

SUMMER 2011

DELVER SERGEANT

Level 4 ♦ Human • Martial

CR 1

ATTACKS

- ⊕ **Longsword:** +11 vs. AC; 10 damage
 † **Torch:** +7 vs. Reflex; 5 damage AND 5 ongoing fire damage.

POWERS

Illuminator: While within 6 squares of this creature, invisible creatures are visible, and creatures do not benefit from Conceal.

CHAMPION POWERS

- ❖ *Use when this creature occupies a victory area.*
 Use a champion power of an allied champion as if this creature had that power.
- ❖ *Use at start of this creature's turn.* You may take a turn with 1 additional creature this turn.

AC 18
 FORT 17
 REF 17
 WILL 17

SPEED 6

HP 45
 BLOOD 20

Revised 5/1/2011

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CATFOLK WILDER

Level 8 ♦ Catfolk • Psionic

ATTACKS

- ⊕ **Twin Swords:** +12 vs. AC; 15 damage.
 ✂ **Mind Maze:** (sight) +12 vs Will; immobilized.
 ✂ **Mind Thrust:** (sight, nearest, living target only) +12 vs Will; 15 psychic damage AND dazed.
 ☐ ✂ **Mind Melt:** (sight, nearest, living target only) +15 vs Will; 30 psychic damage AND stunned (save ends).

POWERS

- Resist 10 Psychic
 ☐ **Protective Aura:** Immediate action, when an enemy hits this creature with a ⊕ attack; push that enemy 3 squares, then that enemy is immobilized (save ends).

AC 22
 FORT 22
 REF 22
 WILL 24

SPEED 7

HP 55
 BLOOD 25

Revised 5/1/2011

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VAMPIRE GUILD MASTER

Level 11 ♦ Vampire • Undead • Unique

CR 2

ATTACKS

- ⊕ **Dagger:** +19 vs AC; 10 + 5 ongoing damage.
 † **Steal Life:** +16 vs Fortitude; 10 necrotic damage AND this creature heals 10 HP.

POWERS

Resist 10 Necrotic; **Vulnerable 10 Radiant**
Sneak Attack 10: +10 damage against targets granting this creature combat advantage.
Turf War: (Aura 1) Enemies score 5 less victory points than normal for occupying victory areas.

CHAMPION POWERS

- ❖ *Use when an enemy fails a saving throw.*
 Each ally and enemy within 10 squares of this creature takes 10 necrotic damage, then this creature heals 5 HP for each ally or enemy destroyed by that damage (maximum 20 HP).
- ❖ *Use when an enemy uses a champion power.*
 You gain 10 VP.

AC 26
 FORT 22
 REF 26
 WILL 26

SPEED 7

HP 70
 BLOOD 35

Revised 5/1/2011

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SOLAMITH

Level 12 ♦ Demon

ATTACKS

- ⊕ **Claw:** (reach 2) +19 vs. AC; 10 damage.
 ✂ **Soulfire:** (radius 1 within sight) +17 vs. Reflex; 10 necrotic + 15 fire damage. *Hit or miss, this creature takes 5 damage.*
 ☐ ✂ **Soulfire Retort:** Immediate action; use only when this creature is damaged by an enemy's attack. (blast 3) +17 vs Reflex; 15 + 15 fire damage.

POWERS

- Resist 10 Fire
Inferno: Use with Soulfire, only while bloodied. Next Soulfire attack becomes: (radius 2 within sight) +17 vs. Reflex; 15 necrotic + 20 fire damage. *Hit or miss, this creature takes 10 damage.*

AC 24
 FORT 26
 REF 20
 WILL 20

SPEED 7

HP 80
 BLOOD 40

Revised 5/1/2011

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FALL 2010

ETERNAL BLADE

Level 11 ♦ Elf • Martial

CR 3

ATTACKS

- ⊕ **Sword:** +17 vs. AC; 20 damage.

POWERS

- ☐ **Bounding Assault:** Replaces move action: Move up to twice its current speed.
- Defender:** Use when an adjacent enemy makes a ⊕ attack against an ally: Make a ⊕ attack against attacker as an immediate action.
- Eternal Trainer:** Use during your set-up: Assign up to 3 Eternal Training items to this creature for no additional cost.

CHAMPION POWERS

- ❖ *Use at start of round:* Reassign 1 Eternal Training item from this creature to 1 ally.
- ❖ *Use at start of this creature's turn:* Choose a keyword. This creature and each ally with that keyword has +2 to all defenses until end of round.

AC 26
 FORT 24
 REF 24
 WILL 24

SPEED 6

HP 80
 BLOOD 40

Revised 5/1/2011

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WITCHKNIFE

Level 10 ♦ Witchknife • Psionic

ATTACKS

- ⊕ **Spear:** +15 vs. AC; 15 damage.
 ✂ **Mindwallop:** (range 10) +16 vs. Will; 10 psychic damage AND Dazed.
 ☐ ✂ **Witchknife Mindstorm:** (burst 4, enemies only) +14 vs. Will; ongoing 10 psychic damage (save ends) AND Stunned.

POWERS

- Resist 5 Fire
Sneak Attack 5: +5 Damage against targets granting it combat advantage.
Universally Hated: Worth +5 VP if destroyed by a level 9 or lower enemy.

AC 24
 FORT 22
 REF 22
 WILL 24

SPEED 6

HP 65
 BLOOD 30

Revised 5/1/2011

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*The first one lures you in.
 The rest stab you in the back.*

HUMAN SELLWORD

Level 5 ♦ Human • Martial

AC 20
FORT 17
REF 17
WILL 17
SPEED 6
HP 50
BLOOD 25

ATTACKS
⚔ **Greatsword:** +11 vs. AC; 15 damage.
⚔ **Killing Blow:** +9 vs. AC, +14 vs. AC instead if target is bloodied; 30 damage.

POWERS
"You keep paying me, I keep fighting for you. And I think you'll keep paying me."

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ROT SCARAB SWARM

Level 5 ♦ Vermin • Swarm

AC 19
FORT 17
REF 17
WILL 17
SPEED 5
HP 35
BLOOD 15

ATTACKS
⚔ **Bite:** +11 vs. AC; 5 damage AND Stunned.

POWERS
Stable Footing: Ignores the extra cost for entering difficult terrain.
Formless: Half damage from ⚔ and ⚔ attacks.
Infest: Can enter and occupy squares occupied by non-Swarm creatures.
Reach 0: This creature's ⚔ attacks can only target enemies in its space.
⚔ **Swarm Attack:** Immediate action, when an enemy activates while this creature shares its space: That enemy is Stunned until end of round.

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AMBUSH DRAKE

Level 13 ♦ Dragon • Stealth

AC 27
FORT 26
REF 28
WILL 26
SPEED F6
HP 80
BLOOD 40

ATTACKS
⚔ **Bite:** +16 vs. AC; 10 + 10 poison damage.
⚔ **Ambush Strike:** This creature moves up to twice its speed (minimum 6 squares), then attacks: +20 vs. AC; 40 damage. ⚔ when no enemies can see this creature at the start of its turn.
⚔ **Paralytic Cloud:** (blast 3) +18 vs. Fortitude; 25 damage AND Dazed. On miss, 10 damage.

POWERS
Defensive Advantage: Never grants combat advantage.

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BLUE

Level 1 ♦ Goblin • Psionic

AC 10
FORT 12
REF 12
WILL 12
SPEED 6
HP 15
BLOOD 5

ATTACKS
⚔ **Quarterstaff:** +6 vs. AC; 5 damage.
⚔ **Mind Thrust:** (nearest, does not provoke opportunity attacks) +7 vs. Reflex; 10 damage.

POWERS
⚔ **Psionic Ablation:** Use when this creature is targeted by an attack: This creature takes -10 damage on that attack.

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GALEB DUHR

Level 11 ♦ Elemental • Earth

AC 25
FORT 23
REF 23
WILL 23
SPEED B4
HP 70
BLOOD 35

ATTACKS
⚔ **Fist:** +18 vs. AC; 20 damage.
⚔ **Rolling Thunder:** Move exactly 4 squares, then attack: +16 vs. AC; 30 damage AND push target up to 2 squares. ⚔ at the start of this creature's turn if no enemy is adjacent to it.

POWERS
⚔ **Stone Transformation:** Use at any time: This creature has Resist 30 All until the start of its next turn.
Tremorsense: Ignores Conceal and Invisible vs. creatures without Flight.

"I'm on a roll."

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MERCHANT GUARD

Level 3 ♦ Human • Martial

AC 19
FORT 15
REF 15
WILL 15
SPEED 5
HP 30
BLOOD 15

ATTACKS
⚔ **Sword:** +10 vs. AC; 10 damage.

POWERS
Bold: +4 Will while within 6 squares of an allied champion.
⚔ **Bodyguard:** Immediate action, use when an enemy targets an adjacent ally with an attack: Redirect that attack to this creature.

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SUMMER 2016

BEHOLDER ULTIMATE TYRANT

Level 29 ♦ Beholder • Aberrant

AC 36
FORT 33
REF 34
WILL 35
SPEED F4

ATTACKS

- Ⓢ **Bite:** (reach 2) +28 vs. AC; 20 damage.
- ⚡ **Central Ray:** *Minor action:* (range 10, does not provoke opportunity attacks) +26 vs. Will; Dazed.
- ⚡ **Eye Rays:** Does not provoke opportunity attacks. Choose 1 effect below. Ⓜ *once all have been used.*
 - ☐ **Blasting Ray:** (radius 1 within 10) +24 vs. Reflex; 20 radiant damage AND slide target up to 3 squares.
 - ☐ **Disintegrate Ray:** (radius 1 within 10) +24 vs. Fortitude; 20 damage AND 10 ongoing damage (save ends).
 - ☐ **Dominating Ray:** (radius 1 within 10) +20 vs. Will; 10 damage AND Dominated.
 - ☐ **Firestorm Ray:** (radius 2 within 10) +24 vs. Reflex; 30 fire damage.

POWERS

- Immune Auras:** Unaffected by auras of enemies.
- Multi-Activation 3/2:** Activates 3 times per round, or twice per round instead while bloodied.
- Mighty:** Roll 2d20 and use the higher result whenever rolling saves for this creature.

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CATTI-BRIE, HUMAN ARCHER

Level 12 ♦ Human • Dwarf • Unique

AC 24
FORT 24
REF 24
WILL 27
SPEED 5

ATTACKS

- Ⓢ **Khazid'hea:** +15 vs. AC; 15 damage.
- ⚡ **Taulmaril:** (sight) +17 vs. Reflex; 20 damage.
- ☐ **Fire Wand:** (radius 2 within 10) +14 vs. Reflex; 20 fire damage.

POWERS

- Blindsight:** Ignores Conceal and Invisible.
- Dwarf Heritage:** Loses the Dwarf keyword while this creature has no Dwarf ally.
- ☐ **Taulmaril's Will:** *Replaces turn action:* Make a Ⓢ attack with range of nearest. That attack may not be redirected. If the attack hits, it is a critical hit.

♦ Use with Legend of Drizzt Board Game: Catti-Brie, Human Archer

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SIROKAN'S SEVENTH SIGIL

Level 12–25 ♦ Arcane • Human OR Undead

POWERS

- ☐ **Inscribe:** *Move action:* Place a Seventh Sigil token in this creature's space.
- Faster Caster:** Level 12–25 Arcane Undead and Arcane Humans within 3 squares of a Seventh Sigil token may make ⚡ attacks as a minor action once per turn.
- Erasable:** Any creature adjacent to a Seventh Sigil token may remove it as a move action.

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RESTAT SUMMER 2016

Design: D. Garry Stupack, Ira Fay
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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 4, 2016.

RESTAT SUMMER 2016

Release Notes

Human Sellword: -5 base damage.

Rot Scarab Swarm: Swarm attack changed to 1 round duration (from 2 turns). Clarified that Infest allows sharing an ally's space.

Ambush Drake: -2 to all defenses except Reflex, removed (save ends) from Paralytic Cloud.

Merchant Guard: Bodyguard is now single use (from unlimited use) and uses most current language.

Blue: Mind Thrust -5 damage.

Galeb Duhr: Stone Transformation is now single use (from double use).

Beholder Ultimate Tyrant: Changed to Multi-Activation 3/2 (from 4/2). Changed Central Ray to +26 vs. Will (from Automatic hit).

Cattie Brie: Removed Arcane keyword.

Sirokan's Seventh Sigil: Limited minor action to once per turn (from twice). Added level max (from unlimited).

LIST OF ALL RESTATS

Ambush Drake 2016
Azurion, Dune Scourge 2017
Beholder Ultimate Tyrant 2016
Blue 2016
Catfolk Wilder 2011
Cattie-Brie, Human Archer 2016
Delver Sergeant 2010, 2011
Eternal Blade 2010
Galeb Duhr 2016
Human Sellword 2016
Human Fighter Lord 2012, 2017
Merchant Guard 2016
Oynx, Glistening Death 2017
Rot Scarab Swarm 2016
Solamith 2011
Vampire Guild Master 2011
Witchknife 2010
Yuan-Ti Halfblood Sorcerer 2017

List is complete as of July 2017. Year of restat is shown.

SUMMER 2017

HUMAN FIGHTER LORD

Level 14 ♦ Human • Martial

ATTACKS

- ⚔ **Longsword:** +20 vs. AC; 20 + 5 fire damage.
- ☞ **Flamebow:** (sight) +17 vs. AC; 15 fire damage.
- ☞ *as a move action if no enemy is adjacent.*

POWERS

Resist 5 Fire

- ☞ **Keen Edge:** Scores critical hits on a natural 19 or 20.
- ☞ **Warrior Spirit:** Use at start of round: This creature has Multi-Activation 2 (activates twice per round) until end of round.

A skilled veteran of 99 battles.

❖ Use with Dungeons of Dread: Human Fighter

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ONYX, GLISTENING DEATH

Level 13 ♦ Dragon • Stealth • Unique

ATTACKS

- ⚔ **Caustic Bite:** (reach 2) +17 vs. AC; 10 + 10 acid damage.
- ☞ **Spittle:** Minor action: (range 6) +15 vs. Reflex; 5 acid damage.
- ☞ **Acid Jet:** (line 12) +16 vs. Reflex; 30 acid damage. On miss, 15 acid damage.

POWERS

Resist 25 Acid

- ☞ **Hide:** If this creature has ranged cover other than from intervening enemies vs. a nonadjacent enemy, it is Invisible to that enemy.
- ☞ **Intensify Acid:** Use at start of round: Until end of round, each attack or effect that deals acid damage deals 10 additional acid damage.
- ☞ **Sneak Attack 10:** +10 damage vs. targets granting this creature combat advantage.
- ☞ **Sociopathic:** Your warband may not include other Dragon creatures.

❖ Use with Dragon Collector's Set: Young Black Dragon, or Use with Demonweb: Black Dragon Lurker

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AZURION, DUNE SCOURGE

Level 15 ♦ Dragon • Arcane • Unique

ATTACKS

- ⚔ **Bite:** (reach 2) +22 vs. AC; 25 damage.
- ☞ **Focused Breath:** Does not provoke opportunity attacks: (range 10) +20 vs. Reflex; 20 lightning damage AND creatures adjacent to target take 10 thunder damage.
- ☞ **Sand Storm:** (radius 2 within 12) +18 vs. Reflex; 15 damage AND Immobilized (save ends).

POWERS

Resist 20 Lightning, Resist 10 Thunder

- ☞ **Blindsight:** Ignores Conceal and Invisible.
- ☞ **Earthglide 5:** Move action: Burrow up to 5 squares.
- ☞ **Haste:** Use on this creature's turn, once per turn: Gain 1 extra attack action. ☞ when this creature destroys a living enemy with a ⚔ attack.
- ☞ **Sociopathic:** Your warband may not include other Dragon creatures.

❖ Use with Dragon Collector's Set: Young Blue Dragon, or Use with Deathknell: Large Blue Dragon

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YUAN-TI HALFBLOOD SORCERER

Level 13 ♦ Yuan-Ti • Arcane

ATTACKS

- ⚔ **Serpent Dagger:** +20 vs. AC; 5 + 15 poison damage.
- ☞ **Venom Bolt:** (line 10) +16 vs. Fortitude; 15 acid damage AND 10 ongoing poison damage (save ends).

POWERS

- ☞ **Hide:** If this creature has ranged cover other than from intervening enemies vs. a nonadjacent enemy, it is Invisible to that enemy.
- ☞ **Poisonous Soul:** (Aura 10) Enemies in aura that have ongoing poison damage take 5 poison damage whenever hit by a ⚔ or ☞ attack.

Yuan-ti malisons, or halfbloods, make up the bulk of yuan-ti society.

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RESTAT SUMMER 2017

Release Notes

Human Fighter Lord: -1 AC and Fort. -1 attack for bow, -5 damage, changed to fire damage, removed option to slow, and removed ignore Invisible.

Onyx, Glistening Death: -1 AC. -5 base attack damage. -2 attack Acid Jet.

Azurion, Dune Scourge: -1 AC. Reduced range of Sand Storm to 12 (from sight).

Yuan-Ti Halfblood Sorcerer: -2 AC. -2 attack and removed Dazed from Venom Bolt.

RESTAT SUMMER 2017

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