, once per turn:* Choose one effect:
☐ **Uven Öt Liv:** Adjacent enemies take 10 damage. For each enemy damaged, heal an ally 10 HP.
☐ **Ferd:** An ally moves up to its speed.

☞ Use with Storm King's Thunder: Hill Giant (Spear)

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MOUNTAIN GIANT BRUTE

Level 14 ♦ Giant

AC 25
FORT 28
REF 23
WILL 23
SPEED 6
HP 130
BLOOD 65

ATTACKS
⊕ **Club:** (reach 2) +16 vs. AC; 35 damage.

POWERS
Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.
Cleave: *Immediate action, use when this creature destroys an enemy with a ⊕ attack:* Make a ⊕ attack.
Overwhelming Size 10: +2 attack and +10 damage vs. Medium or smaller enemies.

☞ Use with Storm King's Thunder: Hill Giant (Club)

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FIRE GIANT SLAVER

Level 15 ♦ Giant • Fire

AC 29
FORT 28
REF 28
WILL 28
SPEED 8
HP 110
BLOOD 55

ATTACKS
⊕ **Mace:** (reach 3) +21 vs. AC; 30 damage AND Medium or smaller creature is Dazed.
☐ ⊕ **Rune Chains:** (bloodied target only) +20 vs. Reflex; Dominated (save ends).

POWERS
Immune Fire
Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.
☐ **Slaver:** Use when a Dominated enemy enters your start area: Destroy that enemy and score double VP.

☞ Use with Storm King's Thunder: Fire Giant (Mace)

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FIRE GIANT RUNELORD

Level 15 ♦ Giant • Fire

AC 29
FORT 28
REF 28
WILL 28
SPEED 8
HP 110
BLOOD 55

ATTACKS
⊕ **Runehammer:** (reach 3) +21 vs. AC; 30 damage AND 5 ongoing fire damage (save ends).

POWERS
Immune Fire
Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.
Rune Magic: *Minor action, once per turn:* Choose one effect:
☐ **Uven:** Adjacent enemies take 10 damage.
☐ **Fjell:** This creature or an adjacent ally gains Phasing until end of battle.
☐ **Ild:** Enemies within 3 squares take 10 ongoing fire damage (save ends).
☐ **Ferd:** An ally moves up to its speed.

☞ Use with Storm King's Thunder: Fire Giant (Hammer)

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KING HEKATON

Level 19 ♦ Giant • Aquatic • Unique

CR 3

AC 28
FORT 34
REF 30
WILL 32
SPEED F4
HP 180
BLOOD 180

ATTACKS
⊕ **Fury:** (reach 3) +24 vs. AC; 30 + 10 thunder damage.
☐ ⤴ **Throw Lightning:** *Minor action:* (sight) +22 vs. Reflex; 15 lightning damage. ☞ as a move action.

POWERS
Immune Dazed, Resist 20 Lightning, Thunder
Bloody: This creature is always considered bloodied.
Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.
Multi-Activation 2: Activates twice each round.

CHAMPION POWERS ☐ ☐ ☐
☞ Use when determining initiative: Roll 2 extra d20s.
☞ Use when a creature starts a turn in river terrain: That creature has +2 speed until end of turn.

Even wounded and having just escaped his shackles, the King of Giants is formidable.

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COUNTESS SANSURI

Level 19 ♦ Giant • Arcane • Unique

CR 3

AC 26
FORT 26
REF 32
WILL 34
SPEED F8
HP 180
BLOOD 90

ATTACKS
⊕ **Slap:** (reach 2) +22 vs. AC; 25 damage.
⤴ **Disintegrate:** (range 12) +22 vs. Fortitude; 20 damage AND 20 ongoing damage (save ends).
☐ ⚡ **Cloudkill:** (radius 2 within 6, ignore redirect) +22 vs. Fortitude; 50 poison damage.

POWERS
Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.
Misty Step: *Move action:* Teleport 6.
Blindsight: Ignores Conceal and Invisible.
☐ **Call Fog:** Use at start of round: Each square gains smoke terrain until end of round and ☐ Cloudkill.

CHAMPION POWERS ☐ ☐ ☐
☞ Use when a creature rolls a save: Reroll that save instead.
☞ Use when an attack is redirected: That attack is not redirected instead.

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HARSHNAG

Level 17 ♦ Giant • Cold • Unique

AC 30
FORT 32
REF 28
WILL 29
SPEED 8
HP 130
BLOOD 65

ATTACKS
⊕ **Thunder Axe:** (reach 3) +23 vs. AC; 20 + 10 thunder damage AND Dazed.
⊕ **Frost Axe:** (reach 3) +23 vs. AC; 20 + 10 cold damage AND Slowed.
☐ ⊕ **Second Cut:** Make each ⊕ attack once.
☐ ⤴ **Rock:** (range 12) +22 vs. Reflex; 25 damage.

POWERS
Immune Cold, Vulnerable 5 Fire
Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.
Great Cleave: Use when this creature destroys an enemy with a ⊕ attack: Make a ⊕ attack.

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IYMRITH

Level 19 ♦ Dragon • Shapeshifter • Unique

CR 3

AC 32
FORT 32
REF 28
WILL 32
SPEED F6
HP 150
BLOOD 75

ATTACKS
⊕ **Smash:** (reach 2) +20 vs. AC; 20 + 20 lightning damage.
☐ ⤴ **Lightning Strike:** (sight) +22 vs. Reflex; 35 lightning damage. ☞ as a move action.

POWERS
Immune Lightning, Resist 10 Thunder
Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.
Multi-Activation 2: Activates twice each round.
Iconic: Rolls 2d20 for saves and uses higher result.

CHAMPION POWERS ☐ ☐ ☐
☞ Use at start of round: Allies have +2 attack and +10 lightning damage until end of round.
☞ Use when an ally starts a turn adjacent to an enemy or Dragon: That ally teleports 10.

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STORM KING'S THUNDER

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Special Thanks: DDM Guild's supporters; Kierin Chase
and Peter Lee at Wizards of the Coast.



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These cards are current as of July 11, 2017.

