

INTELLECT DEVOURER VILLAIN

Level 10 ♦ Aberrant • Psi

AC 22
FORT 21
REF 24
WILL 26
SPEED 7
HP 65
BLOOD 30

ATTACKS

- ⊕ **Claws:** +16 vs. AC; 10 + 5 psychic damage.
- ☐ ⤴ **Devour Intellect:** *Minor action:* (range 2) +17 vs. Will; 15 ongoing psychic damage (save ends).
☪ when no enemy is taking ongoing psychic damage.

POWERS

Resist 5 All

Blindsight: Ignores Conceal and Invisible.

☐ **Psi Cloak:** *Use at start of turn:* Enemies may not trace line of sight to this creature until the start of its next turn.

Body Thief: *Immediate action, use when an adjacent enemy is destroyed by an attack, power or effect that causes psychic damage:* ☪ Psi Cloak.

♦ Use with Storm King's Thunder: Intellect Devourer

36

©2016 DDM Guild Storm King's Thunder 1/44 ● M

SPRITE SWASHBUCKLER

Level 3 ♦ Sprite • Fey

AC 20
FORT 16
REF 24
WILL 16
SPEED F7
HP 20
BLOOD 10

ATTACKS

- ⊕ **Flitting Attack:** +6 vs. AC; 5 damage. Hit or miss, this creature shifts up to 2 squares.
- ☐ ⤵ **Faerie Dust:** (blast 1, Fey targets immune) +5 vs. Reflex; Confused (save ends).

POWERS

Conceal 11

Tiny & Quick: +8 AC and Reflex vs. ⤴ attacks.

☐ **Blown Clear:** *Use when this creature is targeted by an ⤴ or ⤵ attack:* This creature takes 5 damage, then slides 2 squares.

☐ **Sweet Dreams:** *Use when an adjacent Confused enemy fails a saving throw:* That enemy is also Helpless (save ends).

♦ Use with Storm King's Thunder: Sprite (sword)

11

©2016 DDM Guild Storm King's Thunder 2/44 ● T

SPRITE STINGER

Level 2 ♦ Sprite • Fey

AC 20
FORT 16
REF 24
WILL 16
SPEED F7
HP 15
BLOOD 5

ATTACKS

- ⊕ **Poison Spear:** +6 vs. AC; 5 poison damage.
- ☐ ⤵ **Faerie Dust:** (blast 1, Fey targets immune) +5 vs. Reflex; Confused (save ends).

POWERS

Conceal 11

Tiny & Quick: +8 AC and Reflex vs. ⤴ attacks.

☐ **Blown Clear:** *Use when this creature is targeted by an ⤴ or ⤵ attack:* This creature takes 5 damage, then slides 2 squares.

♦ Use with Storm King's Thunder: Sprite (spear)

6

©2016 DDM Guild Storm King's Thunder 3/44 ● T

DARKMANTLE PIERCER

Level 2 ♦ Magical Beast

AC 18
FORT 16
REF 16
WILL 16
SPEED F6
HP 25
BLOOD 10

ATTACKS

- ⊕ **Claws:** +7 vs. AC; 10 damage.
- ⤴ **Suffocate:** (Medium or smaller target only) +7 vs. Fortitude; 10 damage AND Dazed (save ends).
- ☐ ⤴ **Piercing Attack:** This creature moves up to its speed then attacks: +7 vs. Reflex; 10 damage AND Immobilized (save ends).

POWERS

Delayed Appearance: This creature starts off the battle map.

Blindsight: Ignores Conceal and Invisible.

☐ **There it Is:** *Use at start of any round after the first:* Place this creature on the battle map adjacent to a wall.

♦ Use with Storm King's Thunder: Darkmantle

6

©2016 DDM Guild Storm King's Thunder 4/44 ● M

HOMUNCULUS

Level 1 ♦ Construct

AC 16
FORT 14
REF 14
WILL 14
SPEED F6
HP 10
BLOOD 5

ATTACKS

- ⊕ **Toothy Maw:** +3 vs. AC; 5 damage AND 5 ongoing poison damage (save ends).

POWERS

Shelter in Place: Enemies 6 or more squares away may not trace line of sight to this creature.

☐ **Spotter 10:** *Use during setup:* Choose an Arcane ally. When making ⤴ and ⤴ attacks, that ally may trace line of sight for up to 10 squares as if it occupied this creature's square. (That ally must still trace line of effect and count range from its own space.)

5

©2016 DDM Guild Storm King's Thunder 5/44 ● T

CAZI ALPHELANDRA

Level 10 ♦ Elf • Primal • Unique

AC 22
FORT 20
REF 24
WILL 20
SPEED 6
HP 65
BLOOD 30

ATTACKS

- ⊕ **Bowstave:** +14 vs. AC; 10 damage. Hit or miss, this creature shifts up to 2 squares.
- ☐ ⤴ **Big Banta:** (sight) +16 vs. AC; 20 damage.
☪ as a move action.

POWERS

Giant Slayer 5: +2 attack and +5 damage vs. Giants.

Kinship: *Whenever an Elf, Primal, or Unique ally is within 5 squares of this creature:* this creature has +2 attack and +5 damage.

Cali Alphelandra: Your warband may contain two creatures named Cazi Alphelandra.

*Giant-hunting twins with elf blood?
Great gods, what wonders are in this world!*

31

©2016 DDM Guild Storm King's Thunder 6/44 ● S

CRAG UNGART

Level 13 ♦ Dwarf • Martial • Unique

AC 28
FORT 28
REF 26
WILL 28
SPEED 5
HP 85
BLOOD 45

ATTACKS

- ⊕ **Greatsword:** +18 vs. AC; 30 damage.
- ☐ ⤴ **The Flourish:** (bloodied target only) +18 vs. AC; 30 damage AND if target is destroyed, make a ⊕ attack.

POWERS

Commanding Presence: This creature is treated as having a Champion Rating of 4 for determining initiative.

Defender: *Immediate action, use when an adjacent enemy targets an ally:* Make a ⊕ attack vs. that enemy.

Fortified 20: Resist 20 All vs. critical hits.

Giant Slayer 5: +2 attack and +5 damage vs. Giants.

61

©2016 DDM Guild Storm King's Thunder 7/44 ● M

GIANT POISONOUS TOAD

Level 5 ♦ Beast • Aquatic

AC 19
FORT 16
REF 16
WILL 16
SPEED 5
HP 40
BLOOD 20

ATTACKS

- ⊕ **Chomp:** +12 vs. AC; 5 + 5 poison damage.
- ☐ ⤴ **Tongue Grab:** (reach 3, Medium or smaller target only) +12 vs. Reflex; pull up to 3 squares AND Immobilized AND this creature makes a ⊕ attack vs. that target. ☪ as a move action.

POWERS

Unexpected Strike 3: *Immediate action, use after an enemy enters a square exactly 3 squares away:* Make a Tongue Grab attack vs. that enemy.

Hop: *Move action, once per turn:* Move up to speed with Flight.

Poison Pustules: *Whenever an adjacent creature hits this creature with a ⤴ attack:* That creature takes 5 ongoing poison damage (save ends).

♦ Use with Storm King's Thunder: Giant Frog

13

©2016 DDM Guild Storm King's Thunder 8/44 ● M