

CAVE DEFENDERS

DESIGN: M. NOBLE
 DEVELOPMENT: D. G. STUPACK, M. NOBLE
 ART: K. TATROE, J. BROVELEIT, D.G. STUPACK
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KOBOLD WITH SWORD

Level 5 ♦ Kobold

AC 20
FORT 14
REF 18
WILL 16
SPEED 6
HP 35
BLOOD 15

ATTACKS
 ⊕ **Sword:** +12 vs. AC; 5 damage.
 ↗ **Taunt:** (range 6) +10 vs. Will; Pull target 2.

POWERS
Ambush Tunnels: Use at start of round, if no enemy has line of sight to this creature: It may Teleport 6, ending closer to an enemy.
Shifty: Minor action: Shift 1.

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KOBOLD WITH BOW

Level 4 ♦ Kobold

AC 14
FORT 14
REF 16
WILL 14
SPEED 6
HP 25
BLOOD 10

ATTACKS
 ⊕ **Knife:** +5 vs. AC; 5 damage.
 ↗ **Sure Shot:** (nearest) +11 vs. AC; 5 damage.
 ↗ **Swift Shot:** Minor action: (range 10) +9 vs. AC; 5 damage.

POWERS
Ambush Tunnels: Use at start of round, if no enemy has line of sight to this creature: It may Teleport 6, ending closer to an enemy.
Shifty: Minor action: Shift 1.

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KOBOLD WITH GLAIVE

Level 3 ♦ Kobold

AC 14
FORT 16
REF 14
WILL 14
SPEED 6
HP 30
BLOOD 15

ATTACKS
 ⊕ **Slash:** +8 vs. AC; 10 damage.
 □ ⊕ **Hobble:** +8 vs. AC; Slowed AND 10 ongoing damage (save ends both).

POWERS
Ambush Tunnels: Use at start of round, if no enemy has line of sight to this creature: It may Teleport 6, ending closer to an enemy.
 □ **Last One In:** Use at start of turn: If this creature is the last creature to activate in the round, its next attack is an automatic hit.
Shifty: Minor action: Shift 1.

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BUGBEAR CHAMPION W. BATTLE AXE

Level 9 ♦ Goblin • Bugbear • Rage

AC 18
FORT 23
REF 19
WILL 19
SPEED 7
HP 80
BLOOD 40

ATTACKS
 ⊕ **Battle Axe:** +14 vs. AC; 20 damage.

POWERS
Ambush Tunnels: Use at start of round, if no enemy has line of sight to this creature: It may Teleport 6, ending closer to an enemy.
Champion of Hruggeck: Bugbear and Goblin allies within 5 have +2 attack and +5 damage.
Cleave: Immediate action, when this creature destroys an enemy: Make a ⊕ attack.

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BUGBEAR CHIEF WITH MACE

Level 10 ♦ Bugbear • Stealth

AC 23
FORT 22
REF 22
WILL 22
SPEED 6
HP 60
BLOOD 30

ATTACKS
 ⊕ **Morning Star:** +15 vs. AC; 15 damage.

POWERS
 □ **Bait:** Use when a Goblin, Kobold or Stealth ally is attacked: As an immediate action, an ally moves up to its speed then makes a ⊕ attack.
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.

CHAMPION POWERS □ □
 ♦ Use when a Bugbear ally is bloodied: A Bugbear in your warband makes a ⊕ attack as an immediate action.
 ♦ Use at start of an Bugbear ally's turn: That creature is invisible until end of turn.

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OGRE SMASHER

Level 10 ♦ Ogre

AC 21
FORT 21
REF 21
WILL 21
SPEED 7
HP 85
BLOOD 40

ATTACKS
 ⊕ **Spiked Club:** (reach 2) +14 vs. AC; 25 damage.

POWERS
Bloodrock Aura: (aura 1) This creature and allies in aura are considered to occupy blood rock terrain.
Brutal Defender: Immediate action, when an adjacent ally is damaged: Make a ⊕ attack vs. the enemy that caused the damage.
Stunning Critical: On a critical hit, target is also Stunned (save ends).

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KOBOLD'S NOOK

Level Any ♦ Kobold

POWERS
 □ **Go to Ground:** Minor action: If adjacent to wall or difficult terrain, this creature is invisible, has +4 to defenses and takes half damage from ← or ✖ attacks until it moves or attacks.

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POISON TRAP

Level 2+ ♦ Kobold

POWERS
Set Trap: Minor action: Place a poison trap token in a square adjacent to this creature.
Trigger: Use when an enemy enters a square containing a poison trap token: Discard token, roll 1d20 and add this Kobold's level: 3-9 No effect. 10-16 Enemy takes 5 ongoing poison damage. 17+ Enemy is also Dazed.

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AMBUSER'S TRICKS

Level Any ♦ Underdark • Goblin OR Bugbear

POWERS
 □ **Ambush Blind:** Minor action: If adjacent to wall or forest terrain, this creature is invisible until it moves or attacks.
Ambush Tunnels: Use at start of round, if no enemy has line of sight to this creature: It may Teleport 6, ending closer to an enemy.

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DEADFALL TRAP

Level 2+ ♦ Kobold

POWERS
Set Trap: Minor action: Place a deadfall trap token in a square adjacent to this creature.
Trigger: Use when an enemy enters a square containing a deadfall trap token: Discard token, roll 1d20 and add this Kobold's level: 3-9 No effect. 10-16 Enemy takes 10 damage. 17+ Enemy is Immobilized.

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