

**RASHEMI WITCH****43**
POINTS

LVL: 8
AC: 17
SPD: 6
HP: 45

MELEE ATTACK
+6 (5 magic + 5 cold)

TYPE: Humanoid - Human

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); **Wyachlaren** (Adjacent spellcasters' spell DC is reduced of 2).

SPELLS: 1st - *Tasha's hideous laughter* □□ (sight; stun; DC 13);

2nd - *warp wood* □ (range 6; target creature loses its ranged attack;

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

DC 14); 3rd - *call lightning* □□□ (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

1/18 ★ **DUNGEONS & DRAGONS** © 2012 DDM Guild**WARFORGED ARTIFICER****32**
POINTS

LVL: 7
AC: 17
SPD: 6
HP: 60

MELEE ATTACK
+8 (5 magic + 5 electricity)

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* □ (your warband; attack +1);

2nd - *repair moderate damage* □ (touch; remove

10 damage, Constructs and Living Constructs only, ignore

Spell Resistance); *inflict moderate damage* □ (touch;

10 damage, Constructs only)

2/18 ★ **DUNGEONS & DRAGONS** © 2012 DDM Guild**ROVING SWORDMAGE****28**
POINTS

LVL: 8
AC: 21
SPD: 6
HP: 40

MELEE ATTACK
+10/ +5 (10 magic)

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* □□ (sight; 5 damage,

ignore Incorporeal); *ray of enfeeblement* □ (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 ★ **DUNGEONS & DRAGONS** © 2012 DDM Guild**KALASHTAR BODYGUARD****35**
POINTS

LVL: 7
AC: 17
SPD: 6
HP: 65

MELEE ATTACK
+10 (10 magic)

RANGED ATTACK
+9, range 6 (10 magic)

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** □ (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

4/18 ★ **DUNGEONS & DRAGONS** © 2012 DDM Guild**WARFORGED CLERIC****22**
POINTS

LVL: 6
AC: 16
SPD: 6
HP: 45

MELEE ATTACK
+4 (5 magic + 5 sonic)

TYPE: Construct - Living Construct

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

SPELLS: 2nd - *major resistance* □□ (touch; save +3); *deific vengeance* □ (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

5/18 ★ **DUNGEONS & DRAGONS** © 2012 DDM Guild**DRAGON HIGHLORD**
COMMANDER 5**72**
POINTS

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

6/18 ★ **DUNGEONS & DRAGONS** © 2012 DDM Guild**DRAGON HIGHLORD**
COMMANDER 5**EPIC**
250
POINTS

LVL: 13
AC: 26
SPD: 6
HP: 180

MELEE ATTACK
+22/ +17 (30 magic)

TYPE: Humanoid - Human

COMMANDER EFFECT: Dragon followers benefit from the Commander Effects of every enemy Commander this creature can see.

WARDBAND BUILDING: LE Draconians are legal in your warband.

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).

6/18 ★ **DUNGEONS & DRAGONS** © 2012 DDM Guild**COMBAT MEDIC****28**
POINTS

LVL: 7
AC: 20
SPD: 4
HP: 35

MELEE ATTACK
+4 (5)

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* □ (sight; 10 damage, or 20 damage against Undead); 4th - *cure critical wounds* □□ (touch; heal 30 hp)

† For use with: *Divine Heroes 3* : Female Human Cleric

7/18 ★ **DUNGEONS & DRAGONS** © 2012 DDM Guild**WINDSOUL GENASI PALADIN****34**
POINTS

LVL: 8
AC: 22
SPD: F6
HP: 65

MELEE ATTACK
+15/ +10
(10 magic + Pushback)

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).

† For use with: *Divine Heroes 3* : Male Genasi Paladin

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