

ADULT BROWN DRAGON

Level 12 ♦ Dragon

CR 2

ATTACKS

- Ⓢ **Bite:** (reach 2) +18 vs. AC; 20 damage.
- ☐ **Sand Spray:** (burst 2) +17 vs. Fortitude; 20 damage. Hit or miss, this creature is invisible until end of its next turn. ☹ when this creature first becomes bloodied.

POWERS

- Ambush:** *Minor action:* Choose 1 enemy that does not have line of sight to this creature. +10 Damage with Ⓡ attacks against that creature until end of turn.
- ☐ **Sand Cloud:** *Replaces move action:* Shift up to its current speed. Can shift through 1 enemy's space; if it does, that enemy takes 10 damage.

CHAMPION POWERS ☐ ☐

- ❖ *Use at start of an ally's turn:* That ally has Ambush until end of its turn.

AC 28
FORT 27
REF 26
WILL 26

SPEED F8

HP 80
BLOOD 40

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AIR ARCHON ZEPHYRHAUNT

Level 11 ♦ Elemental • Air

ATTACKS

- Ⓢ **Flail:** (reach 2) +16 vs. AC; 20 damage.
- ☐ **Cyclone Fling:** (burst 2) +14 vs. Fortitude; 15 damage AND push target up to 2 squares.

POWERS

- Defensive Advantage:** Never grants combat advantage.
- Loner:** +10 Damage with Ⓡ attacks while not within 3 squares of any allies.

AC 26
FORT 24
REF 26
WILL 23

SPEED F7

HP 70
BLOOD 35

The very air given hate.

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AURAK DRACONIAN

Level 9 ♦ Draconian • Dragon • Arcane

CR 1

ATTACKS

- Ⓢ **Claw:** +16 vs. AC; 10 damage.
- ☐ **Dragon Breath:** (blast 3) +14 vs. Reflex; 15 fire damage AND Weakened. On miss, 5 fire damage.
- ❖ **Throw Fire:** *Use only while not bloodied:* (radius 1 within 10) +14 vs. Reflex; 15 fire damage.

POWERS

- Resist 15 Fire**
- Death Burst:** Each adjacent enemy and ally takes 10 fire damage when this creature is destroyed.
- Frenzy:** +10 Damage with Ⓡ attacks while bloodied.

CHAMPION POWERS ☐

- ❖ *Use at start of round:* Each Evil Dragon ally has +2 Attack with Ⓡ attacks until end of round.
- ❖ *Use at start of round:* You roll 1 extra d20 when determining initiative this round.

AC 24
FORT 22
REF 20
WILL 20

SPEED 6

HP 60
BLOOD 30

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UNBOUND BALOR

Level 27 ♦ Demon • Elemental

ATTACKS

- Ⓢ **Lightning Sword:** (reach 3) +30 vs. AC; 25 + 20 lightning damage.
- Ⓢ **Flaming Whip:** (reach 5) +28 vs. Reflex; 10 + 20 fire damage AND Immobilized (save ends).
- ☐ **Whirlwind Sword:** (burst 3) +28 vs. AC; 45 lightning +15 fire damage. ☹ when an adjacent enemy is destroyed.

POWERS

- Resist 40 Fire**
- Immune Fear:** Not affected by Fear effects.
- Death Throes:** Each enemy and ally within 10 squares takes ongoing 20 damage (save ends) when this creature is destroyed.
- Immolation:** (Aura 1) Enemies and allies take 20 fire damage whenever starting a turn in aura.
- Entangling Whip:** *Minor action:* Pull 1 Immobilized enemy within 5 squares adjacent to this creature.

❖ *For use with Legendary Evils 4/40:* Balor

AC 34
FORT 32
REF 32
WILL 34

SPEED F8

HP 210
BLOOD 110

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BARGHEST SAVAGER

Level 7 ♦ Immortal • Goblin • Shapeshifter

ATTACKS

- Ⓢ **Bite:** +12 vs. AC; 15 damage.
- ☐ **Jump Strike:** *Use only while not bloodied:* Shift up to 3 squares, then make 1 Ⓢ attack, then shift up to 3 squares.

POWERS

- Bloodthirsty 5:** +5 Damage with Ⓡ attacks against bloodied targets.
- ☐ **Ambush:** *Minor action:* Choose 1 enemy that does not have line of sight to this creature. +10 Damage with Ⓡ attacks against that creature until end of turn. ☹ at start of this creature's turn if no enemy has line of sight to it.

AC 22
FORT 21
REF 21
WILL 21

SPEED 7

HP 60
BLOOD 30

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BEHOLDER ULTIMATE TYRANT

Level 29 ♦ Beholder • Aberrant

ATTACKS

- Ⓢ **Bite:** (reach 2) +28 vs. AC; 20 damage.
- ⚡ **Central Ray:** *Minor action:* Does not provoke opportunity attacks. (range 10) Automatic Hit; Dazed.
- ⚡ **Eye Rays:** Does not provoke opportunity attacks. ☹ all 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 ongoing 10 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 4:** Can activate up to 4 times each round (up to 2 times each round instead while bloodied).
- Mighty:** Makes 2 saving throws against each effect and condition that a save can end at end of each of its turns.

AC 36
FORT 33
REF 34
WILL 35

SPEED F4

HP 300
BLOOD 150

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BOLRAZA, PRIESTESS OF BANE

Level 11 ♦ Hobgoblin • Bane

CR 2

ATTACKS

- Ⓢ **Morningstar:** +18 vs. AC; 20 damage.
- ⚡ **Deathlight:** (sight) +16 vs. Fortitude; 15 necrotic damage.

POWERS

- Incite Troops:** (Aura 5) Hobgoblin allies in aura have +4 Attack against higher-level enemies.
- ☐ **Bane's Tyranny:** *Use when this creature is destroyed:* Roll +12 vs. Will against 1 adjacent enemy. On success, that creature is Dominated (save ends).

CHAMPION POWERS ☐ ☐

- ❖ *Use when an enemy declares a Ⓡ or ❖ attack:* This creature and each ally within 5 squares takes 10 less damage from that attack.
- ❖ *Use when a Hobgoblin ally is destroyed:* That ally makes 1 Ⓢ attack with +10 Attack on that attack as an immediate action.

AC 26
FORT 23
REF 21
WILL 22

SPEED 5

HP 70
BLOOD 35

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CHILLFIRE DESTROYER

Level 14 ♦ Elemental • Cold • Fire

ATTACKS

- Ⓢ **Freezing Slam:** (reach 2) +17 vs. Fortitude; 20 + 10 cold damage.
- Ⓡ **Trample:** Move up to its speed and make 1 attack against 1 enemy whose space is entered during that move, +15 vs. Reflex; 20 + 15 cold damage AND Dazed.

POWERS

- Resist 10 Cold; Resist 10 Fire; Immune Poison**
- Leaking Firecore:** (Aura 2) Enemies and allies take 10 fire damage whenever starting a turn in aura while this creature is bloodied.
- Death Burst:** Each enemy and ally within 2 squares takes 15 fire damage when this creature is destroyed.
- Overrun:** Can move through squares occupied by enemies.

AC 25
FORT 25
REF 23
WILL 22

SPEED 5

HP 95
BLOOD 45

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CHUUL

Level 12 ♦ Aberrant

AC 29
FORT 25
REF 25
WILL 25
SPEED 6
HP 75
BLOOD 35

ATTACKS
⊕ **Claw:** +18 vs. AC; 10 damage OR 20 damage if target is Immobilized.
⊕ **Double Attack:** Make 2 ⊕ attacks, each against the same target. If both attacks hit, target is also Immobilized.

POWERS
Tentacle Net: Use when this creature hits with an opportunity attack: Target is also Immobilized.

"Um, I think it wants to dip you in butter, Chauncy!"
—Finnan Abeginnagin, regretful dungeon delver

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DJINN STORMSWORD

Level 15 ♦ Elemental • Air

AC 28
FORT 26
REF 28
WILL 22
SPEED F8
HP 90
BLOOD 45

ATTACKS
⊕ **Scimitar:** (reach 2) +21 vs. AC; 15 + 5 lightning damage.
☐ ✨ **Summon Tempest:** (radius 1 within 10) +20 vs. Reflex; 20 thunder damage AND Immobilized (save ends).

POWERS
Resist 15 Lightning; Resist 15 Thunder
☐ **Come to Me:** Replaces attack action: Pull each enemy within 5 squares adjacent to this creature, then make 1 ⊕ attack against each adjacent enemy. ⊕ when this creature first becomes bloodied.
Keen Scimitar: Scores critical hits with ⊕ attacks on rolls of natural 19–20.

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DOOMDREAMER

Level 8 ♦ Human • Divine • Rage

AC 23
FORT 20
REF 20
WILL 20
SPEED 6
HP 55
BLOOD 25

ATTACKS
⊕ **Mace:** +14 vs. AC; 15 damage.
⊕ **Dark God's Touch:** +13 vs. Reflex; 15 damage AND target takes 10 psychic damage at end of each of its turns if it does not move 1 or more squares on that turn (save ends).
⊕ **Echoing Screams:** (burst 3, enemy targets only) +13 vs. Will; 15 psychic damage AND push target up to 1 square.

POWERS
☐ **Dark Shadows:** Use after this creature hits with a ⊕ attack: Target also grants each ally combat advantage until end of round.

The very threads of existence must be torn asunder.
—Lament for Lost Tharizdun

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DUERGAR CLERIC OF ASMODEUS

Level 11 ♦ Duergar • Devil • Divine

AC 25
FORT 23
REF 23
WILL 25
SPEED 5
HP 70
BLOOD 35

ATTACKS
⊕ **Morningstar:** +18 vs. AC; 20 damage.
⊕ **Eyes of Asmodeus:** (range 10) +16 vs. Will; 15 damage. Hit or miss, target takes 10 damage whenever it declares a non-⊕ attack (save ends).

POWERS
Resist 10 Fire; Resist 10 Poison
☐ **Ash Clouds of Baator:** Use at start of round: Until end of round, line of sight is limited to 10 squares for each enemy and ally.

CHAMPION POWERS ☐ ☐
❖ Use at end of round: Each enemy adjacent to a Devil ally takes 10 damage.
❖ Use when an enemy becomes bloodied: Until end of battle, each Evil ally scores critical hits on attack rolls of natural 16–20 against that enemy.
Warband Building: Devil creatures of any faction and alignment are legal in your warband.

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DUERGAR GUARD

Level 7 ♦ Duergar • Devil

AC 22
FORT 22
REF 20
WILL 20
SPEED 5
HP 50
BLOOD 25

ATTACKS
⊕ **Warhammer:** +15 vs. AC; 15 damage.

POWERS
Resist 5 Fire; Resist 5 Poison
☐ **Pin:** Minor action: 1 adjacent enemy is Immobilized. ⊕ when a Duergar ally is destroyed.
Mordai Guard: Use when an enemy targets an adjacent, non-bloodied ally with an attack: Redirect that attack to this creature as an immediate action.

The mordai show no mercy to the weak.

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EARTH ARCHON RUMBLER

Level 12 ♦ Elemental • Earth

AC 27
FORT 26
REF 21
WILL 21
SPEED 5
HP 80
BLOOD 40

ATTACKS
⊕ **Rockmaul:** +17 vs. AC; 20 damage.
⊕ **Avalanche Strike:** (burst 2) +15 vs. Reflex; 20 damage AND Stunned.

POWERS
Defensive Advantage: Never grants combat advantage.
Stable Footing: Ignores the extra cost for entering difficult terrain.
Thundering Might: +10 thunder Damage while adjacent to 2 or more enemies.

Rumblers crush those too slow—
or too foolish—to flee.

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ELDER GREEN DRAGON

Level 18 ♦ Dragon

AC 32
FORT 29
REF 29
WILL 29
SPEED F8
HP 190
BLOOD 95

ATTACKS
⊕ **Bite:** (reach 2) +24 vs. AC; 15 damage AND ongoing 10 poison damage (save ends).
⊕ **Dragon Flurry:** Make 2 ⊕ attacks.
☐ ⊕ **Frightful Presence:** (burst 5) +22 vs. Will; Stunned (Fear).
☐ ⊕ **Poison Breath:** (blast 5) +23 vs. Fortitude; 20 poison damage AND ongoing 10 poison damage. On miss, 15 poison damage. ⊕ when this creature first becomes bloodied.

POWERS
Resist 25 Poison

CHAMPION POWERS ☐ ☐
❖ Use at start of this creature's turn: Slide 1 enemy or ally within line of sight up to 3 squares.
❖ Use at start of round: Until end of round, each enemy that ends its turn within 10 squares takes 20 poison damage.

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ELDER IRON DRAGON

Level 22 ♦ Dragon • Metallic • Stealth

AC 34
FORT 30
REF 32
WILL 30
SPEED F9
HP 210
BLOOD 105

ATTACKS
⊕ **Claw:** (reach 2) +25 vs. AC; 25 damage.
⊕ **Triple Attack:** Make up to 3 ⊕ attacks (targets adjacent to this creature only).
☐ ⊕ **Lightning Breath:** (blast 5) +23 vs. Fortitude; 30 lightning damage AND pull target up to 3 squares. On miss, 15 lightning damage. ⊕ as an attack action.

POWERS
Resist 20 Lightning

CHAMPION POWERS ☐ ☐
❖ Use when an enemy hits this creature with an attack: This creature takes 10 less damage from that attack, then makes 1 ⊕ attack.
❖ Use after rolling initiative: If you win, each ally is invisible until start of its turn.

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FOULSPAWN HULK

Level 11 ♦ Foulspawn • Aberrant

AC 20
FORT 22
REF 17
WILL 16
SPEED 7

ATTACKS
⊕ **Slam:** (reach 2) +16 vs. AC; 30 damage.
☐ **Run Amok:** Move up to 5 squares (minimum 2), then make 1 attack against each enemy and ally within 2 squares, +15 vs. AC; 15 damage AND Slowed. Hit or miss, push each target up to 3 squares after resolving all attacks.

POWERS
Immune Fear: Not affected by Fear effects.
Bloodrage 10: +5 Damage with ⊕ attacks while bloodied.

It won't stop until there's nothing left of its enemies but a bloody mess.

HP 90
BLOOD 40

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FOULSPAWN MANGLER

Level 8 ♦ Foulspawn • Aberrant

AC 20
FORT 19
REF 21
WILL 20
SPEED 7

ATTACKS
⊕ **Bone Dagger:** +13 vs. AC; 10 damage AND this creature shifts up to 1 square.
☐ **Dagger Dance:** Make up to 4 ⊕ attacks.
↘ **Thrown Daggers:** Make 2 attacks, each against a different target, (range 5) +13 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.
Sneak Attack 5: +5 Damage against targets granting it combat advantage.
☐ **Poisoned Daggers:** Use when this creature hits an enemy with an attack. Target is also Weakened.

HP 55
BLOOD 25

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FOULSPAWN SEER

Level 11 ♦ Foulspawn • Aberrant

CR 3

AC 23
FORT 21
REF 21
WILL 21
SPEED 5

ATTACKS
⊕ **Twisted Staff:** +18 vs. AC; 15 damage AND push target up to 1 square.
↘ **Warp Orb:** (range 10) +16 vs. Reflex; 10 damage AND Dazed (save ends).
☐ **Distortion Blast:** (blast 5) +16 vs. Fortitude; 30 damage AND Dazed (save ends).

POWERS
Foul Insight: (Aura 10) Allies in aura have +2 Attack and +2 to saving throws.
CHAMPION POWERS ☐ ☐ ☐
♦ **Use at start of round:** Choose 1 enemy. Each Aberrant ally has +10 Damage with ⊕ attacks against that enemy until end of round.
♦ **Use at start of an ally's turn:** That ally teleports up to 10 squares, then this creature teleports up to 5 squares.

HP 65
BLOOD 30

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FROST TITAN

Level 20 ♦ Giant • Elemental • Cold

AC 35
FORT 33
REF 32
WILL 32
SPEED 8

ATTACKS
⊕ **Icewrought Axe:** (reach 3) +26 vs. AC; 20 + 20 cold damage.
↘ **Ice Bolt:** (range 10) +24 vs. Reflex; 15 + 15 cold damage AND Dazed.
☐ **Blast of Winter:** (blast 5) +24 vs. Reflex; 20 + 10 cold damage AND Immobilized. On miss, 15 cold damage.

POWERS
Resist 20 Cold
Death Strike: Use when this creature is destroyed. Make 1 ⊕ as an immediate action.
☐ **Furious Swipe:** Use when this creature first becomes bloodied. Make 1 ⊕ as a free action.

HP 120
BLOOD 60

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GITZERAI CENOBITE

Level 11 ♦ Githzerai • Psionic

AC 26
FORT 23
REF 25
WILL 23
SPEED 7

ATTACKS
⊕ **Force Blast:** +15 vs. AC; 15 damage.
↘ **Force Push:** (range 10 OR nearest) +14 vs. Reflex; 15 damage AND push target up to 2 squares.
☐ **Thunder Shock:** (radius 2 within 10) +14 vs. Fortitude; 10 thunder damage AND Immobilized.

POWERS
Mindstep: Use after an adjacent enemy shifts: Shift as an immediate action.
☐ **Trace Chance:** Replaces attack action: Choose 1 enemy within 5 squares. When this creature next hits that enemy with an attack, that attack becomes a critical hit.

HP 70
BLOOD 35

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GITZERAI MINDMAGE

Level 11 ♦ Githzerai • Psionic

AC 23
FORT 21
REF 22
WILL 22
SPEED 7

ATTACKS
⊕ **Storm Fist:** +18 vs. AC; 20 damage.
↘ **Mindstrike:** (sight) +17 vs. Reflex; 10 psychic damage AND Dazed (save ends).
↘ **Elemental Bolts:** Make up to 3 attacks, each against a different target, (range 10) +16 vs. Reflex; 15 acid damage OR 15 cold damage OR 15 lightning damage.

POWERS
Accurate Mind: Ignores cover and Conceal with ↘ attacks.

HP 55
BLOOD 25

Mindmages perfect their minds and bodies against the dangers of the Elemental Chaos.

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GOBLIN CUTTER

Level 3 ♦ Goblin

AC 18
FORT 16
REF 18
WILL 15
SPEED 6

ATTACKS
⊕ **Knife:** +8 vs. AC; 5 + 5 poison damage.

POWERS
Goblin Squad: +2 Attack and +5 Damage with ⊕ attacks against targets adjacent to a Goblin ally.
☐ **Hobbling Strike:** Use when this creature hits with an opportunity attack. Target is also Slowed (save ends).

HP 30
BLOOD 15

Even the least of the goblinoids can stop a hero dead in its tracks.

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GORISTRO

Level 17 ♦ Demon

AC 29
FORT 31
REF 24
WILL 24
SPEED 8

ATTACKS
⊕ **Slam:** (reach 3) +24 vs. AC; 20 damage.
⊕ **Double Attack:** Make 2 ⊕ attacks.
☐ **Fury of the Abyss:** (reach 3, bloodied target only) +18 vs. Fortitude; destroyed.

POWERS
Awareness: Can make opportunity attacks against enemies for shifting out of adjacent squares.
Powerful Charge 20: +20 Damage while charging.
☐ **Rampage:** Replaces move action: Shift up to its current speed and push each enemy adjacent to squares entered during that move up to 2 squares.

HP 125
BLOOD 60

"That's no minotaur!"—Theseus

150

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HEZROU

Level 15 ♦ Demon

CR 2

AC 27
FORT 26
REF 26
WILL 26
SPEED 6
HP 100
BLOOD 50

ATTACKS
 ⊕ **Pummel:** (reach 2) +17 vs. AC; 30 damage.
 † **Backhand Cuff:** (reach 2) +17 vs. Fortitude; 20 damage AND push target up to 3 squares AND Dazed.

POWERS
Demonic Stench: (Aura 1) Non-Demon living allies and enemies in aura have -2 Attack.
 ☐ **Irritable:** *Minor action:* Make 1 Backhand Cuff Attack.

CHAMPION POWERS ☐ ☐
 ❖ *Use at start of an enemy's turn:* If that enemy is the first enemy to take a turn this round, it is Weakened until end of turn.
 ❖ *Use at start of a Demon ally's turn:* That ally has +5 Attack and +5 Damage until end of turn.
Warband Building: Demon creatures of any faction and alignment are legal in your warband.

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HOARD SCARAB LARVA SWARM

Level 7 ♦ Swarm • Vermin

AC 20
FORT 18
REF 18
WILL 20
SPEED 8
HP 40
BLOOD 20

ATTACKS
 ⊕ **Mandibles:** Automatic hit; 10 poison damage.

POWERS
Infest: Can enter and occupy spaces occupied by non-Swarm enemies.
Stable Footing: Ignores the extra cost for entering difficult terrain.
Swarm: Takes half damage from † and † attacks.
Treasure Trove: While this creature is within 5 squares of one of your victory areas, each square adjacent to this creature counts as one of your victory areas.
Swarm Attack: *Use at start of an enemy's turn:* If that enemy occupies a square this creature occupies, make 1 ⊕ attack against that enemy.

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HUMAN RABBLE

Level 1 ♦ Human • Minion

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

ATTACKS
 ⊕ **Club:** +7 vs. AC; 5 damage.

POWERS
Minion Attack 5: +5 Damage against targets adjacent to a Minion ally.

"The rude rabble are enraged; now firebrands and stones fly."

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IRONTTOOTH

Level 8 ♦ Goblin • Martial (Unique)

CR 2

AC 24
FORT 20
REF 22
WILL 20
SPEED 6
HP 55
BLOOD 25

ATTACKS
 ⊕ **Battleaxe:** +15 vs. AC; 15 damage.

POWERS
Bloodrage 5: +5 Damage with † attacks while Bloodied.
Rolling Cleave: *Use when this creature destroys an enemy with a † attack:* Shift 1 square, then make 1 ⊕ attack as a free action.

CHAMPION POWERS ☐ ☐
 ❖ *Use at start of round:* Each Goblin ally and each Kobold ally has +2 Attack and +5 Damage until end of round.
 ❖ *Use at start of an ally's turn:* End 1 ongoing damage effect on that ally.

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MINOTAUR THUG

Level 4 ♦ Minotaur

AC 15
FORT 15
REF 14
WILL 13
SPEED 6
HP 45
BLOOD 20

ATTACKS
 ⊕ **Cutlass:** +7 vs. AC; 20 damage.

POWERS
 ☐ **Goring Charge:** *Use at start of this creature's turn:* +10 Damage with † attacks while charging until end of turn. ⤴ when this creature destroys an enemy.

The reavers of the Blood Sea are among Kryn'n's fiercest races.

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PSYCHIC SENTINEL

Level 12 ♦ Construct • Psionic

AC 27
FORT 25
REF 23
WILL 24
SPEED 7
HP 75
BLOOD 35

ATTACKS
 ⊕ **Slam:** (reach 2) +19 vs. AC; 20 damage.
 † **Double Strike:** *Use only while bloodied:* Make 2 Slam attacks, each against the same target.
 † **Ruby Beam:** (range 10) +16 vs. Reflex; 15 damage.
 † **Twin Beam:** *Use only while not bloodied:* Make 2 Ruby Beam attacks, each against the same target.

POWERS
Resist 10 Psychic
Psionic Killer: +5 Damage against Psionic targets.
Mind Lock: (Aura 2) Enemies that start a turn in aura cannot take a move action on that turn until after making an attack against this creature.

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REMORHAZ

Level 19 ♦ Magical Beast • Cold

AC 31
FORT 29
REF 29
WILL 28
SPEED 6
HP 145
BLOOD 70

ATTACKS
 ⊕ **Bite:** (reach 3) +22 vs. AC; 40 damage.
 † **Swallow Whole:** (reach 3, Large or smaller target only) +20 vs. Reflex; ongoing 20 damage AND Immobilized (save ends both) AND place target in any square adjacent to this creature.

POWERS
Resist 10 Cold; Resist 10 Fire
 ☐ **Immolating Carapace:** *Replaces attack action:* Each adjacent enemy takes 10 fire damage and ongoing 10 fire damage (save ends). ⤴ when this creature first becomes bloodied.

A thousand legs of cold- and fire-fueled fury.

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RIMEFIRE GRIFFON

Level 14 ♦ Griffon • Beast • Cold

AC 27
FORT 26
REF 25
WILL 25
SPEED F8
HP 80
BLOOD 40

ATTACKS
 ⊕ **Bite:** (reach 2) +18 vs. AC; 10 + 10 cold damage.
 ☐ ⤴ **Rimefire Blast:** (blast 4) +16 vs. Reflex; 15 fire damage OR 15 cold damage; ⤴ when this creature hits with a † attack.

POWERS
Resist 10 Cold; Resist 10 Fire
Flyby: *Replaces attack action:* Move up to its speed (minimum 1 square) and make 1 Bite or Rimefire Blast attack at any time during that move.

Rimefire griffons and archons often forge alliances against those not hailing from the Elemental Chaos.

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SALAMANDER FIRETAIL

Level 14 ♦ Elemental • Fire

AC 29
FORT 27
REF 26
WILL 26
SPEED 6
HP 85
BLOOD 40

ATTACKS
⊕ **Scimitar:** (reach 2) +18 vs. AC; 10 + 10 fire damage.
⊕ **Double Attack:** Make 2 ⊕ attacks.
☐ ⊕ **Whipping Tail:** (reach 3) +17 vs. AC; 10 damage AND ongoing 10 fire damage (save ends).

POWERS
Immune Fire
Trail of Fire: *Replaces attack action:* Move up to its current speed. Each enemy and ally occupying squares adjacent to squares entered during that move take 10 fire damage.

With a lash of its tail, the entire battlefield erupted in flames.

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SCARECROW STALKER

Level 6 ♦ Construct • Fey

AC 22
FORT 18
REF 18
WILL 20
SPEED 6
HP 40
BLOOD 20

ATTACKS
⊕ **Razor Claws:** +11 vs. AC; 15 damage.
☐ ↗ **Frightening Gaze:** (range 10) +9 vs. Will; 20 psychic damage AND Immobilized (Fear).

POWERS
Vulnerable 10 Fire
Stalker: +2 Attack and +5 Damage against targets with no other adjacent enemies or allies.
Restuff: *Minor action:* This creature heals 5 HP.

Come. It is time to keep your appointment with the straw men.

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SIVAK DRACONIAN

Level 8 ♦ Draconian • Dragon • Martial

AC 23
FORT 20
REF 20
WILL 20
SPEED F8
HP 55
BLOOD 25

ATTACKS
⊕ **Greatsword:** (reach 2) +15 vs. AC; 15 damage.
☐ ⊕ **Overwhelming Strike:** (reach 2) +15 vs. AC; 25 damage. ☹ when this creature first becomes bloodied.
⊕ **Tail Snap:** (blast 2) +15 vs. AC; 10 damage. Hit or miss, push each target up to 2 squares after resolving all attacks.

POWERS
Resist 5 Cold
Death Shape: When this creature is destroyed by an enemy, that enemy is Dazed (save ends).

Born of corrupted silver dragon eggs, the sivak are the largest and most martial of the draconians.

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SLAAD SPAWN

Level 5 ♦ Slaad • Chaos

AC 19
FORT 17
REF 17
WILL 15
SPEED 5
HP 40
BLOOD 20

ATTACKS
⊕ **Bite:** +10 vs. AC; 10 damage.
⊕ **Chaotic Slam:** Move up to 6 squares as though with Flight, then make 1 attack, +10 vs. AC; 10 damage AND Dazed. On miss, this creature is destroyed.

POWERS
Death Burst: When this creature is destroyed, each adjacent enemy and ally takes 5 damage.

Hit or miss, it's bad news.

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STORM TITAN

Level 22 ♦ Giant • Thunder

AC 32
FORT 30
REF 31
WILL 29
SPEED F8
HP 150
BLOOD 75

ATTACKS
⊕ **Lightning Greatsword:** (reach 3) +27 vs. AC; 10 + 15 lightning damage.
↗ **Hurl Thunderbolt:** (range 10, nearest) +25 vs. Reflex; 25 thunder damage AND Dazed (save ends).
☐ ⊕ **Howling Winds:** (burst 3, Large or smaller targets only) +25 vs. Reflex; push target 3 squares AND Blinded (save ends).

POWERS
Resist 15 Lightning; Resist 15 Thunder
Aggressive 10: +10 Damage with ⊕ attacks while not Bloodied.
Storm Fury: +4 AC and +4 Reflex against ↗ attacks.

Elemental Chaos personified.

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TALON SLAAD

Level 12 ♦ Slaad • Chaos

AC 24
FORT 23
REF 22
WILL 21
SPEED 6
HP 85
BLOOD 40

ATTACKS
⊕ **Claws:** (reach 2) +15 vs. AC; 30 damage.
⊕ **Fling:** +15 vs. AC; 25 damage AND slide target up to 2 squares AND Dazed.
☐ ⊕ **Ravager's Fury:** (burst 2); +15 vs. AC; 25 damage.

POWERS
Chaos Storm: *Use after rolling initiative:* If your roll was a natural 11-15, this creature recharges Ravager's Fury and each enemy has -2 AC until end of round.

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WAR TROLL

Level 13 ♦ Troll • Martial

AC 27
FORT 25
REF 25
WILL 25
SPEED 6
HP 80
BLOOD 40

ATTACKS
⊕ **Serrated Sword:** +17 vs. AC; 25 damage.
↗ **Greatbow:** (sight) +15 vs. AC; 15 damage.

POWERS
Crippling Slash: *Use when this creature hits a living enemy with a ⊕ attack:* If the attack roll was a natural 17-20, target is also Immobilized and takes ongoing 10 damage (save ends both).
☐ **Regeneration 10:** *Use at start of this creature's turn:* This creature heals 10 HP.

*"Trust a wizard to breed a better troll."
—Lidda, halfling rogue*

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YOCHLOL TEMPTER

Level 14 ♦ Drow • Demon

AC 27
FORT 25
REF 26
WILL 26
SPEED 7
HP 85
BLOOD 40

ATTACKS
⊕ **Tentacle:** (reach 2) +20 vs. AC; 10 damage.
⊕ **Amorphous Flurry:** Make up to 4 ⊕ attacks; if 2 or more hit the same target, that target also has -4 to all defenses (save ends).
✳ **Maddening Web:** (radius 2 within 10) +18 vs. Reflex; ongoing 10 psychic damage and Immobilized (save ends both).

POWERS
Resist 10 Poison
Spider Queen's Cruelty: *Replaces attack action:* Each Drow ally has +5 necrotic Damage until end of round.
Amorphous Form: *Use at start of this creature's turn:* If this creature is adjacent to a wall, it has Flight until end of turn.

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