

ARAMIL, ADVENTURER

Level 5 ♦ Half-Elf • Arcane (Unique)

AC 17
FORT 15
REF 15
WILL 15
SPEED 6
HP 25
BLOOD 10

ATTACKS

- ⚔ Staff: +8 vs. AC; 10 damage.
- ☞ Magic Missile: (sight) +10 vs. Reflex; 15 damage, ignore Insubstantial.
- ☞ Ray of Enfeeblement: (range 5) +10 vs. Fortitude; 10 necrotic damage AND Weakened.

POWERS

- ☐ Circle of Forbiddance: Replaces attack action: Until end of round, whenever an enemy enters a space within 3 squares of this creature, that enemy takes 15 damage (maximum 1 per turn per enemy).

Protection and punishment enough to lead his allies into battle.

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

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BONDED FIRE SUMMONER

Level 11 ♦ Human • Arcane • Fire

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

ATTACKS

- ⚔ Fiery Staff: +18 vs. AC; 10 fire damage.
- ☞ Fickle Flame: (sight) +16 vs. Fortitude; 15 fire damage AND ongoing 10 fire damage AND target's Resist Fire is reduced by 15 (save ends both).
- ☞ Inferno Blast: (radius 1 within 10) +16 vs. Reflex; 20 fire damage.

POWERS

- ☐ Resist 10 Fire
- ☐ Dancing Flame: Minor action: 1 Fire ally within 5 squares of this creature shifts up to 1 square as a free action.
- ☐ Maelstrom of Flames: Minor action: Each enemy within 5 squares of this creature and adjacent to a Fire enemy or ally takes 10 fire damage.

♦ For use with Arcane Heroes 2: Male Human Wizard

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CLERIC OF ST. CUTHBERT

Level 7 ♦ Human • Divine

CR 2

AC 21
FORT 20
REF 20
WILL 20
SPEED 6
HP 50
BLOOD 25

ATTACKS

- ⚔ Mace: +14 vs. AC; 15 damage.
- ☞ Deific Vengeance: (range 10) +12 vs. Reflex; 10 radiant damage.

POWERS

- ☐ Defender: Use when an enemy adjacent to this creature makes a ⚔ attack against an ally: This creature makes a ⚔ attack against that enemy as an immediate action.

CHAMPION POWERS ☐ ☐

- ♦ Use when an enemy hits an ally with an attack: That enemy takes ongoing 10 radiant damage (save ends).
- ♦ Use at start of round: Until end of round, each Divine and each Martial ally has Defender.

1 ♦ For use with Divine Heroes 1: Male Human Cleric

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DHAELN, TIEFLING BRAVURA

Level 9 ♦ Tiefling • Martial (Unique)

CR 2

AC 21
FORT 23
REF 19
WILL 19
SPEED 6
HP 70
BLOOD 35

ATTACKS

- ⚔ Longsword: +12 vs. AC; 20 damage.
- ☐ ⚔ Brash Assault: Provokes opportunity attack from target. +12 vs. AC; 30 damage AND 1 ally shifts up to its current speed, must end adjacent to target.

POWERS

- ☐ Luring Focus: Use when this creature hits with a ⚔ attack: Pull 1 enemy within 5 squares of this creature adjacent to this creature.

CHAMPION POWERS ☐ ☐

- ♦ Use at start of round: Until end of round, you score 5 VP whenever an enemy hits with an opportunity attack.
- ♦ Use when an enemy hits an ally with a ⚔ attack: Until end of round, each ally scores critical hits against that enemy on attack rolls of unmodified 18-20.

2 ♦ For use with Martial Heroes 2: Male Tiefling Warlord

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DRAGONBORN ROGUE

Level 7 ♦ Dragonborn • Martial

AC 21
FORT 17
REF 21
WILL 17
SPEED 6
HP 55
BLOOD 25

ATTACKS

- ⚔ Thinblade: +12 vs. AC; 10 damage.
- ☞ Hand Crossbow: (nearest) +12 vs. AC; 10 damage. Hit or miss, target takes 5 damage whenever it takes a move action (save ends).
- ☞ Acid Breath: Minor action: (blast 3, enemies only) +10 vs. Reflex; 10 acid damage.

POWERS

- ☐ Sneak Attack 10: Whenever this creature hits a target granting it combat advantage: +10 Damage on that attack.

"Nothing so massive should move so quickly."
— Zeen, goblin cutpurse

1 ♦ For use with Martial Heroes 1: Female Dragonborn Rogue

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DROW INFILTRATOR

Level 5 ♦ Drow • Martial

CR 1

AC 19
FORT 17
REF 17
WILL 17
SPEED 6
HP 40
BLOOD 20

ATTACKS

- ⚔ Rapier: +10 vs. AC; 10 damage.
- ☞ Hand Crossbow: (nearest) +8 vs. Reflex; 5 damage AND Weakened.

POWERS

- ☐ Disguise Self: Use during your set-up: This creature is invisible to enemies until it makes an attack.

CHAMPION POWERS ☐

- ♦ Use at start of round: 1 level 5 or lower ally has +5 poison Damage on its ⚔ attack until end of battle.
- ♦ Use at start of this creature's turn: 1 enemy grants combat advantage to this creature's allies until end of round.

2 ♦ For use with Martial Heroes 2: Female Eladrin Fighter

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DRUID OF THE DEEP FOREST

Level 5 ♦ Elf • Primal

AC 19
FORT 19
REF 17
WILL 17
SPEED 6
HP 40
BLOOD 20

ATTACKS

- ⚔ Staff: +10 vs. AC; 10 damage.
- ☞ Howling Winds: (blast 3) +8 vs. Fortitude; 10 cold damage AND Dazed AND push target up to 3 squares.

POWERS

- ☐ Forest Walk: Ignores the extra cost for entering forest terrain.
- ☐ Natural Balance: Use when an enemy fails a saving throw: This creature or 1 ally within 5 squares of this creature heals 10 HP.

All elves love the wild, but to her it is a sacred force.

1 ♦ For use with Primal Heroes 1: Female Elf Druid

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DWARF PALADIN OF MORADIN

Level 9 ♦ Dwarf • Divine

CR 2

AC 25
FORT 27
REF 24
WILL 24
SPEED 5
HP 65
BLOOD 30

ATTACKS

- ⚔ Thundering Warhammer: +16 vs. AC; 10 + 5 thunder damage.
- ☐ ⚔ Thundering Smite: +14 vs. Fortitude; 20 thunder damage AND Stunned. ☹ when an ally is destroyed.

POWERS

- ☐ ☐ Healing Hands: Minor action: 1 ally adjacent to this creature heals 10 HP, or 20 HP instead if a Dwarf ally.

CHAMPION POWERS ☐ ☐

- ♦ Use when this creature hits with a ⚔ attack: Until end of round, each ally has +2 AC, or +3 AC instead if a Dwarf ally.
- ♦ Use when an enemy hits a Dwarf ally with an attack: That enemy takes ongoing 10 radiant damage (save ends).

1 ♦ For use with Divine Heroes 1: Male Dwarf Paladin

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DWARF SNEAK

Level 10 ♦ Dwarf • Martial

AC 23
FORT 21
REF 23
WILL 21
SPEED 5
HP 65
BLOOD 30

ATTACKS

- ⚔ **Short Sword:** +14 vs. AC; 10 damage.
- ☐ **Knockout:** +10 vs. Fortitude; 15 damage AND Helpless (save ends, damage ends). On miss, 10 damage AND Dazed.
- 🗡 **Throwing Knife:** (range 10) +14 vs. AC; 15 damage.

POWERS

- Hide:** If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.
- ☐ **Dwarven Resilience:** *Minor action:* This creature heals 15 HP.
- Sneak Attack 10:** *Whenever this creature hits a target granting it combat advantage:* +10 Damage on that attack.

♣ 2 ♦ For use with *Martial Heroes 2: Male Dwarf Rogue*

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ELADRIN SORCERER

Level 7 ♦ Eladrin • Fey • Arcane

AC 19
FORT 17
REF 19
WILL 17
SPEED 6
HP 30
BLOOD 15

ATTACKS

- ⚔ **Frost Dagger:** +14 vs. AC; 5 damage.
- 🗡 **Rimefire Blast:** Does not provoke opportunity attacks. This creature shifts up to 1 square, then makes 1 attack, (sight) +12 vs. Fortitude; 15 cold damage OR 15 fire damage.

POWERS

- Icemist:** (Aura) Each square within 2 squares of this creature counts as slippery terrain for enemies.
- Wild Burst:** *Use when rolling initiative:* If your initiative roll is even, this creature has +2 Attack until end round. If your initiative roll is odd, this creature has +2 AC until end of round.

Some eladrin are imbued with the free-willed spirit of the Feywild.

♣ 2 ♦ For use with *Arcane Heroes 2: Female Eladrin Sorcerer*

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ELADRIN WAND WIZARD

Level 8 ♦ Eladrin • Fey • Arcane

AC 20
FORT 17
REF 19
WILL 19
SPEED 6
HP 35
BLOOD 15

ATTACKS

- ⚔ **Dagger:** +10 vs. AC; 10 damage.
- 🗡 **Spectral Ram:** Does not provoke opportunity attacks. (range 10) +11 vs. Reflex; 20 damage AND push target up to 3 squares AND Immobilized. ☹ at start of this creature's turn if no enemy is adjacent to it.
- ✳ **Scorching Burst:** (radius 1 within 10) +11 vs. Reflex; 15 fire damage.

POWERS

- ☐ **Fey Step:** *Replaces move action:* This creature teleports up to 5 squares.
- ☐ **Wand of Accuracy:** *Use when this creature declares a ⚔ or 🗡 attack:* +5 Attack on that attack.

She rains down the wrath of the fey on her foes.

♣ 1 ♦ For use with *Arcane Heroes 1: Female Eladrin Wizard*

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FARRIS NIGHTBRINGER, ELF RANGER

Level 11 ♦ Elf • Martial (Unique)

AC 24
FORT 23
REF 24
WILL 25
SPEED 6
HP 70
BLOOD 35

ATTACKS

- ⚔ **Longsword:** +16 vs. AC; 15 damage.
- ☐ 🗡 **Arrow of Fire:** (sight) +18 vs. AC; 10 + 10 fire damage.
- 🗡 **Longbow:** (sight) +16 vs. AC; 10 damage.

POWERS

- Navarre, Eagle Companion:** *Use at start of this creature's turn:* Choose 1 of the following effects:
 - Eagle Spotter:** This creature's next 🗡 attack ignores cover.
 - Divebomb:** 1 enemy within 5 squares of this creature takes 5 damage.
 - Quick Reload:** Recharge this creature's Arrow of Fire.
- ☐ **Navarre's Wings:** *Use at start of this creature's turn:* This creature has Flight and Speed F12 until end of turn.

♣ 1 ♦ For use with *Martial Heroes 1: Male Elf Ranger*

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GOLIATH STONEBLADE

Level 11 ♦ Goliath • Primal

AC 23
FORT 26
REF 22
WILL 22
SPEED 7
HP 85
BLOOD 40

ATTACKS

- ⚔ **Obsidian Greatsword:** +13 vs. AC; 25 damage.
- ⚔ **Scything Sweep:** (burst 1) +11 vs. AC; 20 damage.

POWERS

- Forceful Charge:** *Use when this creature hits with a charge attack:* Push target of that attack up to 1 square.

*"They might as well be giants."
—Endugo, halfling explorer*

♣ 1 ♦ For use with *Primal Heroes 1: Male Goliath Barbarian*

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HALFLING CLERIC OF MELORA

Level 8 ♦ Halfling • Divine

AC 22
FORT 22
REF 20
WILL 20
SPEED 5
HP 50
BLOOD 25

ATTACKS

- ⚔ **Mace:** +10 vs. AC; 10 damage.
- 🗡 **Lance of Faith:** (range 5) +11 vs. Reflex; 10 radiant damage.

POWERS

- Aggressive 5:** *Whenever this creature hits with an attack while not bloodied:* +5 Damage on that attack.
- ☐ **Turning Tide:** *Minor action:* Each bloodied ally within 5 squares of this creature heals 10 HP.
- ☐ **Second Chance:** *Use when this creature is hit by an attack:* Attacker re-rolls that attack roll instead.

Melora taught the fledgling halfling race self-reliance and confidence.

♣ 1 ♦ For use with *Divine Heroes 1: Female Halfling Cleric*

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HUMAN VANGUARD

Level 7 ♦ Human • Martial

AC 22
FORT 20
REF 19
WILL 18
SPEED 6
HP 50
BLOOD 25

ATTACKS

- ⚔ **Bonehandle Saber:** +11 vs. AC; 10 damage AND ongoing 5 damage (save ends).

POWERS

- Punishing Opportunist:** *Use when an enemy adjacent to this creature misses an ally with a ⚔ attack:* This creature makes a ⚔ attack against that enemy.
- ☐ **Vanguard:** *Use when this creature enters a space adjacent to an enemy:* This creature makes a ⚔ attack with +4 Attack against that enemy as an immediate action.

The vanguard goes in first, softening the enemy with punishing blows.

♣ 1 ♦ For use with *Martial Heroes 1: Male Human Fighter*

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LIGHTNING WOLF BARBARIAN

Level 11 ♦ Human • Primal

AC 23
FORT 25
REF 19
WILL 19
SPEED 7
HP 75
BLOOD 35

ATTACKS

- ⚔ **Greataxe:** +14 vs. AC; 20 damage.
- ⚔ **Lightning Wolf Strike:** This creature shifts up to 1 square, then makes 1 ⚔ attack. Hit or miss, this creature shifts up to 1 square.

POWERS

- Stormfront Rage:** *Whenever this creature makes an attack while bloodied:* +2 Attack and +10 lightning Damage on that attack.

*"Spirit wolves who run in the storm,
let my axe be your teeth!"*

♣ 1 ♦ For use with *Primal Heroes 1: Male Human Barbarian*

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TIEFLING SURESTRIKE

Level 13 ♦ Tiefling • Arcane

AC 25
FORT 21
REF 23
WILL 23

ATTACKS

Ⓢ **Pactblade:** +15 vs. AC; 10 damage AND this creature shifts up to its current speed.

⤵ **Discorporating Blast:** (sight) +17 vs. AC; 20 damage AND ongoing 10 damage AND Fey Step Curse (save ends both).

☐ **Egostorm:** (radius 2 within sight) +20 vs. Fortitude; 20 psychic damage AND target has -2 Attack (save ends).

POWERS

Sure Striker: Use when this creature misses with a Ⓢ or ⤵ attack: This creature has cumulative +1 Attack until end of battle.

Fey Step Curse: (Condition) Controller of creature that caused this condition teleports affected creature up to 3 squares at start of each of affected creature's turns.

♣ For use with *Arcane Heroes 1: Male Tiefling Warlock*

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WARLOCK KNIGHT OF VAASA

Level 9 ♦ Human • Arcane

AC 25
FORT 22
REF 22
WILL 25

ATTACKS

Ⓢ **Ironfell Scimitar:** +15 vs. AC; 10 + 5 radiant damage.

⤵ **Eldritch Blast:** (range 10) +13 vs. Reflex; 10 + 5 radiant damage.

☐ ⤵ **Iron Sky Starfall:** (range 10) +15 vs. Will; 10 radiant damage AND Dazed.

POWERS

Resist 5 Radiant

☐ **Dark One's Own Luck:** Use after this creature rolls an attack roll or saving throw: Re-roll that attack or saving throw and use the higher result.

Sneak Attack 10: Whenever this creature hits a target granting it combat advantage: +10 Damage on that attack.

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

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PLAYER'S HANDBOOK HEROES, SERIES 1

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Special Thanks: DDM Guild's Supporters; Kierin Chase, Peter Lee, and Scott Rouse at Wizards of the Coast.

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These cards are current as of April 21, 2009.

