



Original Edition Stat Cards for
Player's Handbook Heroes I

DESIGN: D. Garry Stupack (lead) and Peter Scott

DEVELOPMENT: Peter Scott (lead), Matt Kempe,
D. Garry Stupack

GRAPHICS & TYPESETTING: Joel Broveleit
D. Garry Stupack, Matt Kempe

SPECIAL THANKS: Peter Lee & Kierin Chase at
Wizards of the Coast; the DDM Guild's Supporters;
Flavio Damasco, and Original Edition playtesters
around the world.

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HUMAN VANGUARD

24
Points

LE

LVL: 6 **MELEE ATTACK**
SPD: 6 +11/+6 (10 magic)
AC: 17
HP: 50

TYPE: Humanoid - Human

SPECIAL ABILITIES: **Haste** (Swift; this creature may make an immediate attack); **Skirmish Attack +5** (+5 damage if this creature has moved at least 2 squares this turn)

† For use with: *Martial Heroes 1*: Male Human Fighter

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DRAGONBORN ROGUE

28
Points

CG

LVL: 6 **MELEE ATTACK**
SPD: 7 +11 (10 magic)
AC: 17 **RANGED ATTACK**
HP: 50 +11, range 6 (5)

TYPE: Humanoid - Dragon

SPECIAL ABILITIES: **Breath Weapon** (Replace attack; line 12; 15 acid damage; DC 15); **Dragon Traits**; **Hide**; **Melee Sneak Attack +10**; **Ranged Sneak Attack +10**

† For use with: *Martial Heroes 1*: Female Dragonborn Rogue

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FARRIS NIGHTBRINGER ELF RANGER

42
Points

CG

LVL: 8 **MELEE ATTACK**
SPD: 7 +11/+6 (10 magic)
AC: 19 **RANGED ATTACK**
HP: 80 +13/+8 (10 magic)

TYPE: Humanoid - Elf

SPECIAL ABILITIES: **Elf Traits**; **Evil Foe +5** (Damage +5 against evil enemies); **Navarre, Eagle Companion** (When this creature activates, choose one of the listed effects):
Flank - adjacent enemies are considered flanked when attacked by this creature, on this turn.
Spot - gain blindsight until end of turn.
Fly - gain flight until end of turn.
Unique, Zoophile (-2 attack vs animal enemies)

† For use with: *Martial Heroes 1*: Male Elf Ranger

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DHAELN TIEFLING BRAVURA

42
Points

CG/CE

Commander 4

LVL: 8 **MELEE ATTACK**
SPD: 6 +13/+8 (10 magic)
AC: 20
HP: 65

TYPE: Outsider - Tiedfling

COMMANDER EFFECT: Followers take 5 less damage from melee attacks, when the natural attack roll is an odd number (minimum 5).

SPECIAL ABILITIES: **Conceal 6**; **Lawful Foe** (+5 damage vs. lawful enemies); **Melee Sneak Attack +5**; **Resist 5 Acid, Cold, Fire**; **Unique**

† For use with: *Martial Heroes 2*: Male Tiedfling Warlord

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DWARF SNEAK

38
Points

LG

LVL: 9 **MELEE ATTACK**
SPD: 5 +12 (10 magic)
AC: 18 **RANGED ATTACK**
HP: 75 +11, range 6 (5 magic)

TYPE: Humanoid - Dwarf

SPECIAL ABILITIES: **Hide**; **Melee Sneak Attack +10**; **Oil of Ethereality** (Swift; Self; gain incorporeal until next activation); **Ranged Sneak Attack +10**

† For use with: *Martial Heroes 2*: Male Dwarf Rogue

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DROW SERGEANT

16
Points

CE

Commander 2

LVL: 2 **MELEE ATTACK**
SPD: 7 +6 (5)
AC: 19
HP: 20

TYPE: Humanoid - Drow - Elf

COMMANDER EFFECT: Followers of level 1 gain melee damage +5

SPECIAL ABILITIES: **Conceal 6**; **Elf Traits**; **Spell Resistance**

† For use with: *Martial Heroes 2*: Female Eladrin Fighter

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ELADRIN WAND WIZARD

29
Points

CG

LVL: 7 **MELEE ATTACK**
SPD: 7 +6 (10 magic)
AC: 17
HP: 40

TYPE: Outsider - Fey

SPECIAL ABILITIES: **Wand of the Stag** (Replaces attack; sight; 10 damage and push target up to 2 squares; DC 15); **Spell Resistance**

SPELLS: *1st* - lesser electricity orb (range 6; 5 electricity damage, ignore Spell Resistance); *2nd* - flaming sphere (sight; 15 fire damage; DC 14)

† For use with: *Arcane Heroes 1*: Female Eladrin Wizard

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TIEFLING SURESTRIKE

58
Points

CE

LVL: 11 **MELEE ATTACK**
SPD: 6 +12/+7 (10 magic)
AC: 20 **RANGED ATTACK**
HP: 60 +14 (10 magic + Poison)

TYPE: Outsider - Tiedfling

SPECIAL ABILITIES: **Fleeting Touch** (When this creature hits with a melee attack, slide this creature up to 4 squares); **Poison** (5 damage whenever poisoned creature activates; DC 18); **Sure Striker** (Replaces attacks; *Ipp*, this creature is considered to make an attack with a natural roll of 12.)

SPELLS: *PSIONICS:* *9pp* - egostorm 6pp (sight, radius 2; 20 damage and -2 attack; DC 17)

† For use with: *Arcane Heroes 1*: Male Tiedfling Warlock

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ARAMIL ADVENTURER

13
Points

LG/CG

LVL: 3 **MELEE ATTACK**
SPD: 6 +1 (5)
AC: 13 **RANGED ATTACK**
HP: 20 +5 (5)

TYPE: Humanoid - Elf

SPECIAL ABILITIES: **Elf Traits**; **Unique**
SPELLS: *SORCERER SPELLS:* *1st* - *mage armor* (Self; +4 AC); *magic missile* (sight; 5 damage); *ray of enfeeblement* (range 6; attack -2, damage -5) ((minimum 5))

† For use with: *Arcane Heroes 1*: Male Half-Elf Bard

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WARLOCK KNIGHT OF VAASA

35
Points

LVL: 9 **MELEE ATTACK**
SPD: 6 +10/+5 (15 magic)
AC: 18
HP: 60

TYPE: Humanoid - Elf - Human
SPECIAL ABILITIES: **Dark One's Own Luck** □ (Immediate; add 4 to a save just rolled); **Elf Traits;** **Melee Sneak Attack +5**
SPELLS: 1st - *eldritch blast* [unlimited] (range 6; 10 damage; DC 13); 3rd - *iron starfall* □ (sight; 10 damage + *Stun*; DC 15)

† For use with: *Arcane Heroes 2: Male Half-Elf Fighter/Warlock*

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ELADRIN SORCERER

23
Points

LVL: 6 **MELEE ATTACK**
SPD: F6 +5 (5 + 5 acid)
AC: 17
HP: 30

TYPE: Outsider - Fey
SPECIAL ABILITIES: **Flight;** **Spell Resistance;** **Spell Surge** □□ (Roll 1d20 when casting a damaging spell; on a roll of 11+, that spell deals +5 damage)
SPELLS: SORCERER SPELLS: 1st - □□□ *magic missile* (sight; 5 damage, ignore incorporeal); 2nd - □□□ *shocking vengeance* (immediate; when this creature is hit by a melee attack, the attacker takes 15 electricity damage; DC 14)

† For use with: *Arcane Heroes 2: Female Eladrin Sorcerer*

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BONDED FIRE SUMMONER

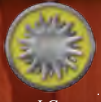
43
Points

LVL: 10 **MELEE ATTACK**
SPD: 6 +4 (5 + 5 fire)
AC: 16
HP: 45

TYPE: Humanoid - Elf - Human
COMMANDER EFFECT: Elemental followers gain Immune Cold; **WARBAND BUILDING:** Elementals with Immune Fire of any faction are legal in your warband.
SPECIAL ABILITIES: **Elf Traits;** **Fire Companions** (Elementals with Immune Fire in your warband get +2 speed, +2 attack); **Fire Elemental Master 15** (as beastmaster, Fire Elementals only); **Immune Fire, Immune Poison**
SPELLS: 2nd - *scorching ray* □□ (range 6; 15 fire damage); 4th - *summon monster IV* □□ (up to three elementals with total cost 25 or less)

† For use with: *Arcane Heroes 2: Male Human Wizard*

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DWARF PALADIN OF MORADIN

39
Points

LVL: 11 **MELEE ATTACK**
SPD: 4 +14/+9 (15 magic)
AC: 21
HP: 75

TYPE: Humanoid - Dwarf
COMMANDER EFFECT: Followers gain +1 AC and +1 save; Dwarf Followers also gain Fearless.
SPECIAL ABILITIES: **Fearless;** **Lay on Hands** □ (swift; touch; heal 10 HP); **Smite Evil +10** □ (Melee damage +10 against evil enemies)

† For use with: *Divine Heroes 1: Male Dwarf Paladin*

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HALFLING CLERIC OF MELORA

25
Points

LVL: 6 **MELEE ATTACK**
SPD: 4 +5 (5 magic)
AC: 21 **RANGED ATTACK**
HP: 40 +10 (5 magic)

TYPE: Humanoid - Halfling
COMMANDER EFFECT: Followers that activate within 6 squares gain stable footing (not slowed by difficult terrain) until the end of their turn.
SPECIAL ABILITIES: **Elemental Touch** (This creature may choose to do cold, electricity, or fire damage instead of magic damage when attacking)
SPELLS: 1st - *longstrider* □ (self; +2 speed), *magic weapon* □□ (touch; +1 attack, ignore DR); 2nd - *hold person* □□ (sight, humanoid only; Paralysis; DC 14); *shield of faith* □ (touch; +2 AC)

† For use with: *Divine Heroes 1: Female Halfling Cleric*

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CLERIC OF ST. CUTHBERT

29
Points

LVL: 3 **MELEE ATTACK**
SPD: 4 +5 (5 magic)
AC: 20
HP: 25

TYPE: Humanoid - Human
COMMANDER EFFECT: **Vengeance** (Followers gain melee damage +5 if opponents have destroyed at least 2 of your creatures)
SPECIAL ABILITIES: **Smite Evil +5** □ (melee damage +5 against evil enemies); **Turn Undead 4** □
SPELLS: 1st - *cause fear* □□ (range 6; target creature of level 5 or below makes a morale save); 2nd - *deific vengeance* □□ (range 6; 10 damage, or 20 damage to Undead; DC 14)

† For use with: *Divine Heroes 1: Male Human Cleric*

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LIGHTNING WOLF BARBARIAN

42
Points

LVL: 8 **MELEE ATTACK**
SPD: 8 +14/+9
AC: 14 (15 magic + 5 electricity)
HP: 80

TYPE: Humanoid - Human
SPECIAL ABILITIES: **Cleave;** **Electricity Healing 10** (When this creature would take electricity damage, heal 10 HP); **Immune Electricity**

† For use with: *Primal Heroes 1: Male Human Barbarian*

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DRUID OF THE DEEP FOREST

18
Points

LVL: 5 **MELEE ATTACK**
SPD: 6 +5 (5 magic)
AC: 16 **RANGED ATTACK**
HP: 35 +5, range 6 (5 fire)

TYPE: Humanoid - Elf
COMMANDER EFFECT: Animal and Magical Beast Followers gain +1 attack.
SPECIAL ABILITIES: **Beastmaster 5;** **Elf Traits;** **Willing to Follow;** **Woodland Stride** (Not slowed by Forest Terrain)
SPELLS: 1st - *magic fang* □□ (touch, animal or magical beast only; +1 attack, ignore DR); 2nd - *snakes swiftness* □ (range 6; target creature may make an immediate attack)

† For use with: *Primal Heroes 1: Female Elf Druid*

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GOLIATH STONE BLADE

46
Points

LVL: 10 **MELEE ATTACK**
SPD: 7 +14/+9 (25)
AC: 16
HP: 90

TYPE: Humanoid - Goliath
SPECIAL ABILITIES: **Indomitable** (This creature is unaffected by constrict, push, pull, slide, swallow whole and trample effects); **Stoneblade** (When a natural 1 or 2 is rolled during this creature's turn; it gains -5 damage [minimum 10], (this ability stacks with itself)

† For use with: *Primal Heroes 1: Male Goliath Barbarian*

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