

## ALLPULP'S ENDURING ALE

Level Any ♦ Divine • Orc

### POWERS

**Fermented Courage:** Use during setup: Place an Orc Mash token on each orc ally adjacent to this creature. The first time an ally with a token takes damage; ignore that damage, then remove the token.

**Stagger:** Whenever an orc with an Orc Mash token ends its turn; your opponent may slide it 1 square.

+3

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## DEAD CEAH'S SHAWL

Level 2-6 ♦ Undead

### POWERS

**Dead Pool:** Use when this creature destroys a living enemy within 5; place 1 new Undead creature with cost 6 or less in the space previously occupied by that enemy. That creature is part of your warband and is considered to have activated this round.

+6

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## PAST LICH'S TOOL

Level 7+ ♦ Arcane • Underdark

### POWERS

**Channel Sorrow:** Whenever this creature would take damage, you may choose to have an adjacent living ally take that damage, instead. ⤴ as an attack action.

+5

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## Decadence Set 7, released in 2013.

The set is released in 2013, coinciding with the 10 year anniversary of DDM. The theme was artefacts of game-altering power. Nominally designed to function with the Dungeon Command sets, it is more an homage to past champions as well as luminaries who have kept the game alive over the years. It introduces sigil tokens, foci of power that change the game rules in a 3 space radius.

Ale Tokens



Sigil Tokens

## KINDOC'S KILNBLAST

Level 10+ ♦ Construct

### POWERS

**Pinnocchio Blast:** Use when this creature is destroyed; all creatures within 4 squares take 10 hp fire damage; all creatures within 2 squares take an additional 10 hp fire damage. Place a new living ally worth up to 4 points in the space previously occupied by this creature. That ally is in your warband and is considered to have taken a turn this round.

+5

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## DARY'S DIRECTIONS

Level Any ♦ Champion 2+

### POWERS

**Report In:** Use at start of round 1: Choose 1 creature that is in a Victory Area. Place that creature in its start area. If there is no room in the start area, this power does not function.

+2

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## FENRIR'S FABULOUS FIXATIVE

Level Any ♦ Arcane

### POWERS

**Stickfast:** (Immediate action.) Use when an enemy within line of sight of this creature uses a power that would cause an attack to miss, fail to target, or otherwise redirect an attack; the power does not function and has no effect.

+4

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## GALLANT'S GORGET

Level 10+ ♦ Civilization • Martial

### POWERS

**Fortified:** Whenever an enemy hits this creature with a critical hit; that enemy must reroll the attack.

**Achilles' Heal:** Whenever that reroll is again a critical hit; this creature is destroyed.

+5

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## ÆDDI'S ENTICING ILLUSION

Level 6-12 ♦ Wild • Arcane

### POWERS

**Mesmerized:** Use when no enemy is adjacent to this creature and an enemy within 6 starts its turn. That enemy is slowed until the end of its turn.

+7

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## BRIGG'S BOLD BATTLESTANCE

Level 10+ ♦ Borderlands • Martial

### POWERS

**Crane-Tiger-Monkey-Dragon:** Use at the beginning of this creature's turn; until the end of round, this creature is slowed AND takes half damage from all attacks or effects. ⤴ when this creature enters a start area.

+6

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## MIRROR OF D'MITRIOS

Level 6+ ♦ Unique

### POWERS

**Shared Fate:** Use when an enemy makes a line attack against this creature. The result of that attack roll is used to make an attack against BOTH this creature and the attacking creature.

+4

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## TATO'S TERRIFIC TWIN SWAP

Level 1-9 ♦ Stealth OR Shadow

### POWERS

**Switcheroo:** (Minor action) This creature and an ally with the same name switch places.

+3

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## SIROKAN'S SIXTH SIGIL

Level 5-10 ♦ Arcane

### POWERS

**Inscribe:** Minor action, no more than once per turn: Place a sigil token in this creature's space.

**Faerie Fire:** Treat invisible creatures within 3 squares of a sigil token as visible.

**Erasable:** Any creature adjacent to a sigil token may remove it as a move action.

+4

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## JAYCUE'S JUJU

Level Any ♦ Underdark • Martial

### POWERS

**Shadow Threat:** Use when this creature makes a ⤴ or ⤵ attack: Instead of attacking the statistic listed in the attack text, the attack is made against the target's Will. ⤴ when this creature hits with a ⤴ or ⤵ attack that does not target Will.

+5

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## BAULDER'S GAIT

Level 1-10 ♦ Borderlands • Martial

### POWERS

**Confidence is Everything:** In any round in which you win initiative, this creature has move +2.

**Incompatible Stride:** The move bonus granted by this item does not stack with other bonuses to movement.

+2

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## SIROKAN'S SEVENTH SIGIL

Level 12+ ♦ Arcane • Human OR Undead

### POWERS

**Inscribe:** Replaces move action: Put a sigil token in this creature's space.

**Faster Caster:** Arcane Undead and Arcane Humans of level 12 or more may make ⤴ attack actions as minor actions while within 3 of the sigil token.

**Erasable:** Any creature adjacent to a sigil token may remove it as a move action.

+8

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