

ARACHNOMANCER

Level 16 ♦ Drow • Fey • Spider

AC 29
FORT 29
REF 29
WILL 29
SPEED 7
HP 100
BLOOD 50

ATTACKS
⊕ **Fangblade**: +22 vs. AC; 10 + 20 poison damage.
☐ **Acid Web**: (minor action) (radius 1 within 5) +20 vs. Fortitude; Immobilized AND 10 ongoing acid damage (save ends both). ☹ as a move action.

POWERS
Easy Prey: This creature and spider allies have +10 damage vs. immobilized targets.
Wallwalker: Whenever this creature starts a turn adjacent to a wall; this creature has flight until end of turn.
Web Sense: Ignores Conceal, treats adjacent or immobilized invisible enemies as visible.
Withdraw: Use after this creature hits with a ⊕ attack: Shift up to 3 squares as a free action.

Loth's favorite servants emulate her well.

♦ For use with Demonweb 46/60, Drow Arachnomancer.

BANSHEE

Level 12 ♦ Undead • Elf

AC 25
FORT 25
REF 25
WILL 25
SPEED F6
HP 65
BLOOD 30

ATTACKS
⊕ **Icy Grip**: +15 vs. Reflex; 15 cold damage.
☐ **Banshee Wail**: (blast 4) + 18 vs. Fortitude; 10 thunder damage AND 15 ongoing psychic damage (save ends).

POWERS
Phasing; Insubstantial
☐ **The Lost Maid**: Use at the start of this creature's turn: This creature is invisible until the start of its next turn.
☐ **Fight or Flight**: Use when first bloodied: Recharge Banshee Wail or The Lost Maid.

So young was she, and so full of hate.

♦ For use with Archfends 49/60, Cursed Spirit, or DDM Guild GenCon 2011 Promotional Miniature (Banshee).

DUTYBOUND PALADIN

Level 6 ♦ Undead • Divine

AC 21
FORT 18
REF 18
WILL 18
SPEED F6
HP 30
BLOOD 15

ATTACKS
⊕ **Sword**: +10 vs. Reflex; 15 radiant damage.
☐ **Smite**: (Immediate) +15 vs. Reflex; 15 radiant damage AND immobilized.

POWERS
Phasing; Insubstantial
Sacred: (Aura 2) Each ally in aura has +2 with attacks against undead creatures.
CHAMPION POWERS ☐
♦ Use before rolling initiative: Allies gain +5 damage to ⊕ attacks until end of round.

The oathsworn stand their post unto death, and beyond.

♦ For use with Dragoneye 8/60, Stalwart Paladin.

ELADRIN SILVER PYROMANCER

Level 16 ♦ Eladrin • Arcane

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

ATTACKS
⊕ **Flametongue**: (range 5) + 20 vs. Fortitude; 10 fire + 10 radiant damage.
✱ **Firestorm**: (sight, radius 1) +21 vs. Reflexes; 15 fire + 15 radiant damage.

POWERS
Flamebearer: (aura 1) This creature and allies in aura have resist 10 fire and resist 5 radiant; enemies in aura gain vulnerable 10 fire.

The devotees of the Silver Flame cleanse with fire.

♦ For use with Against the Giants 45/60, Eladrin Pyromancer.

FALLEN WARLORD

Level 16 ♦ Undead • Martial

AC 28
FORT 26
REF 28
WILL 30
SPEED F5
HP 75
BLOOD 35

ATTACKS
⊕ **Scimitar**: +21 vs. Fortitude; 25 cold damage.
☐ **Ghostblades**: (burst 1) +19 vs. AC; 25 cold damage. ☹ when this creature takes damage.
☐ **Transfix**: (radius 2 within 10) +20 vs. Will; Immobilized (save ends).

POWERS
Immune Poison;
Phasing; Insubstantial
Loyal Unto Death: (Aura 3) Undead allies in aura have +2 ⊕ attack and +5 ⊕ damage.

CHAMPION POWERS ☐ ☐ ☐
♦ Use at end of round: Each undead ally may shift up to 4 squares as a free action.
♦ Use at start of round: Each living ally has +2 to all defenses this round.

♦ For use with Unhallowed 16/60, Dark Traveller

FROSTRAGER BARBARIAN

Level 12 ♦ Human • Martial

AC 22
FORT 25
REF 23
WILL 23
SPEED 7
HP 85
BLOOD 50

ATTACKS
⊕ **Ice Katar**: +15 vs. AC; 15 + 10 cold damage.
☐ **Glacial Tomb**: (2 different targets) +15 vs. Fortitude; 15 + 15 cold damage AND Slowed. ☹ when this creature is first bloodied.

POWERS
Resist 10 Cold
Arctic Rage: +2 attack and +5 cold damage while bloodied.
☐ **Early Freeze**: Minor action; when adjacent to river terrain only: All river terrain becomes slippery terrain instead until end of round.

His fury, and his blades, are forged in the merciless heart of winter.

♦ Use with Heroscape Wave 13: Evar Scarcarver

HIGH CLERIC OF SUNE

Level 16 ♦ Human • Divine

AC 28
FORT 26
REF 28
WILL 30
SPEED F5
HP 80
BLOOD 60

ATTACKS
⊕ **Sceptre**: +19 vs. Reflex; 10 damage.
☐ **Awestruck**: (blast 4) +18 vs. Will; Stunned. ☹ when this creature uses a champion power.
☐ **The Reverie**: (radius 2 within 10) +20 vs. Fortitude; 10 damage AND dazed (save ends).

POWERS
Immune Dominated; **Immune** ☹ attacks
Resist 5 All
☐ ☐ **Lovelorn**: Use with Sceptre: On hit, target is helpless (save ends).

CHAMPION POWERS ☐ ☐ ☐
♦ Use at end of round: Each dazed creature occupying one of your victory areas scores +5 VP.
♦ Use at start of round: Each human, elf or eladrin creature in your warband heals 10HP.

♦ For use with Night Below 15/60, Cleric of Sune.

HUMAN FIGHTER LORD

Level 14 ♦ Human • Martial

AC 32
FORT 31
REF 28
WILL 27
SPEED 6
HP 85
BLOOD 40

ATTACKS
⊕ **Longword**: +20 vs. AC; 20 +5 fire damage.
☐ ☹ **Longbow**: (sight) (ignores invisible) +18 vs. AC; 20 damage, OR 10 damage AND slowed. ☹ as a minor action when no enemy is adjacent.

POWERS
Resist 5 fire
Keen Edge: Scores critical hits on a natural 19 or 20.
☐ **Warrior Spirit**: Use at start of round: This creature has multiactivation 2 (may activate twice per round) until the end of round. ☹ when first bloodied.

A skilled veteran of 100 battles.

♦ For use with Dungeons of Dread 35/60, Human Fighter.

MASTER SHADOWDANCER

Level 13 ♦ Human • Shadow

AC 28
FORT 26
REF 32
WILL 26
SPEED 8
HP 75
BLOOD 35

ATTACKS
⊕ **Twin Swords:** +19 vs. AC; 10 +10 cold damage.

POWERS
Sneak Attack 10: +10 Damage against targets granting combat advantage to this creature.
Cloaking Shadow: *Whenever it is not this creature's turn:* this creature's space is smoke terrain.
Shadowdance: *Replaces move action:* Shift this creature up to its current speed.

Where shadows fall, so do killing strokes;
Some bring shadows with them.

♦ For use with Bloodwar 22/60, Shadowdancer.

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MIRE HOUND

Level 7 ♦ Fey • Magical Beast

AC 20
FORT 23
REF 23
WILL 21
SPEED 6
HP 45
BLOOD 20

ATTACKS
⊕ **Vicious Bite:** +12 vs. AC; 10 damage.
☐ ← **Mire Hound Howl:** (burst 3, enemies only) +18 vs. Will; -2 to all defenses until end of round (Fear).

POWERS
Phasing;
☐ **Recoil:** *Immediate action; use when an adjacent enemy declares a ⊕ attack:* Shift 1 square.
Dimension Hop: *Replaces move action:* teleport up to 5 squares.

That howl is the last thing you want to hear
when you're lost in the fens.

♦ Use with DDM Guild Gen Con 2011 Promotional Figure (Mire Hound) or Dungeons of Dread 36/60, Iron Defender.

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RAGNARA, ETHEREAL HUNTER

Level 12 ♦ Maenad • Psionic (Unique)

AC 26
FORT 24
REF 23
WILL 24
SPEED 6
HP 65
BLOOD 30

ATTACKS
⊕ **Voidcrystal Sword:** +17 vs. AC; 20 damage AND immobilized (ignore insubstantial).
⊕ **Battlemind Push:** (minor action, range 3) +15 vs. Fortitude; push target up to 3 squares.

POWERS
Ethereal Jaunt: *Minor action:* This creature gains insubstantial and phasing until the start of its next turn.
Mind's eye: *Minor action:* Until end of turn, terrain and walls do not block this creature's line of sight and invisible creatures are visible to this creature.

She fights what others cannot even see.

♦ For use with Archfiends 21/60, Ragnara Psychic Warrior.

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ROT GRUB SWARM

Level 14 ♦ Swarm • Vermin • Demon

AC 27
FORT 27
REF 27
WILL 27
SPEED B6
HP 65
BLOOD 30

ATTACKS
⊕ **Infestation:** (reach 0) +20 vs. Reflex; 20 ongoing damage (save ends).
☐ ⊕ **Million mouths:** (Immediate action, reach 0) automatic hit; 5 damage. ⊕ as a minor action.

POWERS
Infest: Can enter and occupy spaces occupied by non-Swarm enemies.
Swarm: Takes half damage from ⊕ and ⤴ attacks.
☐ **Superinfest:** *Use when Infestation hits:* Target is also dominated (save ends both). Heal this creature 25 HP and remove it from the battle map. At the start of a round, or when the target ends infestation or is destroyed, return this creature to the battlemat in a square adjacent to the target.

♦ Use with Lords of Madness 40/60, Rot Grub Swarm

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SHADAR-KAI STALKER

Level 8 ♦ Shadar Kai • Shadow • Stealth

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

ATTACKS
⊕ **Twin Knives:** (range 6) +13 vs. AC; 5 damage AND *Followup:* +14 vs AC; 5 damage.

POWERS
Sneak Attack 10: +10 damage against targets granting it combat advantage.
Shadow Stealth: *Whenever this creature is adjacent to a wall:* this creature is invisible.

Some shadows are more dangerous
than others.

♦ For use with Heroscape Starter 2; Shiori.

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STEALTHMAGE

Level 15 ♦ Elf • Fey • Arcane

AC 25
FORT 25
REF 29
WILL 29
SPEED 6
HP 70
BLOOD 35

ATTACKS
⊕ **Dagger:** +17 vs. AC; 10 Damage.
⤴ **Force Lance:** (range 10) +18 vs. Reflex; 15 damage (ignore insubstantial).
← **Dragonstrike:** (blast 5) +18 vs Reflex, 15 acid +15 fire damage; then, hit or miss, this creature takes 10 damage AND may shift up to 3 squares.

POWERS
Greater Invisibility: *Minor action:* This creature is invisible until it takes damage.
Sneak Attack 10: +10 damage against targets granting it combat advantage.

Stealth-trained walmages strike hard,
and with no warning.

♦ For use with Bloodwar 5/60, Elf Warmage.

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WARFORGED JUGGERNAUT

Level 12 ♦ Warforged • Martial

AC 27
FORT 27
REF 22
WILL 25
SPEED 5
HP 85
BLOOD 40

ATTACKS
⊕ **Crushing Blow:** +17 vs. AC; 20 damage.
⊕ **Ruinous Charge:** (use only when charging) +15 vs. Fortitude; 15 damage AND Dazed AND push target up to 2 squares.

POWERS
Determined: This creature makes saving throws at the start of its turn instead of at the end of its turn.
True Juggernaut: +3 Speed when charging.
Warborn Charger: May take other actions on its turn after charging.

"How do you stop that thing?"

♦ Use with Heroscape Wave 13: Siege

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WARFORGED JUGGERNAUT

Level 27 ♦ Warforged • Martial

AC 35
FORT 38
REF 29
WILL 35
SPEED 5
HP 185
BLOOD 90

ATTACKS
⊕ **Crushing Blow:** +25 vs. AC; 20 damage.
☐ ⊕ **Ruinous Path:** Move up to speed, make up to one ⊕ attack each time this creature enters a new square. ⊕ as an attack action.

POWERS
Perfect Focus: At the start of this creature's turn, end all conditions on this creature.
Ultimate Juggernaut: +4 Speed and +20 damage when charging.
Dizzying Impact: *Use when charging.* On a hit, this creature and target are dazed until end of round.

"Seriously.. how do you stop that thing?"

♦ Use with Heroscape Wave 13: Siege

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