

REDCAP

Level 10 ♦ Fey

AC 23
FORT 23
REF 23
WILL 23
SPEED 5
HP 65
BLOOD 60

ATTACKS
⊕ **Scythe**: +15 vs. AC; 15 damage.
⊖ **Steel Kick**: *Minor action, once per turn*: +13 vs. AC; 5 damage AND Slowed.

POWERS
Redcap: *Use when this creature bloodies or destroys an enemy*: Heal 10 HP.
Bloody Murderous: *Whenever this creature starts a turn bloodied and adjacent to an enemy*: +2 attack and +5 damage vs. that enemy until end of turn.

©2018 DDM Guild *Tomb of Annihilation* 1/44 ● S

33

BATIRI GOBLIN

Level 1 ♦ Goblin • Primal

AC 17
FORT 14
REF 16
WILL 15
SPEED 7
HP 20
BLOOD 10

ATTACKS
⊕ **Short Spear**: +6 vs. AC; 10 damage.

POWERS
Forest Walk: Ignores the extra cost for entering forest terrain.
Tends to Wander: *Use during setup*: Place this creature up to 5 squares away from your start area.

❖ *Use with Tomb of Annihilation: Batiri Goblin (no mask)*

©2018 DDM Guild *Tomb of Annihilation* 2/44 ● S

4

VEGEPYGMY

Level 2 ♦ Plant

AC 17
FORT 15
REF 15
WILL 15
SPEED 6
HP 30
BLOOD 15

ATTACKS
⊕ **Crude Spear**: +7 vs. AC; 10 damage.

POWERS
Immune Poison
Forest Craft: Invisible to nonadjacent enemies while occupying forest terrain.
Vernal Regeneration: *Use when this creature starts a turn bloodied*: Heal 10 HP.

©2018 DDM Guild *Tomb of Annihilation* 3/44 ● S

6

ZORBO

Level 3 ♦ Magical Beast

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

ATTACKS
⊕ **Resorptive Claws**: +9 vs. AC; 5 damage AND -2 AC and -2 attack (until end of battle).

POWERS
Absorb Strength: This creature has Resist 10 All while it occupies a victory area.
Destroy the Weak: +10 damage vs. enemies that have a penalty to AC.

©2018 DDM Guild *Tomb of Annihilation* 4/44 ● S

9

VELOCIRAPTOR

Level 3 ♦ Beast

AC 16
FORT 14
REF 16
WILL 14
SPEED 7
HP 35
BLOOD 15

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

POWERS
☐ **Harrier**: *Immediate action, use when a Small Beast ally hits an enemy with a ⊖ attack*: Make a ⊕ attack vs. that enemy.
Small Pack Tactics: Small Beast allies have combat advantage vs. enemies adjacent to this creature.

©2018 DDM Guild *Tomb of Annihilation* 5a and 5b/44 ● S

8

SKELETON KEY (CROSS HELM)

Level 4 ♦ Undead

AC 17
FORT 17
REF 15
WILL 15
SPEED 5
HP 35
BLOOD 15

ATTACKS
⊕ **Warding Blades**: +11 vs. AC; 10 damage AND push up to 4 squares.

POWERS
Sacred Circle: (Aura 1) Squares in aura gain sacred circle terrain (+2 attack).
Ancient Symbol Key: *Use at start of an adjacent Arcane or Divine ally's turn*: That ally shifts up to 2 squares with Phasing.

❖ *Use with Tomb of Annihilation: Skeleton Key 6a*

©2018 DDM Guild *Tomb of Annihilation* 6a/44 ● M

12

SKELETON KEY (DEMON-FACED HELM)

Level 4 ♦ Undead

AC 17
FORT 15
REF 17
WILL 15
SPEED 5
HP 35
BLOOD 15

ATTACKS
⊕ **Warp Knives**: +10 vs. AC; 10 damage AND slide up to 1 square.

POWERS
☐ **Earthglide**: *Move action*: Move up to current speed with Burrow.
Warpfield Key: (Aura 10) An ally in aura may use a move action to teleport to a square adjacent to this creature.

❖ *Use with Tomb of Annihilation: Skeleton Key 6b*

©2018 DDM Guild *Tomb of Annihilation* 6b/44 ● M

12

SKELETON KEY (TWIN CYLINDER HELM)

Level 4 ♦ Undead

AC 17
FORT 15
REF 15
WILL 17
SPEED 5
HP 35
BLOOD 15

ATTACKS
⊕ **Dimensionlock Daggers**: +12 vs. AC; 10 damage AND target may not teleport and cannot be affected by placement effects (save ends).

POWERS
Scout: *(May setup in an unoccupied victory area.)*
Victory Key: *Use at start of an adjacent ally's turn, only if that ally occupies a victory area*: Place that ally in any unoccupied victory area or start area.

❖ *Use with Tomb of Annihilation: Skeleton Key 6c*

©2018 DDM Guild *Tomb of Annihilation* 6c/44 ● M

12

QAWASHA

Level 8 ♦ Human • Primal • Unique

CR 1

AC 20
FORT 19
REF 19
WILL 19
SPEED 6
HP 55
BLOOD 25

ATTACKS
⊕ **Staff:** +15 vs. AC; 10 damage AND Immobilized.
⚡ **Thunderburst:** (blast 3) +13 vs. Fortitude; 10 thunder damage AND Dazed.
☐ ⊕ **Wild Shape:** +13 vs. AC; 20 damage. Hit or miss, this creature heals 15 HP.

POWERS

Stable Footing: Ignores the extra cost to enter difficult terrain.

Expert Guide: (Aura 4) Allies that start their turn in aura gain Stable Footing until end of turn.

☐ **Greenfriend:** Use during setup: Add 1 Plant from the Wild faction with cost 10 or less to your waband.

CHAMPION POWERS ☐

❖ Use at start of round: Plant and Beast allies have +5 damage until end of round.



©2018 DDM Guild Tomb of Annihilation 7a/44 • M

HUMAN DRUID

Level 6 ♦ Human • Primal

CR 1

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

ATTACKS
⊕ **Serpent Strike:** (reach 3) +11 vs. Reflex; 5 + 10 ongoing poison damage (save ends).
☐ ⊕ **Wild Shape:** +9 vs. AC; 10 damage. Hit or miss, this creature heals 10 HP.

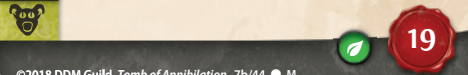
POWERS

Thorns: Minor action, once per turn: An enemy within 6 squares takes 5 damage.

☐ **Snake's Swift:** Attack action: Nearest ally makes a ⊕ attack as an immediate action.

CHAMPION POWERS ☐

❖ Use at start of round: Beast allies have +2 attack and +5 ⊕ damage until end of round.



©2018 DDM Guild Tomb of Annihilation 7b/44 • M

ORC (AXE)

Level 5 ♦ Orc

AC 17
FORT 18
REF 15
WILL 15
SPEED 7
HP 60
BLOOD 30

ATTACKS
⊕ **Boarding Axe:** +10 vs. AC; 15 damage

POWERS
Draw First Blood: +10 damage vs. undamaged enemies.
Great Leap: Move action: Move up to 2 squares, then move up to 3 squares with Flight, then move up to 2 more squares.



©2018 DDM Guild Tomb of Annihilation 8a/44 • M

ORC (SWORD)

Level 4 ♦ Orc

AC 17
FORT 17
REF 17
WILL 15
SPEED 7
HP 45
BLOOD 20

ATTACKS
⊕ **Cutlass:** +10 vs. AC; 10 damage

POWERS
Swashbuckling Brute: Use when this creature starts a turn within 5 squares of an Orc champion ally: +2 speed and +2 attack until end of round.
Skirmisher 5: +5 ⊕ Damage this turn if this creature moved at least 2 squares from where it started its turn before attacking.



©2018 DDM Guild Tomb of Annihilation 8b/44 • M

CHULTAN ZOMBIE

Level 1 ♦ Undead

AC 13
FORT 11
REF 11
WILL 11
SPEED 5
HP 20
BLOOD 10

ATTACKS
⊕ **Slam:** +4 vs. AC; 10 damage.

POWERS
☐ **Tribute:** Use at end of round, if this creature occupies a victory area: Enemies occupying that victory area do not score victory points this round.



©2018 DDM Guild Tomb of Annihilation 9/44 • M

MONODRONE

Level 3 ♦ Construct • Modron

AC 14
FORT 14
REF 14
WILL 14
SPEED F5
HP 30
BLOOD -

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

POWERS
Immune Confused, Dominated
What Now?: Whenever this creature starts a turn: Dazed until end of turn.
☐ **Modron March:** Use at end of round, only if this creature occupies an opponent's start area: Choose one effect:
Promotion: This creature heals 25 HP, and has +5 attack, +5 damage, and Immune Dazed until end of battle.
Keep Marching: Destroy this creature. Score 15 VP. (Your opponent scores VP normally.)
Call Another: Add 1 Modron with cost of 9 or less to your waband. Place it in your start area.



©2018 DDM Guild Tomb of Annihilation 10/44 • M

SU-MONSTER

Level 6 ♦ Beast • Psi

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

ATTACKS
⊕ **Claws:** +11 vs. AC; 15 damage.
☐ ⚡ **Mental Scream:** (blast 3) +9 vs. Will; 15 psychic damage.

POWERS
Forest Walk: Ignores the extra cost for entering forest terrain.
☐ **Pack Defender:** Immediate action, use when an enemy within 3 squares targets a Beast ally with an attack: This creature moves up to its speed, each square closer to the enemy. If it ends adjacent to the enemy, it may make a ⊕ attack vs. that enemy.



©2018 DDM Guild Tomb of Annihilation 11/44 • M

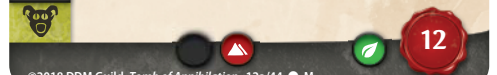
FIRENEWT (SWORD)

Level 4 ♦ Firenewt • Fire

AC 18
FORT 16
REF 16
WILL 16
SPEED 5
HP 35
BLOOD 15

ATTACKS
⊕ **Longsword:** +10 vs. AC; 10 damage.
☐ ⚡ **Spitfire:** (range 6) +9 vs. Reflex; 15 fire damage.

POWERS
Immune Fire
Heatsink: Use at start of turn, if this creature occupies fire terrain: ⊕ Spitfire and +2 attack until end of turn.



©2018 DDM Guild Tomb of Annihilation 12a/44 • M

FIRENEWT (FIRE)

Level 5 ♦ Firenewt • Arcane

AC 18
FORT 16
REF 16
WILL 16

ATTACKS

- ⊕ **Fire Touch:** +10 vs Reflex; 10 fire damage.
- **Firebolt:** (range 10) +11 vs. AC; 15 fire damage.

POWERS

Immune Fire

- ☐ **Blessing of Imix:** *Minor action:* 1 square of clear terrain within 10 squares becomes fire terrain until end of battle.
- Intensify Fire:** *Attack action:* Each creature adjacent to fire terrain takes 5 fire damage.

SPEED 5

HP 35
BLOOD 15

©2018 DDM Guild Tomb of Annihilation 12b/44 • M

ALDANI (NO WEAPON)

Level 3 ♦ Aldani • Aquatic

AC 20
FORT 16
REF 15
WILL 16

ATTACKS

- ⊕ **Claws:** +9 vs. AC; 10 damage AND make a ⊕ attack (maximum once per turn).

POWERS

Locked Claw: *Use when this creature rolls a natural 18, 19 or 20 on an attack roll:* Target takes 5 damage and is Immobilized.

SPEED 5

HP 30
BLOOD 15

©2018 DDM Guild Tomb of Annihilation 13/44 • M

VEGEPYGMY CHIEF

Level 6 ♦ Plant • Unique

CR 2

AC 20
FORT 18
REF 18
WILL 18

ATTACKS

- ⊕ **Spear:** +11 vs. AC; 15 damage.
- ☐ ← **Spores:** (burst 2, non-Plant targets only) +10 vs. Fortitude; 10 poison damage AND 10 ongoing poison damage (save ends).

POWERS

Immune Poison

Forest Craft: Invisible to nonadjacent enemies while occupying forest terrain.

Vernal Regeneration: *Use when this creature is bloodied at the start of its turn:* Heal 10 HP.

CHAMPION POWERS ☐ ☐

- ❖ *Use during setup:* A Plant ally gains Scout (may setup in an unoccupied victory area).
- ❖ *Use at start of round:* Plant allies gain Immune Lightning until end of round.

SPEED 6

HP 45
BLOOD 20

©2018 DDM Guild Tomb of Annihilation 14/44 ♦ M

MASKED BATIRI

Level 4 ♦ Goblin • Martial

AC 18
FORT 16
REF 16
WILL 16

ATTACKS

- ⊕ **Short Spear:** +11 vs. AC; 15 damage.

POWERS

Forest Walk: Ignores the extra cost for entering forest terrain.

- ☐ **War Mask:** *Attack action:* An adjacent enemy of level 5 or lower provokes opportunity attacks.

SPEED 6

HP 40
BLOOD 20

❖ *Use with Tomb of Annihilation: Batiri Goblin (mask)*

©2018 DDM Guild Tomb of Annihilation 15/44 ♦ S

SKELETON (TWO KNIVES)

Level 5 ♦ Undead • Stealth

AC 18
FORT 16
REF 16
WILL 16

ATTACKS

- ⊕ **Thieve's Blades:** +12 vs. AC; 10 damage.

POWERS

Hide: While this creature has ranged cover other than from intervening enemies vs. a nonadjacent enemy, it is invisible to that enemy.

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

SPEED 6

HP 40
BLOOD 20

Dark magic captures the essence of the fallen, and creates undead with frightening abilities and motivation.

©2018 DDM Guild Tomb of Annihilation 16a/44 ♦ M

SKELETON (WITH SHIELD)

Level 5 ♦ Undead • Martial

AC 20
FORT 16
REF 16
WILL 16

ATTACKS

- ⊕ **Blade:** +10 vs. AC; 10 damage.

POWERS

Shieldbearer: (Aura 1) Allies in aura have +2 AC.

- ☐ **Deadguard:** *Use when an adjacent Undead or Arcane ally is targeted by attack:* Redirect that attack to this creature.

SPEED 6

HP 45
BLOOD 20

Dark magic captures the essence of the fallen, and creates undead with frightening abilities and motivation.

©2018 DDM Guild Tomb of Annihilation 16b/44 ♦ M

ALDANI (TRIDENT)

Level 6 ♦ Aldani • Aquatic

AC 22
FORT 18
REF 16
WILL 18

ATTACKS

- ⊕ **Claws:** +12 vs. AC; 10 damage AND make a ⊕ attack (maximum once per turn).
- ☐ ➤ **Net:** (range 3) +10 vs. Reflex; Immobilized (save ends)

POWERS

Locked Claw: *Use when this creature rolls a natural 18, 19 or 20 on an attack roll:* The target takes 5 damage and is Immobilized.

Piercing Trident: *Minor action, use when adjacent to an immobilized enemy:* That enemy takes 5 ongoing damage and is Immobilized (save ends both).

SPEED 5

HP 55
BLOOD 25

©2018 DDM Guild Tomb of Annihilation 17/44 ♦ M

VALINDRA SHADOWMANTLE

Level 15 ♦ Undead • Arcane • Unique

CR 2

AC 29
FORT 27
REF 27
WILL 30

ATTACKS

- ⊕ **Scythe staff:** +21 vs. AC; 15 + 15 necrotic damage.
- **Finger of Death:** (range 6) +19 vs. Fortitude; 10 damage AND 20 ongoing necrotic damage (save ends).

POWERS

Immune Necrotic, Poison

Vulnerable 5 Radiant

Dimension Door: *Move action:* Teleport 6.

Dread Mantle: (Aura 5) Bloodied allies and bloodied enemies take 10 necrotic damage when ending their turn in aura.

CHAMPION POWERS ☐ ☐

- ❖ *Use when any creature takes necrotic damage:* Arcane allies have +4 attack until end of round.
- ❖ *Use when an enemy becomes bloodied:* It takes 20 ongoing necrotic damage (save ends).

SPEED F6

HP 90
BLOOD 45

©2018 DDM Guild Tomb of Annihilation 18/44 ♦ M

DUODRONE

Level 5 ♦ Construct • Modron

AC 17
FORT 15
REF 15
WILL 17

ATTACKS

- ⊕ **Strike:** +13 vs. AC; 10 damage.
- ↘ **Throw:** (range 6) +13 vs. AC; 10 damage.

POWERS

Immune Confused, Dominated

Supervisor: (Aura 10) Level 5 or lower Modron allies in aura are Immune Dazed and have +1 attack.

☐ **Clockwork Attack:** Use at end of round: Each level 5 and lower Modron ally may use an immediate action to shift up to 2 squares and make a ⊕ attack.

SPEED 6

HP 45
BLOOD -

©2018 DDM Guild Tomb of Annihilation 19/44 ♦ M

16

WEREBEAR BARBARIAN

Level 10 ♦ Shapeshifter • Primal • Rage

AC 22
FORT 26
REF 22
WILL 22

ATTACKS

- ⊕ **Claw:** +17 vs. AC; 15 damage.
- ↓ **Two-Handed Smite:** +15 vs. AC; 25 damage.

POWERS

Bloodrage: +5 damage while bloodied.

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

SPEED 6

HP 100
BLOOD 50

♦ Use with Tomb of Annihilation: Werebear (Axe or Hammer)

©2018 DDM Guild Tomb of Annihilation 20a and 20b/44 ♦ M

39

TABAXI MINSTREL

Level 10 ♦ Tabaxi • Arcane

AC 18
FORT 16
REF 20
WILL 18

ATTACKS

- ⊕ **Dagger:** +10 vs. AC; 10 damage.
- ☐ ↘ **Enthral:** Minor action: (range 6) +10 vs. Will; Stunned.

POWERS

Bardsong: (Aura 6) Enemy champions in aura may not use champion powers. Enemies in aura ignore the effects of enemy champion powers while in aura.

SPEED 7

HP 30
BLOOD 15

©2018 DDM Guild Tomb of Annihilation 21a/44 ♦ M

12

TABAXI HUNTER

Level 5 ♦ Tabaxi • Stealth

AC 18
FORT 16
REF 20
WILL 18

ATTACKS

- ⊕ **Dagger:** +12 vs. AC; 5 damage.
- ↘ **Thrown blade:** (range 6) +12 vs. AC; 5 damage.

POWERS

Hide: While this creature has ranged cover other than from intervening enemies vs. a nonadjacent enemy, it is invisible to that enemy.

Keen Hearing 6: Ignores Conceal and Invisible vs. enemies within 6 squares.

Sneak Attack 5: +5 damage vs. targets granting it combat advantage.

☐ **Cat's Leap:** Move action: Move up to its speed with Flight.

SPEED 7

HP 40
BLOOD 20

©2018 DDM Guild Tomb of Annihilation 21b/44 ♦ M

12

ARTUS CIMBER

Level 14 ♦ Human • Unique

CR 3

AC 27
FORT 25
REF 25
WILL 25

ATTACKS

- ⊕ **Bookmark, the Dagger:** Minor action: +18 vs. AC; 10 + 5 cold damage.
- ↘ **Bow:** (sight) +19 vs. AC; 20 + 5 cold damage.

POWERS

Immune Cold

☐ **Suggestion:** Use when an undamaged enemy starts a turn within 3 squares: That enemy is Dominated until end of turn.

☐ **Ice Globe:** Full turn action: Until start of this creature's next turn, Resist 15 All and (Aura 2) Each square in aura gains cold terrain.

CHAMPION POWERS ☐ ☐ ☐

- ♦ Use with this creature's ↘ attack: The attack has +10 cold damage AND push up to 2 squares.
- ♦ Use whenever this creature starts a turn bloodied: Heal 15 HP.

SPEED 6

HP 70
BLOOD 35

©2018 DDM Guild Tomb of Annihilation 22/44 ♦ M

68

ASHARRA

Level 11 ♦ Aarakocra • Primal • Unique

CR 2

AC 22
FORT 22
REF 22
WILL 22

ATTACKS

- ⊕ **Flying Spear:** (range 6) +14 vs. AC; 15 damage.
- ☐ ☐ ✨ **Storm Summoner:** (radius 1 within 10) +16 vs. Fortitude; 10 thunder + 10 lightning damage AND slide up to 2 squares.

POWERS

Evasive Flyer: Move action: Shift up to 3 squares.

☐ **Dance of the Seven Winds:** Use during setup: Up to 4 allies gain Flight until they are first bloodied.

CHAMPION POWERS ☐ ☐

- ♦ Use at start of round: An ally shifts up to its speed.
- ♦ Use at the start of an enemy's turn: Make a ⊕ attack vs. that enemy as an immediate action.

SPEED F7

HP 55
BLOOD 25

©2018 DDM Guild Tomb of Annihilation 23/44 ♦ M

38

YUAN-TI BROODGUARD

Level 5 ♦ Yuan-Ti

AC 16
FORT 16
REF 16
WILL 12

ATTACKS

- ⊕ **Bite and Claw:** +12 vs. AC; 10 damage AND 5 ongoing poison damage (save ends).

POWERS

Immune Immobilized

Resist 10 Poison

☐ **Instinctive Sacrifice:** Immediate action, when an enemy targets an adjacent Yuan-Ti ally with an attack: Redirect that attack to this creature.

SPEED 6

HP 60
BLOOD 30

©2018 DDM Guild Tomb of Annihilation 24/44 ♦ M

13

DAO (HAMMER)

Level 10 ♦ Elemental • Earth

AC 26
FORT 24
REF 24
WILL 24

ATTACKS

- ⊕ **Rockcrusher Maul:** +16 vs. AC; 20 damage.
- ☐ ↓ **Stonebinder:** +16 vs. AC; 20 damage AND Immobilized (save ends). ⚡ when no enemy is Immobilized by this creature's Stonebinder.

POWERS

Ambush: Minor action: Choose an enemy that cannot see this creature. +10 damage vs. that enemy until end of round.

☐ **Earthglide:** Move action: Move up to current speed with Burrow.

SPEED F6

HP 85
BLOOD 40

©2018 DDM Guild Tomb of Annihilation 25a/44 ♦ L

39

DAO (EARTH)
Level 11 ♦ Elemental • Earth

CR 1

STATS
AC 26
FORT 24
REF 24
WILL 24
SPEED F6
HP 80
BLOOD 40

ATTACKS
⊕ **Rock Slam:** +16 vs. Reflex; 10 damage.
➤ **Boulder Swarm:** (range 10) +16 vs. AC; 20 damage.
☐ ➤ **Avalanche:** Make a ➤ attack vs. each enemy within 5 squares.

POWERS
Phasing
Impact 2: Use when this creature hits a Medium or smaller enemy: Push that enemy up to 2 squares.

CHAMPION POWERS ☐
❖ Use at start of round: Earth allies have +5 damage until end of round.
❖ Use at start of an ally's turn: That ally has Phasing until end of turn.

❖ Use with Tomb of Annihilation: Dao (Earth)

©2018 DDM Guild Tomb of Annihilation 25b/44 ♦ L

46

MERROW (HARPOON)
Level 10 ♦ Demon • Aquatic

STATS
AC 23
FORT 23
REF 21
WILL 21
SPEED 8
HP 65
BLOOD 30

ATTACKS
⊕ **Harpoon Jab:** (reach 2) +15 vs. AC; 15 damage AND pull target 1 square.
➤ **Thrown Harpoon:** (range 6) +14 vs. AC; 15 damage AND pull up to 3 squares.

POWERS
Resist 5 Cold, Fire, Lightning
Waterbound: Treats non-river terrain as difficult terrain.
☐ **Gaffing Hook:** Minor action: An adjacent enemy takes 5 ongoing damage and is Immobilized (save ends both).

©2018 DDM Guild Tomb of Annihilation 26a/44 ♦ L

33

MERROW (TRIDENT)
Level 10 ♦ Demon • Aquatic

CR 2

STATS
AC 23
FORT 23
REF 21
WILL 21
SPEED 8
HP 65
BLOOD 30

ATTACKS
⊕ **Trident:** (reach 2) +13 vs. AC; 15 damage.

POWERS
Resist 5 Cold, Fire, Lightning
Waterbound: Treats non-river terrain as difficult terrain.
Opportunist 5: +5 damage vs. Immobilized enemies.

CHAMPION POWERS ☐ ☐
❖ Use at start of round: All clear squares gain river terrain until end of round.
❖ Use at start of round: Demon and Aquatic allies have +5 damage until end of round.

©2018 DDM Guild Tomb of Annihilation 26b/44 ♦ L

34

KAMADAN
Level 11 ♦ Magical Beast

STATS
AC 25
FORT 23
REF 23
WILL 23
SPEED 7
HP 80
BLOOD 40

ATTACKS
⊕ **Claw and Bite:** Roll 4d20 use the highest: +13 vs. AC; 20 damage AND 10 ongoing poison damage (save ends).
☐ ⬅ **Sleep Breath:** (blast 4, living targets only). +14 vs. Fortitude; Helpless (save ends, or ends if target takes damage).

POWERS
Resist 10 Poison
Supervenomate: +10 poison damage on critical hits.

©2018 DDM Guild Tomb of Annihilation 27/44 ♦ L

45

PTERAFOLK
Level 4 ♦ Lizardfolk • Shapeshifter

STATS
AC 17
FORT 15
REF 17
WILL 15
SPEED F6
HP 40
BLOOD 20

ATTACKS
⊕ **Bite:** +10 vs. AC; 10 damage.
☐ ➤ **Big Rock:** (range 2) +11 vs. Reflex; 20 damage. Hit or miss, this creature has +1 speed until end of battle.

POWERS
Jungle Enmity: +5 damage vs. Tabaxi or Goblin enemies.
☐ **Flyby Attack:** Attack action: This creature moves up to its speed and makes an attack any time during its move.

©2018 DDM Guild Tomb of Annihilation 28/44 ♦ L

12

GIANT SCORPION
Level 9 ♦ Beast

STATS
AC 25
FORT 23
REF 23
WILL 23
SPEED 8
HP 85
BLOOD 40

ATTACKS
⊕ **Pincer:** +16 vs. AC; 15 damage AND Immobilized.
⊕ **Sting:** +14 vs. Fortitude; 5 damage AND 10 ongoing poison damage (save ends).

POWERS
Easy Prey: Minor action, once per turn: Make a ⊕ attack vs. an Immobilized target.

©2018 DDM Guild Tomb of Annihilation 29/44 ♦ L

36

MANTRAP
Level 5 ♦ Plant

STATS
AC 16
FORT 18
REF 16
WILL 18
SPEED --
HP 45
BLOOD 20

ATTACKS
⊕ **Engulf:** +11 vs. AC; 10 damage AND Medium or smaller target is Immobilized (save ends, or ends when this creature is no longer adjacent).
⬅ **Alluring Scent:** Minor action: (burst 3, living targets only) +11 vs. Will; Pull up to 3 squares.

POWERS
Wandering Monster (must setup in a random victory area)
Digest: Minor action, once per turn: An adjacent Immobilized enemy takes 5 acid damage.
Root Network: Move action, only if not bloodied: Place this creature in a different victory or start area.
Vernal Regeneration: Use when this creature starts a turn bloodied: Heal 10 HP.

©2018 DDM Guild Tomb of Annihilation 30/44 ♦ L

16

GIRALLON ALPHA
Level 12 ♦ Beast • Unique

STATS
AC 20
FORT 28
REF 23
WILL 21
SPEED 6
HP 100
BLOOD 50

ATTACKS
⊕ **Mauling Attack:** (reach 2) +16 vs. AC; 25 damage AND slide up to 2 squares.

POWERS
Alpha: +4 attack vs. the highest level enemy or enemies on the battle map.
Brachiate: Minor action, when adjacent to wall or forest terrain: Shift 4 with Flight.
Keen Critical 19: Scores critical hits on attack rolls of natural 19 or 20.
Rending Critical: Deals triple damage on critical hits.
☐ **Unstoppable:** Use after rolling a d20 on this creature's turn: The result is natural 11 instead.

❖ Use with Tomb of Annihilation: Girallon

©2018 DDM Guild Tomb of Annihilation 31/44 ♦ L

50

NYCALOTH

Level 16 ♦ Demon

AC 30
FORT 28
REF 28
WILL 28
SPEED F7
HP 100
BLOOD 50

ATTACKS

- ⊕ **Keen Edge:** (reach 2) +23 vs. AC; 30 damage.
- ↓ **Flyby Attack:** This creature moves up to its speed and makes a ⊕ attack any time during its move.
- ↓ **Rage:** Only if bloodied: Make a ⊕ attack vs. each enemy within reach.

POWERS

Immune Stunned, Helpless
Conceal 6

- ☐ **Sight Teleport:** Move action: Place this creature in a square it can see.
- ☐ **Discord:** Immediate action, when an opponent uses a champion power: The effects of that power are cancelled. The power is still used.

96

©2018 DDM Guild Tomb of Annihilation 32a and 32b/44 ♦ L

RAS NSI

Level 15 ♦ Immortal • Unique

AC 27
FORT 25
REF 25
WILL 28
SPEED 6
HP 90
BLOOD 45

ATTACKS

- ⊕ **Flaming Sword:** +21 vs. AC; 15 + 15 fire damage.
- ☐ ↓ **Tail:** Minor action: +18 vs. Reflex; Immobilized. ∪ as a minor action.
- ☐ ← **Mass Suggestion:** (blast 5) +18 vs. Will; Confused (save ends).

POWERS

Constrict: Minor action: An adjacent immobilized enemy takes 10 damage.

Circle of Ras: (Aura 5) Yuan-Ti and Undead in aura have +2 attack and +5 ↓ damage.

CHAMPION POWERS ☐ ☐ ☐

- ❖ Use at start of this creature's turn: An enemy in the Circle of Ras takes 10 necrotic damage.
- ❖ Use after an ally or enemy is destroyed in the Circle of Ras: Add an Undead with cost 10 or less to your warband in a square last occupied by the destroyed creature.

78

©2018 DDM Guild Tomb of Annihilation 33/44 ★ M

ULTROLOTH RENEGADE

Level 15 ♦ Demon • Mastermind • Unique

AC 30
FORT 27
REF 27
WILL 29
SPEED F6
HP 90
BLOOD 45

ATTACKS

- ⊕ **Sword:** +22 vs. AC; 20 + 10 acid damage.
- ☐ ⊕ **Hypnotic Gaze:** Minor action: (range 6) +18 vs. Will; Stunned. ∪ as a move action.
- ⊕ **Scorching Ray:** Make 2 attacks: (range 12) +20 vs. AC; 15 fire damage AND 5 ongoing fire damage (save ends).

POWERS

Immune Acid, Poison
Blindsight: Ignores Conceal and Invisible.
Greater Invisibility: Minor action: Invisible until it takes damage.

CHAMPION POWERS ☐ ☐ ☐

- ❖ Use when this creature destroys an enemy with a ⊕ attack: Each ally has +2 attack until end of battle.
- ❖ Use when a creature scores a critical hit: Make a ↗ attack as an immediate action.
- ❖ Use with Tomb of Annihilation: Ulroloth

113

©2018 DDM Guild Tomb of Annihilation 34/44 ★ M

NOTHIC SEER

Level 7 ♦ Aberration

AC 20
FORT 18
REF 18
WILL 18
SPEED 6
HP 50
BLOOD 25

ATTACKS

- ⊕ **Claws:** +11 vs. AC; 15 damage.
- ☐ ↗ **Flesh Rotting Gaze:** (blast 4) +11 vs. Fortitude; 10 necrotic damage AND 5 ongoing necrotic damage (save ends). ∪ as an attack action.

POWERS

- ☐ **Weird Insight:** Use at start of round: Choose an enemy within 5 squares. +5 attack and +5 damage vs. that enemy until end of battle.
- ❖ Use with Tomb of Annihilation: Nothic

21

©2018 DDM Guild Tomb of Annihilation 35/44 ★ L

NANNY PU'PU

Level 16 ♦ Hag • Unique

AC 28
FORT 28
REF 28
WILL 33
SPEED F6
HP 100
BLOOD 50

ATTACKS

- ⊕ **Witchstaff:** (sight) +23 vs. AC; 20 damage.
- ☐ ✖ **The Grasping Dead:** (radius 2 within 10) +23 vs. Reflex; 15 damage AND 10 ongoing damage AND Immobilized (save ends both).
- ☐ ← **Hex:** Minor action: (blast 4) +21 vs. Will; 10 damage AND Weakened.

POWERS

Immune Petrified, Resist 10 Necrotic, Poison

Juju: Each Hag and Aberration ally has Flight.

- ☐ **Dark Rites:** Use during setup: An Undead ally with cost 20 or less gains 20 HP.

CHAMPION POWERS ☐ ☐

- ❖ Use with an Undead or Hag ally's ↓ attack: +20 poison damage on that attack.
- ❖ Use at start of turn: ∪ The Grasping Dead or Hex.

99

©2018 DDM Guild Tomb of Annihilation 36/44 ★ M

COUATL ORACLE

Level 7 ♦ Planar • Serpent

AC 20
FORT 22
REF 22
WILL 22
SPEED F7
HP 50
BLOOD 25

ATTACKS

- ⊕ **Bite:** +14 vs. AC; 5 + 5 poison damage.

POWERS

Resist 5 Fire, Radiant, Poison

Zone of Truth: (Aura 6) All creatures in aura gain Immune Sneak Attack.

- ☐ ☐ **Snake's Swiftmess:** Attack action: Nearest ally makes a ⊕ attack as an immediate action.

Passive Leader: Treated as CR 0 when determining initiative.

CHAMPION POWERS ☐ ☐

- ❖ Use at start of round: Evil enemies have -5 damage until end of round.
- ❖ Use at start of round: Good allies heal 10 HP.
- ❖ Use with Tomb of Annihilation: Couatl

25

©2018 DDM Guild Tomb of Annihilation 38/44 ★ M

ACERERAK

Level 20 ♦ Undead • Vecna • Unique

AC 28
FORT 28
REF 28
WILL 34
SPEED 6
HP 100
BLOOD -

ATTACKS

- ⊕ **Rod:** +19 vs. AC; 5 damage AND Immobilized AND Blinded AND 15 ongoing damage (save ends all).
- ↗ **Eye:** Minor action: (sight) +19 vs. AC; 15 damage.
- ✖ **Deathmist:** (radius 1 within 12) +24 vs. Fortitude; 20 damage AND 10 ongoing damage (save ends).

POWERS

Resist 5 All, Vulnerable 5 Radiant

Soul Siphon: Whenever a living creature within 5 squares takes damage: Heal 10 HP.

The Hand of Vecna: Takes 1 extra minor action on each of its turns.

CHAMPION POWERS ☐ ☐ ☐ ☐

- ❖ Use during setup: Up to 5 living allies gain the Undead keyword until end of battle.
- ❖ Use at start of round: Undead creatures have +2 attack and +10 necrotic damage vs. living targets until end of round.

150

©2018 DDM Guild Tomb of Annihilation 38/44 ★ M

DRAGONBAIT

Level 11 ♦ Saurian • Divine • Unique

AC 25
FORT 22
REF 22
WILL 22
SPEED 6
HP 75
BLOOD 35

ATTACKS

- ⊕ **Hillcleaver:** +17 vs. AC; 15 + 5 radiant damage.

POWERS

Evil Slayer 5: +5 damage vs. Evil enemies.

Blessed: Automatically succeeds on saves.

Heal: Attack action: Each adjacent ally heals 10 HP.

Lost in Translation: Immune to champion powers.

- ☐ ☐ **Smite:** Use when this creature hits with an attack: +10 radiant damage to that attack.

41

©2018 DDM Guild Tomb of Annihilation 39/44 ★ M

MINSC AND BOO

Level 13 ♦ Human • Martial • Unique

AC
27
FORT
27
REF
25
WILL
25
SPEED
6
HP
100
BLOOD
50

ATTACKS

- ⚡ **Greatsword:** +18 vs. AC; 30 damage.
- ⚔ **Hamster teeth:** *Minor action:* +1 vs. AC; 0 damage.

POWERS

Powerful Charge 5: +5 damage while charging.

Evil Slayer 10: +10 damage vs. Evil targets.

Miniature Giant Space Hamster: Immune Dazed and Immune Confused while not bloodied.

- ☐ **Go For the Eyes, Boo:** *Use when this creature hits with an attack:* Target is also Blinded.



©2018 DDM Guild *Tomb of Annihilation* 40/44 ★ M

MARILITH CAPTAIN

Level 15 ♦ Demon • Martial • Unique

CR
3

AC
30
FORT
26
REF
26
WILL
26
SPEED
7
HP
110
BLOOD
55

ATTACKS

- ⚡ **6 Blades:** *Roll 3d20 and use the highest result:* (reach 2) +17 vs. AC; 20 damage.
- ⚔ **Blade Dancer:** *Minor action:* +22 vs. AC; 20 damage AND this creature may shift 1 square.

POWERS

Resist 5 Cold, Fire, Poison

Lady of Pain: Demon allies have +5 ⚔ damage.

CHAMPION POWERS

- ☐ ☐ ☐
- ❖ *Use at start of turn:* A demon ally teleports 10.
- ❖ *Use when this creature destroys an enemy:* Each enemy adjacent to a Demon takes 10 damage.

❖ *Use with Tomb of Annihilation:* Marilith



©2018 DDM Guild *Tomb of Annihilation* 41/44 ★ L

DRAEGLOTH, DARK

Level 10 ♦ Demon • Drow

CR
2

AC
23
FORT
23
REF
20
WILL
20
SPEED
7
HP
80
BLOOD
40

ATTACKS

- ⚡ **Ripping Claw:** (reach 2) +13 vs. AC; 20 damage.
- ☐ ⚡ **Unholy Blight:** (burst 2, enemies only) +12 vs. Reflex; 15 necrotic damage AND Dazed. Hit or miss, this creature has Resist 10 All until the start of its next turn.
- ☐ ⚔ **Carnage:** Make two ⚡ attacks.

POWERS

Delayed Appearance: This creature starts off the battlemap.

- ☐ **Dark Ritual:** *Use at end of round:* Place this creature on the battle map adjacent to a Divine Drow or Arcane Drow ally.

❖ *Use with Tomb of Annihilation:* Draegloth



©2018 DDM Guild *Tomb of Annihilation* 42/44 ★ L

STONE JUGGERNAUT

Level 10 ♦ Construct

AC
22
FORT
24
REF
14
WILL
20
SPEED
5
HP
55
BLOOD
25

ATTACKS

- ⚔ **Ram:** (Useable on charge) +15 vs. AC; 20 damage.
- ⚔ **The Blitz:** This creature moves up to its speed, treating allies as enemies, and may enter squares occupied by Medium or smaller enemies. Make a mandatory attack vs. each enemy that occupies a space entered during this move (max 1 attack per enemy): +15 vs. Reflex; 25 damage.

POWERS

Resist 10 All

Monolithic: May not enter squares occupied by allies. Ignores the extra movement cost to enter difficult terrain.

Juggernaut: +2 speed and +5 damage while charging.



©2018 DDM Guild *Tomb of Annihilation* 43/44 ★ L

GIANT FOUR-ARMED GARGOYLE

Level 8 ♦ Gargoyle • Earth

AC
24
FORT
21
REF
21
WILL
21
SPEED
F7
HP
65
BLOOD
35

ATTACKS

- ⚔ **Claw:** +13 vs. AC; 10 damage.
- ⚔ **Four-Armed Attack:** Make 4 ⚡ attacks vs. a single target.

POWERS

Immune Petrified

Statuesque: May occupy statue terrain.

Keen Critical 19: Scores critical hits on a natural 19 or 20.



©2018 DDM Guild *Tomb of Annihilation* 44/44 ★ L

TOMB OF ANNIHILATION

Design: Louis Martineau (lead), Antti Kostiainen, Joost Mundi, Ira Fay, Darien Stupack, Brad Shugg, Miroslav Chladny

Development: D. Garry Stupack, Louis Martineau, Ira Fay

Typesetting: D. Garry Stupack, Ira Fay

Art: Kevin Tatroe, Joel Broveleit, D. G. Stupack

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



Dungeons & Dragons, D&D, D&D Miniatures, Wizards of the Coast are trademarks of Wizards of the Coast, Inc. and used under license. All Wizards character names, and the distinct likenesses thereof are property of Wizards of the Coast, Inc. This material is protected under the copyright laws of the United States of America. © 2018 DDM Guild and Wizards of the Coast.

This DDM Guild product contains no Open Game Content.

These cards are current as of March 3, 2018.