

## ASPECT OF MORADIN

Level 16 ♦ Immortal

CR 2

### ATTACK POWERS

- ⊕ **Warhammer:** (reach 2) +23 vs. AC; 25 damage.
- ↻ **Returning Warhammer:** (range 10) +21 vs. AC; 25 damage.

### GENERAL POWERS

- Giant Bane:** +2 attack and +10 damage vs. Giants.
- Cleave:** Use when this creature destroys an enemy with a ↓ attack: Make 1 ⊕ attack as an immediate action.

### CHAMPION POWERS

- ❖ Use when an enemy adjacent to a wall is hit by a ↓ attack: +10 damage on that attack.
- ❖ Use at start of round: Enemy creatures can't shift this round.
- Warband Building:** (Non-Evil) Dwarves of any faction are legal in your warband.

❖ Use with War Drums: Aspect of Moradin

93

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## RIKKA, ANGELIC AVENGER

Level 8 ♦ Angel • Planar • Unique

### ATTACK POWERS

- ⊕ **Sword:** +12 vs. AC; 20 damage.

### GENERAL POWERS

- Aggressive 5:** +5 ↓ damage while not bloodied.
- Delayed Appearance:** Starts off the battlemap.
- ☐ **Cure Wounds:** Minor action: This creature or an adjacent ally heals 20 HP.
- ☐ **Waylay:** Use before you roll for initiative on any round after the first: Place this creature in any victory area.

❖ Use with Underdark: Rikka, Angelic Avenger

31

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## ELMINSTER OF SHADOWDALE

Level 17 ♦ Human • Arcane • Unique

CR 2

### ATTACK POWERS

- ⊕ **Longsword:** +20 vs. AC; 15 + 10 thunder damage.
- ☞ **Mystra's Curse:** (sight) +19 vs. Will; Whenever target makes a die roll, roll an extra die and ignore the highest result (save ends).
- ❖ **Scorching Burst:** (radius 1 within 10) +19 vs. Reflex; 20 fire damage.

### GENERAL POWERS

- ☐☐☐ **Anyspell:** Attack action: Use one ↻, ❖ or ⚡ attack power of an adjacent Arcane ally as though this creature had that attack power. Use an attack of +17 instead of the rating listed in that attack.

### CHAMPION POWERS

- ❖ Use when an Arcane ally misses with an attack: Reroll that attack.
- ❖ Use at start of round: Arcane creatures have +4 attack and +5 damage until end of round.

❖ Use with Underdark: Elminster of Shadowdale

100

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## ICON OF THE ALLFATHER

For Use with Aspect of Moradin

### POWERS

- ☐ **Miner's Advance:** Use at the start of this creature's turn: Each Dwarf ally moves up to its speed with Phasing as an immediate action.
- Allfather:** This creature gains the Dwarf Keyword.
- Moradin's Thunder:** Each Dwarf on the battlemap has +10 thunder damage with ⊕ attacks.

+3

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## DEFENDER SWORD +5

For Use with Rikka, Angelic Avenger • Unique Item

### POWERS

- Defender's Sword:** Use at the start of this creature's turn: Until start of next turn, this creature has +5 attack or +5 AC (choose one).

+3

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## ELMINSTER'S PIPE

For Use with Elminster of Shadowdale • Unique Item

### POWERS

- Mage Pipe:** Use at the start of this creature's turn: If this creature is not bloodied, recover 1 use of this creature's Champion powers (uncheck one used box).
- Pipe Smoke and Mirrors:** (aura 6) Enemies within aura are not Invisible; Arcane allies within aura have Conceal 6.

+5

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## LARGE SILVER DRAGON

Level 13 ♦ Dragon

CR 2

### ATTACK POWERS

- ⊕ **Bite:** (reach 2) +21 vs. AC; 15 + 10 cold damage.
- ☐ **Cold Breath:** (blast 5) +17 vs. Fortitude; 30 cold damage AND Immobilized. On miss, 15 cold damage. ⚡ when first bloodied.

### GENERAL POWERS

- Resist 20 Cold
- Double Attack:** Attack action: Make 2 ⊕ attacks.

### CHAMPION POWERS

- ❖ Use with Cold Breath: Creatures in your warband score automatic hits and critical hits on attack rolls of 18, 19 or 20 vs. enemies targeted by Cold Breath. Effect lasts until end of round.
- ❖ Use when this creature starts its turn in one of your victory areas: Score +10 VP.

❖ Use with Archfiends: Large Silver Dragon

122

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## MOUNTED PALADIN

Level 16 ♦ Human • Divine • Mounted

### ATTACK POWERS

- ⊕ **Bastard Sword:** +21 vs. AC; 25 damage.

### GENERAL POWERS

- Immune Fear**
- Divine Challenge:** Use at end of turn: Choose an adjacent enemy. On its next turn, that enemy takes 10 radiant damage at end of its turn if it does not attack this creature.
- ☐ **Lay on Hands 20:** Minor action: An adjacent ally heals 20 HP.
- Mounted Attack:** Attack action: This creature moves up to its speed and makes a ↓ attack at any time during its move.
- Powerful Charge 10:** +10 damage while charging.

❖ Use with Angelfire: Mounted Paladin

96

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## SOLAR

Level 15 ♦ Planar • Angel

CR 2

### ATTACK POWERS

- ⊕ **Greatsword:** (reach 2) +22 vs. AC; 20 damage.
- ☞ **Slaying Arrow:** (sight, bloodied target only) +18 vs. Fortitude; 100 damage.
- ↻ **Longbow:** (sight) +22 vs. AC; 15 damage

### CHAMPION POWERS

- ❖ Use at start of round: If you win initiative this round, Good creatures have +2 AC until end of round. Otherwise, Good creatures have +2 attack until end of round.
- ❖ Use when an Evil enemy targets an ally with an attack: That ally has +4 AC until end of round.

❖ Use with Blood War: Solar

105

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## SILVER GUARDIAN

For use with Large Silver Dragon

### POWERS

- Resist 20 Acid
- ☐ **Paralysis Breath:** Minor action: An Immobilized enemy within 2 is Helpless (save ends).
- Protector:** This creature has +2 attack and +10 damage vs. enemies within 5 of a Halfling, Elf or Human ally.
- Polymorph Self:** Use at setup: Invisible until the end of the first round of battle.

+1

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## DEFENDER OF THE FAITH

For use with Mounted Paladin

### POWERS

- Zephyr Mount:** Minor action: This creature has Flight until end of turn.
- Evil Bane 10:** +10 radiant damage vs. Evil targets.
- ☐ **Validation in Battle:** Use when this creature damages an enemy: This creature heals 20 HP.

+2

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## ANGELIC RESILIENCE

For use with Solar

### POWERS

- Faith Provides:** While a good ally is on the battlemap, this creature has Resist 10 All.
- Keen Critical 11:** Criticals on a natural attack roll of 11+.
- ☐ **Divine Intervention:** Use when this creature is hit by an attack: That attack misses, instead. ⚡ when this creature destroys an Evil enemy.

+4

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## CHAMPION OF EILISTRAEE

Level 11 ♦ Fey • Drow

CR 2

**AC** 25  
**FORT** 23  
**REF** 23  
**WILL** 23  
**SPEED** 6  
**HP** 70  
**BLOOD** 35

**ATTACK POWERS**

- ⊕ **Bastard Sword:** +16 vs. AC; 20 damage.
- ◀ **Repel Supernatural:** (burst 2) +13 vs. Will; 15 radiant damage AND push 2 squares AND Undead or Shapeshifter targets are Immobilized.

**GENERAL POWERS**

**Battledance:** Use when this creature resolves a ⊕ attack: This creature may Shift 1.

**CHAMPION POWERS** □ □

- ❖ Use before taking your first turn of a round: Martial allies have +2 ⊕ attack and +2 AC until end of round.
- ❖ Use when an ally hits with a ⊕ attack: +10 damage on that attack, then that ally shifts 1 square.

**Warband Building:** Non-Champion medium Drow creatures are legal in your warband.

❖ Use with Archfiends: Champion of Eilistraee

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48

## COUATL

Level 10 ♦ Planar

**AC** 22  
**FORT** 24  
**REF** 24  
**WILL** 24  
**SPEED** F7  
**HP** 65  
**BLOOD** 30

**ATTACK POWERS**

- ⊕ **Bite:** (reach 2) +15 vs. AC; 5 + 10 poison damage.
- ⤴ **Thunder Orb:** (range 5) +15 vs. Reflex; 15 thunder damage.

**GENERAL POWERS**

**Resist 10 Acid, Cold, Fire, Lightning, Thunder**

- □ **Aura of Protection:** Use at start of round: (aura 5) Allies in aura have Resist 10 Acid, Cold, Fire, Thunder and Lightning until end of round.
- □ **Snake's Swiftess:** Attack action: Nearest ally makes an immediate ⊕ attack.

**Undeniable Gravity:** (aura 5) Enemies starting their turn within aura lose Flight until end of turn.

❖ Use with Deathknight: Couatl

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42

## DRIZZT, DROW RANGER

Level 13 ♦ Drow • Martial • Unique

CR 2

**AC** 26  
**FORT** 24  
**REF** 24  
**WILL** 24  
**SPEED** 4  
**HP** 95  
**BLOOD** 45

**ATTACK POWERS**

- ⊕ **Icingdeath:** +17 vs. AC; 10 + 5 cold damage.
- ⊕ **Twinkle:** +17 vs. AC; 15 damage.

**GENERAL POWERS**

**Scout**

- **Dual Strike:** Attack action: Make two different ⊕ attacks. ⊕ when this creature destroys an enemy.

**Defensive Mobility:** +5 AC vs. opportunity attacks.

**Multi-Activation 2:** Takes 2 turns each round.

**CHAMPION POWERS** □ □

- ❖ Use at start of round: Unique allies in your warband have +4 attack and +10 damage until end of round.
- ❖ Use when a unique creature becomes bloodied: It has +5 ⊕ damage until end of battle.

**Warband Building:** (Non-Evil) Unique creatures are legal in your warband.

❖ Use with Archfiends: Drizzt, Drow Ranger

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87

## GIFT OF EILISTRAEE

For Use with Champion of Eilistraee

**POWERS**

- **Sublime Grace:** Move action: This creature may shift up to its speed. ⊕ when Hypnotic Blade is used.
- **Hypnotic Blade:** Move action: Shift 1, then this creature has +4 attack until end of turn. ⊕ when Sublime Grace is used.

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## SUN GOD'S MESSENGER

For Use with Couatl

**POWERS**

- **Healing Halo:** Use when this creature is damaged: Each ally within 3 squares heals HP equal to the damage taken by this creature.
- Augur:** Use when there is no enemy champion on the battlemap: This creature has a Champion rating of 1 when determining initiative.

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+1

## HUNTER'S INSTINCT

For Use with Drizzt, Drow Ranger • Unique Item

**POWERS**

- **Ambush:** Minor action: Choose one enemy that does not have line of sight to this creature. +10 damage vs. that enemy until end of turn.
- Hide:** Invisible to enemies from which it has ranged cover other than from intervening creatures.

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+3

## STORM SILVERHAND

Level 11 ♦ Human • Arcane • Unique

CR 2

**AC** 24  
**FORT** 23  
**REF** 23  
**WILL** 23  
**SPEED** 6  
**HP** 70  
**BLOOD** 35

**ATTACK POWERS**

- ⊕ **Longsword:** +18 vs. AC; 20 damage.
- ◀ **Silverfire:** (line 5) Automatic hit vs. AC; 20 damage.
- **Confusion:** (radius 2 within sight) +16 vs. Will; Confused (save ends).

**GENERAL POWERS**

**Immune Lightning**

- □ **Healing Wings:** Attack action: One adjacent ally heals 10 HP and has Flight until end of its next turn.

**CHAMPION POWERS** □ □

- ❖ Use after an enemy within 5 uses a champion power: That enemy is Dazed.
- ❖ Use at start of round: Human allies and Elf allies have +2 attack and +5 damage until end of round.

**Warband Building:** (Non-Evil) Human and (Non-Evil) Elf creatures of any faction are legal in your warband.

❖ Use with Blood War: Storm Silverhand

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57

## BALOR

Level 16 ♦ Demon • Elemental

CR 1

**AC** 27  
**FORT** 25  
**REF** 25  
**WILL** 25  
**SPEED** F8  
**HP** 110  
**BLOOD** 55

**ATTACK POWERS**

- ⊕ **Lightning Sword:** (reach 2) +19 vs. AC; 15 + 15 lightning damage.
- ⊕ **Flaming Whip:** (reach 4) +19 vs. AC; 15 + 15 fire damage AND Immobilized AND pull adjacent.
- ⤴ **Demonic Domination:** (range 10, Bloodied enemy only) +17 vs. Will; Dominated.

**GENERAL POWERS**

**Resist 20 Fire**

- Red Tide:** While bloodied, this creature has a Champion rating of 4 when determining initiative.
- **Death Throes:** Whenever it is destroyed: Each creature within 2 squares takes 20 fire damage.

**CHAMPION POWERS** □

- ❖ Use when an ally's ⊕ attack misses: Reroll with +5 to the attack.
- ❖ Use at the beginning of an opponent's turn: Choose which creature that opponent activates.

❖ Use with Underdark: Balor

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95

## EYE OF GRUUMSH

Level 11 ♦ Orc • Martial

**AC** 17  
**FORT** 22  
**REF** 18  
**WILL** 18  
**SPEED** 7  
**HP** 120  
**BLOOD** 60

**ATTACK POWERS**

- ⊕ **Vicious Axe:** +14 vs. AC; 20 damage AND this creature takes 5 damage.

**GENERAL POWERS**

**Immune Flanking:** Never considered to be flanked.

- Double Attack:** Attack action: Make 2 ⊕ attacks.
- Inspiration of Gruumsh:** (aura 10) While in aura, Orc allies of level 10 or lower have +5 ⊕ damage.

❖ Use with Dragoneye: Eye of Gruumsh.

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44

## AGENT OF THE HARPERS

For Use with Storm Silverhand • Unique Item

**POWERS**

- **Gather Lore:** Use at end of round, only if this creature occupies a victory area: Score +5 VP.

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+1

## MARSHAL OF THE ABYSS

For Use with Balor

**POWERS**

- Oppressive Command:** Use when this creature declares the use of a Champion power: Expend a use of an ally's Champion power, instead of this creature's.
- Abyssal Step:** Move action, once per turn: Teleport 6.
- Quick Whip:** Minor action, once per round: Make a Flaming Whip attack.

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+1

## CHOSEN OF GRUUMSH

For Use with Eye of Gruumsh

**POWERS**

- Chosen one:** Use when this creature or an adjacent Orc ally declares a ⊕ attack: Roll 2d20 and use the higher result.

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+1

## GITHYANKI DRAGON KNIGHT

Level 16 ♦ Dragon • Githyanki • Mounted

CR 1

AC 29  
FORT 28  
REF 28  
WILL 28  
SPEED F8  
HP 95  
BLOOD 45

### ATTACK POWERS

- ⊕ **Greatsword:** (reach 2) +22 vs. AC; 20 damage.
- ◀ **Fiery Breath:** (blast 5) +20 vs. Reflex; 25 fire damage. On miss, 10 fire damage. ☹ when this creature first becomes bloodied.

### GENERAL POWERS

- Resist 5 Fire
- Crowdfighter:** *Attack action:* Make 2 ⊕ attacks.
- Cavalry 5:** +5 ⊕ damage vs. non-Mounted targets.

### CHAMPION POWERS

- ❖ *Use at start of round:* Each Dragon ally and each Githyanki ally has +4 attack and +10 Damage until end of round.
- ❖ *Use before taking your first turn of a round:* At the end of the round, the player whose warband destroys the highest level enemy this round scores +15 VP.
- ❖ *Use with Blood War:* Githyanki Dragon Knight

98

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## KING OBOULD MANY-ARROWS

Level 13 ♦ Orc • Primal • Unique

CR 2

AC 24  
FORT 24  
REF 23  
WILL 23  
SPEED 8  
HP 95  
BLOOD 60

### ATTACK POWERS

- ⊕ **Flaming Greatsword:** +16 vs. AC; 15 + 10 fire damage.

### GENERAL POWERS

- Immune Flanking:** Is never considered to be flanked.
- Domineering:** Your warband cannot include any other champions.
- Bloodrage:** +10 ⊕ damage while bloodied.
- ☐ **Death Strike:** *Immediate action, when this creature is destroyed:* Make 1 ⊕ attack.

### CHAMPION POWERS

- ❖ *Use when an ally hits with a ⊕ attack on its turn:* You may take an additional (extra) turn after that creature's turn ends.
- ❖ *Use when an Orc ally shifts:* That ally shifts one additional square.
- ❖ *Use with War Drums:* King Obould Many-Arrows

65

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## KING SNURRE

Level 19 ♦ Giant • Fire • Unique

CR 3

AC 31  
FORT 29  
REF 29  
WILL 29  
SPEED 7  
HP 125  
BLOOD 60

### ATTACK POWERS

- ⊕ **Greatsword:** (reach 2) +25 vs. AC; 15 + 10 fire damage.

### GENERAL POWERS

- Resist 30 Fire
- Sweeping Sword:** *Attack action:* Make 2 ⊕ attacks, each against a different Medium or smaller target.
- Eyes on Me:** *Immediate action, when an adjacent enemy shifts or attacks an ally:* Make a ⊕ attack vs. that enemy.

### CHAMPION POWERS

- ❖ *Use when an enemy is hit by a ⊕ attack:* +10 fire damage AND the attacker pushes the target 1 square.
- ❖ *Use at start of round:* Fire creatures have +2 speed until end of round.
- Warband Building:** All Giants are legal in your warband
- ❖ *Use with Giants of Legend:* King Snurre

150

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## DRAGON GUARD

For Use with Githyanki Dragon Knight

### POWERS

- Blindsight:** Ignores Conceal; Ignores Invisible.
- Threatening Reach:** Enemies provoke opportunity attacks from this creature when leaving any square within this creature's reach.

+1

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## WARCHIEF

For Use with King Obould Many-Arrows

### POWERS

- Zeal:** While there are at least 3 Orcs on the battlemat, Orcs have +2 attack and +2 speed.
- ☐ **Horde Reserve:** *Use when this creature ends a round in a victory area:* Add up to 3 Orc allies worth a total of 24 VP or less to your start area.

+2

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## BLADE OF DIS

For Use with King Snurre

### POWERS

- ☐ **Rune-Scarred Blade:** *Use at start of round:* This creature has Insubstantial until end of round.
- ◀ **Brimstone Blast:** *Minor action, once per turn:* (line 8) +18 vs. Reflex; 10 poison + 15 fire damage.

+2

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## LARGE BLUE DRAGON

Level 13 ♦ Dragon

CR 2

AC 27  
FORT 26  
REF 26  
WILL 26  
SPEED F8  
HP 75  
BLOOD 35

### ATTACK POWERS

- ⊕ **Gore:** +18 vs. AC; 10 + 10 lightning damage.
- ◀ **Lightning Breath:** (line 10) +16 vs. Reflex; 25 lightning damage. On miss, 10 lightning damage. ☹ when first bloodied.
- ⚡ **Lightning Burst:** (radius 1 within 10) +16 vs. Reflex; 20 lightning damage.

### GENERAL POWERS

- Resist 20 Lightning

### CHAMPION POWERS

- ❖ *Use when a creature takes lightning damage:* An enemy within 5 squares of that creature takes 10 lightning damage.
- ❖ *Use when an ally is destroyed by an ⚡ or ◀ attack that (also) destroys an enemy:* Score +10 VP.
- ❖ *Use with Deathknell:* Large Blue Dragon

68

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## LARGE RED DRAGON

Level 15 ♦ Dragon • Fire

CR 2

AC 29  
FORT 27  
REF 27  
WILL 27  
SPEED F8  
HP 90  
BLOOD 45

### ATTACK POWERS

- ⊕ **Fiery Bite:** (reach 2) +18 vs. AC; 10 + 10 fire damage.
- ◀ **Fiery Breath:** (blast 5) +18 vs. Reflex; 30 fire damage. On miss, 15 fire damage. ☹ when first bloodied.

### GENERAL POWERS

- Resist 15 Fire
- Draconic Fury:** *Attack action:* Make 2 ⊕ attacks.

### CHAMPION POWERS

- ❖ *Use when an attack misses:* Reroll the attack instead.
- ❖ *Use before taking your first turn in a round:* The player whose warband destroys the most enemies this round scores 15 VP.
- ❖ *Use with Dragoneye:* Large Red Dragon

83

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## MINA, DARK CLERIC

Level 12 ♦ Human • Divine • Unique

CR 2

AC 26  
FORT 24  
REF 24  
WILL 24  
SPEED 5  
HP 75  
BLOOD 35

### ATTACK POWERS

- ⊕ **Mina's Kiss:** +19 vs. AC; 10 + 10 necrotic damage.
- ☐ **Bestow Curse:** (nearest) +17 vs. Will; 10 damage AND -4 attack AND -4 to all defenses (save ends).

### GENERAL POWERS

- ☐ **Death Kiss:** *Use when this creature would destroy a living target:* Target has 10 HP remaining and is Dominated, instead. It is destroyed at end of its next turn, or if it takes 10 HP damage.

### CHAMPION POWERS

- ❖ *Use at start of round:* Allies have +2 attack and +5 damage vs. targets affected by Bestow Curse until end of battle.
- ❖ *Use when a Dragon ally destroys a creature:* That ally heals 10 HP.
- Warband building:** All Dragons are legal in your warband.
- ❖ *Use with Angelfire:* Mina, Dark Cleric

55

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## BLUE DRAGON LAIR

For Use with Large Blue Dragon

### POWERS

- ☐☐ **Lair Power:** *Use at start of round, if this creature occupies a victory area:* Until end of round, this creature gains Burrow and +10 lightning damage.

+2

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## RED DRAGON LAIR

For Use with Large Red Dragon

### POWERS

- ☐☐ **Lair Power:** *Use at start of round, if this creature occupies a victory area:* Heal 15 HP, then +10 fire damage until end of round.

+2

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## DRAGON QUEEN'S TORC

For Use with Mina, Dark Cleric

### POWERS

- Chosen of Tiamat:** *Use when damaged by a Dragon:* Choose an ally or enemy within 5 squares; that creature takes the damage, instead.
- Dragon's Deathcurse:** *Use when a dragon ally is destroyed:* This creature's next attack is an automatic hit and a critical hit.

+2

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## VLAAKITH THE LICH QUEEN

Level 13 ♦ Undead • Githyanki • Unique

CR 2

### ATTACK POWERS

- ⊕ **Greatsword:** +16 vs. AC; 20 damage.  
⊖ **Doom Touch:** +15 vs. Fortitude; 10 necrotic damage AND Helpless (save ends).  
☐ **Disintegrate:** (range 5) +15 vs. Fortitude; 25 damage AND 10 ongoing damage (save ends).  
☞ **Lightning Orb:** (range 5) +15. vs Reflex; 15 lightning damage.

### GENERAL POWERS

Immune Poison

### CHAMPION POWERS ☐☐

- ❖ *Use at start of round:* Each Dragon, Githyanki or Undead creature has +2 attack and +10 damage until end of round.  
❖ *Use when a Githyanki or Dragon ally misses an attack:* Reroll that attack, instead.

❖ *Use with Blood War:* Vlaakith the Lich Queen

SPEED  
F6

HP  
80

BLOOD  
40

★★★

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## ARTEMIS ENTRERI

Level 14 ♦ Human • Martial • Unique

### ATTACK POWERS

- ⊕ **Charon's Claw:** +19 vs. AC; 15 damage.  
☐ ☞ **Jeweled Dagger:** (range 10) +19 vs. AC; 10 + 10 necrotic damage.

### GENERAL POWERS

- Quick Step 2:** *Move action:* Shift 2.  
**Hide:** Invisible to enemies from which it has ranged cover other than from an intervening creature.  
**Multi-Activation 2:** Takes two turns each round.  
**Sneak Attack 5:** +5 damage vs. targets granting it combat advantage.  
☐ **Backstab:** *Use when this creature causes Sneak Attack damage:* +20 damage to that attack. ☞ *at start of turn if no enemy is within 10.*  
**Legendary Assassin:** *Whenever this creature destroys a Unique enemy:* Score +10 VP.

❖ *Use with Underdark:* Artemis Entreri

SPEED  
4

HP  
95

BLOOD  
40

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## ASPECT OF BANE

Level 17 ♦ Immortal • Bane

### ATTACK POWERS

- ⊕ **Morning Star:** (reach 2) +22 vs. AC; 25 damage.  
☞ **Wild Swing:** (burst 2) +22 vs. AC; 25 damage AND push target up to 1 square.

### GENERAL POWERS

**Aura of Fear:** While adjacent to this creature, enemies have -2 attack (Fear).

❖ *Use with Archfiends:* Aspect of Bane

SPEED  
6

HP  
100

BLOOD  
50

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## VLAAKITH'S PHYLACTERY

For Use with Vlaakith the Lich Queen • Unique Item

### POWERS

- ☐ **Recompose:** *Use when this creature is destroyed:* It is not destroyed; instead, place this creature in its start area with 20 HP remaining.  
**Fear:** (aura 5) Enemies activating in aura take 10 damage. All enemies in aura grant combat advantage (Fear).  
**Project 5:** *Minor action:* +5 range to ☞ attacks until end of turn.

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## DEATH DEALER

For Use with Artemis Entreri • Unique Item

### POWERS

- Recall Blade:** *Move action:* ☞ Jeweled Dagger.

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## SYMBOL OF TYRANNY

For Use with Aspect of Bane

### POWERS

- ☐ **Ruthless Oppression:** *Use when you win initiative:* Each Bane creature in your warband makes a ⊕ attack as an Immediate action. On a hit, all damage caused by the attack is psychic damage, instead. ☞ *when you lose initiative.*  
**Followers:** Zhent allies gain the Bane Keyword.

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## FIRE GIANT FORGEPRIEST

Level 15 ♦ Giant • Fire

### ATTACK POWERS

- ⊕ **Maul:** (reach 2) +20 vs. AC; 25 damage.  
☐ ☞ **Wave of Flame:** (burst 2) +18 vs. Reflex; 10 fire damage AND 10 ongoing fire damage (save ends) AND push target 2 squares. ☞ *when this creature first becomes bloodied.*

### GENERAL POWERS

Resist 30 Fire

- ☐ **Hot Iron:** *Use when this creature hits with a ⊕ attack:* Target also takes 10 ongoing fire damage. ☞ *when this creature first becomes bloodied.*

❖ *Use with Blood War:* Fire Giant Forge Priest

AC  
28

FORT  
28

REF  
24

WILL  
24

SPEED  
6

HP  
95

BLOOD  
45

★★★

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## WARDUKE

Level 14 ♦ Human • Martial • Unique

### ATTACK POWERS

- ⊕ **Bastard Sword:** +17 vs. AC; 20 damage.  
☞ **Intimidating Glare:** *Minor action:* (nearest) +17 vs. Will; -4 to all defenses until this creature takes damage.

### GENERAL POWERS

- Blindsight:** Ignores Invisible; ignores Conceal.  
**Cleave:** *Immediate action, when this creature destroys an enemy with a ⊕ attack:* Make a ⊕ attack.  
**Methodical Killer:** +20 damage vs. the lowest level enemy on the battlemap.  
**Bloodthirsty 5:** +5 damage vs. bloodied targets.

❖ *Use with War Drums:* Warduke

AC  
24

FORT  
20

REF  
20

WILL  
20

SPEED  
6

HP  
100

BLOOD  
50

★★★

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## ASPECT OF HEXTOR

Level 12 ♦ Immortal

### ATTACK POWERS

- ⊕ **Feinting Strike:** Roll 2d20 and use the highest result: (reach 2) +15 vs. AC; 25 damage.  
⊖ **Inevitable Assault:** (reach 2) +15 vs. AC; 20 damage AND this creature may Shift 1 AND repeat this attack (maximum 6 attacks per turn).

### GENERAL POWERS

**Multiple Threats:** Each enemy adjacent to this creature grants Combat Advantage to all attackers.

❖ *Use with War Drums:* Aspect of Hextor

AC  
22

FORT  
22

REF  
22

WILL  
22

SPEED  
7

HP  
110

BLOOD  
55

★★★

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## ARMOR OF SURTUR

For Use with Fire Giant Forgepriest

### POWERS

- ☐ **Burnt Offering:** *Use when an adjacent creature takes fire damage:* That creature takes +10 damage, then this creature heals 20 HP.  
**Bolster the Strong:** While not bloodied, this creature has +2 Fortitude, +2 Reflex and +2 Speed.

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## WARDUKE'S HELM

For Use with Warduke • Unique Item

### POWERS

- Devour the Soul:** *Use when this creature destroys a living enemy:* This creature gains +20 HP. This can increase this creature's HP above its starting value. However, it is still considered bloodied only at 50 HP or less.  
**Winged Helm:** Ignores all additional MP costs for entering terrain; Immune Slowed.

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## BLESSED WEAPONS OF WAR

For Use with Aspect of Hextor

### POWERS

- ☐ **Faith Guides The Avatar:** *Use when this creature misses with a ⊕ attack:* +2 attack while adjacent to a Martial or Rage ally until end of battle.  
☐ **Fending Flurry:** *Use at start of round:* Until end of round, this creature and each adjacent medium ally have +4 AC vs. ⊖ and ☞ attacks.

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## GAUTH

Level 10 ♦ Aberrant • Beholder

**AC** 22  
**FORT** 20  
**REF** 20  
**WILL** 20

**ATTACK POWERS**

- ⊕ **Bite:** +13 vs. AC; 10 damage.
- ⊗ **Fire Eyes:** (nearest) +15 vs. Reflex; 10 fire damage.
- ⊗ **Warding Eyes:** (sight) +15 vs. Fortitude; Immobilized.
- ⚡ **Stunning Gaze:** (blast 3) +15 vs. Fortitude; Stunned.

### GENERAL POWERS

**Reflexive Flame:** *Immediate action, when targeted by an attack:* Make a Fire Eyes attack with a range of sight against the attacker.

☐☐ **Barrage:** *Use when this creature makes the Fire Eyes attack power:* Make 2 attacks instead of 1.

❖ Use with Archfiends: Gauth

HP 40  
BLOOD 20

39

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## MARILITH

Level 10 ♦ Demon • Martial

**AC** 24  
**FORT** 23  
**REF** 23  
**WILL** 23

**ATTACK POWERS**

- ⊕ **Scimitar:** (reach 2) +18 vs. AC; 15 damage.
- ⊕ **Weapon Dance:** (reach 2) +18 vs. AC; 10 damage AND Shift 1 AND make this attack again (maximum 6 attacks per turn).

### GENERAL POWERS

**Shroud of Steel:** *Attack action:* Make 2 ⊕ attacks. Then, this creature has +4 AC until start of its next turn.

**Hacking Blades:** *Immediate action, when an enemy misses this creature with a ⊕ attack:* Make a ⊕ attack against that enemy

❖ Use with Blood War: Marilith

HP 100  
BLOOD 50

73

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## BLACKGUARD ON NIGHTMARE

Level 13 ♦ Human • Mounted • Divine

CR 3

**AC** 27  
**FORT** 25  
**REF** 25  
**WILL** 25

**ATTACK POWERS**

- ⊕ **Longsword:** +20 vs. AC; 15 damage.

**GENERAL POWERS**

**Conceal 6**

**Cavalry 5:** +5 damage vs. non-Mounted enemies.

**Mounted Attack:** *Attack action:* This creature moves up to its speed, and makes a ⊕ attack at any time during its movement.

**Powerful Charge 10:** +10 damage while charging.

**Smoke:** Conceal 11 vs. nonadjacent enemies.

### CHAMPION POWERS

❖ *Use when an ally becomes bloodied:* That ally makes a ⊕ attack at +10 damage as an immediate action. On miss, that ally takes 15 damage.

❖ *Use when you win initiative:* Each ally has Conceal 6 until end of round.

❖ Use with War of the Dragon Queen: Blackguard on Nightmare

HP 80  
BLOOD 40

68

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## TOO MANY EYES

For Use with Gauth

### POWERS

**Reactive Stun:** *Immediate action, when this creature is damaged by an enemy within 3 squares of it:* Use the Stunning Gaze attack power.

⤵ **Draining Eyes:** *Minor action, once per turn:* (sight) +15 vs. AC; 10 damage AND this creature heals 10 HP.

+3

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## DEMONIC HERITAGE

For Use with Marilith

### POWERS

**Resist 5 Cold, Fire, Lightning**

☐ **Teleportation:** *Move action:* Teleport 10.

☐ **Dark Blessing 5:** *Minor action:* +5 damage vs. Good enemies until end of turn.

+3

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## DARK SOUL CAVALIER

For use with Blackguard on Nightmare

### POWERS

☐ **Ethereal Ride:** *Use at start of turn:* This creature has Phasing and Insubstantial until the end of its next turn.

☐ **Billow Smoke:** *Use at start of turn:* Until end of round, allies have Smoke while adjacent to this creature.

+4

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## HUMAN BLACKGUARD

Level 10 ♦ Human • Divine

CR 3

**AC** 25  
**FORT** 22  
**REF** 22  
**WILL** 22

**ATTACK POWERS**

- ⊕ **Longsword:** +17 vs. AC; 15 damage.

### GENERAL POWERS

**Tyrannical Rally:** Bloodied allies within 5 squares of this creature have +2 attack.

**Sneak Attack 5:** +5 damage vs. targets granting it combat advantage.

### CHAMPION POWERS

❖ *Use when an ally becomes bloodied:* That ally makes a ⊕ attack at +10 damage as an immediate action. On miss, that ally takes 15 damage.

❖ *Use when an enemy attacks an ally:* That enemy has -4 to all defenses until the end of its next turn.

❖ Use with Harbinger: Human Blackguard

HP 70  
BLOOD 35

46

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## LORD SOTH

Level 16 ♦ Undead • Unique

CR 3

**AC** 29  
**FORT** 28  
**REF** 28  
**WILL** 28

**ATTACK POWERS**

- ⊕ **Greatsword:** +23 vs. AC; 20 + 5 necrotic damage.
- ☐ **Unholy Flames:** (radius 2 within 10) +21 vs. Fortitude; 30 necrotic OR 30 fire damage. *On hit, you choose which damage type affects that target.*

### GENERAL POWERS

**Immune Poison, Vulnerable 10 Radiant**

**Aura of Fear:** (aura 5) Enemies within aura have -2 attack (Fear).

**Cleave:** *Immediate action, when this creature destroys an enemy with a ⊕ attack:* Make a ⊕ attack.

### CHAMPION POWERS

❖ *Use with this creature's ⊕ or ☠ attack power:* Hit or miss, target(s) may not activate until all other creatures in their warband have activated.

❖ *Use when an adjacent enemy activates:* That enemy takes 10 damage and cannot move away on its turn.

**Warband Building:** All (non-Good) Undead creatures are legal in your warband.

❖ Use with Giants of Legend: Lord Soth

HP 100  
BLOOD -

98

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## PIT FIEND

Level 16 ♦ Devil

CR 3

**AC** 28  
**FORT** 27  
**REF** 27  
**WILL** 27

**ATTACK POWERS**

- ⊕ **Claw:** (reach 2)+20 vs. AC; 10 + 10 fire damage.
- ⊕ **Tail Sting:** (reach 2) +20 vs. AC; 15 damage AND Followup: +18 vs. AC; 10 ongoing poison damage (save ends).

### GENERAL POWERS

**Resist 20 Fire**

**Aura of Fire 1:** (aura 1) Enemies that start their turn in aura take 10 fire damage.

### CHAMPION POWERS

❖ *Use on this creature's turn:* Slide 1 Devil ally up to 5 squares. Then, creatures adjacent to it take 15 fire damage, and it is destroyed.

❖ *Use when an ally is destroyed:* That ally is not destroyed. It has 5 HP remaining, instead.

❖ Use with Blood War: Pit Fiend

HP 120  
BLOOD 60

105

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## THE DARK SKULL

For Use with Human Blackguard

### POWERS

☐ **Trap the Soul:** *Attack action:* Choose an enemy of level 5 or less within 5 squares; that enemy is Stunned. ☐ when no enemy is affected by this power.

**Dark Secrets:** Treat the Champion Rating of each enemy as if it were one less whenever determining initiative.

+4

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## BLACK ROSE

For Use with Lord Soth • Unique Item

### POWERS

☐ **Power Word, Kill:** *Attack action:* Destroy an adjacent enemy with 35 HP or fewer.

☐ **Regeneration:** *Immediate action, after taking damage:* Heal 20 HP.

+1

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## GENERAL OF HELL

For Use with Pit Fiend (Blood War)

### POWERS

☐ **Infernal Tactics:** *Use at start of turn:* Devils in your warband have +10 fire damage until end of round.

☐ **Devil's Own Luck:** *Use when an enemy succeeds on a saving throw:* That roll fails, instead. ☐ when this creature destroys an enemy.

**Off Hand:** *Minor action, once per turn:* Make a ⊕ attack.

+3

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## RAKSHASA

Level 10 ♦ Rakshasa • Arcane • Mastermind

CR 2

### ATTACK POWERS

- Ⓢ **Claw:** +17 vs. AC; 15 damage.
- ☐☐ **Bigby's Slapping Hand:** (nearest) +15 vs. Reflex; target provokes opportunity attacks.
- ☞ **Hold Ray:** (nearest) +15 vs. Reflex; 10 damage AND Immobilized.

### GENERAL POWERS

- ☐☐ **Slide:** *Attack action:* 1 creature within 5 Slides 3. (*Line of sight not required*)

### CHAMPION POWERS ☐☐

- ❖ Use 1 Champion power of an enemy champion, as if this creature had that power.
- ❖ Use when an Arcane ally hits with an attack: That ally is Invisible to each creature hit by attacks from that attack power until the end of its next turn.
- ❖ Use with *Giants of Legend: Rakshasa*



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41

## RED WIZARD

Level 13 ♦ Human • Arcane

CR 2

### ATTACK POWERS

- Ⓢ **Staff:** +16 vs. AC; 10 damage.
- ☐☐☐ **Fireball:** (nearest, radius 2) +18 vs. Reflex; 20 fire damage. On miss, 10 fire damage.
- ☞ **Scorching Burst:** (radius 1 within 10) +18 vs. Reflex; 15 fire damage.

### GENERAL POWERS

- ☐ **Sudden Empower:** Use when this creature's attack hits an enemy: +10 damage on that attack.

### CHAMPION POWERS ☐☐

- ❖ Use at start of round: Arcane allies have +2 attack and +10 damage until end of round.
- ❖ Use when an Arcane ally misses with an attack: Reroll that attack, instead.
- ❖ Use with *Archfiends: Red Wizard*



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63

## HORNED DEVIL

Level 11 ♦ Devil

### ATTACK POWERS

- Ⓢ **Spiked Chain:** (reach 4) +18 vs. AC; 20 damage AND Dazed.
- Ⓢ **Ensnare:** (reach 4) +16 vs. Reflex; 20 damage AND Immobilized AND pull target adjacent to this creature.

### GENERAL POWERS

- Resist 10 Fire
- ☐ **Dimension Door:** *Move action:* Teleport 10. ☞ when first bloodied.

- ❖ Use with *Blood War: Horned Devil*



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83

## AMULET OF MIND READING

For Use with Rakshasa

### POWERS

- ☐ **Enemy Plans Unveiled:** Use when rolling initiative: Roll an extra d20 for initiative this round.
- Predictable Threat:** *Minor action:* +4 attack vs. the highest level enemy on the battlemat this turn.
- Mislead and Attack:** Use with *Slide:* Take an extra attack action this turn.

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+2

## COMBUSTION LABORATORY

For Use with Red Wizard

### POWERS

- Resist 15 Fire
- ☐ **Concentrated Fire:** Use at start of this creature's turn: Expend (lose) a use of fireball to gain +10 fire damage until end of battle.
- ☐ **Fire Shield:** Use when this creature is damaged by a Ⓢ attack: This creature takes half damage from that attack; the attacker takes 15 fire damage.

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+1

## FLAMING CHAIN

For Use with Horned Devil

### POWERS

- ☐ **Chain React:** *Immediate action, at the start of a Dazed enemy's turn:* Make a Ⓢ attack vs. that enemy.
- ☐ **Outrage:** Use when first bloodied: Each adjacent creature takes 10 fire damage, then ☞ Chain React.
- Flick Flames:** *Minor action:* An Immobilized enemy within 4 takes 10 fire damage.

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+2

## BEHOLDER

Level 11 ♦ Aberrant • Beholder

### ATTACK POWERS

- Ⓢ **Bite:** +15 vs. AC; 10 damage.
- ☞ **Eye Rays:** (range 10, can target allies) Roll 1d20. Choose an effect of that number, or lower: (*Choose target after determining effect.*)
  - 1-4 **Telekinesis:** +18 vs. Fortitude (automatic hit vs. Reflex against allies); Slide target 4.
  - 5-8 **Sear:** +18 vs. Reflex; 15 radiant damage.
  - 9-12 **Slow:** +18 vs. Will; Slowed (save ends).
  - 13-15 **Terror:** (Fear) +18 vs. Will; 15 psychic damage AND target moves its speed. Each square moved must be further from this creature.
  - 16-18 **Petrify:** +18 vs. Will; Slowed (save ends). A Slowed target is Petrified, instead.
  - 19-20 **Disintegrate:** +18 vs. Fortitude; 40 damage AND 20 ongoing damage. On miss, 20 damage.

### GENERAL POWERS

- Multi-Activation 2:** Takes 2 turns each round.

- ❖ Use with *Deathkneel: Beholder*



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83

## BLACK DRAGON

Level 9 ♦ Dragon

CR 1

### ATTACK POWERS

- Ⓢ **Acid Bite:** +16 vs. AC; 10 + 10 acid damage.
- ☐☐☐ **Corrosive Breath:** (line 12) +14 vs. Reflex; 30 acid damage. On miss, 15 acid damage. ☞ when first bloodied.

### GENERAL POWERS

- Resist 10 Acid
- Delayed Appearance:** Starts off the battlemat.
- ☐ **Lurking Foe:** Use at start of any round after the first: Place this creature in your start area, or in any unoccupied victory area.

### CHAMPION POWERS ☐

- ❖ Use when an ally hits a bloodied enemy: +10 damage on that attack.
- ❖ Use after rolling initiative: The player with the most creatures in their victory area(s) at the end of round scores +10 VP.
- ❖ Use with *Dragoneye: Black Dragon*



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45

## DROW CLERIC OF LOLTH

Level 9 ♦ Drow • Divine

CR 3

### ATTACK POWERS

- Ⓢ **Dagger:** +14 vs. AC; 10 damage.
- ☐☞ **Eye of Fear:** (range 6) (Fear) +14 vs. Will; 20 necrotic damage AND push target 6 squares.
- ☞ **Slashing Darkness:** (sight) +14 vs. Reflex; 10 necrotic damage.

### GENERAL POWERS

- Feyweave:** +4 AC, Reflex, Fortitude and Will vs. ☞ attacks.

### CHAMPION POWERS ☐☐☐

- ❖ Use when an ally makes a Ⓢ attack vs. a target granting it combat advantage: +10 damage on that attack.
- ❖ Use when a bloodied enemy misses with a Ⓢ or ☞ attack: That enemy takes 10 damage.
- ❖ Use with *Harbinger: Drow Cleric of Lolth*



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42

## SPECTRAL AWARENESS

For Use with Beholder

### POWERS

- ☐ **Arcing Rays:** *Immediate action:* +10 range on ☞ attacks this round.
- Blindsight 10:** Ignores Invisible; Ignores Conceal on enemies within 10.
- Eyebite:** Does not provoke opportunity attacks.
- Ethereal Rays:** Ignores Insubstantial.

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+3

## BLACK DRAGON LAIR

For Use with Black Dragon

### POWERS

- ☐ **Lair Resources:** Use at end of round: Spend 10 VP to heal 15 HP and slide up to 4 squares.
- River Ghost:** Invisible to nonadjacent enemies while it occupies river terrain.

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+1

## THE FAVORS OF LOLTH

For use with Drow Cleric of Lolth

### POWERS

- Cloaking Web:** (aura 2) Enemies that start their turn in aura are Immobilized. While a Spider ally is in aura, this creature is invisible to nonadjacent enemies and has +2 attack and +10 poison damage.
- ☐ **Drow Kiss:** Use with a ☞ attack vs. a living target: On a hit, target is also Helpless.

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+2

## MORDENKAINEN THE MAGE

Level 12 ♦ Human • Arcane • Unique

**AC** 25  
**FORT** 23  
**REF** 23  
**WILL** 23  
**SPEED** 6  
**HP** 65  
**BLOOD** 30

**ATTACK POWERS**

- ⊕ **Staff:** +15 vs. AC; 10 damage.
- ☞ **Mordenkainen's Knife:** (range 10) Automatic hit vs. AC; 10 ongoing damage until end of battle or until this creature is destroyed.
- ☞ **Cone of Cold:** (blast 5) +17 vs. Reflex; 20 cold damage AND Immobilized. On miss, 10 cold damage AND Slowed.
- ⚡ **Scorching Burst:** (radius 1 within 10) +17 vs. Reflex; 15 fire damage.

### GENERAL POWERS

**Mordenkainen's Faithful Hound:** Whenever an enemy within 5 squares of this creature starts its turn: That enemy takes 5 damage.

☞ **Spell Penetration:** Use after this creature misses with an attack; Reroll the attack, instead.

♦ Use with Giants of Legend: Mordenkainen the Mage

69

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## TORDEK, DWARF CHAMPION

Level 13 ♦ Dwarf • Martial • Unique

**AC** 26  
**FORT** 26  
**REF** 22  
**WILL** 22  
**SPEED** 6  
**HP** 100  
**BLOOD** 50

**ATTACK POWERS**

- ⊕ **War Axe:** (ignores Insubstantial) +20 vs. AC; 10 + 10 lightning damage.
- ☞ **Thrown Warhammer:** (range 10) +18 vs. AC; 15 damage and Stunned.

### GENERAL POWERS

**Awareness:** Immediate action, when an adjacent enemy shifts: Make a ⊕ attack against that enemy.

**Cleave:** Immediate action, when this creature destroys an enemy with a ⊕ attack: Make a ⊕ attack.

**Dodge Giants:** +4 AC vs. Giant enemies.

♦ Use with War of the Dragon Queen: Tordek, Dwarf Champion

59

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## CADAVER COLLECTOR

Level 16 ♦ Construct

**AC** 27  
**FORT** 29  
**REF** 25  
**WILL** 25  
**SPEED** 6  
**HP** 100  
**BLOOD** 50

**ATTACK POWERS**

- ⊕ **Slam:** (reach 2) +23 vs. AC; 25 damage.
- ☞ **Paralyzing Breath:** (blast 3) +21 vs. Fortitude; Helpless (save ends).

### GENERAL POWERS

**Immune Fear, Poison**

**Bloodthirsty 10:** +10 damage vs. bloodied targets.

**Corpse Collecting 1:** Whenever an adjacent creature is destroyed: Heal 10 HP and ☞ Paralyzing Breath.

♦ Use with War of the Dragon Queen: Cadaver Collector

103

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## STAFF OF POWER

For Use with Mordenkainen the Mage • Unique Item

### POWERS

**Calculating:** Always has combat advantage.

☞ **Retributive Strike:** Immediate action, when first bloodied: All creatures within 4 squares take 20 damage. Destroy this item and place this creature in its start area.

**Spell Storing:** Minor action: Recharge one of this creature's non-rechargeable powers.

+2

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## HAMMER OF THUNDER

For Use with Tordek, Dwarf Champion • Unique Item

### POWERS

**Recall Hammer:** Move action: ☞ Thrown Warhammer.

☞ **Slay Giant:** Use when this creature attacks a Giant: +50 damage on that attack.

☞ **Thunderclap:** Use when this creature hits with a ☞ attack: Each creature adjacent to the target is Stunned.

+5

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## SPIKED CARAPACE

For Use with Cadaver Collector

### POWERS

☞ **Berserking:** Attack action: Make one ⊕ attack vs. each enemy within reach.

**Corpse Collecting 2:** (aura 2) Whenever a creature in aura is destroyed: If no active enemy is adjacent to this creature, heal 10 HP.

+1

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## HELMED HORROR

Level 11 ♦ Construct

**AC** 27  
**FORT** 25  
**REF** 25  
**WILL** 25  
**SPEED** F6  
**HP** 70  
**BLOOD** -

**ATTACK POWERS**

- ⊕ **Imbued Sword:** +18 vs. AC; 10 + 10 fire damage.
- ☞ **Crossbow:** (nearest) +14 vs. AC; 15 damage. ☞ as a move action.

### GENERAL POWERS

**Arcane Defense:** +2 Reflex, Fortitude and Will vs. attacks by Arcane enemies.

**Blindsight:** Ignores Invisible; Ignores Conceal.

♦ Use with Underdark: Helmed Horror.

45

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## CHIMERA

Level 12 ♦ Magical Beast

**AC** 24  
**FORT** 24  
**REF** 22  
**WILL** 22  
**SPEED** F6  
**HP** 90  
**BLOOD** 45

**ATTACK POWERS**

- ⊕ **Bite:** +15 vs. AC; 15 damage.
- ☞ **Dragon's Breath:** (line 12) +13 vs. Reflex; 20 acid damage. On miss, 10 acid damage.
- ☞ **Lion's Roar:** (blast 5, bloodied targets only) +13 vs. Will; Stunned (save ends)(Fear).

### GENERAL POWERS

**Ram's Powerful Charge:** Use while charging: +15 damage.

♦ Use with Wardrums: Chimera

50

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## FRENZIED BERSERKER

Level 12 ♦ Human • Primal

**AC** 18  
**FORT** 24  
**REF** 24  
**WILL** 24  
**SPEED** 8  
**HP** 120  
**BLOOD** 60

**ATTACK POWERS**

- ⊕ **Greatsword:** +16 vs. AC; 20 damage.
- ☞ **Rolling Strike:** +16 vs. AC; 30 damage AND this creature may shift.

**GENERAL POWERS**

**Bloodrage 5:** +5 damage while bloodied

**Bloodthirsty 10:** +10 damage vs. bloodied targets.

**Burnout:** Whenever it ends its turn, if it did not make an attack on that turn: Take 10 damage.

☞ **Death Strike:** Immediate action, when this creature is destroyed: Make a ⊕ attack.

♦ Use with Aberrations: Frenzied Berserker

52

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## FORTIFIED ARMOR

For Use with Helmed Horror

### POWERS

**Immune Dazed, Stunned, Helpless**

**Fortified 15:** Resist 15 All vs. critical hits.

**Arcane Enhanced 10:** +10 damage while within 5 squares of an Arcane ally.

+1

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## HEADS OF THE CHIMERA

For Use with Chimera

### POWERS

**Immune Flanking:** Never considered to be flanked.

**Many Bites:** Minor action: Make a ⊕ attack.

☞ **Quick Blast:** Use when a creature is targeted by an attack: Use a ☞ attack power.

**Multiple Threats:** While adjacent, enemies grant combat advantage to attackers.

+1

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## AMANITA & HENBANE

For Use with Frenzied Berserker

### POWERS

**Primal Anger:** This creature gains the Rage keyword.

☞ **Henbane:** Minor action, only while bloodied: +2 attack and Resist 5 All until end of battle.

☞ **Amanita:** Attack action: Make a ⊕ attack against each adjacent enemy and each adjacent ally.

+2

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## DUERGAR CHAMPION

Level 9 ♦ Duergar • Martial

**AC** 24  
**FORT** 20  
**REF** 20  
**WILL** 24  
**SPEED** 6  
**HP** 55  
**BLOOD** 25

### ATTACK POWERS

- ⊕ **Maul:** +16 vs. AC; 15 damage.
- ☐ **Beard Quills:** (range 6) +15 vs. AC; 5 damage AND 5 ongoing poison damage (save ends).

### GENERAL POWERS

Conceal 6

**Awareness:** Can make opportunity attacks against opponents that shift.

**Cleave:** Immediate action, when this creature destroys an enemy with a ⊕ attack: Make a ⊕ attack.

♦ Use with Underdark: Duergar Champion

33

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## SHULUTH, ARCHVILLAIN

Level 12 ♦ Mind Flayer • Psionic • Mastermind • Unique

CR 2

**AC** 23  
**FORT** 24  
**REF** 24  
**WILL** 28  
**SPEED** 6  
**HP** 75  
**BLOOD** 35

### ATTACK POWERS

- ⊕ **Mindcrusher Longsword:** +17 vs. AC; 10 + 10 psychic damage.
- ☐ **Mindblast:** (blast 5) +15 vs. Will; 20 psychic damage AND Stunned.
- ⤵ **Halt Mind:** (sight) +15 vs. Will; 10 psychic damage AND Dazed.

### GENERAL POWERS

☐ **Brain Sucker:** Use when this creature destroys an enemy with a ⊕ attack: +4 attack until end of battle.

### CHAMPION POWERS

- ♦ Use when an enemy activates: That enemy takes 10 psychic damage when it attacks, unless it first moves at least 2 squares from its current location.
- ♦ Use when a critical hit is scored against an enemy: That enemy is also Stunned.

♦ Use with War Drums: Shuluth, Archvillain

59

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## ORC CHAMPION

Level 10 ♦ Orc • Martial

**AC** 21  
**FORT** 18  
**REF** 18  
**WILL** 18  
**SPEED** 8  
**HP** 80  
**BLOOD** 40

### ATTACK POWERS

- ⊕ **Halberd:** +13 vs. AC; 25 damage.

### GENERAL POWERS

**Bloodthirsty:** +10 damage vs. bloodied targets.

**Cleave:** Immediate action, when this creature destroys an enemy with a ⊕ attack: Make a ⊕ attack.

♦ Use with Archfiends: Orc Champion

39

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## INFERNAL ANCESTRY

For Use with Duergar Champion

### POWERS

**Devil:** This creature gains the Devil keyword.

☐ **Battle Born:** Use at start of round: Choose 1 effect: +2 attack and +10 damage until end of round, or heal 10 HP.

+2

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## MONSTER OF LEGACY

For Use with Shuluth, Archvillain • Unique Item

### POWERS

☐ **Mirror Image:** Use when this creature is hit by a ⊕ or ⤵ attack: That attack misses, instead.

**Githyanki Bane:** +10 damage vs. Githyanki.

**Cunning Trap:** Minor action: Enemies that occupy victory areas are Immobilized until end of round.

+3

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## BLOOD-BLESSED HALBERD

For Use with Orc Champion

### POWERS

☐ **Martial Rune:** Use at the start of this creature's turn: Reach 2, +3 attack and +3 to all defenses until end of round. ⤵ when this creature destroys an enemy.

**In the Thick of It:** Whenever this creature ends a turn with 2 or more active enemies adjacent: Heal 20 HP.

+1

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## ORC WARDRUMMER

Level 4 ♦ Orc

**AC** 18  
**FORT** 19  
**REF** 19  
**WILL** 19  
**SPEED** 6  
**HP** 35  
**BLOOD** 15

### ATTACK POWERS

- ⊕ **Club:** +9 vs. AC; 10 damage.

### GENERAL POWERS

**Drumbeat:** Attack action: Choose 1 effect. The effect lasts until start of this creature's next turn, or until this creature is destroyed.

**Overwhelming Drumbeat:** Champion enemies within 10 squares of this creature cannot use champion powers.

**Resistance Drumbeat:** Allies within 10 squares of this creature have +4 Fortitude, +4 Reflex and +4 Will.

**Frenzied Drumbeat:** Allies within 10 squares of this creature have +5 damage with ⊕ attacks against bloodied targets.

♦ Use with War Drums: Orc Wardrummer

19

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## STEEL PREDATOR

Level 16 ♦ Planar

**AC** 29  
**FORT** 28  
**REF** 28  
**WILL** 28  
**SPEED** 8  
**HP** 95  
**BLOOD** 45

### ATTACK POWERS

- ⊕ **Claw:** +21 vs. AC; 20 damage.
- ☐ **Roar:** (blast 5) +17 vs. Fortitude: 40 thunder damage. On miss, 20 thunder damage.
- ⊕ **Pin Down:** +21 vs. AC; 15 damage AND Immobilized.

### GENERAL POWERS

**Immune Thunder**

**Aggressive 5:** +5 damage while not bloodied.

**Blind:** Ignores attacks or powers with Gaze in their name.

**Blindsight:** Ignores Invisible; Ignores Conceal.

**Rake:** +10 ⊕ damage vs. Immobilized targets.

♦ Use with Angelfire: Steel Predator

94

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## MARUT

Level 15 ♦ Immortal • Planar

**AC** 29  
**FORT** 27  
**REF** 27  
**WILL** 27  
**SPEED** 6  
**HP** 85  
**BLOOD** -

### ATTACK POWERS

- ⊕ **Slam:** (reach 2) +20 vs. AC; 10 + 10 thunder damage.
- ☐ **Mass Inflict Light Wounds:** (radius 1 within 10) +18 vs. Reflex; 15 necrotic damage.
- ⊕ **Inevitable Push:** (reach 2) +20 vs. AC; 15 + 10 thunder damage AND push 2 squares AND this creature may shift one square.

### GENERAL POWERS

**Resist 15 Thunder**

**Blindsight:** Ignores Invisible; Ignores Conceal.

**Single-Minded:** While an enemy Champion is within reach, it cannot move or attack a non-Champion.

♦ Use with Underdark: Marut

74

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## DRUMS OF WAR

For Use with Orc Wardrummer

### POWERS

☐ **Vanguard Drumbeat:** Minor action, when an Orc ally is adjacent to the highest level enemy on the battlemap: That ally makes a ⊕ attack as an Immediate action.

**Back Beat:** Minor action: Choose 1 Drumbeat effect. The effect lasts until start of this creature's next turn, or until this creature is destroyed.

+1

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## ACHERON STALKER

For Use with Steel Predator

### POWERS

☐ **Plane Stalker:** Use at setup: Choose an enemy. This creature has combat advantage vs. that enemy until end of battle.

**Ripping Pounce:** Use while charging: Make one extra ⊕ attack against the target of that charge.

+2

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## INEVITABLE

For Use with Marut

### POWERS

**Immune Dazed, Stunned, Helpless**

**Predicts:** Scores criticals on natural rolls of 17 or higher.

**Gliding Movement:** Has Flight while taking its turn.

☐ **Shield from Chaos:** Use at start of round: Takes half damage from ⤵, ⊕ and ✨ attacks until end of round.

+1

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## GUENHWYVAR

Level 9 ♦ Magical Beast • Planar • Unique

AC 23  
FORT 21  
REF 21  
WILL 21

**ATTACK POWERS**  
⊕ **Claw:** +14 vs. AC; 10 damage.

**GENERAL POWERS**  
**Delayed Appearance:** Starts off the battlemap.  
☐ **Onyx Figurine:** Use at start of any round after the first: Place this creature in your start area, or adjacent to a champion ally.

**Hide:** Invisible vs. enemies from which it has ranged cover other than from intervening creatures  
**Momentum:** After this creature moves on its turn, it has +5 ↓ damage until end of turn.

**Ripping Pounce:** Use while charging: Make an extra ⊕ attack vs. the target of that charge.

HP 65  
BLOOD 30

Use with Underdark: Guenwhyvar

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## WARFORGED BARBARIAN

Level 12 ♦ Warforged • Primal

AC 22  
FORT 24  
REF 20  
WILL 20

**ATTACK POWERS**  
⊕ **Greatsword:** +15 vs. AC; 25 damage.

**GENERAL POWERS**  
**Immune Poison**  
**Bladed Rage 5:** Use at start of turn: One adjacent enemy takes 5 damage.  
**Fortified 10:** Resist 10 All vs. critical hits.

SPEED 6

HP 90  
BLOOD 45

Use with War Drums: Warforged Barbarian

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## ARCHMAGE

Level 16 ♦ Human • Arcane

AC 28  
FORT 29  
REF 29  
WILL 29

**ATTACK POWERS**  
⊕ **Staff:** +19 vs. AC; 10 damage.  
☐☐☐ **Acid Arrow:** (sight) +19 vs. Reflex; 10 ongoing acid damage AND 5 acid damage to each creature adjacent to target.  
☐☐☐ **Banishment:** (Demon, Devil or Planar targets only, range 5) +19 vs. Will; 35 damage AND Stunned. On miss, 15 damage.  
☐☐☐ **Magic Missile:** (sight, ignore insubstantial) +19 vs. Reflex; 15 damage.

SPEED 8

HP 75  
BLOOD 35

Use with Angelfire: Archmage

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## WONDRIOUS FIGURINE

For Use with Guenwhyvar • Unique Item

### POWERS

☐ **Figurine Form:** Use at start of this creature's turn: Remove it from the battlemap, heal 20 HP and ⊕ Onyx Figurine. Then, your opponent scores 10 VP.  
**Companion:** +2 attack while within 5 squares of a Unique ally.

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## WANDERER OF THE MIST

For Use with Warforged Barbarian

### POWERS

☐ **Adopted Culture:** Use at setup: Choose one of Orc, Construct, Demon, Gnoll, Rage. This creature gains that keyword.  
**Unrelenting Advance:** Never pays additional MP cost to enter terrain; Immune Slowed.  
**Juggernaut:** +2 speed, +2 attack and +5 damage while charging.

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## CLOAK OF WIZARDRY

For Use with Archmage

### POWERS

☐ **Perpetual Sword:** Use when an enemy takes damage from *Mordenkainen's Sword*: That enemy takes 15 ongoing damage until end of battle.  
☐ **Quicken Spell:** Minor action: Make a ☐ attack.  
**Blindsight:** Ignores Invisible; Ignores Conceal.

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## IRON GOLEM

Level 13 ♦ Construct

AC 28  
FORT 27  
REF 23  
WILL 23

**ATTACK POWERS**  
⊕ **Iron Strike:** (reach 2) +18 vs. AC; 20 Damage.  
☐☐☐ **Poison Cloud:** (burst 2) +15 vs. Fortitude; 10 ongoing poison damage AND Weakened (save ends both).

**GENERAL POWERS**  
**Immune Fire, Poison**  
**Direct Orders:** +5 damage while within 5 squares of a champion ally.  
**Inexorable:** Can transit enemy-occupied squares.  
**Ponderous:** Cannot shift.  
☐☐☐ **Spell Deflection:** Immediate action, when hit by an attack from an Arcane creature: That attack misses, instead.

SPEED 5  
HP 80  
BLOOD 40

Use with Underdark: Iron Golem

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## SHADOWDANCER

Level 7 ♦ Human • Shadow

AC 20  
FORT 19  
REF 19  
WILL 19

**ATTACK POWERS**  
⊕ **Short Swords:** +12 vs. AC; 15 damage.

**GENERAL POWERS**  
**Hide:** Invisible vs. enemies from which it has ranged cover other than from intervening creatures.  
**Sneak Attack 10:** +10 damage vs. targets granting it combat advantage  
☐ **Defensive Roll:** Immediate action, when hit by a ⊕ or ☐ attack: The attack misses, instead.  
☐☐☐ **Shadow Jump:** Minor action: Teleport 10, ending adjacent to wall terrain.

SPEED 7  
HP 50  
BLOOD 25

Use with Blood War: Shadowdancer

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## ELF WARMAGE

Level 11 ♦ Elf • Arcane

AC 23  
FORT 21  
REF 21  
WILL 21

**ATTACK POWERS**  
⊕ **Shocking Grasp:** +13 vs. AC or Reflex; 15 lightning damage.  
☐☐☐ **Acid Breath:** (blast 5) +13 vs. Reflex; 15 acid damage.  
☐☐☐ **Blast of Flame:** (blast 5) +13 vs. Reflex; 15 fire damage.  
☐☐☐ **Thunder Lance:** (range 10) +13 vs. Reflex; 15 thunder damage.

**GENERAL POWERS**  
☐☐☐☐ **Ring of Blades:** Use at start of an adjacent enemy's turn: That enemy takes 10 damage.  
☐☐☐☐ **Sudden Empower:** Use with a ⊕, ☐ or ☐ power: +10 damage to each attack made with that power.

SPEED 6  
HP 45  
BLOOD 20

Use with Blood War: Elf Warmage

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## GEM OF TACTICS

For use with Iron Golem

### POWERS

**Immune Dazed, Stunned**  
**Pinning Strike:** Medium or smaller targets hit by Iron Strike are Immobilized.  
**Cleave:** Immediate action, when this creature destroys an enemy with a ⊕ attack: Make a ⊕ attack.

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## CLOAK OF SHADOW

For Use with Shadowdancer

### POWERS

**Cloak:** Gains the Stealth keyword.  
☐ **Shadowform:** Use at start of turn: This creature is invisible until end of turn.  
**Shadow Blade:** ⊕ attacks ignore Insubstantial and may target Reflex instead of AC.

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## GOTH TRENCHCOAT

For Use with Elf Warmage

### POWERS

☐☐☐☐ **Fey Step:** Immediate action, when this creature is targeted by an attack: Teleport 3.  
**Deep Pockets:** Attack action: ⊕ an attack power and ⊕ Sudden Empower.  
**Use the Weave:** Use when making ☐ attacks: Treats targets with Reflex of 25 or greater as 25.

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## STORM ARCHER

Level 9 ♦ Elf • Martial

AC 21  
FORT 20  
REF 20  
WILL 20  
SPEED 7  
HP 50  
BLOOD 25

**ATTACK POWERS**

Ⓢ **Short Sword:** +14 vs. AC; 10 damage.  
➤ **Longbow:** (sight) +14 vs. AC; 15 lightning damage.

**GENERAL POWERS**

**Hard Target:** +4 to all defenses vs. enemies that are 10 or more squares away.

☐☐ **Disruptive Strike:** *Immediate action, when an enemy within line of sight targets an ally: Make a ➤ attack vs. that enemy. On a hit, the enemy has -4 on that (interrupted) attack.*

❖ Use with War of the Dragon Queen: Storm Archer

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33

## DRIDER SORCERER

Level 9 ♦ Drow • Arcane • Spider

AC 21  
FORT 23  
REF 23  
WILL 23  
SPEED 7  
HP 45  
BLOOD 20

**ATTACK POWERS**

Ⓢ **Dagger:** +14 vs. AC; 10 damage.  
☐☐ ➤ **Baleful Transposition:** (range 5, placement) +16 vs. Will; One ally within 5 squares of this creature switches position with target.  
☐☐ ⚡ **Lightning Bolt:** (line 10) +14 vs. Reflex; 20 lightning damage. On miss, 10 lightning damage.  
➤ **Slashing Darkness:** (sight) +14 vs. Reflex; 10 necrotic damage.

**GENERAL POWERS**

**Conceal 6**

**Darkfire:** Enemies within 2 squares do not benefit from Conceal and are not Invisible.

❖ Use with Giants of Legend: Drider Sorcerer

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30

## RYLD ARGITH

Level 11 ♦ Drow • Martial • Unique

AC 27  
FORT 23  
REF 23  
WILL 23  
SPEED 7  
HP 75  
BLOOD 35

**ATTACK POWERS**

Ⓢ **Splitter:** +17 vs. AC; 20 damage.

**GENERAL POWERS**

**Awareness:** *Immediate action, when an adjacent enemy shifts: Make a Ⓢ attack against that enemy.*

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

**Inspire Allies:** Evil allies score criticals on attack rolls of natural 19-20; Good allies have +2 attack.

**Keen Critical 19:** Scores criticals on attack rolls of natural 19-20.

**Sneak Attack 5:** +5 damage vs. targets granting this creature combat advantage.

❖ Use with Aberrations: Ryld Argith

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55

## STORM BOW

For Use with Storm Archer

**POWERS**

...**Strikes Twice:** *Immediate action, after damaging an enemy with a ➤ attack: Repeat the attack.*

⚡ **Full Draw:** (line 12) *Full turn action:* +14 vs. Reflex; 20 lightning damage.

**Archer's Mobility:** *Use after moving 4 or more squares from where this creature started this turn: +2 attack until end of turn.*

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+2

## ARACHNOMANCY

For Use with Drider Sorcerer

**POWERS**

➤ **Web:** *Minor action:* (range 3) +14 vs. Fortitude; Immobilized (save ends).

**Poison 5:** +5 poison damage with Ⓢ and ➤ attacks.

☐☐ **Invisibility:** *Minor action:* This creature is Invisible until it resolves an attack.

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+3

## EXPEDITIONARY GENERAL

For Use with Ryld Argith • Unique Item

**POWERS**

☐ **Cohort:** *Use at setup:* Add 1 Drow ally to your warband with cost of 14 VP or less.

**Elite Training:** This creature and Drow allies with the same name as this creature's Cohort (including that creature) have +2 attack.

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+1

## CENTAUR HERO

Level 15 ♦ Fey • Centaur • Martial

AC 26  
FORT 26  
REF 26  
WILL 26  
SPEED 8  
HP 85  
BLOOD 40

**ATTACK POWERS**

Ⓢ **Greatsword:** (reach 2) +20 vs. AC; 20 damage.  
➤ **Longbow:** (sight) +20 vs. AC; 20 damage.

**GENERAL POWERS**

**Galloping Attack:** This creature moves up to its speed (minimum 1 square) and may make a Ⓢ attack at any time during that move.

**Powerful Charge 10:** +10 damage while charging.

❖ Use with Deathkneel: Centaur Hero

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78

## DEATH SLAAD

Level 12 ♦ Slaad • Chaos

AC 25  
FORT 24  
REF 24  
WILL 24  
SPEED F6  
HP 75  
BLOOD 35

**ATTACK POWERS**

Ⓢ **Longsword:** +17 vs. AC; 20 damage.  
Ⓢ **Stunning Rend:** +17 vs. AC; 20 damage AND Followup: +15 vs. Fortitude; Stunned.

**GENERAL POWERS**

☐☐ **Chaos Storm:** *Use when you win initiative:* Ⓢ Stunning Rend and each enemy has -2 attack until end of round.

**CHAMPION POWERS** ☐☐

❖ *Use at start of round:* Roll 1d20 and apply the effect shown until end of round:  
1-10 Slaad allies have +2 Reflex, Fortitude and Will, and +10 damage.  
11-20 Slaad allies have +2 AC and +4 attack.

❖ Use with Underdark: Death Slaad

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53

## LARGE GREEN DRAGON

Level 8 ♦ Dragon

AC 25  
FORT 22  
REF 22  
WILL 22  
SPEED F9  
HP 85  
BLOOD 40

**ATTACK POWERS**

Ⓢ **Bite:** (reach 2) +15 vs. AC; 10 damage AND 10 ongoing poison damage (save ends).  
☐☐ ⚡ **Poison Breath:** (blast 5) +14 vs. Fortitude; 15 poison damage AND 10 ongoing poison damage. On miss, 10 poison damage. Ⓢ when first bloodied.

**GENERAL POWERS**

**Resist 10 Poison**

**CHAMPION POWERS** ☐

❖ *Use at start of round:* Allies have an extra +4 Ⓢ attack and +10 Ⓢ damage vs. flanked targets until end of round.

❖ Use with War of the Dragon Queen: Large Green Dragon

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51

## KNIGHT OF THE MEADOW

For Use with Centaur Hero

**POWERS**

**Sword & Hoof:** *Use when it damages an enemy: If enemy is adjacent, enemy is also Dazed (save ends).*

**Pastoral Champion:** Fey allies have +2 attack.

**Trample:** This creature may transit one Medium or smaller enemy's space when it moves. If it does, that enemy takes 15 damage.

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+1

## PANDEMONIC NATURE

For Use with Death Slaad

**POWERS**

**Resist 10 Necrotic, Resist 10 Poison**

**Regenerate the Flesh:** *Use at start of round:* If bloodied, heal 10 HP.

**Blood Frenzy:** *Use whenever a critical hit is scored:* Slaad creatures have +5 damage (cumulative) until end of battle.

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+1

## ILLUSIONIST'S STONE

For Use with Large Green Dragon

**POWERS**

☐ **Deception:** *Use when opponent declares an attack:* Slide an ally up to 5 squares.

**Distraction:** *Use after rolling initiative:* Choose one of your opponent's initiative dice. They must reroll that die, instead.

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+4

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## SENSE DANGER

Level 6+ ♦ Champion • Unique Item

### POWERS

- Reconfigure:** *Use at the start of round 1:*  
Slide each creature in your warband, of level 5  
or less, up to 4 squares.

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+3

## SKY SCRAPPING BOOTS

Level 8+ ♦ Unique Creature

### POWERS

- Cloud Stride:** *Use at start of round:* This creature has  
flight until end of round.
- Elevate:** Is considered to have flight when  
determining if an enemy provokes opportunity  
attacks. Enemies with flight may not transit  
its space.

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+2

*Both bonus items dedicated to LM. Thanks, Skyscraper!*