

ARACHNOMANCER

Level 16 ♦ Drow tFey t4RFS

AC 29
FORT 29
REF 29
WILL 29
SPEED 7
HP 100
BLOOD 50

ATTACKS
 ⊕ Fangblade: +22 vs. A. 20He.
 ⊖ Acid Web: 20He. 20He

POWERS
 Easy Prey: 5JTDSFBUFBEITFSBMMFTIBWF
 EBBRWTCMEUEBSFUT
 Wallwalker: 8IFWFWSUITDSFBUFTUBSUTBU
 adjacent to a wall; this creature has flight until end
 PGU.
 Web Sense: SFTFDFBMUSFBUTBEKDFDPS
 TAVBTW

Withdraw: Use after this creature hits with a ⊕
 attack: 4GUPTTSTBTGFFBDU

Lolth's favorite servants emulate her well.

♦ For use with Demonweb 46/60, Drow Arachnomancer.

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BANSHEE

Level 12 ♦ Undead R

AC 25
FORT 25
REF 25
WILL 25
SPEED F6
HP 65
BLOOD 30

ATTACKS
 ⊕ Icy Grip: +15 vs. Reflex; 15 cold damage.
 ⊖ Banshee Wail: CMBTUWTRSUJWF
 UMFSEBBFFRBDID
 EBBRTBWFFET

POWERS
 Phasing; Insubstantial
 ■ The Lost Maid: Use at the start of this creature's
 turn: T s 20He. TAV u 20He. e TUBS ET
 U u n.
 ■ Fight or Flight: Use when first bloodied 20He
 Banshee W 20He T L s U. B.

So young was she, and so full of hate.

♦ For use with Archfiends 49.60, Cursed Spirit, or DDM Guild
 GenCon 2011 Promotional Miniature (Banshee).

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DUTYBOUND PALADIN

Level 6 ♦ ♦ ♦ CR 1

AC 21
FORT 18
REF 18
WILL 18
SPEED F6
HP 30
BLOOD 15

ATTACKS
 ⊕ Sword: +10 vs. Reflex; 15 radiant damage.
 ⊖ Smite: (Immediate) +15 vs. Reflex; 15 radiant
 EBBF 20He n m 20He .

POWERS
 Phasing; Insubstantial
 Sacred: (Au)20He T 20He
 BUUBTRBBHUJEBU

CHAMPION POWERS
 ♦ Use before rolling initiative: 20He s HB 20He +
 EBBHET ⊕

*The oathsworn stand their post
 unto death, and beyond.*

♦ For use with Dragoneye 8/60, Stalwart Paladin.

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ELADRIN SILVER PYROMANCER

Level 16 ♦ R e

AC 28
FORT 24
REF 24
WILL 28
SPEED 6
HP 75
BLOOD 35

ATTACKS
 ⊕ Flametongue: SBBWTRSUJWF
 fire + 10 radiant damage.
 ✱ Firestorm: (sight, radius 1) +21 vs. Reflexes;
 15 fire + 15 radiant damage.

POWERS
 Flamebearer: 20He 20He 20He
 aura have resist 10 fire and resist 5 radiant; enemies
 in aura gain vulnerable 10 fire .

*The devotees of the Silver Flame
 cleanse with fire.*

♦ For use with Against the Giants 45/60, Eladrin Pyromancer.

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FALLEN WARLORD

Level 16 CR 3

AC 28
FORT 26
REF 28
WILL 30
SPEED F5
HP 75
BLOOD 35

ATTACKS
 ⊕ Scimitar: +21 vs. 20He ude20HeBF
 ⊖ Ghostblades: C Y T U W T P M E
 E B B F F 4 D S F B U F U B L F T E B N B H F
 ⊖ Transfix 20He s.

POWERS
 Immune Poison;
 Phasing; Insubstantial
 Loyal Unto Death 20He 6 F B E B M M F T
 B B W F ⊕

CHAMPION POWERS
 ♦ Use at end of round 20He 20He 20He
 T M 20He T B 20He
 ♦ Use at start of round: 20He D M 20He M M B T
 +2U 20He all de 20He T U 20He und.

♦ For use with Unhallowed 16/60, Dark Traveller

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FROSTRAGER BARBARIAN

Level 12 ♦ CR 3

AC 22
FORT 25
REF 23
WILL 23
SPEED 7
HP 85
BLOOD 50

ATTACKS
 ⊕ Ice Katarvs 20He B H F
 ⊖ Glacial Tomb 20He S F U B S F U T W T
 Fortitude; 15 + 15 cold damage AND Slowed.
 4 when this creature is first bloodied.

POWERS
 Resist 10 Cold
 Arctic Rage: BUUBDLB 20He P M E E B B B
 le 20He d d.
 ■ Early Freeze: Minor action; when adjacent
 to river terrain only: 20He M S 20He F S S S 20He P N F
 S 20He F S S 20He F 20He 20He

*His fury, and his blades, are forged in the merciless
 heart of winter.*

♦ Use with Heroscape Wave 13: Evar Scarcarver

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HIGH CLERIC OF SUNE

Level 16 CR 3

AC 28
FORT 26
REF 28
WILL 30
SPEED F5
HP 80
BLOOD 60

ATTACKS
 ⊕ Sceptrevs . Reflex; 10 damage.
 ⊖ Awestruck: (blast 4) +18 vs. Will; Stunned.
 4 20He D S F B U F 20He F T B D B N 20He S
 ⊖ The Reverie S B E V D I S.
 20He E B H 20He B T A v 20He ET

POWERS
 Immune Dominated; Immune 20He attacks
 Resist 5 All
 ■ Lovelorn: Use with Sceptre 20He U B H F U
 F M 20He F T T A v 20He ET

CHAMPION POWERS
 ♦ Use at end of round 20He D E B B E D S F B U F
 20He 20He B T T 20He
 ♦ Use at start of round: 20He D D 20He 20He n
 20He u S 20He a 20He eals 10H1.

♦ For use with Night Below 15/60, Cleric of Sune.

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HUMAN FIGHTER LORD

Level 14 ♦ CR 3

AC 32
FORT 31
REF 28
WILL 27
SPEED 6
HP 85
BLOOD 40

ATTACKS
 ⊕ Longword: +20 vs. AC; 20 +5 fire damage.
 ⊖ Longbow T U B S F T W J C M F v s.
 20He H B B B H 20He 20He 4 as
 20He

POWERS
 Resist 5 fire
 Keen Edge 4 D P S F T D S J U D B M I U T P B B U S B M P S
 ⊖ Warrior Spirit: Use at start of round 5 20He D S F B U F
 20He 20He B U B B B 20He B U B B
 20He 20He when first bloodied.

A skilled veteran of 100 battles.

♦ For use with Dungeons of Dread 35/60, Human Fighter.

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MASTER SHADOWDANCER

Level 13 ♦ Human • Shadow

AC 28
FORT 26
REF 32
WILL 26
SPEED 8
HP 75
BLOOD 35

ATTACKS
⚔ **Twin Swords:** +19 vs. AC; 10 +10 cold damage.

POWERS
Sneak Attack 10: +10 Damage against targets granting combat advantage to this creature.
Cloaking Shadow: *Whenever it is not this creature's turn:* this creature's space is smoke terrain.
Shadowdance: *Replaces move action:* Shift this creature up to its current speed.

*Where shadows fall, so do killing strokes;
Some bring shadows with them.*

♦ For use with Bloodwar 22/60, Shadowdancer.

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MIRE HOUND

Level 7 ♦ Fey • Magical Beast

AC 20
FORT 23
REF 23
WILL 21
SPEED 6
HP 45
BLOOD 20

ATTACKS
⚔ **Vicious Bite:** +12 vs. AC; 10 damage.
☐ **Mire Hound Howl:** (burst 3, enemies only) +18 vs. Will; -2 to all defenses until end of round (Fear).

POWERS
Phasing;
☐ **Recoil:** *Immediate action; use when an adjacent enemy declares a ⚔ attack:* Shift 1 square.
Dimension Hop: *Replaces move action:* teleport up to 5 squares.

*That howl is the last thing you want to hear
when you're lost in the fens.*

♦ Use with DDM Guild Gen Con 2011 Promotional Figure (Mire Hound) or Dungeons of Dread 36/60, Iron Defender.

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RAGNARA, ETHEREAL HUNTER

Level 12 ♦ Maenad • Psionic (Unique)

AC 26
FORT 24
REF 23
WILL 24
SPEED 6
HP 65
BLOOD 30

ATTACKS
⚔ **Voidcrystal Sword:** +17 vs. AC; 20 damage AND immobilized (ignore insubstantial).
⚔ **Battlemind Push:** (minor action, range 3) +15 vs. Fortitude; push target up to 3 squares.

POWERS
Ethereal Jaunt: *Minor action:* This creature gains insubstantial and phasing until the start of its next turn.
Mind's eye: *Minor action:* Until end of turn, terrain and walls do not block this creature's line of sight and invisible creatures are visible to this creature.

She fights what others cannot even see.

♦ For use with Archfiends 21/60, Ragnara Psychic Warrior.

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ROT GRUB SWARM

Level 14 ♦ Swarm • Vermin • Demon

AC 27
FORT 27
REF 27
WILL 27
SPEED B6
HP 65
BLOOD 30

ATTACKS
⚔ **Infestation:** (reach 0) +20 vs. Reflex; 20 ongoing damage (save ends).
☐ **Million mouths:** (Immediate action, reach 0) automatic hit; 5 damage. ⤴ as a minor action.

POWERS
Infest: Can enter and occupy spaces occupied by non-Swarm enemies.
Swarm: Takes half damage from ⚔ and ⚔ attacks.
☐ **Superinfest:** *Use when Infestation hits:* Target is also dominated (save ends both). Heal this creature 25 HP and remove it from the battle map. At the start of a round, or when the target ends infestation or is destroyed, return this creature to the battlemap in a square adjacent to the target.

♦ Use with Lords of Madness 40/60, Rot Grub Swarm

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SHADAR-KAI STALKER

Level 8 ♦ Shadar Kai • Shadow • Stealth

AC 24
FORT 20
REF 24
WILL 20
SPEED 6
HP 55
BLOOD 25

ATTACKS
⚔ **Twin Knives:** (range 6) +13 vs. AC; 5 damage AND *Followup:* +14 vs AC; 5 damage.

POWERS
Sneak Attack 10: +10 damage against targets granting it combat advantage.
Shadow Stealth: *Whenever this creature is adjacent to a wall:* this creature is invisible.

*Some shadows are more dangerous
than others.*

♦ For use with Heroscape Starter 2; Shiori.

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STEALTHMAGE

Level 15 ♦ Elf • Fey • Arcane

AC 25
FORT 25
REF 29
WILL 29
SPEED 6
HP 70
BLOOD 35

ATTACKS
⚔ **Dagger:** +17 vs. AC; 10 Damage.
⚔ **Force Lance:** (range 10) +18 vs. Reflex; 15 damage (ignore insubstantial).
⚔ **Dragonstrike:** (blast 5) +18 vs Reflex, 15 acid +15 fire damage; then, hit or miss, this creature takes 10 damage AND may shift up to 3 squares.

POWERS
Greater Invisibility: *Minor action:* This creature is invisible until it takes damage.
Sneak Attack 10: +10 damage against targets granting it combat advantage.

*Stealth-trained walmages strike hard,
and with no warning.*

♦ For use with Bloodwar 5/60, Elf Warmage.

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WARFORGED JUGGERNAUT

Level 12 ♦ Warforged • Martial

AC 27
FORT 27
REF 22
WILL 25
SPEED 5
HP 85
BLOOD 40

ATTACKS
⚔ **Crushing Blow:** +17 vs. AC; 20 damage.
⚔ **Ruinous Charge:** (use only when charging) +15 vs. Fortitude; 15 damage AND Dazed AND push target up to 2 squares.

POWERS
Determined: This creatures makes saving throws at the start of its turn instead of at the end of its turn.
True Juggernaut: +3 Speed when charging.
Warborn Charger: May take other actions on its turn after charging.

"How do you stop that thing?"

♦ Use with Heroscape Wave 13: Siege

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WARFORGED JUGGERNAUT

Level 27 ♦ Warforged • Martial

AC 35
FORT 38
REF 29
WILL 35
SPEED 5
HP 185
BLOOD 90

ATTACKS
⚔ **Crushing Blow:** +25 vs. AC; 20 damage.
☐ **Ruinous Path:** Move up to speed, make up to one ⚔ attack each time this creature enters a new square. ⤴ as an attack action.

POWERS
Perfect Focus: At the start of this creature's turn, end all conditions on this creature.
Ultimate Juggernaut: +4 Speed and +20 damage when charging.
Dizzying Impact: *Use when charging.* On a hit, this creature and target are dazed until end of round.

"Seriously.. how do you stop that thing?"

♦ Use with Heroscape Wave 13: Siege

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