

DROW HOUSE P'ORTIA

AC
-1
FORT
+1
REF
-
WILL
-
SPEED
+1
HP
+5
BLOOD
-

WARBAND BUILDING:

Non-Demon Drow creatures and non-Demon Spider creatures are legal in your warband. Construct creatures with total cost of 25% or less of the point cost limit are legal in your warband.

CLAN POWERS:

Concealing Mist: *Use at start of round:* Until end of round, line of sight is limited to 10 squares for each creature in your and your opponent's warbands.
Highest in House: The highest-level Drow, Arcane creature in your warband has +5 necrotic Damage.

The glory of the web is in the weave.

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DROW HOUSE SCY'TODES

AC
+1
FORT
-1
REF
-
WILL
-
SPEED
-
HP
-
BLOOD
-

WARBAND BUILDING:

Drow creatures and Spider creatures are legal in your warband. Non-Drow non-Spider, Demon creatures with total cost of 25% or less of the point cost limit are legal in your warband.

CLAN POWERS:

Demon Spawn: Drow creatures and Spider creatures in your warband gain the Demon keyword.
Demonic Ichor: Demon creatures in your warband have +5 poison Damage.

Lolth has embraced the nether; she draws from it her power. So shall we.

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DWARVEN CLAN MARDEK

AC
-
FORT
+1
REF
-
WILL
+1
SPEED
-
HP
-
BLOOD
-

WARBAND BUILDING:

Dwarf creatures of and creatures with the Dwarf Mount power are legal in your warband. Construct creatures with total cost of 25% or less of the point cost limit are legal in your warband.

CLAN POWERS:

Just As Bad as a Giant: *Use during your set-up:* Choose up to 3 enemy creatures; each of those creatures gain the Giant keyword until end of battle.
Hardy: While not bloodied, each Dwarf creature in your warband takes 5 less poison Damage whenever it would take poison Damage.

*Those folk're naught but trouble.
No better than giants, they are.*

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DUERGAR CLAN BAASHK

AC
-
FORT
-
REF
-
WILL
-
SPEED
-
HP
+10
BLOOD
+5

WARBAND BUILDING:

Duergar creatures and Evil Dwarf creatures are legal in your warband. Non-Duergar Devil creatures with total cost of 40% or less of the point cost limit are legal in your warband.

CLAN POWERS:

Devilish Pact: *Use during your set-up:* 1 champion in your warband's Champion rating is increased by 1 until end of battle.
Infernal Advisors: Each Duergar creature in your warband has +5 Damage against targets granting it combat advantage.

*We shall rule the dark.
This is our pact; this is our destiny.*

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REDSKALE CABAL

AC
-
FORT
-
REF
+1
WILL
+1
SPEED
-
HP
-
BLOOD
-

WARBAND BUILDING:

Yuan-Ti creatures, Reptile creatures, Snake creatures, and Serpent creatures are legal in your warband. Non-Good Human, Arcane creatures are legal in your warband.

CLAN POWERS:

Potent Poison: Yuan Ti creatures in your warband have +5 poison Damage against adjacent enemies.
Viper Sight: Yuan-Ti creatures in your warband ignore Conceal on creatures within 3 squares and treat Invisible creatures within 3 squares as visible.

We, blood servants, are binders of men.

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COMPANY OF HEROES

AC
+1
FORT
+1
REF
+1
WILL
-
SPEED
-
HP
-
BLOOD
-

WARBAND BUILDING:

Unique, non-Evil creatures are legal in your warband. Non-Evil Beast creatures of any faction with total cost of 25% or less of the total warband point cost are legal in your warband.

CLAN POWERS:

Magic Shop: Each Unique creature in your warband can have up to 2 items assigned to it during your set up.
Action Point: *Use after rolling initiative:* Choose one Unique creature in your warband. On its turn, that creature can take one additional attack action as a free action.

The world needs heroes.

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SHADOWVALE GOBLINS

AC
-
FORT
-
REF
+2
WILL
-
SPEED
+1
HP
-
BLOOD
-

WARBAND BUILDING:

Small Goblin creatures; Mounted, Goblin creatures; and creatures which have the Goblin Mount power are legal in your warband.

CLAN POWERS:

Stealthy: Small Goblin creatures in your warband gain the Stealth keyword and have Hide.
Gleeful Dance: *Use when a small goblin creature destroys a larger enemy with an attack:* That creature heals 10 HP, your opponent slides that creature up to 2 squares, then that creature gains +5 Damage until end of battle.

One night, we will come for you.

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HOUSE HARUUC

AC
+1
FORT
-
REF
-
WILL
-
SPEED
-
HP
-
BLOOD
-

WARBAND BUILDING:

Goblin creatures, Hobgoblin creatures and Wolf creatures are legal in your warband.

CLAN POWERS:

Phalanx Experts: Hobgoblin creatures in your warband have +1 to all defenses for each adjacent Hobgoblin ally.
Tactical Strike: *When a Hobgoblin creature hits an adjacent enemy with an attack on your turn:* You can take a turn with 1 additional creature this turn (maximum 2 times per round).

*For the Lhesh, Legion!
Lock shields and advance!*

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