

TRIHORN BEHEMOTH

Level 10 ♦ Beast

ATTACKS

⊕ Gore: (reach 2) +17 vs. AC; 25 damage.

POWERS

Breathing Room: +15 Damage with † attacks against targets not adjacent to a wall.

Halfling Houdah: Can have up to 2 non-Mounted Halfling creatures as riders.

Protective Crest: This creature's rider has +4 AC and +4 Reflex.

War Beast: +5 Damage with ⊕ attacks for each rider on this creature.

AC
26
FORT
24
REF
18
WILL
18
SPEED
7

HP
85
BLOOD
40

On the plains of Eberron, the savage halflings aren't all you need worry about.

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46

TALENTA NOMAD

Level 9 ♦ Halfling • Primal

ATTACKS

⊕ Scimitar: +13 vs. AC; 15 damage.

† Clawfoot Rend: Use only while bloodied. +13 vs. AC; 10 damage AND Dazed.

↻ Talenta Boomerang: (range 10) +8 vs. AC; 10 damage. On miss, re-roll once.

POWERS

Bloodrage 10: +10 Damage with † attacks while bloodied.

Composure: +4 Attack while not bloodied.

AC
21
FORT
19
REF
21
WILL
19
SPEED
6

HP
70
BLOOD
35

On the Talenta Plains, a harsh life shapes halflings into feral warriors.

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26

EYE OF FROST

Level 14 ♦ Beholder • Aberration • Cold

ATTACKS

⊕ Bite: +17 vs. AC; 10 + 10 cold damage.

⊕ Telekinesis: (range 8) +17 vs. Reflex; 10 psychic damage AND slide target up to 4 squares.

↻ Central Eye: *Minor action:* (range 4) +15 vs. Reflex; ongoing 5 cold damage AND Slowed (save ends both).

✱ Eye of Frost: (radius 1 within sight) +17 vs. Fortitude; 20 cold damage.

POWERS

Resist 15 Cold

Ice Armor: +2 to all defenses while bloodied.

Freeze Ray: *Minor action:* 1 enemy within 5 squares taking ongoing cold damage is Weakened.

☐ Calculating: *Use before rolling initiative:* Make 1 ↻ attack as a free action.

AC
28
FORT
26
REF
26
WILL
26
SPEED
F3

HP
85
BLOOD
40

♦ For use with Beholder Collector's Set: Eye of Frost

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66

17

SNAKETONGUE CULTIST

LEVEL
6

AC
21

DEF
17

SPEED
6

HP
40

ATTACK ACTIONS

⊕ Staff: +12 vs. AC; 10 Damage

† Poison Touch: +10 vs. DEF (Fort); ongoing 10 poison Damage (save ends)

ABILITIES

Human • Arcane

SPECIAL POWERS

☐ ☐ Snake's Swiftmess: Replaces attack action: Nearest ally makes an immediate ⊕ attack.

CHAMPION 1

- Use when any creature hits with a † attack: +10 poison Damage.
- Use at start of a round. Adjacent enemy cannot attack this creature this round.

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GALEB DUHR

Level 11 ♦ Elemental • Earth

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.

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

"I'm on a roll."

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45