



WINDMASTER MAGE COMMANDER 2

36
POINTS

LVL: 8
AC: 17
SPD: 6
HP: 40

MELEE ATTACK
+4 (5 magic + Pushback)

TYPE: Humanoid - Human

COMMANDER EFFECT: Medium or smaller followers gain Whirlwind Attack.

SPECIAL ABILITIES: **Hoarwind Blast** □ (Replaces Attacks; cone; 10 Cold damage and Pushback; DC 15); **Air Elemental Master 20** (As Beastmaster, but Air Elementals only); **Buffeting Winds** □ (range 6; 5 Cold + 5 Electricity and Pushback; DC 16 negates); **Pushback** (when this creature's melee attack deals damage to a smaller creature, it may push the smaller creature 1 square).

SPELLS: 3rd - *swift fly* □ (self; gain *Flight* this turn, speed F8, *swift action*); 4th - *summon monster IV* □ (up to 3 Air

Elementals with total cost 25 or less).
† For use with: *Divine Heroes 3*: Male Human Invoker

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DRAGONBORN FIGHTER

30
POINTS

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

MELEE ATTACK
+10/+5 (10)

TYPE: Dragon

SPECIAL ABILITIES: **Dodge Dragons +3** (+3 AC against attacks by Dragons); **Dragon Bane** (Melee attack +2, melee damage +5 against Dragon enemies); **Breath Weapon** □ (Replaces Attacks; line 12; 15 damage, your choice of acid, cold, electricity or fire; DC16); **Cleave**; **Immune Aura of Fear**.

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

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QUALINESTI DEFENDER COMMANDER 4

39
POINTS

LVL: 8
AC: 22
SPD: 5
HP: 65

MELEE ATTACK
+14/+9 (10 magic)

TYPE: Humanoid – Elf

COMMANDER EFFECT: Followers gain +1 AC and Immune Aura of Fear.

WARBAND BUILDING: CG Eladrins are legal in your LG warband.

SPECIAL ABILITIES: **Elf Traits**; **Defensive Stance** □ (At the start of its turn, this creature gains +2 AC, Save +2 and Melee Damage +5; the effect ends if this creature moves); **Hero of Qualinesti** □□ (Declare before rolling a Melee Attack against an enemy Commander; if hits +5 damage).

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

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GNOME SNEAK

22
POINTS

LVL: 5
AC: 16
SPD: 6
HP: 40

MELEE ATTACK
+11 (10)

RANGED ATTACK
+9, range 6 □□ (5 + Poison)

TYPE: Small Humanoid – Gnome

SPECIAL ABILITIES: **Hide**; **Melee Sneak Attack +10**; **Scout**; **Poison** (DC 15).

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

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ALUSAIR OBARSKYR COMMANDER 6

46
POINTS

LVL: 7
AC: 23
SPD: 4
HP: 65

MELEE ATTACK
+12/+7 (10 magic)

TYPE: Humanoid - Human

COMMANDER EFFECT: Followers that activate within 6 squares of this commander gain **Powerful Charge +10** (Melee damage +10 when charging) until end of turn.

SPECIAL ABILITIES: **Unique**.

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

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RAZORCLAW RANGER

34
POINTS

LVL: 7
AC: 18
SPD: 7
HP: 65

MELEE ATTACK
+9/+9/+4 (10 magic)

TYPE: Humanoid – Shapechanger – Shifter

SPECIAL ABILITIES: **Blind-Fight**; **Spring Attack**; **Chosen Enemy** □ (Choose a creature type; this creature gets attack +2 against enemies with that type for the rest of the skirmish).

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

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TIEFLING SPEARFIGHTER

17
POINTS

LVL: 5
AC: 18
SPD: 6
HP: 45

MELEE ATTACK
+8 (10 magic)

TYPE: Humanoid – Outsider

SPECIAL ABILITIES: **Resist 5 Cold, Electricity, Fire**; **Melee Reach 2**; **Set against charge 5** (Enemies that charge this creature take 5 damage after their charge movement but before making their melee attack); **Mounted Foe +5** (+5 damage against Mounted enemies).

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

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FRENZIED BERSERKER

52
POINTS

LVL: 8
AC: 10
SPD: 8
HP: 90

MELEE ATTACK
+14/+9 (30 magic)

TYPE: Humanoid – Human

SPECIAL ABILITIES: **Aura of Fear 2** (Enemies in squares threatened by this creature gain morale save -2); **Burnout** (This creature takes 5 damage whenever it activates); **Death Strike** (When its HP are reduced to 0 or lower, this creature may make one immediate melee attack); **Fearless** (Always succeeds on morale saves).

† For use with: *Primal Heroes 2*: Male Human Barbarian

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LIVING GATE GUARDIAN

36
POINTS

LVL: 8
AC: 18
SPD: 5
HP: 65

MELEE ATTACK
+7 (10 magic)

TYPE: Humanoid – Human

SPECIAL ABILITIES: **Gate Guardian** (As long as this creature is in game, enemies cannot use Dimension Door); **Feywild Sojourn** □ (Use at start of this creature's turn: this creature heals 10 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); **Aberration Foe** (+5 damage against Aberration enemies); **Outsider Foe** (+5 damage against Outsider enemies).

SPELLS: 1st - *produce flame* □□ (*sight or touch*; 10 Fire damage); 2nd - *cure moderate wounds* □□ (*touch*; heal 10 hp); 3rd - *call lightning* □ (*sight*; 20 Electricity damage, ignore Spell Resistance; DC 15; 20 Electricity damage whenever target creature activates until its save succeeds).
† For use with: *Primal Heroes 2*: Male Human Druid

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