

+6 (5 magic + 5 cold)

**TYPE:** Humanoid - Human

HP: 45

SPECIAL ABILITIES: Rashemen Homeland (Use before determining map choice; you roll an extra d20 when determining map choice); Runescarred Protector (This creature cannot be targeted with ranged attacks while adjacent to an Animal or Plant ally); Wychlaren (Adjacent spellcasters' spell DC is reduced of 2).

SPELLS: 1st - Tasha's hideous laughter DD (sight; stun; DC 13); 2nd - warp wood (range 6: target creature loses its ranged attack:

DC 14); Snilloc's snowball swarm DD (sight; radius 2; 10 cold damage;

DC 14); 3rd - call lightning C (sight, 20 electricity damage, ignore

Spell Resistance; DC 15, 20 electricity whenever target creature activates until its save succeeds); suggestion 🗖 (range 6; confusion, save at the end

of affected creatures turn; DC 15)

\* For use with: Arcane Heroes 3 : Female Human Wizard 



#### **TYPE:** Humanoid - Kalashtar

SPECIAL ABILITIES: Bodyguard (Whenever an enemy attacks an adjacent ally, you can chose to have it attack this creature instead); Bold (Has fearless while under command); Lucky Weapon D (When this creature attacks, roll 1d20 twice and take the higher result); Psychic Strike +10 (On its turn, if it does not move, this creature gets +10 damage)

† For use with: Divine Heroes 2 : Female Human Templar DUNGEONS & DRAGONS 4/18 ★



SPECIAL ABILITIES: Unique; Immune Acid; Spell Resistance; Dragonmaster 20 (As Beastmaster, but Dragons only); Breath Weapon 

(Replaces Attacks: line 12; 40 Acid; DC 22); Blessing of Takhisis (Dragon allies' Breath Weapons DCs are +2 over printed number); Dragon Rider (Can mount any large or larger non-Mounted Dragon ally).

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HP: 60

**TYPE:** Construct - Living Construct

SPECIAL ABILITIES: Living Construct (Has only immune Level Drain, Paralysis, Poison, Sleep); Lesser Lightning 
(Replaces Attacks; line 12; 10 electricity damage, DC 15); Ward 🗆 (Immediate; range 6; any ally gain +4 AC and +4 save until the end of turn); Alchemist's Fire 
(Replaces Attacks; range 6; 5 Fire damage + 5 acid damage).

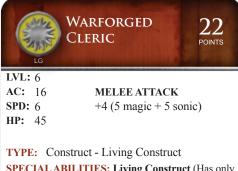
**SPELLS:** 1st - bless  $\Box$  (your warband; attack +1);

2nd - repair moderate damage 🗅 (touch; remove

10 damage, Constructs and Living Constructs only, ignore Spell Resistance); inflict moderate damage D (touch;

10 damage, Constructs only)

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SPECIAL ABILITIES: Living Construct (Has only immune Level Drain, Paralysis, Poison, Sleep); Potion of Cure Moderate Wounds DD (Replaces attacks; touch; heal 10 hp).

**SPELLS:** 2nd - *major resistance* **D** (touch; save +3); deific vengeance  $\Box$  (range 6; 10 damage, or 20 damage to Undead; DC 14); 3rd - searing light (sight; 10 damage, or 20 damage against Undead)

## \* For use with: Divine Heroes 2 : Warforged Cleric

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**TYPE:** Humanoid – Human

SPECIAL ABILITIES: Sacred Healing (Replaces Attacks; all living creatures within 6 squares heal 10 hp, no effect on nonliving creatures); Turn Undead 7 .

SPELLS: 1st - cure light wounds (unlimited uses) (touch; heal 5 hp); 3rd - searing light  $\Box$  (sight; 10 damage, or 20 damage against Undead); 4th - cure critical wounds DD (touch; heal 30 hp)

\* For use with: Divine Heroes 3 · Female Human Cleric

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LVL.O	
AC: 21	MELEE ATTACK
SPD: 6	+10/+5 (10 magic)
<b>HP:</b> 40	

### TYPE: Humanoid - Human

**SPECIAL ABILITIES: Flawfinder** □ (Declare before attacking; if hits this creature gets attack +2 and damage +5 against attacked enemy for the rest of the skirmish); Magically Shielded (-4 AC when flanked): Disguise Self (Until it attacks or cast a spell, this creature has invisible); Unique.

**SPELLS:** 1st - magic missile  $\Box \Box$  (sight; 5 damage,

ignore Incorporeal): ray of enfeeblement  $\Box$  (range 6:

attack -2, damage -5 [minimum 5]); 2nd - bull's

strength (touch; target creature with cost 16 or less gets melee damage +5)

\* For use with: Arcane Heroes 3 : Male Human Swordmage 3/18 \* ĐUNGEONS & DRAGONS 0 2012 DDM Guild



#### LVL: 10 AC: 22 **SPD:** 5 **HP:** 85

MELEE ATTACK +15/+10 (20 magic)

#### TYPE: Humanoid – Human

**COMMANDER EFFECT:** Dragon followers benefit from the Commander Effects of every enemy

Commander this creature can see.

SPECIAL ABILITIES: Unique; Resist Acid 10; Spell Resistance; Dragonmaster 20 (As Beastmaster, but Dragons only); Breath Weapon 

(Replaces Attacks: line 12; 20 Acid; DC 16); Blessing of Takhisis (Dragon allies' Breath Weapons DCs are +1 over printed number); Dragon Rider (Can mount any large or larger non-Mounted Dragon ally). \* For use with: Divine Heroes 2 : Male Human Paladin

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# **TYPE:** Outsider

**SPECIAL ABILITIES:** Flight; Smite +10 : Resist 5 Cold; Fearless; Pushback (When this creature's melee attack deals damage to a smaller creature, it may push the smaller creature 1 square); Improved Flanking (Melee Attack +4 against flanked enemies instead of +2); Lay on Hands 10 🗆 (Replaces Attacks; touch; heal 10 hp); Obscuring Mist 
(Replaces Attacks; each square within 3) squares becomes smoke terrain until the start of this creature's next turn).

<sup>†</sup> For use with: Divine Heroes 3 : Male Genasi Paladin

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