

ARCANE PORTAL

Level 4 ♦ Object • Arcane

AC 16
FORT 14
REF 14
WILL —
SPEED —
HP 45
BLOOD 20

ATTACKS
◀ **Portal Blast:** (blast 3, enemies only) +9 vs. Reflex, 5 damage AND teleport target up to 5 squares.

POWERS
Delayed Appearance: This creature starts off the battle map during your set-up.
Object: Does not score VP for occupying one of your victory areas; immune to attacks which target Will.
Stationary: Cannot move; not affected by forced-movement effects.
Linked Portal: *Replaces attack action:* Teleport 1 adjacent ally to any teleport square or to any space adjacent to an Arcane Portal.
 Summon Portal: *Use before rolling initiative:* Place this creature in any space no closer than 10 squares from any enemy or ally.

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ASTRAL GIANT

Level 10 ♦ Giant • Immortal

AC 24
FORT 26
REF 22
WILL 20
SPEED F7
HP 65
BLOOD 30

ATTACKS
⊕ **Spear:** (reach 3) +15 vs. AC; 20 radiant damage.

POWERS
 Astral Leap: *Replaces move action:* Shift up to 10 squares.

Astral Giants, attracted by clashes in the astral, often finish battles they did not start.

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BEBILITH

Level 22 ♦ Demon

AC 34
FORT 32
REF 36
WILL 28
SPEED 6
HP 165
BLOOD 80

ATTACKS
⊕ **Reaving Claw:** (reach 3) +21 vs. AC; 25 damage AND target has cumulative -1 AC until end of battle.
+ **Flashing Claws:** Make 2 Reaving Claws attacks, each against a different enemy.
 Flaming Web: (blast 5) +20 vs. Reflex; 20 + 20 fire damage AND Immobilized (save ends).

POWERS
Blindsight: Ignores Conceal; treats invisible creatures as visible.
Multi-Activation 2: Can take up to 2 turns each round.
 Prey Focus: *Use during your set-up:* Choose 1 enemy. Demons in your warband have +10 Damage against that creature until end of battle.

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BLOOD FIEND

Level 13 ♦ Elemental

AC 29
FORT 24
REF 21
WILL 21
SPEED 6
HP 75
BLOOD 35

ATTACKS
⊕ **Claws:** (reach 2) +18 vs. AC; 25 damage.
 Terror Gaze: *Minor action:* (blast 2) +20 vs. Will; Immobilized (Fear).

POWERS
Bloodseeker: Has combat advantage against bloodied enemies.
Bloodthirsty: Whenever this creature hits an enemy granting it combat advantage with a ⊕ attack, target also has 10 ongoing damage (save ends).

The more wounded you are, the more vicious they become.

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BRAIN IN A JAR

Level 10 ♦ Construct • Mastermind

AC 24
FORT 12
REF 20
WILL 24
SPEED F4
HP 55
BLOOD 25

ATTACKS
↗ **Puppeteer:** (range 5, can target allies) +15 vs. Will; Take a turn with target as though it was Dominated.
↗ **Telekinetic Thrust:** *Minor action:* (range 10, does not provoke opportunity attacks) +12 vs. Fortitude; push target up to 6 squares.

POWERS
Protect the Master: *Use when this creature would take damage:* 1 non-Champion ally within 5 squares takes that damage instead, then this creature takes 5 damage.

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CLOAKER AMBUSER

Level 9 ♦ Aberrant

AC 25
FORT 23
REF 23
WILL 21
SPEED F8
HP 55
BLOOD 25

ATTACKS
⊕ **Tail Slap:** +16 vs. AC; 10 damage.

POWERS
Hide: If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.
 Envelop: *Replaces attack action:* Choose 1 adjacent enemy. That enemy takes 10 damage at start of each of this creature's turns and is Immobilized until it starts a turn while not adjacent to this creature. ◡ *when this creature uses Shadow Shift.*
 Shadow Shift: *Replaces move action:* Shift up to 3 squares.

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CROWNWING

Level 11 ♦ Swordwing • Aberrant

AC 25
FORT 23
REF 23
WILL 23
SPEED F8
HP 70
BLOOD 35

ATTACKS
⊕ **Armsblade:** (reach 2) +15 vs. AC; 15 damage.
+ **Flyby Attack:** Move up to its speed and make 1 ⊕ attack at any point during that move.

POWERS
Sneak Attack 10: +10 Damage against targets granting it combat advantage.
Trophy Collector: You score +15 VP whenever this creature destroys the highest-level enemy in play.
 Mark of Death: *Use before rolling initiative:* Choose 1 enemy within 10 squares; each ally with a lower level than that enemy has +10 Damage with ⊕ and ↗ attacks against that enemy until end of round.

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C'TALLUN, ASTRAL HUNTER

Level 14 ♦ Mind Flayer • Martial (Unique)

AC 30
FORT 24
REF 23
WILL 27
SPEED 6
HP 80
BLOOD 40

ATTACKS
⊕ **Silver Longsword:** +19 vs. AC; 10 + 10 psychic damage, ignore Insubstantial.
 Astral Hop: +17 vs. Fortitude; 15 damage AND this creature teleports up to 10 squares, then place target in any space adjacent to this creature. ◡ *at end of round if this creature occupies your start area.*
 Mind Blast: (blast 5) +15 vs. Will; 10 psychic damage AND Stunned.

POWERS
Astral Hunter: +10 Damage with ⊕ attacks against Borderlands enemies.
Vorpal Blade: Triple damage on critical hits with ⊕ attacks.

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DEVA FANATIC

Level 8 ♦ Deva • Divine

AC 24
FORT 18
REF 20
WILL 20
SPEED 6
HP 55
BLOOD 25

ATTACKS
⊕ **Heavy Flail:** +15 vs. AC; 15 damage.

POWERS
Fanatic: +15 damage against Mastermind targets.
☐ **Soulburst:** When this creature is destroyed, each enemy within 3 squares takes 5 radiant damage and each ally within 3 squares heals 5 HP.
☐ **Memory of a Thousand Lifetimes:** Use after this creature rolls an attack roll or saving throw: Re-roll that attack roll or saving throw.

There is no limit to the number of lives I will spend to rid this world of evil.

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DISPATER, IRON DUKE OF HELL

Level 14 ♦ Devil • Mastermind (Unique)

CR 2

AC 26
FORT 25
REF 25
WILL 30
SPEED 6
HP 75
BLOOD 35

ATTACKS
⊕ **Smiting Rod:** (reach 2) +19 vs. Fortitude; 20 damage AND push target up to 2 squares.
⤴ **Scathing Rod:** (sight) +19 vs. Reflex; 20 acid damage.

POWERS
Resist 20 Fire; Vulnerable 5 Radiant
☐ **Fires of Dis:** Minor action: Each enemy and each ally takes 5 fire damage. ☹ at start of turn.
☐ **Gates of Dis:** Minor action: Choose up to 3 squares within line of sight. Each of those squares becomes fire terrain until end of battle. ☹ at start of turn.

CHAMPION POWERS ☐ ☐
❖ Use before rolling initiative: You automatically win the next initiative roll.
❖ Use when a Devil ally becomes bloodied: Each enemy within 3 squares of that ally takes 10 psychic damage.

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DISPATER, IRON DUKE OF HELL

Level 28 ♦ Devil • Mastermind (Unique)

CR 3

AC 36
FORT 34
REF 34
WILL 48
SPEED 6
HP 165
BLOOD 80

ATTACKS
⊕ **Smiting Rod:** (reach 2) +25 vs. Fortitude; 30 damage AND push target up to 2 squares.
⤴ **Scathing Rod:** (sight) +27 vs. Reflex; 20 acid damage.
☐ ✨ **Gates of Hell:** (radius 1 within 10) +24 vs. Reflex; 30 fire damage. Hit or miss, each square in area becomes fire terrain until end of battle.

POWERS
Immune Fire; Vulnerable 5 Radiant
Blasphemous Reply: Use after being hit by a ⊕ or ⤴ attack: Make 1 ⊕ attack as an immediate action.

CHAMPION POWERS ☐ ☐ ☐
❖ Use before rolling initiative: You automatically win the next initiative roll.
❖ Use at start of round: Each creature in play occupying fire terrain takes 20 fire damage.

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DRAEGLOTH ABOMINATION

Level 19 ♦ Demon • Drow • Aberrant

AC 32
FORT 29
REF 32
WILL 24
SPEED 7
HP 165
BLOOD 80

ATTACKS
⊕ **Claw:** (reach 3) +24 vs. AC; 20 damage and 10 ongoing damage (save ends).
⊕ **Slashing Claws:** Make 2 Claw attacks.
☐ ⤵ **Unholy Burst:** (burst 3) +22 vs. Reflex; 20 necrotic damage AND Dazed. ☹ when this creature first becomes bloodied.

POWERS
Close Quarters Combatant: Ignores the Speed and Attack penalties for squeezing.
Unstable Servant: Whenever this creature starts a turn with no line of sight to a Drow or Demon ally, it is Confused until end of turn.
☐ **Dark Leap:** Use after this creature takes damage from an attack: Recharge Unholy Burst and use it as an immediate action, then teleport up to 7 squares.

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DRAGONBORN ELEMENTALIST

Level 8 ♦ Dragonborn • Arcane

AC 21
FORT 21
REF 20
WILL 20
SPEED 6
HP 45
BLOOD 20

ATTACKS
⊕ **Staff:** +8 vs. AC; 10 + 5 cold damage.
☐ ⤵ **Acid Breath:** Minor action: (blast 3) +11 vs. Fortitude; 10 acid damage. On miss, 5 acid damage.
☐ ✨ **Lightning Blast:** (radius 1 within sight) +11 vs. Reflex; 20 lightning damage.

POWERS
Resist 5 Lightning
Entropic Spark: +5 lightning Damage whenever this creature rolls an odd number on an attack roll.
Power Node: Use at end of round: If this creature occupies a victory area, recharge Lightning Blast and your opponent scores 5 VP.

"Yes, I play with fire — and acid, lightning, ice, and all gifts of the elemental motes."

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DWARF BEGUILER

Level 7 ♦ Dwarf

AC 19
FORT 19
REF 19
WILL 23
SPEED 5
HP 50
BLOOD 25

ATTACKS
⊕ **Dagger:** +12 vs. AC; 10 Damage.
✨ **Sap Courage:** (radius 1 within sight) +12 vs. Will; 5 psychic damage AND slide target up to 1 square.
☐ ✨ **Torment:** (radius 1 within sight) +10 vs. Will; 5 ongoing psychic damage AND Confused (save ends both).

POWERS
☐ **Aura of Misdirection:** Use after a creature within 10 squares takes a move action: Slide that creature up to 1 square. ☹ at start of turn.

"You think you know who you are?"

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EFREET FIREBLADE

Level 12 ♦ Elemental • Fire

AC 26
FORT 24
REF 26
WILL 20
SPEED 6
HP 75
BLOOD 35

ATTACKS
⊕ **Scimitar:** (reach 2) +17 vs. AC; 10 + 10 fire damage.
☐ ⤵ **Whirling Firesteel Strike:** (burst 2) +15 vs. AC; 20 ongoing fire damage (save ends) AND push target up to 1 square. ☹ when this creature first becomes bloodied.

POWERS
Resist 10 Fire
☐ **Fire Dervish:** Replaces move action: Shift up to twice its current speed, must end adjacent to a creature taking ongoing fire damage. ☹ when this creature uses Whirling Firesteel Strike.

These footsoldiers of the Efreet nation are no less dangerous than their masters.

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ELDER BLUE DRAGON

Level 26 ♦ Dragon

CR 2

AC 36
FORT 34
REF 35
WILL 30
SPEED 8
HP 225
BLOOD 110

ATTACKS
⊕ **Gore:** (reach 2) +25 vs. AC; 20 + 10 lightning damage.
☐ ⤵ **Lightning Breath:** (3 targets within line of sight) +23 vs. AC; 25 lightning damage. On miss, 15 lightning damage. ☹ when this creature first becomes bloodied.
⤵ **Thunderclap:** (burst 3) +20 vs. AC; 15 thunder damage AND Dazed.

POWERS
Resist 25 Lightning; Immune Thunder

CHAMPION POWERS ☐ ☐
❖ Use when an ally declares a ⤵ attack: +10 thunder Damage on that attack.
❖ Use when an ally declares a ⤵ or ✨ attack: You score 20 VP for each enemy destroyed by that attack.

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ELDER COPPER DRAGON

Level 21 ♦ Dragon • Metallic

CR 3

AC 33
FORT 31
REF 31
WILL 30

ATTACKS
⊕ **Bite:** (reach 2) +22 vs. AC; 35 damage.
☐ **Acid Breath:** (blast 5) +23 vs. Reflex; 30 acid damage. On miss, 15 acid damage.
☐ **Slowing Breath:** (blast 5) +23 vs. Fortitude; 20 damage AND Slowed (save ends).

POWERS
Immune Acid
☐ **Draconic Will:** Use before rolling initiative: Each non-Dragon Champion in play is Stunned (save ends).

CHAMPION POWERS ☐☐☐
❖ Use at end of round: Each enemy occupying one of your opponent's victory areas takes 20 Damage.
❖ Use before rolling initiative: Each enemy cannot roll saving throws against Slowed conditions until end of round.

HP 175
BLOOD 85

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FETTERED DRACOLICH

Level 15 ♦ Undead • Dragon

AC 32
FORT 31
REF 25
WILL 25

ATTACKS
⊕ **Bite:** (reach 2) +20 vs. AC; 15 damage.
☐ **Breath Weapon:** (blast 5) +18 vs. Fortitude; 25 ongoing necrotic damage AND target loses necrotic resistance (save ends both). ☹ when this creature first becomes bloodied.

POWERS
Resist 15 Necrotic; Vulnerable 5 Radiant
Crazed Lashing: +4 Attack and +10 Damage with ⊕ attacks while flanked.
Fettered by Undeath: Not affected by healing effects of allies.
Regeneration 5: Heals 5 HP at the start of each of its turns.

The darkest hearts seek immortality through any means.

HP 80
BLOOD 40

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FEYMIRE CROCODILE

Level 17 ♦ Beast • Fey • Aquatic

AC 33
FORT 29
REF 27
WILL 27

ATTACKS
⊕ **Crippling Bite:** (reach 2) +24 vs. AC; 20 damage AND Immobilized (save ends).

POWERS
Swampwalk: Ignores the extra cost for entering difficult terrain.
Feymire: (Aura 3) Each square in aura is difficult terrain.

☐ **Death Throes:** Use when this creature is destroyed: Make 1 Bite attack against each adjacent enemy as a free action.

HP 110
BLOOD 55

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FOMORIAN PAINBRINGER

Level 20 ♦ Giant • Fey

CR 1

AC 31
FORT 31
REF 30
WILL 24

ATTACKS
⊕ **Flail:** (reach 3) +25 vs. AC; 25 damage.
☞ **Funnel Pain:** (range 10) +23 vs. Will; 20 psychic damage.
☐ **Painful Visions:** Minor action: (burst 4) +20 vs. Will; Dazed AND Immobilized (save ends both).

POWERS
Castigating Eye: (Aura 2) Each enemy in aura has -4 Attack with ⊕ attacks against larger creatures.

CHAMPION POWERS ☐
❖ Use before rolling initiative: If you win that initiative, slide each ally up to 2 squares. If you lose that initiative, slide each enemy up to 2 squares.
❖ Use after a Fey ally hits with a ⊕ attack: +20 Damage on that attack.

HP 155
BLOOD 75

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HEROSLAYER HYDRA

Level 26 ♦ Hydra

AC 38
FORT 34
REF 34
WILL 34

ATTACKS
⊕ **Bite:** (reach 3) +27 vs. AC; 25 damage.
☐ **Rampage:** Use only while bloodied: (burst 3, enemies only) +26 vs. AC; 35 damage. Hit or miss, after all attacks are resolved, shift up to 2 squares for each enemy hit by an attack.

POWERS
Hydra Fury: Replaces attack action: Make 1 Bite attack plus 1 additional Bite attack for each New Head counter on this creature.

New Heads: Use when this creature takes 25 or more damage from an attack: Put 1 New Head counter on this creature.

HP 185
BLOOD 90

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HUMAN MARAUDER

Level 6 ♦ Human • Martial

AC 19
FORT 18
REF 17
WILL 18

ATTACKS
⊕ **Twin Swords:** +12 vs. AC; 10 damage.

POWERS
Beastmaster: Beast allies have +5 Damage against targets adjacent to this creature.
Double-Up: Whenever this creature scores a critical hit with a ⊕ attack, it may repeat that attack as a free action.
Momentum: +5 Damage with ⊕ attacks if this creature moved this turn.

HP 60
BLOOD 30

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HUMAN TOWN GUARD

Level 6 ♦ Human • Minion

AC 21
FORT 17
REF 17
WILL 17

ATTACKS
⊕ **Halberd:** (reach 2) +12 vs. AC; 10 Damage.
☐ ☞ **Heavy Crossbow:** (sight) +8 vs. AC; 15 Damage. ☹ as an attack action.

POWERS
☐ **Militia Guard:** Use when an adjacent ally is hit with a ⊕ or ☞ attack: That attack hits this creature instead.

HP 35
BLOOD 15

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IRON GOLEM JUGGERNAUT

Level 19 ♦ Construct

AC 31
FORT 35
REF 27
WILL 27

ATTACKS
⊕ **Longsword:** (reach 3) +24 vs. AC; 30 damage.
☐ **Toxic Burst:** (burst 2) +20 vs. Fortitude; 25 poison damage.

POWERS
Inexorable: Can move through squares occupied by enemies.
Iron Cleave: Use when this creature destroys a smaller enemy with a ⊕ attack: Make 1 ⊕ attack as an immediate action.
☐ **Toxic Death:** Use when destroyed: Recharge Toxic Burst, then make a Toxic Burst attack as an immediate action.

Variable Resistance: Use during your set-up: Choose acid, fire, lightning, or thunder. This creature has Resist 15 to that damage type until end of battle.

HP 125
BLOOD 60

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KALLIROTH, GITHYANKI PIRATE

Level 12 ♦ Githyanki (Unique)

AC 26
FORT 22
REF 24
WILL 28
SPEED 6
HP 75
BLOOD 35

ATTACKS
⊕ **Silver Longsword**: +17 vs. AC; 10 + 10 psychic damage, ignore Insubstantial.
☐ ⊕ **Swashbuckling Strike**: Shift up to its current speed and make up to 2 ⊕ attacks during that move. ☹ when this creature first becomes bloodied.

POWERS
Defensive Mobility: +5 AC against opportunity attacks while moving.
Surprise Onslaught: +10 Damage against undamaged enemies.
☐ **Telekinetic Leap**: Replaces move action: Move up to its current speed as though with Flight.
☐ **Telekinetic Push**: Use after hitting with a ⊕ attack: Push target of that attack up to 3 squares.

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KENKU WARRIOR

Level 10 ♦ Kenku

AC 25
FORT 23
REF 28
WILL 24
SPEED 7
HP 60
BLOOD 30

ATTACKS
⊕ **Dagger**: +16 vs. AC; 10 + 5 poison damage.
☞ **Dagger**: (range 5) +16 vs. AC; 10 + 5 poison damage.

POWERS
Flock: +3 bonus instead of +2 against targets granting it combat advantage.
Sneak Attack 5: +5 Damage against targets granting it combat advantage.
☐ **Blaze of Instinct**: Use when this creature is hit by an attack: That attack becomes a miss instead.

Kenku fight in dizzying flocks.

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KENKU WING MAGE

Level 7 ♦ Kenku • Arcane

AC 23
FORT 18
REF 18
WILL 21
SPEED 6
HP 50
BLOOD 25

ATTACKS
⊕ **Dagger**: +8 vs. AC; 10 damage
☞ **Hurricane Blast**: (burst 1, enemies only) +10 vs. Reflex; 10 damage AND push target up to 3 squares.
☐ ✨ **Murder of Crows**: (radius 1, nearest) +10 vs. Fortitude; 10 damage AND Dazed (save ends). ☹ when a Kenku ally is destroyed.

POWERS
Flock: +3 bonus instead of +2 against targets granting it combat advantage.

CHAMPION POWERS ☐
❖ Use before rolling initiative: Each ally has +2 Attack against enemies adjacent to a Kenku ally until end of round.
❖ Use before rolling initiative: Each ally has +5 bonus instead of +2 while flanking until end of round.

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KOBOLD SLINGER

Level 1 ♦ Kobold

AC 13
FORT 11
REF 13
WILL 11
SPEED 6
HP 15
BLOOD 5

ATTACKS
⊕ **Dagger**: +6 vs. AC; 5 damage.
☞ **Sling**: (range 10) +8 vs. AC; 10 damage.

POWERS
Shifty: Minor action: Shift 1 square.
☐ **Stinkpot Ammunition**: Replaces attack action: Roll d20. On 11-20, place a Stinkpot token in a square within 10 squares. Each non-Kobold creature has -2 Attack while adjacent to that square.

"First glue, now this?"

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MANSHOON

Level 18 ♦ Undead • Arcane • Zhent (Unique)

AC 28
FORT 28
REF 26
WILL 30
SPEED 7
HP 115
BLOOD 55

ATTACKS
⊕ **Staff**: +18 vs. AC; 15 + 10 necrotic damage AND Slowed.
☐ ☞ **Shadowbolt**: (sight) +16 vs. Reflex; 20 damage AND Dazed, or 30 damage AND Stunned instead if target is Dazed.
☐ ✨ **Soul Leech**: (radius 2 within sight, living targets only) Automatic hit; 20 necrotic damage.

POWERS
Resist 15 Necrotic, Resist 15 Poison
Blindsight: Ignores Conceal, treats invisible creatures as visible.
Combat Teleport: Replaces move action: Teleport up to 7 squares.
☐ **Vampiric Regeneration**: Minor action, only while bloodied: Each living enemy and each living ally within 5 squares takes 5 damage, then this creature heals 5 HP for each affected creature.

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MEPHISTOPHELES, LORD OF CANIA

Level 14 ♦ Devil • Mastermind (Unique)

AC 26
FORT 23
REF 23
WILL 26
SPEED F6
HP 65
BLOOD 30

ATTACKS
⊕ **Ranseur**: (reach 2) +19 vs. AC; 20 cold damage.
☞ **Hellfire**: (range 10) +21 vs. Reflex; 15 fire damage AND push target up to 1 square.
☐ ✨ **Hellfire Barrage**: (radius 1 within sight) +19 vs. Reflex; 20 fire damage AND 10 ongoing cold damage (save ends).

POWERS
Treachery: +10 Damage with ☞ attacks against Champion enemies.

CHAMPION POWERS ☐ ☐ ☐ ☐
❖ Use before rolling initiative: Each Evil ally has +5 Damage with ⊕ and ☞ attacks until end of round.
❖ Use when a Demon ally destroys an enemy: This creature and that ally each heal 15 HP.

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MEPHISTOPHELES, LORD OF CANIA

Level 24 ♦ Devil • Mastermind (Unique)

AC 35
FORT 32
REF 32
WILL 36
SPEED F6
HP 175
BLOOD 85

ATTACKS
⊕ **Ranseur**: (reach 2) +25 vs. AC; 25 cold damage.
☞ **Hellfire**: (range 10) +25 vs. Reflex; 25 fire damage AND push target up to 3 squares.
☐ ✨ **Hellfire Pillar**: (radius 1 within sight) +27 vs. Reflex; 55 fire damage. On miss, 20 fire damage.

POWERS
☐ **Hellfire Bombardment**: Minor action: Choose up to 2 squares adjacent to each other within line of sight. Those squares become pit terrain until end of round. ☹ as an attack action.

CHAMPION POWERS ☐ ☐ ☐ ☐
❖ Use before rolling initiative: You roll 1 extra d20 when determining initiative this round.
❖ Use at end of round: If a non-Champion enemy occupies one of your opponent's victory areas, you gain 10 VP.

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MIND FLAYER NOBLE

Level 12 ♦ Mind Flayer • Mastermind

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

ATTACKS
⊕ **Tentacles**: (reach 2) +19 vs. Reflex; 15 damage.
☞ **Mind Blank**: (burst 5, enemies only) Automatic hit; 5 psychic damage.
☞ **Mind Blast**: (blast 3) +17 vs. Will; 20 psychic damage. On miss, 10 psychic damage.
☐ ✨ **Mindwipe**: Minor action: (radius 2 within 10, enemies only) +17 vs. Will; Immobilized.

POWERS
Resist 15 Psychic
Illithid Noble: (Aura 2) Each Mind Flayer ally in aura has +4 Attack with ☞ attacks. Each Aberrant ally in aura has +10 Damage with ⊕ attacks.

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MINOTAUR MANGLER

Level 8 ♦ Minotaur • Primal

AC 19
FORT 18
REF 17
WILL 18
SPEED 8
HP 75
BLOOD 25

ATTACKS
⊕ **Great Axe:** +11 vs. AC; 20 + 5 thunder damage.
☐ ⊕ **Mangling Strike:** +11 vs. AC; 15 damage AND if target became bloodied, target is also Slowed until end of battle.

POWERS
Minotaur Resilience: Considered bloodied at one-third of its starting HP, instead of one-half.
Thunderborn Wrath: Use after hitting with a ⊕ attack, if that attack caused target to become bloodied: Each adjacent enemy takes 5 thunder damage.

A mangler revels in carnage.

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NALFESHNEE TYRANT

Level 23 ♦ Demon

AC 32
FORT 36
REF 31
WILL 34
SPEED 6
HP 180
BLOOD 90

ATTACKS
⊕ **Claws:** (reach 3) +26 vs. AC; 45 damage.
⤵ **Black Lightning:** (range 3) +23 vs. Reflex; 25 + 25 ongoing necrotic damage AND Slowed (save ends both).
☐ ⤵ **Vile Glare:** Minor action: (range 5) +29 vs. Will; target cannot take attacks except ⊕ attacks (save ends). ☐ at start of turn if no enemies are affected by Vile Glare.

POWERS
Monomaniac: Cannot move or shift while adjacent to a lower-level, non-bloodied enemy.
Tyrant of the Abyss: Enemy Champions cannot use Champion powers while bloodied.
☐ **Spur On:** Replaces move action: Each adjacent Demon ally takes 10 damage, then has +10 Damage with ⊕ attacks until end of round.

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NEOGI GREAT OLD MASTER

Level 18 ♦ Neogi • Mastermind

AC 32
FORT 30
REF 31
WILL 30
SPEED 8
HP 125
BLOOD 60

ATTACKS
⊕ **Scythe Claw:** (reach 3) +25 vs. AC; 25 damage AND Dazed.
☐ ⤵ **Enslaving Bolt:** (sight) +23 vs. Will; slide target up to 10 squares AND Dominated. ☐ when this creature takes damage from a ⊕ attack.
☐ ✨ **Larva Burst:** (burst 3, enemies only) +23 vs. Fortitude; 15 damage AND 10 ongoing damage (save ends).

POWERS
Foreign Mind: Not affected by Confused, Dazed, and Dominated effects.
Thrall Shackle: (Aura 1) Each enemy in aura has -4 on saving throws.
Domineering Position: Use at start of a Dominated enemy's turn: Slide that enemy up to 4 squares.

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NEOGI SLAVER

Level 10 ♦ Neogi

AC 22
FORT 20
REF 26
WILL 26
SPEED 6
HP 65
BLOOD 30

ATTACKS
⊕ **Fangs of the Neogi:** (reach 2) +14 vs AC; 10 damage AND 10 ongoing poison damage AND Slowed (save ends both).
☐ ⤵ **Charm Bolt:** (sight) +14 vs Will; this creature is invisible to target (save ends). ☐ at start of turn if no enemies are affected by Charm Bolt.
⤵ **Mindshackle:** (blast 3) +14 vs Will; 5 psychic damage AND Confused.

POWERS
Foreign Mind: Not affected by Confused, Dazed, and Dominated effects.

CHAMPION POWERS ☐ ☐
❖ Use at start of turn: 1 Magical Beast ally within 3 squares makes a ⊕ attack as an immediate action.
❖ Use when an ally hits a bloodied enemy with an attack: +15 Damage on that attack.

CR 2

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ONI NIGHT HAUNTER

Level 8 ♦ Giant

AC 24
FORT 20
REF 20
WILL 24
SPEED 6
HP 55
BLOOD 25

ATTACKS
⊕ **Morningstar:** (reach 2) +15 vs. AC; 15 damage AND push target up to 1 square.
⤵ **Haunting Presence:** (range 3, Dazed target only) Automatic hit; 5 damage.
☐ ⤵ **Hypnotic Breath:** (blast 5, enemies only) +13 vs. Will; 10 damage AND Dazed (save ends).

POWERS
☐ **Deceptive Veil:** Minor action: Invisible to enemies until end of round.
☐ **Gaseous Form:** Minor action: Has Insubstantial until end of round.
Devour Soul: Use when this creature destroys a Dazed enemy with a ⊕ attack: This creature heals 25 HP.

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ORC STRONGBOW

Level 9 ♦ Orc

AC 18
FORT 20
REF 18
WILL 18
SPEED 6
HP 55
BLOOD 25

ATTACKS
⊕ **Arrow Punch:** +11 vs. AC; 10 damage.
⤵ **Hobbling Shot:** (sight) +14 vs. AC; 15 damage AND Speed -2 (save ends).

POWERS
☐ **Power Shot:** Replaces attack action: Make 1 Hobbling Shot attack with a range of nearest. If that attack hits, it has +20 Damage.

The last thing you want is to get skewered by an orc fletcher-crafted arrow.

♦ For use with Lords of Madness: Orc Archer

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ORC WARCHIEF

Level 7 ♦ Orc • Martial

AC 21
FORT 19
REF 19
WILL 18
SPEED 6
HP 60
BLOOD 30

ATTACKS
⊕ **Glaive of Terror:** (reach 2) +12 vs. AC; 10 + 5 psychic damage.
☐ ⤵ **Poison Quarrel:** (range 10) +9 vs. AC; 10 poison damage AND target grants combat advantage (save ends, Poison).

POWERS
Mark of Groomsh: Use after hitting with a ⊕ attack: Each Orc ally has +4 Attack with ⊕ attacks against target until end of round.
☐ **Tribal Rush:** Use after your set-up: Each Orc ally moves up to 4 squares.

"Don't let the missing eye fool you. That one is clever."

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RIME HOUND

Level 15 ♦ Beast • Cold

AC 27
FORT 27
REF 25
WILL 25
SPEED 8
HP 100
BLOOD 55

ATTACKS
⊕ **Bite:** +20 vs. AC; (reach 2) 10 + 10 cold damage AND pull target up to 1 square.
☐ ⊕ **Shred:** (reach 2, bloodied target only) +20 vs. Fortitude; 30 damage AND Immobilized. ☐ when this creature misses with this attack.

POWERS
Resist 15 Cold
Ice Spikes: Whenever an adjacent enemy misses this creature with a ⊕ attack, that enemy takes 15 cold damage.
Frost Storm: (Aura 3) Each square in aura is difficult terrain for enemies.

The rime hound takes its foes down with all the fury of an arctic storm.

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ROC

Level 14 ♦ Beast

AC 27
FORT 25
REF 27
WILL 25
SPEED F8
HP 100
BLOOD 50

ATTACKS
⊕ **Talons:** +18 vs. AC; 20 damage AND if target is smaller than this creature, push target up to 3 squares, then target takes 5 damage for each square pushed.
☐ ☐ ☐ **Call of the Raptor:** *Minor action:* (blast 5) +16 vs. Fortitude; 10 thunder damage AND Dazed.

Though scant evidence exists to prove it, the enormous roc can be trained as a guardian.

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ROT GRUB SWARM

Level 8 ♦ Swarm • Vermin

AC 24
FORT 20
REF 20
WILL 20
SPEED 5
HP 50
BLOOD 25

ATTACKS
⊕ **Infesting Bite:** (reach 0) +15 vs. Fortitude; 15 ongoing damage (save ends).

POWERS
Infest: Can enter and occupy spaces occupied by non-Swarm enemies.
Million Maggots: Never provokes opportunity attacks.
Stable Footing: Ignores the extra cost for entering difficult terrain.
Swarm: Takes half damage from ⊕ and ↗ attacks.
Swarm Attack: *Use at start of an enemy's turn:* If that enemy occupies a square this creature occupies, that enemy takes 5 damage for each Swarm creature adjacent to it.

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ROT HARBINGER

Level 13 ♦ Undead

AC 29
FORT 27
REF 24
WILL 25
SPEED F7
HP 75
BLOOD 35

ATTACKS
⊕ **Rotting Claw:** +18 vs. Fortitude; 10 damage AND 10 ongoing necrotic damage (save ends).
☐ ☐ **Wave of Decay:** (burst 3) +19 vs. Fortitude; 10 damage AND Stunned. On miss, target is Dazed. ☹ *when this creature first becomes bloodied.*

POWERS
☐ **Festering Necrosis:** *Replaces attack action:* Each enemy taking ongoing necrotic damage is Weakened (save ends).

Orcus created these "angels" of decay in mockery of those sent to kill him.

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SHADAR-KAI WARRIOR

Level 8 ♦ Shadar-Kai • Shadow

AC 23
FORT 19
REF 23
WILL 19
SPEED 6
HP 65
BLOOD 30

ATTACKS
⊕ **Katar:** +14 vs. AC; 10 damage AND repeat this attack against the same target (maximum 2 per turn).

POWERS
☐ **Shadowmeld:** *Minor action, use only while adjacent to a wall:* Invisible to non-adjacent enemies until this creature makes an attack. ☹ *at start of turn if this creature occupies a victory area.*
☐ ☐ **Shadow Strike:** *Use after hitting with a ⊕ attack:* Shift up to 2 squares to a space not adjacent to the target of that attack.

It is said that shadar-kai lurk around every corner in the dusk of Gloomwrought.

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SHADAR-KAI WITCH

Level 7 ♦ Shadar-Kai • Arcane • Shadow

AC 18
FORT 18
REF 19
WILL 22
SPEED 6
HP 50
BLOOD 25

ATTACKS
⊕ **Blackfire Touch:** +12 vs. Reflex; 5 fire + 5 necrotic damage.
☐ ↗ **Shadowbind:** (sight) +10 vs. Will; 10 necrotic damage AND Blinded (save ends). ☹ *when this creature uses Shadow Jaunt.*

POWERS
Deep Shadow: (Aura 2) Each ally in aura cannot be targeted by charges or ↗ attacks.
Shadowfire: (Aura 2) Each enemy that starts a turn in aura takes 5 necrotic damage.
☐ **Shadow Jaunt:** *Replaces move action:* Teleport up to 5 squares and is Insubstantial until start of its next turn. ☹ *when this creature first becomes bloodied.*

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SHARDMIND DOMINATOR

Level 8 ♦ Shardsmind • Construct

AC 22
FORT 20
REF 20
WILL 20
SPEED 6
HP 55
BLOOD 25

ATTACKS
⊕ **Dagger:** +11 vs. AC; 10 damage.
↗ **Overwhelming Mind:** (range 5) +13 vs. Will; target makes a ⊕ attack as though Dominated.
☐ ☐ **Mind Swarm:** (radius 1 within sight) +11 vs. Will; 10 psychic damage AND 5 ongoing psychic damage (save ends). ☹ *when first becoming bloodied.*

POWERS
Resist 5 Psychic
Regression: *Use at start of an enemy's turn:* If that enemy is taking ongoing psychic damage, slide that enemy up to 3 squares.

Psychic energy given life.

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SKELETON

Level 1 ♦ Undead

AC 16
FORT 13
REF 13
WILL 13
SPEED 5
HP 5
BLOOD —

ATTACKS
⊕ **Scimitar:** +5 vs. AC; 10 damage.

POWERS
☐ **Reassembling Bones:** *Use when destroyed:* This creature is not destroyed instead, then has 5 HP and is Immobilized (save ends).

The catacombs of Waterdeep hold a never-ending legion of walking dead.

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SPELL WEAVER

Level 18 ♦ Immortal • Arcane

AC 30
FORT 29
REF 31
WILL 31
SPEED 6
HP 130
BLOOD 65

ATTACKS
⊕ **Esoteric Touch:** +20 vs. Reflex; 20 damage AND push target up to 5 squares.
↗ **Dimensional Ray:** (nearest) +22 vs. Reflex; 20 damage AND teleport target up to 5 squares.

POWERS
Multitasking Brain: Not affected by Dazed or Stunned.
Teleport: *Replaces move action:* Teleport up to 6 squares.

CHAMPION POWERS ☐ ☐
❖ *Use before rolling initiative:* Spend 20 VP. If you do, walls do not block line of sight or line of effect until end of round.
❖ *Use after this creature hits with an attack:* Target of that attack takes 15 cold damage.

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STONE GIANT

Level 15 ♦ Giant • Earth

AC 27
FORT 29
REF 25
WILL 25

ATTACKS
⊕ **Club:** (reach 2) +18 vs. AC; 30 damage AND push target up to 1 square.
☐ ☞ **Hurl Rock:** (nearest) +16 vs. Reflex; 20 damage AND Stunned.

POWERS
☐ **Stoneskin:** *Minor action:* This creature has Resist 10 All until end of its next turn.

SPEED 7

HP 110
BLOOD 55

"Oh, that arm? Lost that to a bloody big rock in the campaign against the giants."

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STORMCLAW SCORPION

Level 6 ♦ Beast • Vermin

AC 21
FORT 19
REF 20
WILL 19

ATTACKS
⊕ **Claws:** +14 vs AC; 10 lightning damage AND Slowed (save ends).
⊕ **Sting:** (reach 2) +10 vs. Fortitude; 10 ongoing damage (save ends).

POWERS
Resist 10 Lightning
Skittering Assault: Can move after charging.
Reactive Sting: *Use when an enemy ends the effects of this creature's Claws attack:* Make 1 Sting attack against that enemy as an immediate action.

SPEED 8

HP 50
BLOOD 25

Don't ride the lightning.

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SWORDWING

Level 8 ♦ Swordwing • Aberrant

AC 22
FORT 20
REF 20
WILL 20

ATTACKS
⊕ **Armlade:** +14 vs. AC; 10 damage.

POWERS
Sudden Strike: *Use when an adjacent enemy shifts:* Make 1 ⊕ attack against that enemy as an immediate action.
Vicious Opportunist: +10 Damage with ⊕ attacks during other creature's turns.

SPEED F8

HP 60
BLOOD 30

"'Typical'? No, says, I. No 'typical' collection includes victims' hearts." — Kalliroth, Githyanki Pirate

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THRI-KREEN MANTIS WARRIOR

Level 11 ♦ Thri-Kreen

AC 24
FORT 22
REF 25
WILL 21

ATTACKS
⊕ **Gythka:** +16 vs. AC; 15 + 5 psychic damage.
⊕ **Mantis Leap:** *Use only while not bloodied:* Move up to 7 squares as with Flight, then make 1 ⊕ attack.
☞ **Chatchka:** (range 10) +16 vs. AC; 10 damage.

POWERS
☐ **Spasm:** *Use when an enemy moves out of an adjacent space:* That enemy is Slowed until end of its turn. ☞ *when this creature first becomes bloodied.*

SPEED 7

HP 80
BLOOD 40

Thri-kreen have adapted perfectly to the harsh conditions of Athas, in body and in mind.

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TRAPPED CHEST

Level 1 ♦ Object

AC 10
FORT 10
REF 10
WILL —
SPEED —

POWERS
Delayed Appearance: Does not start on the battle map during your set-up.
Object: Does not score VP for occupying one of your victory areas; immune to attacks which target Will.
Trapped Chest: When this creature is destroyed by an enemy, roll +20 vs. AC on each enemy and ally within 3 squares. On hit, 15 damage. On miss, 5 damage.
Stationary: Cannot move; not affected by forced-movement effects.
Unfound Treasure: You score 5 VP at the end of each round while this creature is in play.
☐ **Search:** *Use at end of round:* If an ally occupies one of your victory areas, place Trapped Chest in a space adjacent to that victory area.

HP 20
BLOOD 10

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TREBUCHET

Level 20 ♦ Object

AC 34
FORT 34
REF 34
WILL —
SPEED —

ATTACKS
☞ **Hurled Stone:** (sight, target further than 5 squares distant only, does not provoke opportunity attacks) +24 vs. AC; 60 damage. ☞ *as an attack action.*
☐ ☞ **Flaming Pitch:** *Use only while not bloodied:* (radius 2 within 10) +20 vs. Reflex; 20 AND 10 ongoing fire damage (save ends). ☞ *when this creature is hit by a non-⊕ attack.*

POWERS
Object: Does not score VP for occupying one of your victory areas; immune to attacks which target Will.
Siege Engine: Treats walls and terrain that blocks line of sight as clear terrain. Can occupy squares containing wall terrain.
Stationary: Cannot move; not affected by forced-movement effects.

HP 105
BLOOD 55

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TRIHORN BEHEMOTH

Level 10 ♦ Beast

AC 26
FORT 24
REF 18
WILL 18
SPEED 7

ATTACKS
⊕ **Gore:** (reach 2) +17 vs. AC; 25 damage.

POWERS
Breathing Room: +15 Damage with ⊕ attacks against targets not adjacent to a wall.
Halfing Houdah: Can have up to 2 non-Mounted Halfing creatures as riders.
Protective Crest: This creature's rider has +4 AC and +4 Reflex.
War Beast: +5 Damage with ⊕ attacks for each rider on this creature.

HP 85
BLOOD 40

On the plains of Eberon, the savage halfings aren't all you need worry about.

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WATER ARCHON SHOAL REAVER

Level 13 ♦ Elemental • Aquatic

AC 29
FORT 23
REF 23
WILL 23
SPEED 6

ATTACKS
⊕ **Trident:** +18 vs. AC; 15 damage AND target has -2 AC until start of its next turn.
☞ **Water Harpoon:** (range 5) +20 vs. AC; 20 damage AND pull target to an adjacent space.
☐ ☞ **Whirlpool of Tines:** (blast 3) +18 vs. AC; 15 damage. On miss, 5 damage.

POWERS
Immune Poison; Vulnerable 5 Cold
Water Walk: Whenever this creature starts its turn occupying river terrain, it has +3 Speed until end of turn.

HP 80
BLOOD 40

Shoal reavers have a well-earned reputation as ruthless pirates of the astral sea.

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WILL-O'-WISP

Level 6 ♦ Fey

AC 20
FORT 24
REF 24
WILL 24
SPEED F5
HP 45
BLOOD 20

ATTACKS
⊕ **Spirit Drain:** +9 vs. Fortitude; 15 radiant damage AND Weakened.
↗ **Luring Glow:** (sight) +11 vs. Will; 10 psychic damage AND pull target up to its current speed.

POWERS
Insubstantial
Delayed Appearance: Starts off the battle map during your set-up.
Blink Out: Whenever this creature takes damage from an attack, remove it from the battle map after resolving that attack.
Illuminate: Whenever this creature is not on the battle map at the start of a round, place it in any square no closer than 10 squares from any enemy.

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YEENOGHU

Level 14 ♦ Demon • Gnoll (Unique)

CR 2

AC 24
FORT 24
REF 20
WILL 20
SPEED 7
HP 95
BLOOD 45

ATTACKS
⊕ **Triple Flail:** (reach 2) +15 vs. AC; 20 damage AND Immobilized.
☐ ↗ **Crushing Grasp:** (radius 2 within sight, enemies only) +13 vs. Reflex; 10 damage AND push target up to 10 squares.

POWERS
Pack Fury: +5 Damage with ⊕ attacks for each Gnoll or Beast ally adjacent to target.

CHAMPION POWERS ☐ ☐
❖ *Use after an ally causes an enemy to first become bloodied:* 1 ally adjacent to that enemy makes 1 ⊕ attack as an immediate action.
❖ *Use before rolling initiative:* Each Gnoll or Beast ally not adjacent to an enemy shifts up to its current speed (must end in a space adjacent to an enemy).

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YEENOGHU

Level 22 ♦ Demon • Gnoll (Unique)

CR 2

AC 32
FORT 32
REF 29
WILL 30
SPEED 7
HP 185
BLOOD 80

ATTACKS
⊕ **Triple Flail:** (reach 2) +25 vs. AC; 45 damage AND Dazed (save ends).
☐ ⊕ **Hyena's Fury:** Make 3 attacks, each against a different enemy: (reach 2) +25 vs. AC; 25 damage.

POWERS
Fetid Cloud: (Aura 1) Each enemy that starts a turn in aura is Slowed until end of turn.
Hyena Lord: Gnoll and Beast allies deal triple damage instead of double damage on a critical hit.

CHAMPION POWERS ☐ ☐
❖ *Use before rolling initiative:* Each bloodied enemy is Weakened until end of round.
❖ *Use when an ally misses a non-bloodied enemy with a ⊕ attack:* That ally repeats that attack twice against the same target as an immediate action.

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YOUNG VOLCANIC DRAGON

Level 13 ♦ Dragon • Elemental

AC 27
FORT 27
REF 23
WILL 23
SPEED F6
HP 75
BLOOD 35

ATTACKS
⊕ **Bite:** (reach 2) +18 vs. AC; 15 damage AND 5 ongoing fire damage (save ends).
↖ **Lava Vent:** (burst 2) +17 vs. Reflex; 20 fire damage + 10 fire damage for each Lava Vent counter on this creature (maximum +30 fire damage). Hit or miss, after all attacks are resolved, remove all Lava Vent counters from this creature.

POWERS
Noxious Fumes: (Aura 1) Each enemy that starts a turn in aura takes 5 poison damage.
Growing Heat: Replaces attack action: Put 1 Lava Vent counter on this creature.

When you smell sulfur, it's too late.

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ZHENT CAVALRY

Level 7 ♦ Human • Mounted • Zhent

AC 22
FORT 19
REF 19
WILL 19
SPEED 8
HP 60
BLOOD 30

ATTACKS
⊕ **Slashing Sword:** +11 vs. AC; 15 damage.
☐ ↗ **Light Crossbow:** (nearest) +9 vs. AC; 10 damage. ⊕ as a move action.

POWERS
Zhent Mark: Use after this creature hits an enemy with a ⊕ attack: Until start of this creature's next turn, each Zhent ally and each Bane ally has +5 Damage against that enemy.

The Black Network uses highly skilled cavalry to terrorize villages in the remote edges of the Dalelands.

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ZHENT CHAMPION

Level 7 ♦ Human • Martial • Zhent • Bane

CR 1

AC 24
FORT 18
REF 16
WILL 16
SPEED 5
HP 55
BLOOD 25

ATTACKS
⊕ **Greatsword:** +14 vs. AC; 10 damage.
↗ **Crossbow of Speed:** (nearest) +10 vs. AC; 10 damage.

POWERS
Zhent Mark: Use after this creature hits an enemy with a ⊕ attack: Until start of this creature's next turn, each Zhent ally and each Bane ally has +5 Damage against that enemy.

CHAMPION POWERS ☐
❖ *Use before rolling initiative:* Each Zhent ally shifts up to 3 squares as an immediate action.
❖ *Use when a Martial ally within 5 squares first becomes bloodied:* That ally heals 15 HP.

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ZHENT SOLDIER

Level 5 ♦ Human • Martial • Zhent

AC 21
FORT 18
REF 16
WILL 16
SPEED 5
HP 45
BLOOD 20

ATTACKS
⊕ **Longsword:** +11 vs. AC; 10 damage.
☐ ↗ **Crossbow:** (nearest) +9 vs. AC; 10 damage. ⊕ as a move action.

POWERS
Zhent Mark: Use after this creature hits an enemy with a ⊕ attack: Until start of this creature's next turn, each Zhent ally and each Bane ally has +5 Damage against that enemy.

Not bright, no, but still dangerous when properly led...

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LORDS OF MADNESS

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