#### ASTRAL GIANT **BLOOD FIEND** ARCANE PORTAL BEBILITH Level 22 Demon Level 13 Elemental ATTACKS ATTACKS ATTACKS ATTACKS AC 24 ас 16 Portal Blast: (blast 3, enemies only) +9 vs. ( Spear: (reach 3) +15 vs. AC; 20 radiant damage. ( Reaving Claw: (reach 3) +21 vs. AC; 25 damage 34 29 AND target has cumulative -1 AC until end of Reflex, 5 damage AND teleport target up to 5 POWERS fort 32 fort 26 FORT squares. battle. fort 24 Will; Immobilized (Fear). 14 Astral Leap: Replaces move action: Shift up to + Flashing Claws: Make 2 Reaving Claws attacks, POWERS POWERS 10 squares. ref 22 REF REF REF each against a different enemy. 14 Delayed Appearance: This creature starts off the 36 21 □ ← Flaming Web: (blast 5) +20 vs. Reflex; 20 + battle map during your set-up. bloodied enemies. will 20 WILL WILI 28 20 fire damage AND Immobilized (save ends). WILL **Object**: Does not score VP for occupying one of 21 your victory areas; immune to attacks which POWERS target Will. Blindsight: Ignores Conceal: treats invisible speed F7 SPEED 6 SPEED Stationary: Cannot move; not affected by SPEED creatures as visible. ends). 6 forced-movement effects. Multi-Activation 2: Can take up to 2 turns each Linked Portal: Replaces attack action: Teleport 1 round. adjacent ally to any teleport square or to any Prey Focus: Use during your set-up: Choose 1 нр 75 нр 45 нр 65 нр 165 space adjacent to an Arcane Portal. enemy. Demons in your warband have +10 Summon Portal: Use before rolling initiative: Damage against that creature until end of battle. Astral Giants, attracted by clashes in the astral, BLOOD BLOOD BLOOD BLOOD Place this creature in any space no closer than 10 often finish battles they did not start. 30 80 20 35 squares from any enemy or ally. 9 9 9 9 28 ©2010 DDM Guild, 2/60 ♦ ©2010 DDM Guild, 3/60 😋 ©2010 DDM Guild, 4/60 ★ ©2010 DDM Guild, 1/60 ♦ BRAIN IN A JAR **CLOAKER AMBUSHER** CROWNWING level 10 Construct • Mastermind l evel 9 🔶 Aberrant Level 14 Mind Flaver • Martial (Unique) ATTACK ATTACKS **ATTACKS** ATTACKS ас 25 Tail Slap: +16 vs. AC; 10 damage.



|                            | ATTACKS  |
|----------------------------|--|
| <sup>ас</sup><br>24        | Puppeteer: (range 5, can target allies) +15 vs.         Will; Take a turn with target as though it was |
| FORT                       | Dominated.   |
| 12                         | → Telekinetic Thrust: Minor action: (range 10,   |
| <sup>REF</sup><br>20       | does not provoke opportunity attacks) +12 vs.<br>Fortitude; push target up to 6 squares.               |
| will<br>24                 | Powers   |
|                            | Protect the Master: Use when this creature would   |
|                            | take damage: 1 non-Champion ally within 5  |
| <sup>speed</sup> <b>F4</b> | squares takes that damage instead, then this creature takes 5 damage.                                  |
|                            |  |
| нр<br>55                   |  |
| blood<br>25                | You do its bidding no different than its minions do.   |
|                            |  |

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#### POWERS FORT FORT 23 23 Hide: If this creature has ranged cover other than from intervening creatures against a nonadjacent REF REF enemy, it is invisible to that enemy 23 23 Envelop: Replaces attack action: Choose 1 WILL WILL adjacent enemy. That enemy takes 10 damage at 21 23 start of each of this creature's turns and is Immobilized until it starts a turn while not adjacent to this creature. U when this creature uses SPEED SPEED F8 Shadow Shift. F8 □ □ Shadow Shift: Replaces move action: Shift up to 3 squares. нр 70 нр 55 In the Underdark, even the floors, ceilings, BLOOD BLOOD and walls are out to get you. 25

# ( Armblade: (reach 2) +15 vs. AC; 15 damage.

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# C'TALLUN, ASTRAL HUNTER



#### DEVA FANATIC Level 8 Deva • Divine

#### ATTACKS AC 24 Heavy Flail: +15 vs. AC; 15 damage.

#### POWERS fort 18

нр 55

BLOOD

25

- Fanatic: +15 damage against Mastermind targets.
- REF □ Soulburst: When this creature is destroyed,
- 20 each enemy within 3 squares takes 5 radiant damage and each ally within 3 squares heals 5 HP. WILL 20 Memory of a Thousand Lifetimes: Use after this

#### creature rolls an attack roll or saving throw: Re-roll that attack roll or saving throw. SPEED

# There is no limit to the number of lives

I will spend to rid this world of evil.

## DRAGONBORN ELEMENTALIST Level 8 Dragonborn • Arcane

#### **ATTACKS**

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- AC 21  $\bigoplus$  Staff: +8 vs. AC; 10 + 5 cold damage. □ ← Acid Breath: Minor action: (blast 3) +11 vs. FORT Fortitude; 10 acid damage. On miss, 5 acid 21 damage.
- REF □ - ★ Lightning Blast: (radius 1 within sight) +11 20 vs. Reflex; 20 lightning damage. WILL

#### POWERS 20

SPEED

6

нр 45

BLOOD

20

9

#### 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."

#### MM-004 Lords of Madness. Page 2 of 8

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|            | PATER, IRON DUKE OF HELL<br>14 ← Devil • Mastermind (Unique)                                       | cr<br>2 |
|------------|--|---------|
| AC<br>26   | ATTACKS<br>() Smiting Rod: (reach 2) +19 vs. Fortituded<br>damage AND push target up to 2 squares. | ; 20    |
| FORT<br>25 | Scathing Rod: (sight) +19 vs. Reflex; 20 a damage.   | cid     |
| REF<br>25  | Powers   |         |

#### Resist 20 Fire: Vulnerable 5 Radiant

- 30 Fires of Dis: Minor action: Each enemy and each ally takes 5 fire damage. *O at start of turn*.
- Gates of Dis: Minor action: Choose up to 3 squares SPEED within line of sight. Each of those squares becomes
- 6 fire terrain until end of battle. O at start of turn.

#### CHAMPION POWERS

- нр 75 \* Use before rolling initiative: You automatically win the next initiative roll.
- BLOOD \* Use when a Devil ally becomes bloodied: Each 35 enemy within 3 squares of that ally takes 10

psychic damage.

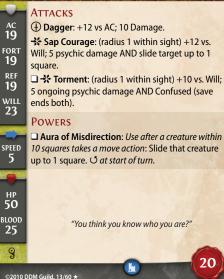


#### **DWARF BEGUILER** level 7 Dwarf

<sup>REF</sup> 25

WILL

9



#### DISPATER, IRON DUKE OF HELL Level 28 + Devil • Mastermind (Unique)

#### **ATTACKS**

AC 36

- ( Smiting Rod: (reach 2) +25 vs. Fortitude; 30 damage AND push target up to 2 squares.
- FORT **Scathing Rod**: (sight) +27 vs. Reflex; 20 acid 34 damage.
- REF □ - Gates of Hell: (radius 1 within 10) +24 vs. 34 Reflex; 30 fire damage. Hit or miss, each square in WILI 48 area becomes fire terrain until end of battle.

#### POWERS

- Immune Fire; Vulnerable 5 Radiant
- SPEED **Blasphemous Reply**: Use after being hit by  $a \neq or \nearrow$ attack: Make 1 (+) attack as an immediate action.

#### CHAMPION POWERS

- нр 165 \* 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.

# **EFREET FIREBLADE**



# DRAEGLOTH ABOMINATION

Level 19 Demon • Drow • Aberrant

### ATTACKS

3

251

- ас **32** ( claw: (reach 3) +24 vs. AC; 20 damage and 10 ongoing damage (save ends).
- FORT **29** Slashing Claws: Make 2 Claw attacks.
- REF necrotic damage AND Dazed. O when this creature 32 first becomes bloodied.

#### WILL 24 POWERS

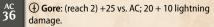
Close Quarters Combatant: Ignores the Speed and Attack penalties for squeezing.

- SPEED Unstable Servant: Whenever this creature starts a 7 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 нр 165 from an attack: Recharge Unholy Burst and use it as an immediate action, then teleport up to 7 BLOOD squares. 80



#### **ELDER BLUE DRAGON** Level 26 + Dragon

## **ATTACKS**



CR

2

- FORT □ ← Lightning Breath: (3 targets within line of 34
- sight) +23 vs. AC; 25 lightning damage. On miss, REF 15 lightning damage. O when this creature first
  - becomes bloodied.
- WILL Thunderclap: (burst 3) +20 vs. AC; 15 thunder damage AND Dazed.

## POWERS

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35

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9

Resist 25 Lightning; Immune Thunder

## SPEED F8 CHAMPION POWERS

- ✤ Use when an ally declares a attack: +10 thunder Damage on that attack.
- нр 225  $\diamond$  Use when an ally declares a  $\diamond$  or  $\frac{1}{2}$  attack: You BLOOD score 20 VP for each enemy destroyed by that 110 attack.





| ELDER COPPER DRAGON<br>Level 21 + Dragon • MetallicCR<br>3 |  |  |
|--|--|--|
| AC<br>33<br>FORT<br>31<br>REF<br>31                        | ATTACKS<br>⊕ Bite: (reach 2) +22 vs. AC; 35 damage.<br>➡ ← Acid Breath: (blast 5) +23 vs. Reflex; 30 acid<br>damage. On miss, 15 acid damage.<br>➡ ← Slowing Breath: (blast 5) +23 vs. Fortitude;<br>20 damage AND Slowed (save ends).   |  |
| WILL<br>30   | POWERS<br>Immune Acid<br>Draconic Will: Use before rolling initiative: Each<br>non-Dragon Champion in play is Stunned (save<br>ends).  |  |
| F8<br>HP<br>175<br>BLOOD<br>85                             | CHAMPION POWERS  CHAMPI |  |
| <b>9</b><br>©2010 [  | DDM Guild, 16/60 ©   |  |

#### HEROSLAYER HYDRA Level 26 + Hydra

REF

нр 185

BLOOD

90

9

for each enemy hit by an attack. 34 POWERS

- WILL 34 Hvdra Furv: Replaces attack action: Make 1 Bite attack plus 1 additional Bite attack for each New Head counter on this creature. SPEED New Heads: Use when this creature takes 25 or
- 6 more damage from an attack: Put 1 New Head counter on this creature.

That... seems bad.

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# FEYMIRE CROCODILE

#### ATTACKS

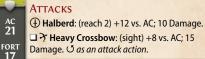
( Crippling Bite: (reach 2) +24 vs. AC; 20 damage AND Immobilized (save ends).

#### 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.

Even the most mighty fomori steer clear of the feymire fens.

#### HUMAN TOWN GUARD Level 6 Human • Minion



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#### POWERS

REF

17

17

Militia Guard: Use when an adjacent ally is hit with  $a \neq or \neq attack$ : That attack hits this creature WILL instead.



### Fomorian Painbringer

#### ATTACKS

31

FORT

31

REF

30

(+) Flail: (reach 3) +25 vs. AC; 25 damage.

Funnel Pain: (range 10) +23 vs. Will; 20 psychic damage.

CR

vs. Will; Dazed AND Immobilized (save ends both).

#### POWERS WILL 24

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

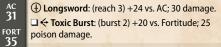
### CHAMPION POWERS

- SPEED \* 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. нр 155 ♦ Use after a Fey ally hits with a + attack: +20
  - Damage on that attack.



## **IRON GOLEM JUGGERNAUT** Level 19 Construct

#### ATTACKS



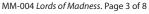
#### POWERS

REF

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- 27 Inexorable: Can move through squares occupied WILL by enemies.
- 27 Iron Cleave: Use when this creature destroys a smaller enemy with  $a \neq attack$ : Make 1  $\bigoplus$  attack as an immediate action.
- SPEED □ Toxic Death: Use when destroyed: Recharge 6 Toxic Burst, then make a Toxic Burst attack as an immediate action.
- Variable Resistance: Use during your set-up: нр 125 Choose acid, fire, lightning, or thunder. This creature has Resist 15 to that damage type until BLOOD end of battle. 60



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

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level 6 🔶 Human • Martial

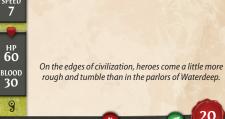
HUMAN MARAUDER

- fort 18 Beastmaster: Beast allies have +5 Damage
- against targets adjacent to this creature.
- Double-Up: Whenever this creature scores a critical hit with a  $\frac{1}{2}$  attack, it may repeat that attack
- as an free action.
- Momentum: +5 Damage with + attacks if this creature moved this turn.
- REF 17
- will 18

ас 19

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# SPEED



## KALLIROTH, GITHYANKI PIRATE

ATTACKS

- AC 26 ( Silver Longsword: +17 vs. AC; 10 + 10 psychic damage, ignore Insubstantial. FORT □ **↓** Swashbuckling Strike: Shift up to its current 22 speed and make up to 2  $\oplus$  attacks during that REF move. O when this creature first becomes bloodied. 24 POWERS WIL 28 **Defensive Mobility:** +5 AC against opportunity
- attacks while moving. Surprise Onslaught: +10 Damage against
- SPEED undamaged enemies. 6 Telekinetic Leap: Replaces move action: Move up to its current speed as though with Flight.
- □ □ Telekinetic Push: Use after hitting with a ↓ нр 75 attack: Push target of that attack up to 3 squares.

# BLOOD

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## Manshoon

Level 18 Undead • Arcane • 7hent (Unique)

## **ATTACKS**

- AC 28 AND Slowed. FOR1 □ □ → Shadowbolt: (sight) +16 vs. Reflex; 20 28
- damage AND Dazed, or 30 damage AND Stunned REF instead if target is Dazed. 26 □ - 중 Soul Leech: (radius 2 within sight, living
- WILL targets only) Automatic hit; 20 necrotic damage. 30

#### POWERS

9

- Resist 15 Necrotic, Resist 15 Poison
- SPEED Blindsight: Ignores Conceal, treats invisible creatures as visible. Combat Teleport: Replaces move action: Teleport
- up to 7 squares. нр 115 □ Vampiric Regeneration: Minor action, only
- while bloodied: Each living enemy and each living BLOOF ally within 5 squares takes 5 damage, then this 55 creature heals 5 HP for each affected creature.

# KENKU WARRIOR

l evel 10 🔶 Kenku

#### ATTACKS

Dagger: +16 vs. AC; 10 + 5 poison damage. The poison and the po damage.

#### FORT 23 POWERS REF

ас 25

нр 60

BLOOD

30

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- 28 Flock: +3 bonus instead of +2 against targets granting it combat advantage. WILL
- 24 Sneak Attack 5: +5 Damage against targets granting it combat advantage.
- Blaze of Instinct: Use when this creature is hit by SPEED an attack: That attack becomes a miss instead. 7

Kenku fight in dizzying flocks.

#### MEPHISTOPHELES. LORD OF CANIA Level 14 + Devil • Mastermind (Unique)

## ATTACKS

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- (+) Ranseur: (reach 2) +19 vs. AC; 20 cold damage.
- AC 26 **Hellfire**: (range 10) +21 vs. Reflex; 15 fire
- fort 23 damage AND push target up to 1 square.
  - □ Hellfire Barrage: (radius 1 within sight) +19 vs. Reflex; 20 fire damage AND 10 ongoing cold

нр 65

30

9

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94

Treachery: +10 Damage with → attacks against Champion enemies.

# SPEED F6

Use before rolling initiative: Each Evil ally has +5 Damage with  $\frac{1}{2}$  and  $\frac{3}{2}$  attacks until end of round.

\* Use when a Demon ally destroys an enemy: This creature and that ally each heal 15 HP. BLOOD

CR 1

- REF
- 23 damage (save ends). will 26

#### POWERS

## CHAMPION POWERS

# KENKU WING MAGE

#### ATTACKS

AC 23 Dagger: +8 vs AC; 10 damage Hurricane Blast: (burst 1, enemies only) +10 vs. FORT Reflex; 10 damage AND push target up to 3 squares.

CR

CR

4

REF □ → Murder of Crows: (radius 1, nearest) +10 vs. 18 Fortitude; 10 damage AND Dazed (save ends). WILL O when a Kenku ally is destroyed. 21

#### POWERS

6

9

9

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

#### CHAMPION POWERS

Use before rolling initiative: Each ally has +2 Attack against enemies adjacent to a Kenku ally ΗP 50 until end of round.

BLOOD ✤ Use before rolling initiative: Each ally has +5 25 bonus instead of +2 while flanking until end of round.

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MEPHISTOPHELES, LORD OF CANIA Level 24 Devil • Mastermind (Unique)

## ATTACKS

ас **35** ( Ranseur: (reach 2) +25 vs. AC; 25 cold damage. → Hellfire: (range 10) +25 vs. Reflex; 25 fire fort 32 damage AND push target up to 3 squares. □ - Hellfire Pillar: (radius 1 within sight) +27 vs. ref 32 Reflex; 55 fire damage. On miss, 20 fire damage. POWERS WILL 36 Hellfire Bombardment: Minor action: Choose up to 2 squares adjacent to each other within line of sight. Those squares become pit terrain until SPEED F6 end of round. O as an attack action.

## CHAMPION POWERS

- Use before rolling initiative: You roll 1 extra d20 when determining initiative this round. ΗP 175 \* Use at end of round: If a non-Champion enemy
- BLOOD occupies one of your opponent's victory areas, you 85 gain 10 VP.

#### **KOBOLD SLINGER** l evel 1 🔶 Kobold



#### MIND FLAYER NOBLE Level 12 Mind Flaver • Mastermind

## ATTACKS

- AC 24 ( Tentacles: (reach 2) +19 vs. Reflex; 15 damage. Mind Blank: (burst 5, enemies only) Automatic
- fort 20 hit; 5 psychic damage.
- ← Mind Blast: (blast 3) +17 vs. Will; 20 psychic REF
- damage. On miss, 10 psychic damage. 20 □ - ★ Mindwipe: Minor action: (radius 2 within 10,
- WILL 22 enemies only) +17 vs. Will; Immobilized.

#### POWERS

- Resist 15 Psychic
- SPEED Illithid Noble: (Aura 2) Each Mind Flaver ally in 6 aura has +4 Attack with < attacks. Each Aberrant ally in aura has +10 Damage with 4 attacks.



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#### MINOTAUR MANGLER Level 8 Minotaur • Primal

( 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

Minotaur Resilience: Considered bloodied at

one-third of its starting HP, instead of one-half.

Thunderborn Wrath: Use after hitting with a +

bloodied: Each adjacent enemy takes 5 thunder

A mangler revels in carnage.

attack, if that attack caused target to become

ATTACKS

until end of battle.

POWERS

damage.

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AC

19

FORT

REF

17

WILL

SPEED

8

нр 75

BLOOD

25

нр 55

BLOOD

25

9

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## NALFESHNEE TYRANT

# Level 23 Demon

ас **32** 

- ATTACKS
- ( Claws: (reach 3) +26 vs. AC; 45 damage.
- Black Lightning: (range 3) +23 vs. Reflex; 25 +
   25 ongoing necrotic damage AND Slowed (save
- fort 36 ends both). REF □ → Vile Glare: Minor action: (range 5) +29 vs.
- 31 Will; target cannot take attacks except (+) attacks WILL
- (save ends). I at start of turn if no enemies are 34 affected by Vile Glare.

#### POWERS

- SPEED Monomaniac: Cannot move or shift while
- 6 adjacent to a lower-level, non-bloodied enemy.
  - Tyrant of the Abyss: Enemy Champions cannot use Champion powers while bloodied.
- нр 180 Spur On: Replaces move action: Each adjacent Demon ally takes 10 damage, then has +10 BLOOD Damage with 4 attacks until end of round.



### **ONI NIGHT HAUNTER** Level 8 ♦ Giant

#### ATTACKS (+) Morningstar: (reach 2) +15 vs. AC; 15 damage 24 AND push target up to 1 square. FORT **Haunting Presence**: (range 3, Dazed target 20 only) Automatic hit; 5 damage. REF 20 vs. Will; 10 damage AND Dazed (save ends). WILL 24 POWERS

- Deceptive Veil: Minor action: Invisible to enemies until end of round. SPEED Gaseous Form: Minor action: Has Insubstantial F6 until end of round.
  - **Devour Soul**: Use when this creature destroys a Dazed enemy with  $a \neq attack$ : This creature heals 25 HP.

26

#### **ORC STRONGBOW** level 9 🔶 Orc

ATTACKS AC 18 ( Arrow Punch: +11 vs. AC; 10 damage. **Hobbling Shot**: (sight) +14 vs. AC; 15 damage fort 20 AND Speed -2 (save ends).

#### POWERS

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<sup>ref</sup> 18 Power Shot: Replaces attack action: Make 1 Hobbling Shot attack with a range of nearest. If will 18 that attack hits, it has +20 Damage.



# NEOGI GREAT OLD MASTER

#### 

#### ATTACKS

- AC 32 (+) Scythe Claw: (reach 3) +25 vs. AC; 25 damage AND Dazed.
- fort 30 □ → Enslaving Bolt: (sight) +23 vs. Will; slide target up to 10 squares AND Dominated. *O when*
- REF this creature takes damage from  $a \neq attack$ .

31 □ - Larva Burst: (burst 3, enemies only) +23 vs. WILL 30 Fortitude; 15 damage AND 10 ongoing damage (save ends).

#### POWERS

60

9

Foreign Mind: Not affected by Confused, Dazed, SPEED and Dominated effects. Thrall Shackle: (Aura 1) Each enemy in aura has -4 on saving throws.

нр 125 Domineering Position: Use at start of a Dominated enemy's turn: Slide that enemy up to 4 squares. BLOOD

# **ORC WARCHIEF**

# Level 7 Orc • Martial

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#### ATTACKS ас 27 ас 21 ( Glaive of Terror: (reach 2) +12 vs. AC; 10 + 5 psychic damage. FORT FORT **27** □ → Poison Quarrel: (range 10) +9 vs. AC; 10 19 poison damage AND target grants combat REF advantage (save ends, Poison). 25 19 POWERS WILI 18 will 25 Mark of Gruumsh: Use after hitting with $a \neq attack$ : Each Orc ally has +4 Attack with + attacks against target until end of round. Tribal Rush: Use after your set-up: Each Orc ally SPEED SPEED 8 moves up to 4 squares. нр 100 нр 60 "Don't let the missing eye fool you. BLOOD BLOOD That one is clever." 30 55 9 9 2010 DDM Guild, 37/60 🛨 ©2010 DDM Guild, 38/60 🔶

#### NEOGI SLAVER Level 10 Neogi

# ATTACKS

- Fangs of the Neogi: (reach 2) +14 vs AC; 10
- 22 damage AND 10 ongoing poison damage AND

CR

2

- Slowed (save ends both). fort 20
- □ 7 Charm Bolt: (sight) +14 vs Will; this creature REF is invisible to target (save ends). *O at start of turn* 26
  - if no enemies are affected by Charm Bolt.
- will 26 ← Mindshackle: (blast 3) +14 vs Will; 5 psychic damage AND Confused.

#### POWERS

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

#### CHAMPION POWERS

- Use at start of turn: 1 Magical Beast ally within 3 нр 65 squares makes a ( ) attack as an immediate action. BLOOD
- 30 Use when an allv hits a bloodied enemy with an attack: +15 Damage on that attack. 9

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**RIME HOUND** 



- ( 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. U when
- REF this creature misses with this attack.

#### POWERS

Resist 15 Cold

Ice Spikes: Whenever an adjacent enemy misses this creature with a 4 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 artic storm.

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## Roc

#### Level 14 Beast

#### ATTACKS AC Talons: +18 vs. AC; 20 damage AND if target is 27 smaller than this creature, push target up to 3 squares, then target takes 5 damage for each FORT 25 square pushed. REF □ □ ← Call of the Raptor: Minor action: (blast 5) 27 +16 vs. Fortitude; 10 thunder damage AND Dazed. WILL 25 SPEED F8 100

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

#### SHADAR-KAI WITCH

## ATTACKS

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BLOOD

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BLOOD

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AC 18 Blackfire Touch: +12 vs. Reflex; 5 fire + 5 necrotic damage. FOR1 □ ? Shadowbind: (sight) +10 vs. Will; 10 necrotic damage AND Blinded (save ends). *O when this* REF creature uses Shadow Jaunt. 19 POWERS WILL 22 Deep Shadow: (Aura 2) Each ally in aura cannot be targeted by charges or  $\mathcal{F}$  attacks. Shadowfire: (Aura 2) Each enemy that starts a turn SPEED in aura takes 5 necrotic damage. 6 □ Shadow Jaunt: Replaces move action: Teleport up to 5 squares and is Insubstantial until start of its next turn. O when this creature first becomes bloodied. 50

## **ROT GRUB SWARM**

#### ATTACKS

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

#### FORT POWERS

<sup>АС</sup> 24

Infest: Can enter and occupy spaces occupied by REF 20 non-Swarm enemies.

- Million Maggots: Never provokes opportunity WILL 20 attacks.
  - Stable Footing: Ignores the extra cost for entering difficult terrain.
- SPEED Swarm: Takes half damage from  $\frac{1}{2}$  and  $\frac{1}{2}$  attacks. 5
- 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 нр 50 Swarm creature adjacent to it.



#### SHARDMIND DOMINATOR Level 8 Shardmind Construct

#### ATTACKS

- AC 22 Dagger: +11 vs. AC; 10 damage.
  - **→** Overwhelming Mind: (range 5) +13 vs. Will; target makes a ( ) attack as though Dominated.
- fort 20 □ - ★ Mind Swarm: (radius 1 within sight) +11 vs. REF Will; 10 psychic damage AND 5 ongoing psychic 20
- damage (save ends). U when first becoming WILL bloodied. 20

## POWERS

Resist 5 Psychic

нр 55

BLOOD

25

9

Regression: Use at start of an enemy's turn: If that 6 enemy is taking ongoing psychic damage, slide that enemy up to 3 squares.



# **ROT HARBINGER**

## Level 13 Undead

#### ATTACKS Rotting Claw: +18 vs. Fortitude; 10 damage 29 AND 10 ongoing necrotic damage (save ends). FORT **27** 10 damage AND Stunned. On miss, target is REF Dazed. O when this creature first becomes bloodied. 24 POWERS WILL 25 Festering Necrosis: Replaces attack action: Each enemy taking ongoing necrotic damage is Weakened (save ends). speed F7 нр 75 Orcus created these "angels" of decay in BLOOD mockery of those sent to kill him. 35 9 ©2010 DDM Guild, 41/60 ★

#### **SKELETON** Level 1 Undead

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AC 16

FORT

13

**ATTACKS** ⊕ Scimitar: +5 vs. AC; 10 damage. POWERS Reassembling Bones: Use when destroyed: This

#### creature is not destroyed instead, then has 5 HP REF and is Immobilized (save ends). 13 WILL 13 SPEED 5 нр 5 The catacombs of Waterdeep hold a BLOOD never-ending legion of walking dead.

# SHADAR-KAI WARRIOR

Level 8 Shadar-Kai • Shadow



#### SPELL WEAVER level 18 Immortal • Arcane

#### ATTACKS

50

AC 30 Esoteric Touch: +20 vs. Reflex; 20 damage AND push target up to 5 squares.

CR

2

109

fort 29 Dimensional Ray: (nearest) +22 vs. Reflex; 20 damage AND teleport target up to 5 squares.

#### POWERS

SPEED

6

65

9

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ref **31** Multitasking Brain: Not affected by Dazed or WILL 31 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 нр 130 until end of round. \* Use after this creature hits with an attack: Target BLOOD of that attack takes 15 cold damage.

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#### STONE GIANT

ATTACKS

POWERS

push target up to 1 square.

10 All until end of its next turn.

damage AND Stunned.

27

FORT

29

REF

25

WILL

25

SPEED

нр 110

BLOOD

55

## STORMCLAW SCORPION

l evel 6 ♦ Beast • Vermin

ATTACKS ас **21** ( Claws: +14 vs AC; 10 lightning damage AND Slowed (save ends). FORT + Sting: (reach 2) +10 vs. Fortitude; 10 ongoing 19 damage (save ends). REF

#### POWERS 20

SPEED

8

нр 50

BLOOD

25

9

- **Resist 10 Lightning** WILL
- 19 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.

Don't ride the liahtnina.

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

( club: (reach 2) +18 vs. AC; 30 damage AND

□ □ → Hurl Rock: (nearest) +16 vs. Reflex; 20

Stoneskin: Minor action: This creature has Resist

#### TRAPPED CHEST Level 1 Object

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#### POWERS

- Delayed Appearance: Does not start on the battle 10 map during your set-up. FORT **Object:** Does not score VP for occupying one of 10 your victory areas; immune to attacks which REF target Will. 10 Trapped Chest: When this creature is destroyed by WILL 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
- SPEED 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
- 20 one of your victory areas, place Trapped Chest in a space adjacent to that victory area. BLOOD

10

Trebuchet Level 20 Object

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- **ATTACKS**
- ас **34** □ **?** Hurled Stone: (sight, target further than 5
- squares distant only, does not provoke FORT opportunity attacks) +24 vs. AC; 60 damage.  $\bigcirc$  as
- 34 an attack action.
- REF □ - Flaming Pitch: Use only while not bloodied: 34
- WILL
  - creature is hit by a non-4 attack.

#### POWERS

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9

- Object: Does not score VP for occupying one of SPEED your victory areas; immune to attacks which target Will.
- line of sight as clear terrain. Can occupy squares ΗP 105 containing wall terrain.
- BLOOD Stationary: Cannot move; not affected by 55 forced-movement effects.

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SWORDWING

ATTACKS

POWERS

AC 22

fort 20

REF

20

WILL

20

SPEED F8

нр 60

BLOOD

30

AC 26

24

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immediate action.

during other creature's turns.

( Armblade: +14 vs. AC; 10 damage.

Make 1 ( ) attack against that enemy as an

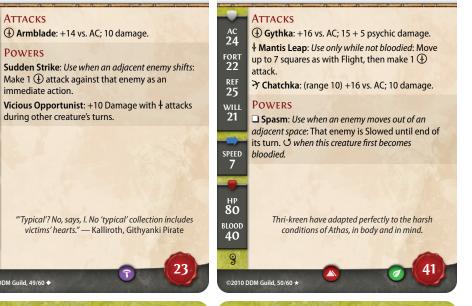
victims' hearts." — Kalliroth, Githvanki Pirate

#### Trihorn Behemoth

ATTACKS Gore: (reach 2) +17 vs. AC; 25 damage. POWERS FORT Breathing Room: +15 Damage with  $\frac{1}{2}$  attacks

against targets not adjacent to a wall.

#### THRI-KREEN MANTIS WARRIOR Level 11 ♦ Thri-Kreen



#### WATER ARCHON SHOAL REAVER Level 13 Elemental • Aquatic

## **ATTACKS**

- ас 29 Trident: +18 vs. AC; 15 damage AND target has -2 AC until start of its next turn.
- FORT **Water Harpoon**: (range 5) +20 vs. AC; 20
- 23 damage AND pull target to an adjacent space.
- REF 23
  - damage. On miss, 5 damage.

#### will **23** POWERS

6

нр 80

BLOOD

40

9

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Immune Poison: Vulnerable 5 Cold

Water Walk: Whenever this creature starts its turn SPEED occupying river terrain, it has +3 Speed until end of turn.

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

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9

(radius 2 within 10) +20 vs. Reflex; 20 AND 10 ongoing fire damage (save ends).  $\bigcirc$  when this Siege Engine: Treats walls and terrain that blocks



## WILL-O'-WISP Level 6 🔶 Fey

#### ATTACKS AC ( Spirit Drain: +9 vs. Fortitude; 15 radiant 20 damage AND Weakened. FORT **⅔ Luring Glow**: (sight) +11 vs. Will; 10 psychic 24 damage AND pull target up to its current speed. REF POWERS 24 Insubstantial WILL 24 Delayed Appearance: Starts off the battle map during your set-up. Blink Out: Whenever this creature takes damage SPEED from an attack, remove it from the battle map F5 after resolving that attack. Illuminate: Whenever this creature is not on the battle map at the start of a round, place it in any нр 45 square no closer than 10 squares from any enemy. BLOOD 20

#### ZHENT CAVALRY Level 7 Human • Mounted • 7hent

## **ATTACKS**

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AC 22 □ → Light Crossbow: (nearest) +9 vs. AC; 10 FORT damage. *I as a move action*. 19

#### POWERS REF

- 19 Zhent Mark: Use after this creature hits an enemy with  $a \neq attack$ : Until start of this creature's next WILL
- 19 turn, each Zhent ally and each Bane ally has +5 Damage against that enemy.
- SPEED 8 нр 60 The Black Network uses highly skilled cavalry to BLOOD terrorize villages in the remote edges of the Dalelands. 30 9 ©2010 DDM Guild, 58/60 ♦

#### MM-004 Lords of Madness. Page 8 of 8

## YEENOGHU

Level 14 Demon • Gnoll (Unique)

#### ATTACKS

- ас 24 (+) Triple Flail: (reach 2) +15 vs. AC; 20 damage AND Immobilized.
- fort 24 □ - Crushing Grasp: (radius 2 within sight, enemies only) +13 vs. Reflex; 10 damage AND REF push target up to 10 squares.

#### 20 POWERS WILL

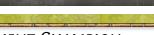
Pack Fury: +5 Damage with  $\frac{1}{2}$  attacks for each 20 Gnoll or Beast ally adjacent to target.

#### CHAMPION POWERS SPEED

- \* Use after an ally causes an enemy to first become 7 bloodied: 1 ally adjacent to that enemy makes 1 ( attack as an immediate action.
- \* Use before rolling initiative: Each Gnoll or Beast
- нр 95 ally not adjacent to an enemy shifts up to its
- current speed (must end in a space adjacent to an BLOOD
- 45 enemy).

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# **ZHENT CHAMPION**

l evel 7 ♦ Human • Martial • 7hent • Bane

- ас 24 Greatsword: +14 vs. AC; 10 damage. → Crossbow of Speed: (nearest) +10 vs. AC; 10
- fort 18 damage.

#### POWERS

- <sup>ref</sup> Zhent Mark: Use after this creature hits an enemy with  $a \neq attack$ : Until start of this creature's next WILL 16 turn, each Zhent ally and each Bane ally has +5
  - CHAMPION POWERS
- SPEED \* Use before rolling initiative: Each Zhent ally shifts 5 up to 3 squares as an immediate action.
  - Use when a Martial ally within 5 squares first
  - becomes bloodied: That ally heals 15 HP.

## YEENOGHU

2

Level 22 Demon • Gnoll (Unique)

#### ATTACKS

AC 32 (+) Triple Flail: (reach 2) +25 vs. AC; 45 damage AND Dazed (save ends).

CR 2

FORT + Hyena's Fury: Make 3 attacks, each against a 32 different enemy: (reach 2) +25 vs. AC; 25 damage. REF

#### POWERS

29

7

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Fetid Cloud: (Aura 1) Each enemy that starts a WILL 30 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 SPEED hit.

#### CHAMPION POWERS

\* Use before rolling initiative: Each bloodied enemy is Weakened until end of round. нр 185 Use when an ally misses a non-bloodied enemy BLOOD with a (1) attack: That ally repeats that attack twice 80 against the same target as an immediate action.

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#### **ZHENT SOLDIER**

( Longsword: +11 vs. AC; 10 damage. □ → Crossbow: (nearest) +9 vs. AC; 10 damage. O as a move action.

#### POWERS

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

## This DDM Guild product contains no Open Game Content.

These cards are current as of September 21, 2010.

fort **27** Lava Vent: (burst 2) +17 vs. Reflex; 20 fire damage + 10 fire damage for each Lava Vent REF counter on this creature (maximum +30 fire 23 damage). Hit or miss, after all attacks are resolved, remove all Lava Vent counters from this creature. WILL 23 POWERS Noxious Fumes: (Aura 1) Each enemy that starts a speed F6 turn in aura takes 5 poison damage. Growing Heat: Replaces attack action: Put 1 Lava Vent counter on this creature. нр 75 BLOOD When you smell sulfur, it's too late. 35 9 ©2010 DDM Guild, 57/60 ★

YOUNG VOLCANIC DRAGON

ongoing fire damage (save ends).

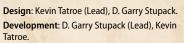
( Bite: (reach 2) +18 vs. AC; 15 damage AND 5

Level 13 Dragon • Elemental

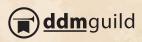
ATTACKS

ас 27

# LORDS OF MADNESS



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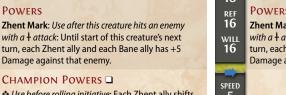
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ATTACKS