

34 BEARDED DEVIL

ATTACK ACTIONS
 ⚔ Glaive: +16 vs AC; 10 Damage AND ongoing 5 Damage (save ends)

LEVEL 9
AC 25
DEF 21
SPEED 6
HP 55



ABILITIES
 Evil • Devil
 Reach 2

SPECIAL POWERS
 Battle Frenzy: +2 Attack and +10 Damage while Bloodied.
 Devilish Teamwork: Allies have +2 AC while adjacent to this creature.
 Grasping Beard: Whenever an enemy moves out of a square adjacent to this creature, that enemy takes 5 Damage.

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89 BARBED DEVIL

ATTACK ACTIONS
 ⚔ Claws: +22 vs AC; 25 Damage
 ⚡ Nightmare Sting: (Reach 2) +21 vs DEF (Fort); 10 + 10 poison Damage AND Weakened (save ends)

LEVEL 16
AC 30
DEF 28
SPEED 6
HP 100



ABILITIES
 Evil • Devil

SPECIAL POWERS
 Barbed Carapace 10: Whenever an enemy damages this creature with a ⚔ attack, that enemy takes 10 Damage.
 Feverish Hallucination: Minor action; push 1 adjacent Weakened enemy 6 squares; this movement provokes opportunity attacks. (Fear)

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SUCCUBUS

Level 10+ Devil

ATTACKS
 ⚔ Raking Claws: +13 vs. AC; 10 + 10 poison damage.
 ⚡ Kiss of the Succubus: +13 vs. Will; 10 poison damage AND Weakened (save ends).
 Beguile: (range 5) +13 vs. Will; Dominated (save ends).

POWERS
 Resist 10 Fire; Vulnerable 5 Radiant
 Disguise Self: Use during your set-up; This creature is invisible to enemies until after it makes an attack.
 False Tears: Use when an enemy targets this creature with a ⚔ attack; That attack misses. Recharge this creature's Beguile or Lure.
 Lure: Use at start of enemy's turn: If that enemy is within 10 squares of this creature, its first action on its turn must be a move action. If it can, it must end that move adjacent to this creature; otherwise, it loses its move action this turn.

AC 23
FORT 23
REF 23
WILL 23
SPEED F6
HP 65
BLOOD 30

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8 MERCHANT GUARD

ATTACK ACTIONS
 ⚔ Sword: +10 vs AC; 10 Damage

LEVEL 3
AC 19
DEF 15
SPEED 5
HP 30



ABILITIES
 Human • Martial
 Bold: +4 DEF (Will) while within 6 squares of an allied champion.

SPECIAL POWERS
 Bodyguard: Immediate, when an enemy attacks an adjacent ally, the attack targets this creature instead.

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AMULET OF THE TITANS

Level 15–20 ♦ Borderlands


POWERS
 Shrug Off Pain: Use when this creature is hit by an attack that deals 20 or less base damage: This creature ignores all non-damage effects of that attack. ⚡ when this creature misses with a ⚔ or ⚡ attack.

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22 OTYUGH

ATTACK ACTIONS
 ⚔ Swat: (Reach 3) +16 vs AC; 15 Damage
 ⚡ Diseased Bite: (Immobilized target only) +14 vs DEF (Fort); 20 Damage AND Weakened
 ⚡ Tentacle Grab: (Reach 3) +16 vs AC; 15 Damage AND pull target adjacent AND Immobilized (save ends)

LEVEL 9
AC 23
DEF 21
SPEED 5
HP 55



ABILITIES
 Aberrant • Beast
 Delayed Appearance: This creature must start the battle off the battle map.

SPECIAL POWERS
 Stench: Adjacent living creatures have -2 Attack; Otyugh creatures immune.
 Submerged: Use at start of round; place this creature in your start area or in a square that contains river or sewer terrain.

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