

## RASHEMI WITCH

Level 10 ♦ Human • Arcane

AC 24  
FORT 20  
REF 20  
WILL 25  
SPEED 6  
HP 65  
BLOOD 30

**ATTACKS**  
⊕ **Staff:** +16 vs AC; 5 + 10 radiant damage.  
✱ **Frost of Rashemen:** (radius 1 within 10, enemy targets only) +16 vs. Reflex; 10 cold damage. Hit or miss, target is Slowed.

**POWERS**  
**Place Magic:** Replaces attack action: Each enemy occupying one of your enemy's victory areas takes 15 damage. Slide each enemy occupying one of your victory areas up to 1 square.  
**Rashemen Homeland:** You roll 1 extra d20 when determining map choice.  
**Runscarred Protector:** Cannot be targeted with ⊕ or ✱ attacks while adjacent to a Primal ally.  
**Wychlaren:** Your warband cannot contain any other Arcane or Divine creatures.

♦ For use with Arcane Heroes 3: Female Human Wizard

©2009 DDM Guild, 1/18 ♦

## WARFORGED ARTIFICER

Level 9 ♦ Warforged • Arcane

AC 23  
FORT 22  
REF 22  
WILL 22  
SPEED 6  
HP 65  
BLOOD 30

**ATTACKS**  
⊕ **Rod of Lightning:** +13 vs. Reflex; 15 lightning damage.  
⚡ **Discharge Lightning:** (line 5) +13 vs. Reflex; ongoing 10 lightning damage (save ends). On miss, ongoing 5 lightning damage (save ends).  
⊕ ✱ **Alchemist's Fire:** (radius 1 within 5) +14 vs. Reflex; ongoing 5 fire damage AND ongoing 5 acid damage (save ends both).

**POWERS**  
 **Healing Infusion:** Minor action: 1 adjacent ally heals 15 HP.  
 **Ward:** Use when an enemy declares a ⊕ or ✱ attack: Each ally in area of that attack has +4 to all defenses against that attack. ☹ when an enemy hits this creature with an attack.

♦ For use with Arcane Heroes 3: Warforged Artificer

©2009 DDM Guild, 2/18 ♦

## ROVING SWORDMAGE

Level 8 ♦ Human • Arcane (Unique)

AC 22  
FORT 26  
REF 22  
WILL 18  
SPEED 6  
HP 55  
BLOOD 25

**ATTACKS**  
⊕ **Zephyr Strike:** (reach 2) +13 vs. AC; 10 damage.  
⊕ **Swordmage's Transposition:** +11 vs. Reflex; 10 damage AND 1 ally within 5 squares of this creature switches positions with target.

**POWERS**  
**Prideful:** Attacks against this creature may not be redirected.  
 **Aegis of Stealth:** Minor action: Until end of this creature's next turn, each ally is invisible while adjacent to this creature.  
 **Flawfinder:** Use after this creature resolves an attack against an enemy: If that attack hit, this creature has +2 Attack and +10 Damage against that enemy until end of battle. ☹ when that enemy is destroyed.

♦ For use with Arcane Heroes 3: Male Human Swordmage

©2009 DDM Guild, 3/18 ♦

## KALASHTAR BODYGUARD

Level 10 ♦ Kalashtar • Psionic

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

**ATTACKS**  
⊕ **Mind Blade:** +15 vs. AC; 15 damage.  
✱ **Thrown Mind Blade:** (range 10) +13 vs. AC; 15 damage.

**POWERS**  
**Bodyguard:** Use when an enemy targets an adjacent ally with an attack: Redirect that attack to this creature as an immediate action.  
 **Lucky Weapon:** Use when this creature declares an attack: Roll 1d20 twice and use the higher result as the attack roll.  
**Psychic Strike:** Use when this creature declares an attack on its turn: If this creature has not moved this turn, +10 Damage on that attack, then this creature cannot move this turn.

♦ For use with Divine Heroes 2: Female Human Templar

©2009 DDM Guild, 4/18 ♦

## WARFORGED CLERIC

Level 7 ♦ Warforged • Divine

AC 22  
FORT 21  
REF 17  
WILL 21  
SPEED 6  
HP 50  
BLOOD 25

**ATTACKS**  
⊕ **Friar's Hammer:** +13 vs. AC; 10 + 5 thunder damage.

**POWERS**  
 **Brewmaster:** Use during your set-up: Assign up to 2 Healing Potion items to this creature for no additional cost.  
 **Rune of Binding:** Use when this creature hits an enemy with a ⊕ attack: Target of that attack also cannot make ⊕ attacks until end of its next turn. ☹ when an enemy hits this creature with an attack.  
**Take This:** Minor action: Reassign 1 Healing Potion from this creature to 1 adjacent ally.

His life Onatar's gift, his hammer a divine charge.

♦ For use with Divine Heroes 2: Warforged Cleric

©2009 DDM Guild, 5/18 ♦

## DRAGON HIGHLORD

Level 12 ♦ Human • Divine (Unique)

AC 27  
FORT 25  
REF 25  
WILL 25  
SPEED 5  
HP 75  
BLOOD 35

**ATTACKS**  
⊕ **Highlord's Blade:** +17 vs. AC; 20 damage.  
⊕ **Coordinated Assault:** +14 vs. Reflex; 15 damage AND 1 adjacent Dragon ally makes 1 ⊕ attack as an immediate action.

**POWERS**  
 **Blessing of Takhisis:** Minor action: Recharge 1 attack action of a Dragon ally.  
 **Dragon Rider:** Use during your set-up: 1 Large or larger non-Mounted Dragon ally can be a mount for this creature.

**CHAMPION POWERS**

♦ Use after an enemy hits a Dragon ally with an attack: That ally moves up to its current speed as an immediate action.  
♦ Use an enemy's champion power as if this creature had that power.

♦ For use with Divine Heroes 2: Male Human Paladin

©2009 DDM Guild, 6/18 ♦

## COMBAT MEDIC

Level 8 ♦ Human • Divine

AC 22  
FORT 18  
REF 18  
WILL 18  
SPEED 6  
HP 55  
BLOOD 25

**ATTACKS**  
⊕ **Rod Smite:** +15 vs. AC; 10 + 5 radiant damage.  
 ⊕ **Healer's Strike:** +13 vs. AC; 10 radiant damage. Hit or miss, 1 adjacent ally heals 20 HP. ☹ when this creature first becomes bloodied.

**POWERS**  
**Rod of Healing:** Minor action: 1 adjacent ally heals 5 HP.  
  **Sacred Healing:** Use when an ally within 5 squares becomes bloodied: Place this creature in a space adjacent to that ally, then that ally heals 10 HP.

"There's fight in you yet, friend!"

♦ For use with Divine Heroes 3: Female Human Cleric

©2009 DDM Guild, 7/18 ♦

## WINDSOUL GENASI PALADIN

Level 9 ♦ Genasi • Elemental • Divine

AC 24  
FORT 22  
REF 22  
WILL 20  
SPEED F6  
HP 60  
BLOOD 30

**ATTACKS**  
⊕ **Longsword:** +15 vs. AC; 15 damage.  
 ⊕ **Delirium Strike:** +15 vs. AC; 10 damage AND Dazed.

**POWERS**  
**Resist 5 Cold**  
**Gust:** Minor action: Push 1 adjacent enemy or ally up to 1 square.  
**Obscuring Mist:** Replaces attack action: Each square within 3 squares becomes smoke terrain until start of this creature's next turn.

He embodies the potential of wind and storm.

♦ For use with Divine Heroes 3: Male Genasi Paladin

©2009 DDM Guild, 8/18 ♦

## WINDMASTER MAGE

Level 10 ♦ Human • Divine

CR 2

### ATTACKS

⊕ **Cyclone Staff:** +15 vs. AC; 10 damage AND push target up to 2 squares.

⚡ **Hoarwind Blast:** (blast 5) +17 vs. Reflex; 10 cold damage AND push target up to 2 squares.

☐ ☐ ☐ **Buffeting Winds:** (sight) +17 vs. Reflex; Blinded (save ends).

### POWERS

☐ **Windmaster:** *Minor action:* Slide 1 enemy or ally within line of sight of this creature up to 1 square.

### CHAMPION POWERS ☐ ☐

❖ *Use at start of round:* Each enemy loses Flight until end of round. An enemy can take 10 damage to end this effect at any time.

❖ *Use at start of an ally's turn:* That ally has Flight until start of its next turn.

⬆ For use with *Divine Heroes 3: Male Human Invoker*

36

## DRAGONBORN FIGHTER

Level 9 ♦ Dragonborn • Martial

### ATTACKS

⊕ **Battleaxe:** +16 vs. AC; 15 damage.

⊕ **Pinning Strike:** +14 vs. Fortitude; 15 damage AND Immobilized.

☐ ☐ **Dragonborn Breath:** (blast 3) +14 vs. Reflex; 10 acid damage OR 10 lightning damage.

### POWERS

☐ **Distracting Mark:** *Use after an enemy resolves an attack against an adjacent ally:* That enemy has -4 Attack until it targets this creature with an attack.

⊕ when no creatures are affected by this creature's Distracting Mark.

☐ ☐ **Dragonborn Resolve:** *Use when this creature is hit by an attack:* This creature takes 10 less damage from that attack.

⬆ For use with *Martial Heroes 3: Male Dragonborn Warlord*

30

## QUALINESTI DEFENDER

Level 10 ♦ Elf • Fey • Martial

CR 2

### ATTACKS

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

### POWERS

**Hero of Qualinost:** +5 Damage against champion targets.

☐ **Heroic Challenge:** *Use during your set-up:* Your opponent scores 10 VP. Until this creature is destroyed, 1 level 10 or higher Martial enemy champion cannot use champion powers. Until that enemy is destroyed, this creature cannot use champion powers.

### CHAMPION POWERS ☐ ☐

❖ *Use at start of round:* Each Elf ally and each Eladrin ally has +2 Attack until end of round.

❖ *Use when an adjacent ally hits an enemy with an attack:* +10 Damage on that attack.

⬆ For use with *Martial Heroes 3: Female Elf Fighter*

39

## GNOME SNEAK

Level 7 ♦ Gnome • Fey • Martial

### ATTACKS

⊕ **Shortsword:** +10 vs. AC; 10 damage.

⚡ **Dart:** (range 5) +9 vs Reflex; Immobilized (Poison).

### POWERS

**Hide:** If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.

**Sneak Attack 10:** +10 Damage against targets granting it combat advantage.

☐ **Cutpurse:** *Replaces attack action:* Roll +13 vs. Reflex against 1 adjacent champion enemy. On success, you score 10 VP and end 1 champion power's effects. ⊕ when that champion is destroyed.

⬆ For use with *Martial Heroes 3: Male Gnome Rogue*

22

## ALUSAIR OBARSKYR

Level 11 ♦ Human • Divine (Unique)

CR 3

### ATTACKS

⊕ **Holy Sword:** +18 vs. AC; 10 + 10 radiant damage.

⊕ **Blessed Charge:** Use only while charging. +16 vs. AC; 20 radiant damage AND 1 ally within 5 squares of this creature heals 10 HP.

### POWERS

**Divine Challenge:** *Minor action:* Choose 1 enemy within 5 squares. Until start of this creature's next turn, that enemy takes 10 radiant damage and has -2 Attack when taking an attack action that does not include this creature as a target.

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

### CHAMPION POWERS ☐ ☐ ☐

❖ *Use at start of round:* Until end of round, each ally has +10 radiant damage while charging.

❖ *Use when an ally becomes bloodied:* That ally heals 10 HP and shifts up to 1 square.

⬆ For use with *Martial Heroes 4: Female Human Warlord*

46

## RAZORCLAW RANGER

Level 9 ♦ Shifter • Martial

### ATTACKS

⊕ **Twin Swords:** +15 vs AC; 15 damage.

⊕ **Cut and Run:** +13 vs. AC; 10 damage AND Slowed AND this creature shifts up to 5 squares.

### POWERS

☐ **Catch the Scent:** *Use during your set-up:* If no enemy is Razorclaw Marked, 1 enemy is Razorclaw Marked until end of battle.

**Razorclaw Marked:** (Condition) Affected creature is never invisible to Shifter creatures. Shifter creatures deal +5 Damage with ⊕ attacks against affected creature.

*None hunt better than the descendants of those who fled the Silver Flame to the Eldeen Reaches.*

⬆ For use with *Martial Heroes 4: Male Shifter Ranger*

34

## TIEFLING SPEARFIGHTER

Level 6 ♦ Tiefling • Martial

### ATTACKS

⊕ **Longspear:** (reach 2) +11 vs. AC; 15 damage. On critical hit, target also Immobilized.

### POWERS

**Schiltron-Trained:** +5 Damage against charging targets.

**Rock of Strength:** +5 Damage against Mounted targets.

☐ **Ready Spear:** *Use when an enemy enters a square within 2 squares:* Make 1 ⊕ attack against that enemy. ⊕ at end of this creature's turn if it did not make an attack on that turn.

⬆ For use with *Martial Heroes 4: Male Tiefling Fighter*

17

## FRENZIED BERSERKER

Level 12 ♦ Human • Primal

### ATTACKS

⊕ **Greatsword:** +15 vs. AC; 20 damage.

☐ ☐ **Rolling Strike:** +15 vs. AC; 30 damage AND this creature shifts up to 1 square.

### POWERS

**Bloodrage 5:** +5 Damage with ⊕ attacks while bloodied.

**Bloodthirsty 10:** +10 Damage against bloodied targets.

**Burnout:** Takes 10 damage at end of each of its turns if it did not make a ⊕ attack during that turn.

☐ **Death Strike:** *Use when this creature is destroyed:* Make 1 ⊕ attack as an immediate action.

⬆ For use with *Primal Heroes 2: Female Human Barbarian*

52

## LIVING GATE GUARDIAN

Level 11 ♦ Human • Primal

AC 23  
FORT 23  
REF 23  
WILL 23  
SPEED 7  
HP 65  
BLOOD 30

**ATTACKS**  
⊕ **Bloodfang Strike:** +12 vs. AC; 15 damage.  
☐ ⤴ **Thunderbolt:** Up to 2 targets adjacent to each other, (range 10) +12 vs. Reflex; 10 thunder damage AND Stunned. ☹ when this creature uses Feywild Sojourn.

**POWERS**  
**Foe of the Far Realms:** +10 Damage against Aberrant targets, Immortal targets, and Planar targets.  
☐ ☐ **Guardian Action:** *Minor action:* End 1 condition or effect that a saving throw can end on an ally within 5 squares.  
☐ **Feywild Sojourn:** *Use at start of this creature's turn:* This creature heals 15 HP, then remove it from the battle map. At start of the next round, put it on the battle map in one of your victory areas.

♦ For use with *Primal Heroes 2:* Male Human Druid

©2009 DDM Guild, 17/60 ♦

## TALENTA NOMAD

Level 9 ♦ Halfling • Primal

AC 21  
FORT 19  
REF 21  
WILL 19  
SPEED 6  
HP 70  
BLOOD 35

**ATTACKS**  
⊕ **Scimitar:** +13 vs. AC; 15 damage.  
⊕ **Clawfoot Rend:** Use only while bloodied. +13 vs. AC; 10 damage AND Dazed.  
⤴ **Talenta Boomerang:** (range 10) +8 vs. AC; 10 damage. On miss, re-roll once.

**POWERS**  
**Bloodrage 10:** +10 Damage with ⊕ attacks while bloodied.  
**Composure:** +4 Attack while not bloodied.

*On the Talenta Plains, a harsh life shapes halflings into feral warriors.*

♦ For use with *Primal Heroes 2:* Male Halfling Barbarian

©2009 DDM Guild, 18/60 ♦

## PLAYER'S HANDBOOK HEROES, SERIES 2

**Design:** D. Garry Stupack (Lead), Peter Lee, Don Adkins  
**Development:** Paul Grasshof (Lead), Kevin Tatroe  
**Graphic Designers:** Joel Broveleit, Kevin Tatroe  
**Special Thanks:** DDM Guild's Supporters; Kierin Chase, Peter Lee, and Scott Rouse at Wizards of the Coast.



Dungeons & Dragons, D&D, D&D Miniatures, Wizards of the Coast are trademarks of Wizards of the Coast, Inc. and used under license. All Wizards character names, and the distinct likenesses thereof are property of Wizards of the Coast, Inc. This material is protected under the copyright laws of the United States of America. © 2009 DDM Guild and Wizards of the Coast.  
This DDM Guild product contains no Open Game Content.  
*These cards are current as of July 20, 2009.*

## PLAYER'S HANDBOOK HEROES, SERIES 2

- Arcane Heroes 3*
- 1/40 Female Human Wizard ♦
  - 2/40 Warforged Artificer ♦
  - 3/40 Male Human Swordmage ♦
- Divine Heroes 2*
- 4/40 Female Human Templar ♦
  - 5/40 Warforged Cleric ♦
  - 6/40 Male Human Paladin ♦
- Divine Heroes 3*
- 7/40 Female Human Cleric ♦
  - 8/40 Male Genasi Paladin ♦
  - 9/40 Male Human Invoker ♦
- Martial Heroes 3*
- 10/40 Male Dragonborn Warlord ♦
  - 11/40 Female Elf Fighter ♦
  - 12/40 Male Gnome Rogue ♦
- Martial Heroes 4*
- 13/40 Female Human Warlord ♦
  - 14/40 Male Shifter Ranger ♦
  - 15/40 Male Tiefling Fighter ♦
- Primal Heroes 2*
- 16/40 Female Human Barbarian ♦
  - 17/40 Male Human Druid ♦
  - 18/40 Male Halfling Barbarian ♦