

ASPECT OF MORADIN Level 16 ♦ Dwarf • Immortal CR 2 AC 30 FORT 28 REF 28 WILL 28 SPEED 6 HP 95 BLOOD 45 ATTACK POWERS ⚔ Warhammer: (reach 2) +23 vs. AC; 25 + 10 thunder damage. 🏹 Returning Warhammer: (range 10) +21 vs. AC; 25 damage. GENERAL POWERS Moradin's Thunder: Dwarf allies have +10 ⚡ thunder damage. Cleave: Immediate, when this creature destroys an enemy with a ⚡ attack: Make a ⚡ attack. Giant Bane: +2 ⚡ attack and +10 ⚡ damage vs. Giant targets. CHAMPION POWERS ❖ Use when an enemy adjacent to a wall is hit by a ⚡ attack: It takes +10 damage and is Stunned. ❖ Use at start of this creature's turn: Dwarf allies move up to their speed with Phasing. Warband Building: All Dwarf creatures are legal in your warband. 93 ©2024 DDM Guild All Stars 1/60 (War Drums 1/60) ★ L	RIKKA, ANGELIC AVENGER Level 8 ♦ Angel • Planar • Unique CR 2 AC 20 FORT 22 REF 22 WILL 22 SPEED F8 HP 75 BLOOD 35 ATTACK POWERS ⚔ Greatsword: +12 vs. AC; 20 damage. GENERAL POWERS Delayed Appearance Aggressive 5: +5 ⚡ damage while not bloodied. Defender Sword 5: Use at start of turn: +5 attack or +5 AC (choose one) until start of its next turn. ❑❑ Cure Wounds: Minor action: This creature or an adjacent ally heals 20 HP. ❑ Waylay: Use at end of round: Place this creature in any victory area. 31 ©2024 DDM Guild All Stars 2/60 (Underdark 21/60) ★ M	ELMINSTER OF SHADOWDALE Level 17 ♦ Arcane • Human • Unique CR 3 AC 28 FORT 29 REF 29 WILL 29 SPEED 6 HP 95 BLOOD 45 ATTACK POWERS ⚔ Longsword: +20 vs. AC; 15 + 10 thunder damage. ✳ 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 bonus of +17 instead of the one listed in that power. ❑❑ Mystra's Curse: Use when an enemy within 6 rolls a d20: That enemy rolls an extra d20 and uses the lower result, instead. Pipe Smoke and Mirrors: (aura 6) Enemies in aura are not Invisible and do not benefit from Conceal. CHAMPION POWERS ❖ Use when an Arcane ally misses with an attack: Reroll that attack. ❖ Use at start round: Arcane allies have +4 attack and +5 damage until end of round. 100 ©2024 DDM Guild All Stars 3/60 (Underdark 16/60) ★ M
LARGE SILVER DRAGON Level 17 ♦ Dragon CR 2 AC 29 FORT 26 REF 26 WILL 26 SPEED F8 HP 120 BLOOD 60 ATTACK POWERS ⚔ Bite: (reach 2) +21 vs. AC; 15 + 10 cold damage. ❑❑ Cold Breath: (blast 5) +17 vs. Fortitude; 30 cold damage AND Immobilized (save ends). On miss, 15 cold damage. ⚡ when first bloodied. GENERAL POWERS Resist 20 Cold Double Attack: Attack action: Make 2 ⚔ attacks. Silver Guardian: +10 damage vs. enemies that are within 3 squares of a Dwarf, Elf or Halfling ally. ❑ Polymorph Self: Use at setup: Invisible until it resolves an attack or takes damage. CHAMPION POWERS ❖ Use at start of turn: An Immobilized enemy within 2 squares is also Helpless. ❖ Use at start of turn, if in your victory area: Score +10 VP and heal 10 HP. 122 ©2024 DDM Guild All Stars 4/60 (Archfiends 5/60) ★ L	MOUNTED PALADIN Level 16 ♦ Divine • Human • Mounted CR 2 AC 30 FORT 28 REF 28 WILL 28 SPEED 8 HP 95 BLOOD 45 ATTACK POWERS ⚔ Bastard Sword: +21 vs. AC; 25 damage AND this creature heals 5 HP. GENERAL POWERS Immune Fear Divine Challenge: Minor action: Choose 1 enemy within 5 squares. Until it attacks this creature, it has -2 attack and takes 10 radiant damage whenever it attacks. Mounted Attack: Attack action: Moves up to its speed and makes a ⚔ attack at any time during that move. Powerful Charge: +10 damage while charging. Evil Bane: +10 damage vs. Evil targets. ❑❑ Lay on Hands 20: Minor action: An adjacent ally heals 20 HP. Sanctity: (aura 2) Allies in aura have +2 to all defenses. Trample: Once per turn, may transit a Medium or smaller enemy's space while moving to deal 15 damage to it. 96 ©2024 DDM Guild All Stars 5/60 (Angelfire 6/60) ★ L	SOLAR Level 15 ♦ Angel • Planar CR 2 AC 30 FORT 26 REF 26 WILL 26 SPEED F7 HP 90 BLOOD 45 ATTACK POWERS ⚔ Greatsword: (reach 2) +22 vs. AC; 20 damage. 🏹 Longbow: (sight) +22 vs. AC; 15 damage. ❑🏹 Slaying Arrow: (sight, bloodied target only): +18 vs. Fortitude; Destroyed. GENERAL POWERS Faith Provides: Resist 5 All while a Good ally is in play. Keen Critical 11: Scores criticals on natural rolls of 11+. ❑ Divine Intervention: Use when this creature is hit by an attack: That attack misses, instead. Then, all Good creatures in your warband heal 10 HP. CHAMPION POWERS ❖ Use at start of round: Good allies have +2 attack and +2 AC until end of round. ❖ Use when an Evil enemy targets an ally with an attack: -4 on that attack. If that attack misses, that enemy is Dazed. 105 ©2024 DDM Guild All Stars 6/60 (Blood War 10/60) ★ L
CHAMPION OF EILISTRAEE Level 15 ♦ Drow • Fey CR 2 AC 25 FORT 23 REF 25 WILL 25 SPEED 6 HP 70 BLOOD 35 ATTACK POWERS ⚔ Bastard Sword: +17 vs. AC; 20 damage AND shift 1. ❑❑ Repel Enemies: (burst 2, enemies only) +15 vs. Will; 15 radiant damage AND push 2 AND Immobilized. GENERAL POWERS Supernatural Bane: +10 damage vs. Aberrant, Shapeshifter and Undead creatures. ❑ Blade Dance: Attack action: Make 2 ⚔ attacks. ❑ Sublime Grace. ❑ Sublime Grace: Attack action: Make 1 ⚔ attack, then gain +4 AC until start of turn. ⚡ Blade Dance. CHAMPION POWERS ❖ Use at start of round: Choose Drow, Good or Martial. Allies with that keyword have +2 attack and +2 AC until end of round. ❖ Use when an ally hits with a ⚡ attack: +10 damage on that attack and that ally shifts 1. Warband Building: All non-champion Medium Drow creatures are legal in your warband. 48 ©2024 DDM Guild All Stars 7/60 (Archfiends 12/60) ★ M	COUATL Level 10 ♦ Planar CR 2 AC 24 FORT 24 REF 24 WILL 24 SPEED F7 HP 70 BLOOD 35 ATTACK POWERS ⚔ Bite: +15 vs. AC; 5 + 10 poison damage. 🏹 Thunder Orb: (range 5) +14 vs. Reflex; 15 thunder damage. GENERAL POWERS Resist 10 Acid, Cold, Fire, Lightning, Thunder ❑❑ Exact Judgment: Attack action: Nearest ally makes 1 ⚔ attack as an immediate action at +10 radiant damage. Aura of Protection: (aura 5) Allies in aura have Resist 10 Acid, Cold, Fire, Lightning and Thunder. Undeniable Gravity: (aura 5) Flying enemies starting their turn in aura lose Flight until end of their turn. Sun God's Messenger: (aura 5) Allies that start a turn in aura heal 5 HP. Enemies that start a turn in aura take 5 radiant damage. 42 ©2024 DDM Guild All Stars 8/60 (Deathknell 2/60) ★ L	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 Hide ❑ Dual Strike: Attack action: Make 2 different ⚔ attacks. ⚡ when this creature destroys an enemy. ❑ Ambush 10: Minor action: Choose one enemy that does not have line of sight to this creature; +10 damage vs. that enemy until end of turn. Defensive Mobility: +5 AC vs. opportunity attacks. Multi-Activation 2: Activates twice each round. CHAMPION POWERS ❖ Use at start of round: Unique allies 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: All Unique creatures are legal in your warband. 87 ©2024 DDM Guild All Stars 9/60 (Archfiends 14/60) ★ M

STORM SILVERHAND

Level 11 ♦ Arcane • Human • Unique

CR 2

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:** Minor action: An adjacent ally heals 10 HP and has Flight (until end of its next turn).

Harper Agent: Use at end of round, if in your victory area: Score +5 VP.

CHAMPION POWERS ☐☐

❖ Use after an enemy within 5 squares uses a champion power: It is Dazed.

❖ Use at start of round: Human and Elf allies have +2 attack and +5 damage until end of round.

Warband Building: All Human and Elf creatures are legal in your warband.

HP 70 BLOOD 35

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BALOR

Level 16 ♦ Demon • Elemental • Fire

CR 1

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

☐ **Death Throes:** Immediate, when destroyed: Creatures within 2 take 20 fire damage.

☐ **Marshall of the Abyss:** Use when first bloodied: Until end of battle, this creature has CR 4 instead.

☐☐ **Abyssal Step:** Move action: Teleport 6.

☐☐☐ **Overpower:** Minor action, once per turn: Use an attack power.

CHAMPION POWERS ☐

❖ Use when an ally's ⚡ attack misses: Reroll at +5.

❖ Use when an opponent would activate a creature: Choose 1 legal creature that they must activate next.

HP 110 BLOOD 55

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EYE OF GRUUMSH

Level 11 ♦ Martial • Orc

CR 1

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.

Chosen One: Use when this creature or an adjacent Orc ally declares a ⚡ attack: Roll 2d20 and use the higher result.

Inspiration of Gruumsh: (aura 10) While in aura, Orc allies of level 10 or lower have +5 ⚡ damage.

HP 120 BLOOD 60

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GITHYANKI DRAGON KNIGHT

Level 16 ♦ Dragon • Githyanki • Mounted

CR 1

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 first bloodied.

GENERAL POWERS

Resist 5 Fire

☐ **Double Attack:** Attack action: Make 2 ⚡ attacks. ⚡ after resolving Fiery Breath.

Cavalry 5: +5 ⚡ damage vs. non-Mounted targets.

Threatening Reach: Can make opportunity attacks vs. enemies leaving any square within reach.

CHAMPION POWERS ☐

❖ Use at start of round: Dragon and Githyanki allies have +4 attack and +10 damage until end of round.

❖ Use before taking your first turn of a round: At end of round, the player whose warband destroys the highest-level enemy this round, scores +15 VP.

HP 95 BLOOD 45

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KING OBOULD MANY-ARROWS

Level 15 ♦ Orc • Primal • Unique

CR 2

ATTACK POWERS

⚡ **Flaming Greatsword:** +18 vs. AC; 15 + 10 fire damage.

GENERAL POWERS

Bloodrage: +10 ⚡ damage while bloodied.

☐ **Death Strike:** Immediate, when destroyed: Make 1 ⚡ attack.

Domineering: Your warband cannot include any other champions.

Immune Flanking: Never considered to be flanked.

Zeal: Orc allies have +2 attack and +2 speed.

☐ **Horde Reserve:** Use at end of round, if in a victory area: Add up to 3 new Orc allies worth a total of 24 VP or less in that victory area.

CHAMPION POWERS ☐☐

❖ Use when an ally hits with a ⚡ attack on its turn: Activate 1 extra creature after that ally's turn.

❖ Use when an Orc ally shifts: It may shift 1 extra square.

HP 95 BLOOD 60

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KING SNURRE

Level 19 ♦ Fire • Giant • Unique

CR 3

ATTACK POWERS

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

⚡ **Brimstone Blast:** Minor action, once per turn: (line 8) +18 vs. Reflex; 10 fire + 10 poison damage.

GENERAL POWERS

Immune Fire

Blaze: Fire allies have +2 speed.

Double Attack: Attack action: Make 2 ⚡ attacks.

Eyes on Me: Immediate, when an adjacent enemy shifts or attacks an ally: Make a ⚡ attack vs. that enemy.

☐ **Rune-Scarred Blade:** Use at start of round: Resist 10 All vs. attacks until end of round.

CHAMPION POWERS ☐☐☐

❖ Use when an enemy is hit by a ⚡ attack: That enemy takes +10 fire damage and attacker pushes it 1 square.

Warband Building: All Giant creatures are legal in your warband.

HP 125 BLOOD 60

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LARGE BLUE DRAGON

Level 13 ♦ Dragon

CR 2

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

☐☐ **Lair Power:** Use at start of round, if in a victory area: Until end of round, has +10 lightning damage and may choose speed B8 instead when moving.

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.

HP 75 BLOOD 35

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LARGE RED DRAGON

Level 15 ♦ Dragon • Fire

CR 2

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.

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

CHAMPION POWERS ☐☐

❖ Use when an attack misses: Reroll that attack instead.

❖ Use before taking your first turn in a round: The player whose warband destroys the most enemies this round scores 15 VP.

HP 90 BLOOD 45

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MINA, DARK CLERIC

Level 12 ♦ Divine • Human • Unique

CR 2

ATTACK POWERS

⚡ **Mina's Kiss:** +19 vs. AC; 10 + 10 necrotic damage AND followup: +17 vs. Will; Dominated.

☐☐ ⚡ **Bestow Curse:** (nearest) +17 vs. Will; 10 damage AND Marked until end of battle.

GENERAL POWERS

Tiamat's Quarry: Allies have +2 attack and +5 damage vs. Marked enemies.

Dragon Deathcurse: Use when a Dragon ally is destroyed: This creature's next attack is a critical hit.

CHAMPION POWERS ☐☐

❖ Use when damaged by a Dragon: 1 creature within 5 squares takes that damage, instead.

❖ Use when a Dragon ally destroys a creature: That ally heals 10 HP.

Warband Building: All Dragon creatures are legal in your warband.

HP 75 BLOOD 35

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VLAAKITH THE LICH QUEEN

Level 13 ♦ Githyanki • Undead • 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 10) +15 vs. Fortitude; 20 damage and 20 Ongoing Damage.
- ⚡ **Lightning Orb:** (range 10) +15 vs. Reflex; 15 lightning damage.

GENERAL POWERS

Immune Poison

- ☠ **Phylactery:** Use when destroyed: This creature has 20 HP remaining, instead. Place it in your start area.
- Fear:** (aura 3) Enemies in aura grant combat advantage.

CHAMPION POWERS

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

AC 27
FORT 25
REF 25
WILL 25
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 AND Dazed.
- ☠ **Jeweled Dagger:** (range 10) +19 vs. AC; 10 + 10 necrotic damage. ⚡ as a move action.

GENERAL POWERS

Hide

Sneak Attack 5

Quick Step: Move action: Shift up to 2 squares.

Multi-Activation 2: Activates twice each round.

☠ **Backstab:** Use when this creature deals Sneak Attack damage: +20 damage on that attack. ⚡ at start of turn if no enemy is within 5 squares.

Legendary Assassin: Whenever this creature destroys a Unique enemy: Score +10 VP.

AC 27
FORT 25
REF 25
WILL 25
SPEED 4

HP 95
BLOOD 45



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ASPECT OF BANE

Level 17 ♦ Bane • Immortal

ATTACK POWERS

- ⚔ **Morningstar:** (reach 2) +22 vs. AC; 30 damage.
- ☠ **Black Gauntlet Suffocation:** (sight) +20 vs. Fortitude; 15 Ongoing Damage.
- ⚡ **Wild Swing:** (burst 2) +22 vs. AC; 25 damage AND push 1.
- ☠ **Tyrannical Domination:** (blast 5) +18 vs. Will; 10 psychic damage AND Dominated.

GENERAL POWERS

Aura of Fear: (aura 2) Enemies in aura have -2 attack. (Fear)

Ruthless Oppression: Use when you win initiative: Enemies adjacent to a Bane or Evil creature in your warband take 10 psychic damage.

AC 30
FORT 29
REF 29
WILL 29
SPEED 6

HP 100
BLOOD 50



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FIRE GIANT FORGEPRIEST

Level 15 ♦ Fire • Giant

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 AND push 2. ⚡ when first bloodied.

GENERAL POWERS

Resist 30 Fire

Armor of Surtur: +2 speed and +2 to all defenses while not bloodied.

☠ **Hot Iron:** Use on a ⚔ attack hit: Target also takes 10 Ongoing Fire Damage. ⚡ when first bloodied.

☠ **Burnt Offering:** Use when an adjacent creature takes fire damage: It takes +10 fire damage, then this creature heals 20 HP.

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

Immune Slowed

Blindsight

☠ **Dread Helm:** Use at start of round: Invisible until it resolves an attack.

Cleave: Immediate, when this creature destroys an enemy with a ⚔ attack: Make a ⚔ attack.

Methodical Killer: +20 damage vs. the lowest level enemy on the battlemat.

Bloodthirsty 5: +5 damage vs. bloodied targets.

Devour the Soul: Use when this creature destroys a Living enemy: Increase this creature's max HP by 20, then Heal 20 HP and ⚡ Dread Helm.

AC 24
FORT 23
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 higher result: (reach 2) +15 vs. AC; 25 damage.
- ⚔ **Inevitable Assault:** (reach 2) +15 vs. AC; 20 damage AND this creature shifts 1 and repeats this attack (max. 6 per turn).

GENERAL POWERS

Multiple Threats: Adjacent enemies grant combat advantage.

Parry: +4 AC vs. ⚔ attacks.

Advanced Manoeuvres: Use when this creature shifts: Allies within sight may shift 1.

Military Advantage: Allies have +2 attack vs. enemies that have not yet activated this round.

AC 25
FORT 22
REF 22
WILL 22
SPEED 7

HP 110
BLOOD 55



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GAUTH

Level 10 ♦ Aberrant • Beholder

ATTACK POWERS

- ⚔ **Draining Bite:** +13 vs. AC; 10 damage AND this creature heals 10 HP.
- ☠ **Fire Eyes:** (sight) +15 vs. Reflex; 15 fire damage.
- ☠ **Warding Eyes:** (sight) +15 vs. Fortitude; Immobilized.
- ⚡ **Stunning Gaze:** (blast 3) +15 vs. Fortitude; Stunned.

GENERAL POWERS

☠ **Barrage:** Attack action: Make 2 ☠ attacks.

Reflexive Flame: Immediate, when targeted by an attack: Make 1 Fire Eyes attack vs. attacker.

Reactive Stun: Immediate, when damaged by an enemy within 3: Use the Stunning Gaze attack power.

AC 22
FORT 20
REF 20
WILL 20
SPEED F4

HP 40
BLOOD 20



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MARILITH

Level 15 ♦ Demon • Martial

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 (max 6 attacks per turn).

GENERAL POWERS

Resist 5 Cold, Fire, Lightning

☠ **Teleportation:** Move action: Teleport within sight.

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

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

Hacking Blades: Immediate, when an enemy misses this creature with a ⚔ attack: Make a ⚔ attack against that enemy.

AC 24
FORT 23
REF 23
WILL 23
SPEED 8

HP 100
BLOOD 50



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BLACKGUARD ON NIGHTMARE

Level 13 ♦ Divine • Human • Mounted

CR 3

ATTACK POWERS

- ⚔ **Longsword:** +20 vs. AC; 20 damage.

GENERAL POWERS

Conceal 6

Smoke: Conceal 11 vs. non-adjacent enemies.

Cavalry: +5 ⚔ damage vs. non-Mounted targets.

Powerful Charge 10: +10 damage while charging.

☠ **Ethereal Ride:** Use at start of turn: Has Phasing and Insubstantial until end of its next turn.

☠ **Billow Smoke:** Minor action: Until end of round, allies have Smoke while adjacent to this creature.

Mounted Attack: Attack action: Moves up to its speed and makes a ⚔ attack at any time during that move.

AC 27
FORT 25
REF 25
WILL 25
SPEED F7

HP 80
BLOOD 40



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AC 26 FORT 24 REF 23 WILL 26 SPEED 5 HP 70 BLOOD 35 ATTACK POWERS ⚔️ Longsword: +17 vs. AC: 15 damage. ⚔️ Trap the Soul: Minor action: (Enemy granting combat advantage only) Automatic hit vs. Fortitude; Stunned (save ends). GENERAL POWERS Sneak Attack 10 Dark Secrets: Enemies are treated as having -1 CR for determining initiative. Tyrannical Rally: (aura 5) Bloodied allies in aura have +4 attack. CHAMPION POWERS ❏❏❏ ❖ Use when an ally becomes bloodied: That ally makes an opportunity attack at +10 damage but takes 10 damage on miss. ❖ Use when an enemy attacks an ally: That enemy has -4 to all defenses until end of its next turn. 46 ©2024 DDM Guild All Stars 28/60 (Harbinger 45/80) ★ M	AC 29 FORT 28 REF 28 WILL 28 SPEED 5 HP 100 BLOOD - ATTACK POWERS ⚔️ Greatsword: +23 vs. AC: 20 + 5 necrotic damage. ⚔️ Power Word, Kill: (range 3, enemy with 35 HP or less) Automatic hit vs. Fortitude; destroyed. ⚔️ Unholy Flames: (radius 2 within 10) +21 vs. Fortitude; 30 necrotic or 30 fire damage (choose one for each target). GENERAL POWERS Immune Poison Vulnerable 5 Radiant Aura of Fear: (aura 5) Enemies in aura have -2 attack. (Fear) Cleave: Immediate, when this creature destroys an enemy with a ⚔️ attack: Make a ⚔️ attack. CHAMPION POWERS ❏❏❏ ❖ Use at start of turn: Heal 15 HP. ❖ Use at start of an adjacent enemy's turn: It takes 10 damage and is Immobilized. Warband Building: All Undead creatures are legal in your warband. 98 ©2024 DDM Guild All Stars 29/60 (Giants of Legend 36/72) ★ M	AC 28 FORT 27 REF 27 WILL 27 SPEED F6 HP 120 BLOOD 60 ATTACK POWERS ⚔️ Claw: +20 vs. AC; 10 + 10 fire damage. ⚔️ Tail Sting: Minor action, once per turn: (reach 2) +18 vs. AC; 10 Ongoing Poison Damage. GENERAL POWERS Resist 20 Fire Aura of Fire 10: (aura 1) Enemies that start their turn in aura take 10 fire damage. ❏ Devil's Interference: Use when an enemy succeeds on a save: That save fails, instead. ❏ Return Soul: Use when a living ally would be destroyed: It has 10 HP remaining, instead. CHAMPION POWERS ❏❏❏ ❖ Use at start of turn: Slide a Devil ally up to 5 squares. Then, creatures adjacent to it take 15 fire damage. Destroy that ally. ❖ Use at start of round: Devil allies have +10 fire damage until end of round. 105 ©2024 DDM Guild All Stars 30/60 (Blood War 42/60) ★ L
AC 24 FORT 20 REF 20 WILL 24 SPEED 7 HP 55 BLOOD 25 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 ❏❏ Suggestion: Minor action, once per turn: Slide 3 one creature within 5 squares. ❏ Plan Ahead: Use at start of round: Activates twice this round. ❏ Telepathy: Use when rolling for initiative: Roll 1 extra d20. Predictable Threat: +4 attack vs. the highest level enemy in play. 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 until end of its next turn. 41 ©2024 DDM Guild All Stars 31/60 (Giants of Legend 38/72) ★ M	AC 25 FORT 23 REF 23 WILL 27 SPEED 6 HP 50 BLOOD 25 ATTACK POWERS ⚔️ Staff: +16 vs. AC; 10 + 5 fire damage. ❏❏ ⚔️ Fireball: (radius 2 within 10) +18 vs. Reflex; 25 fire damage. On miss, 10 fire damage. ⚔️ Scorching Burst: (radius 1 within 10) +18 vs. Reflex; 15 fire damage. GENERAL POWERS Resist 15 Fire ❏❏ Sudden Empower: Use with an attack power: +10 damage on that power. ❏ Stoneskin: Minor action: Resist 10 All until end of its next turn. CHAMPION POWERS ❏❏ ❖ Use at start of round: Arcane allies have +2 attack and +10 damage until end of round. ❖ Use when an Arcane creature misses with an attack: Reroll that attack. 63 ©2024 DDM Guild All Stars 32/60 (Archfiends 37/60) ★ M	AC 27 FORT 25 REF 25 WILL 25 SPEED F6 HP 90 BLOOD 45 ATTACK POWERS ⚔️ Spiked Chain: (reach 4) +18 vs. AC; 25 damage AND Dazed. ⚔️ Ensnare: (reach 4) +16 vs. Reflex; 25 damage AND Immobilized AND pull adjacent. ❏ ⚔️ Hellflames: (burst 3) +16 vs. Reflex; 20 fire damage. GENERAL POWERS Resist 10 Fire ❏ Dimension Door: Move action: Teleport 10. ⚔️ when first bloodied. ❏❏ Infernal Wound: Use on a ⚔️ attack hit: Target gains 10 Ongoing Damage and may not heal (save ends both). ❏ Searing Chains: Minor action: An Immobilized enemy within 4 takes 10 fire damage. ⚔️ Hellflames. Give 'em hell. 83 ©2024 DDM Guild All Stars 33/60 (Blood War 34/60) ★ L
AC 29 FORT 27 REF 27 WILL 27 SPEED F3 HP 90 BLOOD 45 ATTACK POWERS ⚔️ Bite: +15 vs. AC; 10 damage. ⚔️ Eye Rays: (range 10) Roll 1d20. Choose an effect of that number or lower, then choose a target: 1-4 Telekinesis: (May target allies) [+18 vs. Fortitude] OR [automatic hit vs. ally]; Slide 4. 5-8 Sear: +18 vs. Reflex; 15 radiant damage. 9-12 Slow: +18 vs. Will; 5 psychic damage AND Slowed (save ends). 13-15 Terror: +18 vs. Will; 15 psychic damage AND target moves its speed, each square further from this creature. (Fear) 16-18 Petrify: +18 vs. Fortitude; Petrified. 19-20 Disintegrate: +18 vs. Fortitude; 40 damage AND 20 Ongoing Damage. On miss, 20 damage. GENERAL POWERS Blindsight The Lair: Sets up within 6 squares of your start area. Multi-Activation 2: Activates twice each round. 83 ©2024 DDM Guild All Stars 34/60 (Deathkneel 32/60) ★ L	AC 25 FORT 23 REF 23 WILL 23 SPEED F7 HP 60 BLOOD 30 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 ❏ Lurking Foe: Use at end of round: Place this creature in your start area or in any unoccupied victory area. ❏❏ Lair Power: Use at start of round, if in a victory area: Heal 10 HP, then shift up to 4 squares. River Ghost: Invisible to non-adjacent enemies while occupying river terrain. 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. 45 ©2024 DDM Guild All Stars 35/60 (Dragoneye 44/60) ★ M	AC 23 FORT 21 REF 21 WILL 23 SPEED 6 HP 65 BLOOD 30 ATTACK POWERS ⚔️ Dagger: +14 vs. AC; 10 damage. ❏ ⚔️ Eye of Fear: (range 6) +14 vs. Will; 20 necrotic damage AND push 6. (Fear) ⚔️ Slashing Darkness: (sight) +14 vs. Reflex; 15 necrotic damage. GENERAL POWERS Feyweave: +4 to all defenses vs. ⚔️ attacks. ❏ Drow Kiss: Use when attacking: On hit, target is Helpless. Loth's Favor: +2 attack and +10 poison damage while within 2 squares of a Spider ally. CHAMPION POWERS ❏❏❏ ❖ Use when an ally makes a ⚔️ attack: On hit, +10 poison damage on that attack and target is Immobilized. ❖ Use when a bloodied enemy misses with a ⚔️ or ⚔️ attack: It takes 10 damage. 42 ©2024 DDM Guild All Stars 36/60 (Harbinger 61/80) ★ M

DUERGAR CHAMPION

Level 9 ♦ Devil • Duergar • Martial

AC 24
FORT 24
REF 20
WILL 20
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.

GENERAL POWERS
Conceal 6
Awareness: Can make opportunity attacks against opponents that shift.
Cleave: *Immediate, when this creature destroys an enemy with a ⚡ attack:* Make a ⚡ attack.
☞ **Battle Born:** *Use with a ⚡ attack:* +2 attack and +10 damage on that attack.
☞ **Second Wind:** *Minor action:* Heal 10 HP.

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SHULUTH, ARCHVILLAIN

Level 12 ♦ Mastermind • Mind Player • Psionic • 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.
☞ **Halt Mind:** (sight) +15 vs. Will; 10 psychic damage AND Dazed.
☞ **Mind Blast:** (blast 5) +15 vs. Will; 20 psychic damage AND Stunned.

GENERAL POWERS
Githyanki Bane: +10 damage vs. Githyanki creatures.
☞ **Brain Sucker:** *Use when this creature destroys an enemy with a ⚡ attack:* +4 attack until end of battle.
☞ **Mirror Image:** *Use when this creature is hit by a ⚡ or ☞ attack:* That attack misses, instead.
Cunning Trap: *Minor action:* Enemies that occupy victory areas are Immobilized until end of round.

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.

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ORC CHAMPION

Level 10 ♦ Martial • Orc

AC 24
FORT 23
REF 21
WILL 21
SPEED 8
HP 95
BLOOD 45

ATTACK POWERS
⚡ **Halberd:** +13 vs. AC; 25 damage.

GENERAL POWERS
Bloodthirsty: +10 damage vs. bloodied targets.
Powerful Charge 5: +5 damage while charging.
Crowdfighter: +2 attack while adjacent to two or more enemies.
Cleave: *Immediate, when this creature destroys an enemy with a ⚡ attack:* Make a ⚡ attack.

With a howl of rage, Gruumsh's champion hurls himself against all who stand against his people.

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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
Counterbeat: (aura 5) Enemy champions in aura cannot use champion powers.
☞ **Vanguard Beat:** *Attack action:* An ally within 5 squares makes 1 ⚡ attack.
Drumbeat: *Attack action:* Until start of its next turn, this creature has: (aura 5) While in aura, allies (choose 1 effect):
☞ **Fortifying Drumbeat:** Heal 5 HP at start of their turn.
☞ **Frenzied Drumbeat:** Have +5 ⚡ damage.
☞ **Resistance Drumbeat:** Have +2 to all defenses. ☞ when all are used.

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

GENERAL POWERS
Immune Blinded, Thunder Blindsight
☞ **Marked:** *Use at setup:* Choose 1 enemy. That enemy is Marked until end of battle.
Aggressive: +5 ⚡ damage while not bloodied.
Rake: +10 ⚡ damage vs. Immobilized targets.
Pounce: *Use with Charge:* Make 2 ⚡ attacks instead of one.
Predator: +2 ⚡ attack vs. Marked enemies.

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MARUT

Level 15 ♦ Construct • Immortal • Planar

AC 29
FORT 27
REF 27
WILL 27
SPEED F6
HP 85
BLOOD -

ATTACK POWERS
⚡ **Slam:** (reach 2) +20 vs. AC; 10 + 10 thunder damage.
⚡ **Inevitable Push:** (reach 2) +20 vs. AC; 15 + 10 thunder damage AND push 2 AND this creature may shift 1.
☞ **Mass Inflict Light Wounds:** (radius 1 within 10) +18 vs. Reflex; 15 necrotic damage.

GENERAL POWERS
Resist 15 Thunder
Blindsight
Shield from Chaos: Ignores effects from ☞, ☞ and ☞ attacks. (Damage unaffected.)
Single-Minded: *Whenever an enemy champion is within 2 squares at start of turn:* Cannot move or attack a non-champion this turn.

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MORDENKAINEN THE MAGE

Level 12 ♦ Arcane • Human • Unique

AC 26
FORT 24
REF 24
WILL 26
SPEED 6
HP 65
BLOOD 30

ATTACK POWERS
⚡ **Staff of Power:** +18 vs. AC; 10 + 10 thunder damage.
☞ **Mordenkainen's Knife:** (range 10) Automatic hit vs. AC; 10 Ongoing Damage until this creature is destroyed.
☞ **Cone of Cold:** (blast 5) +19 vs. Reflex; 25 cold damage AND Immobilized.
❖ **Scorching Burst:** (radius 1 within 10) +19 vs. Reflex; 15 fire damage.

GENERAL POWERS
☞ ☞ ☞ **Spell Storing:** *Minor action:* ☞ one power.
Mordenkainen's Faithful Hound: (aura 5) Enemies that start a turn in aura take 10 damage.
☞ **Spell Penetration:** *Use when this creature misses with an attack:* Reroll that attack, instead.
☞ **Globe of Invulnerability:** *Minor action:* Until end of round, this creature has: (aura 1) This and other creatures in aura have Resist 10 All vs. ☞, ☞ and ❖ attacks.

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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
⚡ **Shocking Waraxe:** (ignores Insubstantial) +20 vs. AC; 10 + 10 lightning damage.
☞ **Thrown Warhammer:** (range 10) +18 vs. AC; 15 damage AND Stunned. ☞ as a move action.

GENERAL POWERS
Cleave: *Immediate, when this creature destroys an enemy with a ⚡ attack:* Make a ⚡ attack.
Dodge Giants: +4 AC vs. Giant creatures.
Giant Bane: +10 damage vs. Giant creatures.
Awareness: *Immediate, when an adjacent enemy shifts:* Make a ⚡ attack vs. that enemy.
☞ **Thundeclap:** *Use on a ☞ attack hit:* Creatures adjacent to target are Stunned.

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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).
☞ **Berserking:** (burst 2, only while bloodied) +19 vs. AC; 25 damage.

GENERAL POWERS
Immune Fear, Poison
Bloodthirsty 10: +10 ⚡ damage vs. bloodied targets.
Corpse Collecting: *Immediate, when a creature is destroyed within 2 squares:* Heal 10 HP. If the creature is adjacent, also ☞ Paralyzing Breath.
Spikes: *Immediate, when hit by a ⚡ attack:* Attacker takes 5 damage.

It wades through the carnage with grisly purpose.

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HELMED HORROR

Level 11 ♦ Construct

ATTACK POWERS

Ⓢ Imbued Sword: +18 vs. AC; 10 + 10 fire damage.

☐ ↗ Crossbow: (nearest) +14 vs. AC; 15 damage. Ⓞ as a move action.

GENERAL POWERS

Immune Dazed, Stunned, Helpless

Blindsight

Fortified 15: Resist 15 All vs. critical hits.

Arcane Defense: +2 to all defenses vs. attacks from Arcane, Elemental and Spell enemies.

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

Infused with an elemental sentence, a helmed horror ruthlessly follows the commands of its creator.

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CHIMERA

Level 12 ♦ Magical Beast

ATTACK POWERS

Ⓢ Bite: Minor action: +16 vs. AC; 10 damage.

☐ ↗ Dragon's Breath: (line 12) +15 vs. Reflex; 20 acid damage. On miss, 10 acid damage.

☐ ↗ Lion's Roar: (blast 5) +15 vs. Will; Stunned (save ends). (Fear)

GENERAL POWERS

Immune Dazed

Immune Flanking: Never considered to be flanked.

Multiple Threats: Adjacent enemies grant combat advantage.

Powerful Charge 15: +15 damage while charging.

☐ Quick Blast: Use when targeted by an attack: Ⓞ and use a ↗ attack power.

Each head is hungrier than the one before.

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FRENZIED BERSERKER

Level 12 ♦ Human • Primal • Rage

ATTACK POWERS

Ⓢ Greatsword: +16 vs. AC; 20 damage.

☐ ↗ Rolling Strike: +16 vs. AC; 30 damage AND this creature shifts 1.

☐ ↗ Sweeping Strike: (burst 1) +14 vs. AC; 20 damage.

GENERAL POWERS

Battle Frenzy: +2 attack, +5 damage and Resist 5 All while bloodied.

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

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

☐ Death Strike: Immediate, when destroyed: Make a Ⓢ attack.

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GUENHWYVAR

Level 9 ♦ Magical Beast • Planar • Unique

ATTACK POWERS

Ⓢ Claw: +14 vs. AC; 10 damage.

GENERAL POWERS

Delayed Appearance

Hide

☐ Figurine Form: Use at start of this creature's turn: Remove it from the battlemat. Then, Ⓞ Onyx Figurine and use it at end of the current round.

☐ Onyx Figurine: Use at end of round: Place this creature in your start area or adjacent to a champion ally.

Companion: +2 attack while within 5 squares of a Unique ally.

Momentum: Whenever this creature moves on its turn: +5 ↗ damage until end of turn.

Pounce: Use with Charge: Make 2 Ⓢ attacks instead of one.

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WARFORGED BARBARIAN

Level 12 ♦ Primal • Warforged

ATTACK POWERS

Ⓢ Greatsword: +15 vs. AC; 25 damage.

GENERAL POWERS

Immune Slowed, Poison

☐ Adopted Culture: Use at setup: Gain 1 keyword among Construct, Demon, Gnoll, Orc and Rage.

Bladed Rage 5: Use at start of turn: One adjacent enemy takes 5 damage.

Fortified 10: Resist 10 All vs. critical hits.

Reckless Attack: Use when this creature declares an attack on its turn: Until start of its next turn, this creature has +5 attack and -5 AC.

Unrelenting Advance: Does not pay additional MP cost to enter terrain.

"I was created to fight, and I will not stop until I am free."

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ARCHMAGE

Level 16 ♦ Arcane • Human

ATTACK POWERS

Ⓢ Staff: +19 vs. AC; 10 damage.

☐ ↗ Magic Missile: (sight) +19 vs. Reflex; 15 damage.

☐ ↗ Acid Arrow: (sight) +19 vs. Reflex; 10 Ongoing Acid Damage AND 5 acid damage to creatures adjacent to target.

GENERAL POWERS

Conceal 6

Blindsight

☐ Arcane Salve: Attack action: Make a Magic Missile attack vs. each enemy within 10 squares.

☐ Dimension Door: Move action: Teleport 10. Ⓞ when first bloodied.

Fiend Bane: +10 damage vs. Demon, Devil and Evil Planar targets.

Mordenkainen's Sword: Immediate, at start of turn: Nearest enemy in sight takes 15 damage.

☐ Perpetual Sword: Use when an enemy is damaged by Mordenkainen's Sword: It also gains 15 Ongoing Damage until end of battle.

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IRON GOLEM

Level 13 ♦ Construct

ATTACK POWERS

Ⓢ Iron Strike: (reach 2) +18 vs. AC; 20 damage AND Slowed.

☐ ↗ Poison Cloud: (burst 2) +15 vs. Fortitude; 10 poison damage AND 10 Ongoing Poison Damage AND Weakened (save ends both). Ⓞ when first bloodied.

GENERAL POWERS

Immune Dazed, Stunned, Fire, Poison

Cleave: Immediate, when this creature destroys an enemy with a ↗ attack: Make a Ⓢ attack.

☐ ☐ Energy Deflection: Immediate, when hit by an attack that deals cold, lightning or radiant damage: That attack misses, instead.

Direct Orders: +10 ↗ damage while within 5 squares of a champion ally.

Inexorable: Can transit an enemy's space.

Ponderous: Can't shift.

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SHADOWDANCER

Level 7 ♦ Human • Shadow • Stealth

ATTACK POWERS

Ⓢ Shadow Blade: (ignore Insubstantial) +12 vs. AC or Reflex; 15 damage.

GENERAL POWERS

Hide

Sneak Attack 10

☐ ☐ Shadow Jump: Minor action: Teleport 10, ending adjacent to wall terrain.

☐ Defensive Roll: Immediate, when hit by a ↗ or ↗ attack: That attack misses, instead.

☐ Shadowform: Use at start of turn: Invisible until end of turn.

Where shadows fall, so do killing strokes.

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ELF WARMAGE

Level 11 ♦ Arcane • Elf

ATTACK POWERS

Ⓢ Shocking Grasp: +13 vs. AC or Reflex; 15 lightning damage.

☐ Thunder Lance: (range 10) +13 vs. Reflex; 15 thunder damage.

☐ ↗ Acid Breath: (blast 5) +13 vs. Reflex; 15 acid damage.

☐ ↗ Blast of Flame: (blast 5) +13 vs. Reflex; 15 fire damage.

GENERAL POWERS

☐ Fey Step: Immediate, when targeted by an attack: Teleport 3.

☐ ☐ ☐ Ring of Blades: Use at start of an adjacent enemy's turn: That enemy takes 10 damage.

☐ Sudden Empower: Use with an attack power: +10 damage on that power.

Use the Weave: Treats Reflex of greater than 25 as 25 on ↗ attacks.

Energy Tap: Attack action: Ⓞ an attack power or Sudden Empower.

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STORM ARCHER

Level 9 ♦ Elf • Martial

ATTACK POWERS

⚡ **Short Sword:** +14 vs. AC; 10 damage.
 ➤ **Stormbow:** (sight) +14 vs. Reflex; 15 lightning damage AND repeat this attack (max. 2 per turn).
 ⚡ **Full Draw:** *Full turn action:* (line 12) +14 vs. Reflex; 20 lightning damage.

GENERAL POWERS

Hard Target: +4 to all defenses vs. attacks from enemies that are 10+ squares away.
 ☐☐ **Disruptive Strike:** *Immediate, when an enemy attacks an ally:* Make a ➤ attack vs. that enemy. On hit, that enemy has -4 to its current attack.

Lightning flashed, but the only thunder was the sound of his enemies falling to the ground.

DRIDER SORCERER

Level 9 ♦ Arcane • Drow • Spider

ATTACK POWERS

⚡ **Dagger:** +14 vs. AC; 10 + 5 poison damage.
 ☐☐ ➤ **Baleful Transposition:** (range 5) +16 vs. Will; One ally within 5 squares of this creature switches positions with target.
 ➤ **Slashing Darkness:** (sight) +14 vs. Reflex; 15 necrotic damage.
 ➤ **Web:** *Minor action:* (range 3) +14 vs. Fortitude; Immobilized (save ends).
 ☐☐ **Lightning Bolt:** (line 10) +14 vs. Reflex; 20 lightning damage. On miss, 10 lightning damage.

GENERAL POWERS

Conceal 6
Darkfire: (aura 2) Enemies in aura are not Invisible and do not benefit from Conceal.
 ☐☐ **Invisibility:** *Minor action:* Invisible until it resolves an attack.

RYLD ARGITH

Level 11 ♦ Drow • Martial • Unique

ATTACK POWERS

⚡ **Splitter:** +18 vs. AC; 20 damage.

GENERAL POWERS

Sneak Attack 5
 ☐ **Cohort:** *Use at setup:* Add 1 new Drow ally with cost of 16 VP or less adjacent to this creature.
Elite Training: This creature's cohort and allies with the same name have +1 speed and +2 attack.
Awareness: *Immediate, when an adjacent enemy shifts:* Make a ⚡ attack vs. that enemy.
Inspire Evil Allies: Evil allies have Keen Critical 19.
Inspire Good Allies: Good allies have +2 ⚡ attack.
Commanding Presence: Is treated as CR 4 for determining initiative.
Keen Critical 19: Score critical hits on natural attack rolls of 19-20.

CENTAUR HERO

Level 15 ♦ Centaur • Fey • Martial

ATTACK POWERS

⚡ **Sword and Hoof:** (reach 2) +20 vs. AC; 20 damage AND adjacent target is Dazed (save ends).
 ➤ **Longbow:** (sight) +20 vs. AC; 20 damage.

GENERAL POWERS

Powerful Charge 10: +10 damage while charging.
Galloping Attack: *Attack action:* Moves up to its speed (minimum 1 square) and makes a ⚡ attack at any time during that move.
Trample: Once per turn, may transit a Medium or smaller enemy's space while moving to deal 15 damage to it.
Pastoral Champion: Fey allies have +2 attack.

DEATH SLAAD

Level 12 ♦ Chaos • Planar • Slaad

ATTACK POWERS

⚡ **Longsword:** +17 vs. AC; 20 damage.

GENERAL POWERS

Resist 10 Necrotic, Poison
 ☐☐ **Chaos Storm:** *Use when you win initiative:* Enemies take 5 psychic damage AND have -2 attack until end of round.
 ☐☐ **Stunning Rend:** *Use on a ⚡ attack hit:* Target is also Stunned. ⚡ *when any creature rolls a natural 1 or 20.*
Bloody Regeneration: *Use at start of turn, if bloodied:* Heal 10 HP.

CHAMPION POWERS

❏ **Use at start of round:** Until end of round, Slaad allies have +2 Reflex, Fortitude and Will, and +10 damage.
 ❏ **Use at start of round:** Until end of round, Slaad allies have +2 AC and +4 attack.

LARGE GREEN DRAGON

Level 12 ♦ Dragon

ATTACK POWERS

⚡ **Bite:** (reach 2) +16 vs. AC; 10 damage AND 10 Ongoing Poison Damage.
 ☐☐ **Poison Breath:** (blast 5) +15 vs. Fortitude; 15 poison damage AND 10 Ongoing Poison Damage. On miss, 10 poison damage. ⚡ *when first bloodied.*

GENERAL POWERS

Resist 10 Poison
 ☐☐ **Deception:** *Use when an enemy attacks:* Slide an ally up to 5 squares. ⚡ *after resolving Poison Breath.*
Distraction: *Use after rolling initiative:* Choose one of opponent's initiative dice that they must reroll.

CHAMPION POWERS

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

Their hunger is legendary, but green dragons savor sweet elf flesh above all other food.

THE DDM ALL-STARS

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