

AASIMAR MALE PALADIN

Level 12 ♦ Aasimar • Divine

ATTACK POWERS

⚔ **Radiant Longsword:** (Ignores Insubstantial) +17 vs. AC; 10 +10 radiant damage.

☞ **Channel Positive Energy:** (line 5) +15 vs. Reflex; 30 radiant damage AND Dazed. On miss, 15 radiant damage. Hit or miss, this creature is Dazed until the end of its next turn.

GENERAL POWERS

Resist 10 Necrotic, Radiant

☞ **Arrow Catching Shield:** (aura 2) This creature and allies in aura have +4 AC vs. ☞ attacks.

☞ **Lay on Hands:** Minor action: An adjacent ally heals 15 HP.

AC

25

FORT

23

REF

23

WILL

23

SPEED

F6

HP

75

BLOOD

35

♦ Use with Premium Figure: Aasimar Male Paladin

ACERERAK

Level 20 ♦ Undead • Vecna • Unique

CR 4

ATTACK POWERS

⚔ **Rod:** +19 vs. AC; 5 damage AND Slowed AND Blinded AND 15 Ongoing Damage (save ends all).

☞ **Eye:** Minor action: (sight) +19 vs. AC; 10 damage.
☞ **Deathmist:** (radius 1 within 8) +24 vs. Fortitude; 20 damage AND 10 Ongoing Damage.

GENERAL POWERS

Resist 5 All; Vulnerable 5 Radiant

☞ **Soul Siphon:** Whenever a living creature within 3 squares takes damage: Heal 10 HP.

☞ **The Hand of Vecna:** Gains 1 extra minor action on each of its turns.

CHAMPION POWERS

☞ **Use during setup:** Up to 5 Living allies gain the Undead keyword until end of battle.

☞ **Use at start of round:** Undead creatures have +2 attack and +10 necrotic damage vs. living targets until end of round.

AC

28

FORT

28

REF

28

WILL

34

SPEED

6

HP

100

BLOOD

-

AMBUSH DRAKE

Level 13 ♦ Dragon • Stealth

ATTACK POWERS

⚔ **Bite:** +16 vs. AC; 10 +10 poison damage.

☞ **Ambush Strike:** Moves up to twice its speed (minimum 6 squares), then attacks: +20 vs. AC; 40 damage. ☞ at start of turn if no enemy can see this creature.

☞ **Paralytic Cloud:** (blast 3) +18 vs. Fortitude; 25 damage AND Dazed. On miss, 10 damage.

GENERAL POWERS

☞ **Defensive Advantage:** Never grants combat advantage.

AC

27

FORT

26

REF

28

WILL

26

SPEED

F6

HP

80

BLOOD

40

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.

AC

28

FORT

29

REF

29

WILL

29

SPEED

F8

HP

75

BLOOD

35

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

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

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

"Arise, Scourge of Battle!
Attend your humble servant!"

ASPECT OF MORADIN

Level 16 ♦ Dwarf • Immortal

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.

AC

30

FORT

28

REF

28

WILL

28

SPEED

6

HP

95

BLOOD

45

AZURION, DUNE SCOURGE

Level 15 ♦ Arcane • Dragon • Unique

ATTACK POWERS

⚔ **Bite:** (reach 2) +22 vs. AC; 25 damage.

☞ **Focused Breath:** (range 10) +20 vs. Reflex; 20 lightning damage AND creatures adjacent to target take 10 thunder damage.

☞ **Sand Storm:** (radius 2 within 12) +18 vs. Reflex; 15 damage AND Immobilized (save ends).

GENERAL POWERS

Resist 20 Lightning, Resist 10 Thunder

Blindsight

☞ **Earthglide 5:** Move action: Burrow up to 5 squares.

☞ **Haste:** Use at start of turn: Gain 1 extra attack action this turn. ☞ when this creature destroys a Living enemy with a ☞ attack.

☞ **Sociopathic:** Your warband may not include other Dragon creatures.

AC

29

FORT

28

REF

28

WILL

32

SPEED

F8

HP

90

BLOOD

45

♦ Use with Dragon Collector's Set: Young Blue Dragon, or Deathknell: Large Blue Dragon

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©2024 DDM Guild All Stars 1/60 (War Drums 1/60) ★ L

©2017 DDM Guild Dragon Collector's Set 4/5 ♦ L

BALOR Level 16 ♦ Demon • Elemental • Fire 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 ☐ 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. 95 ©2024 DDM Guild All Stars 11/60 (Underdark 41/60) ★ L	BEHOLDER Level 16 ♦ Aberrant • Beholder CR 1 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 (Deathkell 32/60) ★ L	BEHOLDER ULTIMATE TYRANT Level 29 ♦ Aberrant • Beholder CR 1 AC 36 FORT 33 REF 34 WILL 35 SPEED F4 HP 300 BLOOD 150 ATTACK POWERS ⚡ Bite: (reach 2) +28 vs. AC; 20 damage. 👁️ Central Ray: Minor action: (range 8) +26 vs. Will; Dazed. 👁️ Eye Rays: (Does not provoke opportunity attacks) Choose 1 effect: ☐ Blasting Ray: (radius 1 within 10) +24 vs. Reflex; 20 radiant damage AND slide target up to 3 squares. ☐ Disintegrate Ray: (radius 1 within 10) +24 vs. Fortitude; 20 damage AND 10 Ongoing Damage. ☐ Dominating Ray: (radius 1 within 10) +20 vs. Will; 10 damage AND Dominated. ☐ Firestorm Ray: (radius 2 within 10) +24 vs. Reflex; 30 fire damage. 🔄 when all have been used. GENERAL POWERS Immune Auras: Unaffected by auras of enemies. Multi-Activation 3/2: Activates 3 times per round, or twice per round instead while bloodied. Mighty: Roll 2d20 and use the higher result whenever rolling saves for this creature. 397 ©2016 DDM Guild Legendary Evils 6/40 ♦ H
BLACK DRAGON Level 9 ♦ Aquatic • Dragon CR 1 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	BLACKGUARD ON NIGHTMARE Level 13 ♦ Divine • Human • Mounted CR 3 AC 27 FORT 25 REF 25 WILL 25 SPEED F7 HP 80 BLOOD 40 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. 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 you win initiative: Allies have Conceal 6 until end of round. 68 ©2024 DDM Guild All Stars 27/60 (War of the Dragon Queen 25/60) ★ L	BLADEBEARER HOBGOBLIN Level 6 ♦ Goblin • Hobgoblin • War CR 1 AC 20 FORT 18 REF 18 WILL 18 SPEED 6 HP 50 BLOOD 25 ATTACK POWERS ⚡ Short Sword: +13 vs. AC; 10 damage. ⚡ Dual Strike: Make 2 ⚡ attacks vs. a single target. GENERAL POWERS ☐ Deflection Blades: Immediate, when an enemy within sight targets this creature or an adjacent ally with a ⚡ or 🗡️ attack: Take 5 damage, then that attack misses, instead. 🔄 as a move action. Bounty: Whenever this creature destroys an enemy champion, score +10 VP. Keen Critical 18: Scores criticals on attack rolls of natural 18+. 21 ©2024 DDM Guild Aberrations 27/60 ♦ M
BLOOD GHOST BERSERKER Level 10 ♦ Bugbear • Goblin • Rage CR 1 AC 23 FORT 21 REF 19 WILL 19 SPEED 7 HP 80 BLOOD 40 ATTACK POWERS ⚡ Greataxe: +13 vs. AC; 30 damage. GENERAL POWERS ☐ Death Strike: Immediate, when destroyed: Make 1 ⚡ attack. ☐ Ghost Commando: Use at start of turn: Has Phasing until end of turn. 🔄 as a move action. In For the Kill: Use when an enemy within 5 squares becomes bloodied: Shift up to 4 squares, with each square closer to that enemy. The blood ghosts know nothing of pain and fear, for they believe that death has already come. 37 ©2024 DDM Guild War Drums 44/60 ♦ M	BLUE Level 1 ♦ Goblin • Psionic CR 1 AC 10 FORT 12 REF 12 WILL 12 SPEED 6 HP 15 BLOOD 5 ATTACK POWERS ⚡ Quarterstaff: +6 vs. AC; 5 damage. 🧠 Mind Thrust: (nearest) +7 vs. Reflex; 10 damage. GENERAL POWERS ☐ Psionic Ablation: Use when targeted by an attack: Takes -10 damage on that attack. 5 ©2016 DDM Guild Giants of Legend 29/72 ★ S	BOLRAZA, PRIESTESS OF BANE Level 11 ♦ Bane • Goblin • Hobgoblin • Unique CR 2 AC 26 FORT 23 REF 21 WILL 23 SPEED 5 HP 70 BLOOD 35 ATTACK POWERS ⚡ Morningstar: +18 vs. AC; 20 damage. 👁️ Deathlight: (sight) +16 vs. Fortitude; 15 necrotic damage. GENERAL POWERS Incite Troops: (aura 5) Hobgoblin allies in aura have +4 attack vs. higher level enemies. Dark Blessing: (aura 5) This creature and allies in aura have Resist 5 All vs. ⚡ and 🗡️ attacks. ☐ Bane's Tyranny: Use when destroyed: An adjacent enemy is Dominated (save ends). CHAMPION POWERS ☐☐ ❖ Use at end of round: An enemy within sight gains 10 Ongoing Damage. ❖ Use when a Hobgoblin ally is destroyed: It makes a ⚡ attack at +10 attack as an immediate action. 44 ©2024 DDM Guild Legendary Evils 7/40 ★ M

BUGBEAR FOOTPAD Level 5 ♦ Bugbear • Goblin • Stealth AC 23 FORT 19 REF 19 WILL 19 SPEED 6 HP 45 BLOOD 20 ATTACK POWERS ⚔ Morningstar: +10 vs. AC; 10 damage. ➤ Dart: (range 5) +10 vs. Fortitude; 10 Ongoing Poison Damage. GENERAL POWERS Delayed Appearance Hide Sneak Attack 10 ☐ Stalker: Use at end of round: Place this creature in your opponent's start area. ☐ Deep in the Shadows: Use at end of round: Invisible until it resolves an attack. ☹ at end of turn, if no enemy is within 5 squares. Footpad: Minor action: Choose 1 enemy that cannot see this creature. This creature has combat advantage vs. that enemy until end of turn. 16 ©2024 DDM Guild Giants of Legend 42/72 • M <td> BUGBEAR GANG LEADER Level 6 ♦ Bugbear • Goblin AC 20 FORT 22 REF 18 WILL 18 SPEED 6 HP 65 BLOOD 30 ATTACK POWERS ⚔ Hammer of Dread: +9 vs. AC; 20 damage. On hit, enemies adjacent to this creature have -2 attack (Fear). ☐ ⚔ Ring Your Bell: Make 2 attacks vs. the same target: +9 vs. AC; 10 damage. If both hit, target is also Stunned. GENERAL POWERS Immune Fear Gang Up: +4 attack vs. targets adjacent to a Goblin ally. Awesome Display: Minor action: Take 5 damage, then push 1 all adjacent creatures. Bugbear allies within 5 have +2 attack until end of round. CHAMPION POWERS ☐ Use when an ally is destroyed: It makes a ⚔ attack as an immediate action. 23 ©2024 DDM Guild Unhallowed 48/60 • M <td> BUGBEAR HEADREAPER Level 7 ♦ Bugbear AC 19 FORT 17 REF 17 WILL 17 SPEED 7 HP 65 BLOOD 30 ATTACK POWERS ⚔ Battleaxe: +10 vs. AC; 20 damage. GENERAL POWERS Evil Soul: +5 damage while an Evil champion ally is in play. ☐ Headhunter: Use when this creature destroys an enemy: Score +5 VP. ☐ Executioner's Strike: Use when declaring a ⚔ attack vs. a target that grants combat advantage: That attack is a critical hit. ☹ when this creature destroys an enemy. 24 ©2024 DDM Guild Dungeons of Dread 32/60 ♦ M </td> </td>	BUGBEAR GANG LEADER Level 6 ♦ Bugbear • Goblin AC 20 FORT 22 REF 18 WILL 18 SPEED 6 HP 65 BLOOD 30 ATTACK POWERS ⚔ Hammer of Dread: +9 vs. AC; 20 damage. On hit, enemies adjacent to this creature have -2 attack (Fear). ☐ ⚔ Ring Your Bell: Make 2 attacks vs. the same target: +9 vs. AC; 10 damage. If both hit, target is also Stunned. GENERAL POWERS Immune Fear Gang Up: +4 attack vs. targets adjacent to a Goblin ally. Awesome Display: Minor action: Take 5 damage, then push 1 all adjacent creatures. Bugbear allies within 5 have +2 attack until end of round. CHAMPION POWERS ☐ Use when an ally is destroyed: It makes a ⚔ attack as an immediate action. 23 ©2024 DDM Guild Unhallowed 48/60 • M <td> BUGBEAR HEADREAPER Level 7 ♦ Bugbear AC 19 FORT 17 REF 17 WILL 17 SPEED 7 HP 65 BLOOD 30 ATTACK POWERS ⚔ Battleaxe: +10 vs. AC; 20 damage. GENERAL POWERS Evil Soul: +5 damage while an Evil champion ally is in play. ☐ Headhunter: Use when this creature destroys an enemy: Score +5 VP. ☐ Executioner's Strike: Use when declaring a ⚔ attack vs. a target that grants combat advantage: That attack is a critical hit. ☹ when this creature destroys an enemy. 24 ©2024 DDM Guild Dungeons of Dread 32/60 ♦ M </td>	BUGBEAR HEADREAPER Level 7 ♦ Bugbear AC 19 FORT 17 REF 17 WILL 17 SPEED 7 HP 65 BLOOD 30 ATTACK POWERS ⚔ Battleaxe: +10 vs. AC; 20 damage. GENERAL POWERS Evil Soul: +5 damage while an Evil champion ally is in play. ☐ Headhunter: Use when this creature destroys an enemy: Score +5 VP. ☐ Executioner's Strike: Use when declaring a ⚔ attack vs. a target that grants combat advantage: That attack is a critical hit. ☹ when this creature destroys an enemy. 24 ©2024 DDM Guild Dungeons of Dread 32/60 ♦ M
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. 103 ©2024 DDM Guild All Stars 45/60 (War of the Dragon Queen 27/60) ★ L <td> CATFOLK WILDER Level 8 ♦ Catfolk • Psionic AC 22 FORT 22 REF 22 WILL 24 SPEED 7 HP 55 BLOOD 25 ATTACK POWERS ⚔ Twin Swords: +12 vs. AC; 15 damage. ☐ ➤ Mind Melt: (nearest, Living target only) +15 vs. Will; 30 psychic damage AND Stunned (save ends). ➤ Mind Maze: (sight) +12 vs. Will; Immobilized. ➤ Mind Thrust: (nearest, Living target only) +12 vs. Will; 15 psychic damage AND Dazed. GENERAL POWERS Resist 10 Psychic ☐ Protective Aura: Immediate, when an enemy hits this creature with a ⚔ attack: Push that enemy 3 squares, then that enemy is Immobilized (save ends). 28 ©2011 DDM Guild Deathknell 14/60 ♦ M <td> CATTI-BRIE, HUMAN ARCHER Level 12 ♦ Dwarf • Human • Unique AC 24 FORT 24 REF 24 WILL 27 SPEED 5 HP 65 BLOOD 30 ATTACK POWERS ⚔ Khazid'hea: +15 vs. AC; 15 damage. ⚔ Taulmaril: (sight) +17 vs. Reflex; 20 damage. ☐ ⚔ Fire Wand: (radius 2 within 10) +14 vs. Reflex; 20 fire damage. GENERAL POWERS Blindsight Dwarf Heritage: Loses the Dwarf keyword while no Dwarf ally is in play. ☐ Taulmaril's Will: Full turn action: Make a ☹ attack with range of nearest. That attack may not be redirected. If the attack hits, it is a critical hit. 48 ©2016 DDM Guild Orphan Swords 3/7 ♦ M </td> </td>	CATFOLK WILDER Level 8 ♦ Catfolk • Psionic AC 22 FORT 22 REF 22 WILL 24 SPEED 7 HP 55 BLOOD 25 ATTACK POWERS ⚔ Twin Swords: +12 vs. AC; 15 damage. ☐ ➤ Mind Melt: (nearest, Living target only) +15 vs. Will; 30 psychic damage AND Stunned (save ends). ➤ Mind Maze: (sight) +12 vs. Will; Immobilized. ➤ Mind Thrust: (nearest, Living target only) +12 vs. Will; 15 psychic damage AND Dazed. GENERAL POWERS Resist 10 Psychic ☐ Protective Aura: Immediate, when an enemy hits this creature with a ⚔ attack: Push that enemy 3 squares, then that enemy is Immobilized (save ends). 28 ©2011 DDM Guild Deathknell 14/60 ♦ M <td> CATTI-BRIE, HUMAN ARCHER Level 12 ♦ Dwarf • Human • Unique AC 24 FORT 24 REF 24 WILL 27 SPEED 5 HP 65 BLOOD 30 ATTACK POWERS ⚔ Khazid'hea: +15 vs. AC; 15 damage. ⚔ Taulmaril: (sight) +17 vs. Reflex; 20 damage. ☐ ⚔ Fire Wand: (radius 2 within 10) +14 vs. Reflex; 20 fire damage. GENERAL POWERS Blindsight Dwarf Heritage: Loses the Dwarf keyword while no Dwarf ally is in play. ☐ Taulmaril's Will: Full turn action: Make a ☹ attack with range of nearest. That attack may not be redirected. If the attack hits, it is a critical hit. 48 ©2016 DDM Guild Orphan Swords 3/7 ♦ M </td>	CATTI-BRIE, HUMAN ARCHER Level 12 ♦ Dwarf • Human • Unique AC 24 FORT 24 REF 24 WILL 27 SPEED 5 HP 65 BLOOD 30 ATTACK POWERS ⚔ Khazid'hea: +15 vs. AC; 15 damage. ⚔ Taulmaril: (sight) +17 vs. Reflex; 20 damage. ☐ ⚔ Fire Wand: (radius 2 within 10) +14 vs. Reflex; 20 fire damage. GENERAL POWERS Blindsight Dwarf Heritage: Loses the Dwarf keyword while no Dwarf ally is in play. ☐ Taulmaril's Will: Full turn action: Make a ☹ attack with range of nearest. That attack may not be redirected. If the attack hits, it is a critical hit. 48 ©2016 DDM Guild Orphan Swords 3/7 ♦ M
CENTAUR HERO Level 15 ♦ Centaur • Fey • Martial AC 26 FORT 26 REF 26 WILL 26 SPEED 8 HP 85 BLOOD 40 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. 78 ©2024 DDM Guild All Stars 58/60 (Deathknell 15/60) ★ L <td> CHAMPION OF EILISTRAEE Level 15 ♦ Drow • Fey 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 <td> CHIMERA Level 12 ♦ Magical Beast AC 24 FORT 24 REF 22 WILL 22 SPEED F6 HP 90 BLOOD 45 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. 50 ©2024 DDM Guild All Stars 47/60 (War Drums 45/60) ★ L </td> </td>	CHAMPION OF EILISTRAEE Level 15 ♦ Drow • Fey 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 <td> CHIMERA Level 12 ♦ Magical Beast AC 24 FORT 24 REF 22 WILL 22 SPEED F6 HP 90 BLOOD 45 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. 50 ©2024 DDM Guild All Stars 47/60 (War Drums 45/60) ★ L </td>	CHIMERA Level 12 ♦ Magical Beast AC 24 FORT 24 REF 22 WILL 22 SPEED F6 HP 90 BLOOD 45 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. 50 ©2024 DDM Guild All Stars 47/60 (War Drums 45/60) ★ L

COUATL Level 10 ♦ Planar 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 (Deathkell 2/60) ★ L	DEATH SLAAD Level 12 ♦ Chaos • Planar • Slaad AC 25 FORT 24 REF 24 WILL 24 SPEED F6 HP 75 BLOOD 35 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. ☐ Stunnet 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. 53 ©2024 DDM Guild All Stars 59/60 (Underdark 43/60) ★ M	DELVER SERGEANT Level 4 ♦ Human • Martial AC 18 FORT 17 REF 17 WILL 17 SPEED 6 HP 45 BLOOD 20 ATTACK POWERS ⚡ Longsword: +11 vs. AC; 10 damage. ⚡ Torch: +7 vs. Reflex; 5 damage AND 5 Ongoing Fire Damage. GENERAL POWERS Illuminator 6: (aura 6) Enemies and allies in aura are not Invisible and do not benefit from Conceal. CHAMPION POWERS ☐ ❖ Use when this creature occupies a victory area: Use a champion power of an allied champion as if this creature had that power. ❖ Use at start of this creature's turn: Activate 1 extra creature before opponent's next turn (max once before opponent's turn). 15 ©2011 DDM Guild Night Below 5/60 ● M
DOOM FIST MONK Level 9 ♦ Goblin • Hobgoblin • Ki AC 23 FORT 21 REF 21 WILL 21 SPEED 7 HP 60 BLOOD 30 ATTACK POWERS ⚡ Dragonchain: (reach 2) +14 vs. AC; 15 damage AND this creature shifts 2. ⚡ Strangle: +12 vs. Fortitude; 15 damage AND Immobilized. ☐☐ Doom Fist: Minor action: +12 vs. AC; 5 damage AND Dazed. ⚡ as a move action. GENERAL POWERS Bloodthirsty 5: +5 damage vs. bloodied targets. Wild Slayer 5: +5 damage vs. Wild Targets. Ki Leap: Move action: Moves up to its speed with Flight. Ki Focus: Move action: +2 attack until end of turn. "I bring you tidings from my dark queen, Tiamat. Your end is at hand – my hand." 27 ©2024 DDM Guild War of the Dragon Queen 30/60 ● M	DRIDER SORCERER Level 9 ♦ Arcane • Drow • Spider AC 21 FORT 23 REF 23 WILL 23 SPEED 7 HP 45 BLOOD 20 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. 30 ©2024 DDM Guild All Stars 56/60 (Giants of Legend 44/72) ★ L	DRIZZT, DROW RANGER Level 13 ♦ Drow • Martial • Unique 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
DROW CLERIC OF LOLTH Level 9 ♦ Divine • Drow 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. Lolth'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. 33 ©2024 DDM Guild All Stars 37/60 (Underdark 35/60) ★ M	ELF WARMAGE Level 11 ♦ Arcane • Elf AC 23 FORT 21 REF 21 WILL 21 SPEED 6 HP 45 BLOOD 20 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. 42 ©2024 DDM Guild All Stars 54/60 (Blood War 5/60) ♦ 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: <i>Attack action:</i> 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: <i>Use when an enemy within 6 rolls a d20:</i> 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 ☐☐☐ ❖ <i>Use when an Arcane ally misses with an attack:</i> Reroll that attack. ❖ <i>Use at start round:</i> Arcane allies have +4 attack and +5 damage until end of round. ©2024 DDM Guild All Stars 3/60 (Underdark 16/60) ★ M	EMPYREAN Level 17 ♦ Divine CR 3 AC 31 FORT 31 REF 29 WILL 30 SPEED F8 HP 150 BLOOD 75 ATTACK POWERS ⚡ Hammer: (reach 3) +24 vs. AC; 40 damage. On hit, make a ☹ attack as a free action. ☹ Bolt: (sight) +20 vs. Reflex; 25 radiant damage. GENERAL POWERS Immune Dazed Divinian: Takes no extra damage from critical hits. Major Bless: (aura 6) Allies of level 15 or lower in aura have +5 attack. ☐ Typhoons & Tremors: <i>Use at start of round:</i> All creatures are Slowed until end of round. Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies. CHAMPION POWERS ☐☐☐ ❖ <i>Use before rolling a d20 on this creature's turn:</i> The result of that die roll is 11, instead. ❖ <i>Use when rolling initiative:</i> Roll an extra d20 for initiative this round. ©2024 DDM Guild Monster Menagerie III 25A or 25B/44 ♦ H	ETERNAL BLADE Level 11 ♦ Elf • Martial CR 3 AC 26 FORT 24 REF 24 WILL 24 SPEED 6 HP 80 BLOOD 40 ATTACK POWERS ⚡ Sword: +17 vs. AC; 20 damage. GENERAL POWERS ☐ Eternal Trainer: <i>Use at setup:</i> Assign up to 3 Eternal Training items to this creature for no additional cost. ☐ Bounding Assault: <i>Move action:</i> Moves up to twice its speed. Defender: <i>Immediate, when an adjacent enemy makes a ⚡ attack vs. an ally:</i> Make a ⚡ attack vs. that enemy. CHAMPION POWERS ☐☐☐ ❖ <i>Use at start of round:</i> Reassign 1 Eternal Training item from this creature to one ally. ❖ <i>Use at start of turn:</i> Choose a keyword. This creature and each ally with that keyword have +2 to all defenses until end of round. ©2010 DDM Guild Desert of Desolation 17/60 ♦ M
EYE OF GRUUMSH Level 11 ♦ Martial • Orc 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: <i>Attack action:</i> Make 2 ⚡ attacks. Chosen One: <i>Use when this creature or an adjacent Orc ally declares a ⚡ attack:</i> 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. ©2024 DDM Guild All Stars 12/60 (Dragoneye 51/60) ★ M	FALASTER FISK Level 8 ♦ Human • Stealth • Unique AC 19 FORT 16 REF 19 WILL 19 SPEED 6 HP 50 BLOOD 25 ATTACK POWERS ⚡ Short Blade: +11 vs. AC; 10 damage. GENERAL POWERS ☐ Secrets: <i>Use during setup:</i> Choose an enemy. Choose a keyword. Each creature in your warband with that keyword has +4 attack vs. that enemy. ☐ Nimble Escape: <i>Immediate, when an enemy moves into an adjacent square:</i> This creature shifts up to its speed. Opportune Moment: <i>Immediate, when an adjacent enemy granting combat advantage activates:</i> Make a ⚡ attack vs. that enemy at +5 damage. ©2025 DDM Guild Avernus 8/45 ● M	FIRE GIANT FORGEPRIEST Level 15 ♦ Fire • Giant AC 28 FORT 28 REF 24 WILL 24 SPEED 6 HP 95 BLOOD 45 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: <i>Use on a ⚡ attack hit:</i> Target also takes 10 Ongoing Fire Damage. ☹ when first bloodied. ☐ Burnt Offering: <i>Use when an adjacent creature takes fire damage:</i> It takes +10 fire damage, then this creature heals 20 HP. ©2024 DDM Guild All Stars 22/60 (Blood War 31/60) ★ L
FRENZIED BERSERKER Level 12 ♦ Human • Primal • Rage AC 20 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 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: <i>Whenever it ends its turn, if it did not attack that turn:</i> Take 10 damage. ☐ Death Strike: <i>Immediate, when destroyed:</i> Make a ⚡ attack. ©2024 DDM Guild All Stars 48/60 (Aberrations 17/60) ★ M	GAUTH Level 10 ♦ Aberrant • Beholder AC 22 FORT 20 REF 20 WILL 20 SPEED F4 HP 40 BLOOD 20 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: <i>Attack action:</i> Make 2 ☹ attacks. Reflexive Flame: <i>Immediate, when targeted by an attack:</i> Make 1 Fire Eyes attack vs. attacker. Reactive Stun: <i>Immediate, when damaged by an enemy within 3:</i> Use the Stunning Gaze attack power. ©2024 DDM Guild All Stars 25/60 (Archfiends 34/60) ★ S	GALEB DUHR Level 11 ♦ Earth • Elemental AC 25 FORT 23 REF 23 WILL 23 SPEED B4 HP 70 BLOOD 35 ATTACK POWERS ⚡ Fist: +18 vs. AC; 20 damage. ☐☐ Rolling Thunder: Move exactly 4 squares, then attack: +16 vs. AC; 30 damage AND push target up to 2 squares. ☹ at start of turn if no enemy is adjacent. GENERAL POWERS ☐ Stone Transformation: <i>Use at any time:</i> Resist 30 All until the start of its next turn. Tremorsense: Ignores Conceal and Invisible vs. creatures without Flight. "I'm on a roll." ©2016 DDM Guild Against the Giants 36/60 ● M

MALE HUMAN PALADIN Level 16 ♦ Divine • Human AC 31 FORT 27 REF 27 WILL 29 SPEED 6 HP 125 BLOOD 60 ATTACK POWERS ⚔ Holy Sword: +22 vs. AC; 20 + 10 radiant damage. ☐ ⚔ Destructive Wave: (burst 3, enemies only) +20 vs. Fortitude; 20 thunder + 20 radiant damage AND Slowed. On miss, 5 thunder + 5 radiant damage. GENERAL POWERS Prayer Answered: Use when this creature rolls a natural 20 on an attack roll: Heal all allies 10 HP. Evil Bane: +10 ⚔ damage vs. Evil enemies. Holy Weapon: (aura 2) This creature and allies in aura have +2 on saving throws. Valorous Leader: Champion rating 4 for determining initiative. ☐ Cleanse: Minor action: Remove one condition from an ally within 3. ☐ Determined: Minor action, only while bloodied: Make a ⚔ attack. ⚡ when this creature destroys an enemy champion. ⚡ Use with Premium Figures 7: Male Human Paladin ©2025 DDM Guild Premium Figures 3 - 7 47/50 ♦ M 110	MARILITH Level 15 ♦ Demon • Martial AC 24 FORT 23 REF 23 WILL 23 SPEED 8 HP 100 BLOOD 50 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. Many arms, many deaths. ©2024 DDM Guild All Stars 26/60 (Blood War 55/60) ★ L 73	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. ©2024 DDM Guild All Stars 42/60 (Underdark 9/60) ★ L 74
MERCHANT GUARD Level 3 ♦ Human • Martial AC 19 FORT 15 REF 15 WILL 15 SPEED 5 HP 30 BLOOD 15 ATTACK POWERS ⚔ Sword: +10 vs. AC; 10 damage. GENERAL POWERS ☐ Hired Bodyguard: Immediate, when an enemy targets an adjacent Medium or smaller ally: Pay 5 VP. If you do, redirect that attack to this creature instead. Bold: +4 Will while within 6 squares of an allied champion. ©2022 DDM Guild Desert of Desolation 12/60 ♦ M 8	MINA, DARK CLERIC Level 12 ♦ Divine • Human • Unique 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 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. ©2024 DDM Guild All Stars 18/60 (Angelfire 45/60) ★ M 55	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. ©2024 DDM Guild All Stars 43/60 (Giants of Legend 26/72) ★ M 69
MOUNTED PALADIN Level 16 ♦ Divine • Human • Mounted 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. ©2024 DDM Guild All Stars 5/60 (Angelfire 6/60) ★ L 96	NECROMANCER Level 12 ♦ Arcane • Human AC 25 FORT 23 REF 23 WILL 25 SPEED 6 HP 65 BLOOD 30 ATTACK POWERS ⚔ Wither: +16 vs. Reflex; 15 Ongoing Damage. ⚡ Sap Life: (range 10) +16 vs. Fortitude; 15 necrotic damage AND Weakened (save ends). GENERAL POWERS ☐ Decay: Minor action: Each enemy and each ally takes 5 necrotic damage. ⚡ at start of turn. ☐ Animate Dead: Use at end of round, if this creature occupies a victory area: Add a new Undead ally of cost 17 or less adjacent to this creature. ☐ Undead Shield: Immediate, when targeted by an attack: Redirect that attack against an adjacent Undead ally instead. Grim Harvest: Immediate, when this creature destroys an enemy with a ⚡ attack: Heal 10 HP. ©2022 DDM Guild Mad Mage 34/44 ★ M 53	NOBLE Level 5 ♦ Human AC 16 FORT 14 REF 14 WILL 18 SPEED 6 HP 35 BLOOD 15 ATTACK POWERS ⚔ Dagger: +10 vs. AC; 5 damage. GENERAL POWERS ☐ ☐ Highborn Order: Attack action: Nearest ally of level 15 or lower makes a ⚔ attack as an immediate action. ☐ Plans Set in Motion: Use at end of round: Each ally moves up to its speed. Activate Latent Sabotage: Attack action: Spend 5 VP to impose -2 speed and -4 attack to 1 enemy until end of round. Highborn: Opponent scores +5 VP when this creature is destroyed. ©2024 DDM Guild Waterdeep Dragon Heist 5a or 5b/44 ♦ M 19

ONYX, GLISTENING DEATH Level 13 ♦ Dragon • Stealth • Unique AC 28 FORT 26 REF 29 WILL 26 SPEED F8 HP 75 BLOOD 35 ATTACK POWERS ⚡ Caustic Bite: (reach 2) +17 vs. AC; 10 + 10 acid damage. ☞ Spittle: Minor action: (range 6) +15 vs. Reflex; 5 acid damage. ☞ Acid Jet: (line 12) +16 vs. Reflex; 30 acid damage. On miss, 15 acid damage. GENERAL POWERS Resist 25 Acid Hide Sneak Attack 10 ☐ Intensify Acid: Use at start of round: Until end of round, each attack or effect that deals acid damage, deals +10 acid damage. Sociopathic: Your warband may not include other Dragon creatures. ♦ Use with Dragon Collector's Set: Young Black Dragon, or Demowebe: Black Dragon Lurker 66 ©2017 DDM Guild Dragon Collector's Set 2/5 ♦ L	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. 39 ©2024 DDM Guild All Stars 39/60 (Archfiends 55/60) ★ M	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. 19 ©2024 DDM Guild All Stars 40/60 (War Drums 56/60) ★ M
PIT FIEND Level 16 ♦ Devil 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	RAKSHASA Level 10 ♦ Arcane • Mastermind • Rakshasa 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	RED HAND WAR SORCERER Level 10 ♦ Arcane • Goblin • Hobgoblin AC 21 FORT 19 REF 19 WILL 19 SPEED 6 HP 45 BLOOD 20 ATTACK POWERS ⚡ Staff: +11 vs. AC; 10 + 5 fire damage. ☐ ☐ ☞ Lightning Bolt: (line 12) +13 vs. Reflex; 20 lightning damage. On miss, 10 lightning damage. ☞ Mantle of Flame: (burst 1) +14 vs. Reflex; 15 fire damage. ☐ ☐ ☞ Ice Burst: (radius 1, nearest) +14 vs. AC; 20 cold damage. GENERAL POWERS Precise Casting: May ignore allies with ☞ and ☞ attacks. ☐ Defensive Flame: Immediate, when an enemy enters an adjacent square: Use Mantle of Flame. Missile Shell Rune: (aura 2) This and other creatures in aura have +5 to all defenses vs. ☞ attacks. 34 ©2024 DDM Guild Blood War 43/60 ♦ M
RED WIZARD Level 13 ♦ Arcane • Human 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	RIKKA, ANGELIC AVENGER Level 8 ♦ Angel • Planar • Unique 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	ROT SCARAB SWARM Level 5 ♦ Swarm • Vermin AC 19 FORT 17 REF 17 WILL 17 SPEED 5 HP 35 BLOOD 15 ATTACK POWERS ⚡ Bite: (reach 0) +11 vs. AC; 5 damage AND Stunned. GENERAL POWERS Stable Footing: Ignores the extra MP cost for entering difficult terrain. Formless: Takes half damage from ⚔ and ☞ attacks. Infest: Can enter and occupy squares occupied by non-Swarm creatures. ☐ ☐ Swarm Attack: Immediate, when an enemy activates while this creature shares its space: That enemy is Stunned until end of round. Reach 0 can only target enemies in this creature's space. 19 ©2016 DDM Guild Desert of Desolation 32/60 ♦ M

RYLD ARGITH Level 11 ♦ Drow • Martial • Unique AC 27 FORT 23 REF 23 WILL 23 SPEED 7 HP 75 BLOOD 35 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. 55 ©2024 DDM Guild All Stars 57/60 (Aberrations 24/60) ★ M	SHADOWDANCER Level 7 ♦ Human • Shadow • Stealth AC 20 FORT 19 REF 19 WILL 19 SPEED 7 HP 50 BLOOD 25 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. 28 ©2024 DDM Guild All Stars 53/60 (Blood War 22/60) ♦ M	SHULUTH, ARCHVILLAIN Level 12 ♦ Mastermind • Mind Player • Psionic • Unique 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. 59 ©2024 DDM Guild All Stars 38/60 (War Drums 38/60) ★ M
SKULLCLEASE WARRIOR Level 10 ♦ Human • Martial AC 25 FORT 22 REF 22 WILL 22 SPEED 5 HP 75 BLOOD 35 ATTACK POWERS ⚡ Battle Axe: +16 vs. AC; 20 damage. ☐ ⚡ Great Cleave: +16 vs. AC; 30 damage AND each enemy adjacent to target takes 15 damage. GENERAL POWERS ☐ Unavoidable Strike: Use when this creature declares a ⚡ attack: That attack is a critical hit. Skullcleaver: Use after this creature scores a critical hit: This creature makes a ⚡ attack vs. a different target as an immediate action. 39 ©2019 DDM Guild Against the Giants 24/60 ★ M	SOLAMITH Level 12 ♦ Demon AC 24 FORT 26 REF 20 WILL 20 SPEED 7 HP 80 BLOOD 40 ATTACK POWERS ⚡ Claw: (reach 2) +19 vs. AC; 10 damage. ☐ ⚡ Soulfire Retort: Immediate, when this creature is damaged by an enemy's attack: (blast 3) +17 vs. Reflex: 15 + 15 fire damage. ⚡ Soulfire: (radius 1 within sight) +17 vs. Reflex; 10 necrotic + 15 fire damage. Hit or miss, this creature takes 5 damage. GENERAL POWERS Resist 10 Fire Inferno: Use with Soulfire, only while bloodied: Next Soulfire attack becomes: (radius 2 within sight) +17 vs. Reflex; 15 necrotic + 20 fire damage. Hit or miss, this creature takes 10 damage. 58 ©2011 DDM Guild Demonweb 16/60 ★ L	SOLAR Level 15 ♦ Angel • Planar 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
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. 94 ©2024 DDM Guild All Stars 41/60 (Angelfire 48/60) ★ L	STORM GIANT Level 18 ♦ Aquatic • Giant AC 30 FORT 32 REF 27 WILL 28 SPEED F8 HP 140 BLOOD 70 ATTACK POWERS ⚡ Greatsword: (reach 3) +20 vs. AC; 25 + 10 lightning damage. ⚡ Lightning Strike: (sight) +20 vs. Reflex; 20 lightning + 10 thunder damage AND each adjacent creature takes 10 thunder damage. On miss, 10 thunder damage. GENERAL POWERS Immune Lightning, Resist 10 Thunder Poor Tempered: Immediate, when you lose initiative: Make a ⚡ or ⚡ attack. Omen of Stronmaus: Immediate, when you win initiative: Moves up to half its speed. Great Cleave: Free action, when this creature destroys an enemy with a ⚡ attack: Make a ⚡ attack. 131 ©2024 DDM Guild Monster Menagerie III 44/44 ★ H	STORM GIANT QUINTESSANT Level 18 ♦ Aquatic • Giant • Solo AC 30 FORT 30 REF 30 WILL 30 SPEED F8 HP 160 BLOOD 80 ATTACK POWERS ⚡ Slam: (reach 3) +22 vs. AC; 25 + 5 thunder damage. ⚡ Bolt of Lightning: (line 10) +21 vs. Reflex; 35 lightning damage. GENERAL POWERS Immune Lightning, Immune Thunder ☐ Windform: Use when targeted by an attack: Insubstantial until end of round. Heart of the Storm: Attack + minor action: Use Bolt of Lightning twice, each as a (line 6) instead. Each creature may only be attacked once. Thunderstorm: Minor action: Each enemy and each ally within 3 squares takes 10 thunder damage. CHAMPION POWERS ☐ ☐ ❖ Use at start of round: Line of sight is limited to 6 squares until end of round. ❖ Use at end of round: Slide each ally and each enemy within 6 up to 2 squares. 149 ©2022 DDM Guild Monster Menagerie III 41/44 ★ H

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. 🏹 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. ©2024 DDM Guild All Stars 55/60 (War of the Dragon Queen 16/60) ♦ M	STORM SILVERHAND Level 11 ♦ Arcane • Human • Unique 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: 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. ©2024 DDM Guild All Stars 10/60 (Blood War 23/60) ★ M	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. ©2024 DDM Guild All Stars 44/60 (War of the Dragon Queen 8/60) ★ M
VAMPIRE GUILDMASTER Level 11 ♦ Undead • Vampire • Unique AC 26 FORT 22 REF 26 WILL 26 SPEED 7 HP 70 BLOOD 35 ATTACK POWERS ⚡ Dagger: +19 vs. AC; 10 damage AND 5 Ongoing Damage. 🏹 Steal Life: +16 vs. Fortitude; 10 necrotic damage AND this creature heals 10 HP. GENERAL POWERS Resist 10 Necrotic, Vulnerable 10 Radiant Sneak Attack 10 Turf War: (aura 1) Enemies in aura score 5 less victory points than normal for occupying victory areas. CHAMPION POWERS ❖ Use when an enemy fails a saving throw: Each ally and enemy within 10 squares of this creature takes 10 necrotic damage, then this creature heals 5 HP for each creature destroyed by that damage (max 20 HP). ❖ Use when an enemy uses a champion power: You score 10 VP. ©2011 DDM Guild Savage Encounters 38/40 ★ M	VANGUARD OF BANE Level 10 ♦ Bane • Hobgoblin • Martial AC 25 FORT 22 REF 21 WILL 21 SPEED 6 HP 75 BLOOD 35 ATTACK POWERS ⚡ Great Blade: +17 vs. AC; 20 damage. GENERAL POWERS Vanguard 5: +5 damage vs. non-bloodied enemies. Vanguard Manoeuvre: Use at start of an adjacent Hobgoblin ally's turn: Shift 1. Swift Strike: Immediate, when you win initiative: Use Charge. Focus of Pain: Use when gaining an effect: Take 5 damage to immediately roll a save vs. that effect. The Vanguard are a hard lot. They cut down others or cut themselves to show their devotion to their master. ©2024 DDM Guild Tyranny of Goblins 1/1 ♦ M	VLAAKITH THE LICH QUEEN Level 13 ♦ Githyanki • Undead • Unique AC 27 FORT 25 REF 25 WILL 25 SPEED F6 HP 80 BLOOD 40 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. ©2024 DDM Guild All Stars 19/60 (Blood War 60/60) ★ M
WAND EXPERT Level 10 ♦ Arcane • Eladrin AC 21 FORT 19 REF 19 WILL 19 SPEED 6 HP 45 BLOOD 20 ATTACK POWERS ⚡ Wand Tap: +13 vs AC; 15 acid OR fire damage. 🏹 Dual Wands: (sight) +15 vs Reflex; 15 fire damage. Hit or miss, make a second attack: +15 vs AC; 10 damage (ignore insubstantial). GENERAL POWERS ❏ Feywild Defense: Use when this creature or an adjacent ally is targeted by an attack: That target may teleport 3 as an immediate action. ©2019 DDM Guild Angelfire 27/60 ♦ M	WARDUKE Level 14 ♦ Human • Martial • Unique AC 24 FORT 23 REF 20 WILL 20 SPEED 6 HP 100 BLOOD 50 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. ©2025 DDM Guild All Stars 23/60 (War Drums 60/60) ★ M_Errata	WARFORGED BARBARIAN Level 12 ♦ Primal • Warforged AC 22 FORT 24 REF 20 WILL 20 SPEED 7 HP 90 BLOOD 45 ATTACK POWERS ⚡ Greatsword: +15 vs. AC; 25 damage. GENERAL POWERS Immune Slowed, Poison ❏ Adopted Culture: Use at setup: Gain 1 keyword among Construct, Demon, Gnom, 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." ©2024 DDM Guild All Stars 50/60 (War Drums 24/60) ★ M

WITCHKNIFE

Level 10 ♦ Psionic • Witchknife

AC

24

FORT

22

REF

22

WILL

24

SPEED

6

HP

65

BLOOD

30

ATTACK POWERS

⚔ **Spear:** +15 vs. AC; 15 damage.

⚡ **Mindwallop:** (range 10) +16 vs. Will; 10 psychic damage AND Dazed.

☞ **Witchknife Mindstorm:** (burst 4, enemies only) +14 vs. Will; 10 Ongoing Psychic Damage AND Stunned.

GENERAL POWERS

Resist 5 Fire

Sneak Attack 5

Universally Hated: Worth +5 VP if destroyed by a level 9 or lower enemy.

The first one lures you in.

The rest stab you in the back.

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YUAN-TI HALFBLOOD SORCERER

Level 13 ♦ Arcane • Yuan-Ti

AC

25

FORT

25

REF

25

WILL

25

SPEED

6

HP

80

BLOOD

40

ATTACK POWERS

⚔ **Serpent Dagger:** +20 vs. AC; 5 + 15 poison damage.

☞ **Venom Bolt:** (line 10) +16 vs. Fortitude; 15 acid damage AND 10 Ongoing Poison Damage.

GENERAL POWERS

Hide

Poisonous Soul: (aura 10) Enemies in aura that have Ongoing Poison Damage take 5 poison damage whenever hit by ⚔ or ⚡ attack.

Yuan-ti malisons, or halfbloods, make up the bulk of yuan-ti society.

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 ALL RESTATS
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