

ddmguild Rage of Demons Solo Monsters

SHADOW GOLD DRAGON

Level 19 ♦ Dragon • Mastermind

CR 4

AC 31
FORT 28
REF 30
WILL 30
SPEED F9
HP 110
BLOOD 55

ATTACKS
⊕ **Shadow Bite:** +22 vs. AC; 20 + 20 necrotic damage.
☐ **White Mist:** (blast 5) +22 vs. Fortitude; 35 necrotic damage. ☹ when this creature destroys an enemy with Shadow Bite.

POWERS
Solo; Conceal 6
Resist 10 Necrotic; Vulnerable 10 Radiant
In Violet Light: Insubstantial Undead in your warband have +2 attack and +10 damage.

CHAMPION POWERS ☐ ☐ ☐ ☐
❖ Use after this creature's White Mist destroys an enemy: Add 1 Insubstantial Undead ally with cost up to 17 VP to your warband. Place that ally in the space that enemy last occupied.
❖ Use when an enemy becomes Weakened: That enemy is Weakened (save ends) instead.

149

©2016 DDM Guild, Rage of Demons Bonus 1

SHADOW BEHOLDER

Level 19 ♦ Beholder • Aberrant • Mastermind

CR 3

AC 27
FORT 27
REF 28
WILL 32
SPEED F3
HP 120
BLOOD 60

ATTACKS
⊕ **Chew, Chew, Chew:** +19 vs. AC; 20 damage.
⊕ **Eye Rays:** (sight) Choose 1 attack:
☐ **Curse & Confuse:** +21 vs. Will; 15 psychic damage AND Confused (save ends).
☐ **Rot & Slow:** +21 vs. Reflex; 20 damage AND Slowed.
☐ **Sear & Daze:** +21 vs. Reflex; 25 fire damage AND Dazed.
☐ **Convert to Shadow:** +21 vs. Reflex; slide 3 squares AND 20 ongoing necrotic damage (save ends). ☹ all attacks whenever all are used.

POWERS
Solo; Conceal 6
Resist 10 Necrotic; Vulnerable 10 Radiant
Multi-Activation 2: Activates twice each round.

CHAMPION POWERS ☐ ☐ ☐
❖ Use when an enemy ends a turn: Roll 1d20. If the result exceeds that enemy's cost, this creature shifts up to 1 square and makes an attack.

150

©2016 DDM Guild, Rage of Demons Bonus 2

TACTICAL DELAY

Level 10+ ♦ Mastermind

POWERS
☐☐ **Road Apples:** Use on your turn: You do not activate any creatures this turn. ☹ all check boxes when you score victory points.

+9

©2016 DDM Guild, Rage of Demons 1/8

AN EYE FOR SPEED

Level 10+ ♦ Mastermind

POWERS
☐ **Meditative Quickening:** Minor action: ☹ one use of one of this creature's powers. (The power must have a listed ☹ trigger.)

+10

©2016 DDM Guild, Rage of Demons 2/8

NOW FOR PLAN "A"

Level 15+ ♦ Mastermind • Champion 2+

POWERS
☐ **Extra Power:** When you use one of this creature's champion powers: Expend this check box instead of expending one of the champion power check boxes.

+8

©2016 DDM Guild, Rage of Demons 3/8

THE WELL-TRAINED EYE

Level 10+ ♦ Mastermind

POWERS
Blindsight: Ignores Conceal and Invisible.

+12

©2016 DDM Guild, Rage of Demons 4/8

RAGE OF DEMONS: BONUS

The Solo Power: The Solo power is a newly developed power in DDM. The Solo power grants a bonus to saves, as well as a warband building power that depends on the presence or absence of allies in the Solo creature's warband.

Solo: This creature rolls 2d20 for saves and uses the higher result. If this creature is the only creature in your warband, you may include up to 5 items for this creature during warband building. Otherwise, you may include up to 2 items for this creature. Those items must be assigned to this creature during setup.

RAGE OF DEMONS: BONUS

Design: D. Garry Stupack, Seppo Saarela
Development: Ira Fay, D. Garry Stupack, Lars Niggemeyer
Graphic Design: Kevin Tatroe, Joel Broveleit, Ira Fay, D. Garry Stupack
Special Thanks: DDM Guild's supporters; Kierin 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. © 2016 DDM Guild and Wizards of the Coast.

This DDM Guild product contains no Open Game Content.

These cards are current as of July 12, 2016.

EATS PREY ALIVE

Level 10+ ♦ Mastermind

POWERS
Feast on Prey: Use when this creature destroys an enemy with a ⊕ attack: Heal 15 HP.

+10

©2016 DDM Guild, Rage of Demons 5/8

EYES IN THE BACK OF ITS HEAD

Level 10+ ♦ Mastermind

POWERS
Immune Flank: This creature is never considered to be flanked.

+6

©2016 DDM Guild, Rage of Demons 6/8

MINOR WALL OF FORCE

Level 15+ ♦ Aberration

POWERS
☐ **Ablation:** Use when an enemy targets this creature with an attack, only if the enemy is in line of sight of this creature: This creature has Resist 10 All vs. that attack. ☹ at end of round.

+15

©2016 DDM Guild, Rage of Demons 7/8

PHANTOM POWER

Level 10+ ♦ Mastermind

POWERS
☐ **Slider:** Minor action: Slide an enemy within 10 squares up to 2 squares. ☹ when this creature destroys an enemy.

+5

©2016 DDM Guild, Rage of Demons 8/8