

RASHEMI WITCH

Level 10 ♦ Human • Arcane

AC 24
FORT 20
REF 20
WILL 25
SPEED 6
HP 65
BLOOD 30

ATTACKS
⊕ **Staff:** +16 vs AC; 5 + 10 radiant damage.
✱ **Frost of Rashemen:** (radius 1 within 10, enemy targets only) +16 vs. Reflex; 10 cold damage. Hit or miss, target is Slowed.

POWERS
Place Magic: Replaces attack action: Each enemy occupying one of your enemy's victory areas takes 15 damage. Slide each enemy occupying one of your victory areas up to 1 square.
Rashemen Homeland: You roll 1 extra d20 when determining map choice.
Runscarred Protector: Cannot be targeted with ⊕ or ✱ attacks while adjacent to a Primal ally.
Wychlaren: Your warband cannot contain any other Arcane or Divine creatures.

♣ For use with Arcane Heroes 3: Female Human Wizard

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WARFORGED ARTIFICER

Level 9 ♦ Warforged • Arcane

AC 23
FORT 22
REF 22
WILL 22
SPEED 6
HP 65
BLOOD 30

ATTACKS
⊕ **Rod of Lightning:** +13 vs. Reflex; 15 lightning damage.
⚡ **Discharge Lightning:** (line 5) +13 vs. Reflex; ongoing 10 lightning damage (save ends). On miss, ongoing 5 lightning damage (save ends).
⊕ ✱ **Alchemist's Fire:** (radius 1 within 5) +14 vs. Reflex; ongoing 5 fire damage AND ongoing 5 acid damage (save ends both).

POWERS
 Healing Infusion: Minor action: 1 adjacent ally heals 15 HP.
 Ward: Use when an enemy declares a ⊕ or ✱ attack: Each ally in area of that attack has +4 to all defenses against that attack. ☹ when an enemy hits this creature with an attack.

♣ For use with Arcane Heroes 3: Warforged Artificer

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ROVING SWORDMAGE

Level 8 ♦ Human • Arcane (Unique)

AC 22
FORT 26
REF 22
WILL 18
SPEED 6
HP 55
BLOOD 25

ATTACKS
⊕ **Zephyr Strike:** (reach 2) +13 vs. AC; 10 damage.
⊕ **Swordmage's Transposition:** +11 vs. Reflex; 10 damage AND 1 ally within 5 squares of this creature switches positions with target.

POWERS
Prideful: Attacks against this creature may not be redirected.
 Aegis of Stealth: Minor action: Until end of this creature's next turn, each ally is invisible while adjacent to this creature.
 Flawfinder: Use after this creature resolves an attack against an enemy: If that attack hit, this creature has +2 Attack and +10 Damage against that enemy until end of battle. ☹ when that enemy is destroyed.

♣ For use with Arcane Heroes 3: Male Human Swordmage

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KALASHTAR BODYGUARD

Level 10 ♦ Kalashtar • Psionic

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

ATTACKS
⊕ **Mind Blade:** +15 vs. AC; 15 damage.
✱ **Thrown Mind Blade:** (range 10) +13 vs. AC; 15 damage.

POWERS
Bodyguard: Use when an enemy targets an adjacent ally with an attack: Redirect that attack to this creature as an immediate action.
 Lucky Weapon: Use when this creature declares an attack: Roll 1d20 twice and use the higher result as the attack roll.
Psychic Strike: Use when this creature declares an attack on its turn: If this creature has not moved this turn, +10 Damage on that attack, then this creature cannot move this turn.

♣ For use with Divine Heroes 2: Female Human Templar

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WARFORGED CLERIC

Level 7 ♦ Warforged • Divine

AC 22
FORT 21
REF 17
WILL 21
SPEED 6
HP 50
BLOOD 25

ATTACKS
⊕ **Friar's Hammer:** +13 vs. AC; 10 + 5 thunder damage.

POWERS
 Brewmaster: Use during your set-up: Assign up to 2 Healing Potion items to this creature for no additional cost.
 Rune of Binding: Use when this creature hits an enemy with a ⊕ attack: Target of that attack also cannot make ⊕ attacks until end of its next turn. ☹ when an enemy hits this creature with an attack.
Take This: Minor action: Reassign 1 Healing Potion from this creature to 1 adjacent ally.

His life Onatar's gift, his hammer a divine charge.

♣ For use with Divine Heroes 2: Warforged Cleric

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DRAGON HIGHLORD

Level 12 ♦ Human • Divine (Unique)

AC 27
FORT 25
REF 25
WILL 25
SPEED 5
HP 75
BLOOD 35

ATTACKS
⊕ **Highlord's Blade:** +17 vs. AC; 20 damage.
⊕ **Coordinated Assault:** +14 vs. Reflex; 15 damage AND 1 adjacent Dragon ally makes 1 ⊕ attack as an immediate action.

POWERS
 Blessing of Takhisis: Minor action: Recharge 1 attack action of a Dragon ally.
 Dragon Rider: Use during your set-up: 1 Large or larger non-Mounted Dragon ally can be a mount for this creature.

CHAMPION POWERS

♣ Use after an enemy hits a Dragon ally with an attack: That ally moves up to its current speed as an immediate action.
♣ Use an enemy's champion power as if this creature had that power.

♣ For use with Divine Heroes 2: Male Human Paladin

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COMBAT MEDIC

Level 8 ♦ Human • Divine

AC 22
FORT 18
REF 18
WILL 18
SPEED 6
HP 55
BLOOD 25

ATTACKS
⊕ **Rod Smite:** +15 vs. AC; 10 + 5 radiant damage.
 ⊕ **Healer's Strike:** +13 vs. AC; 10 radiant damage. Hit or miss, 1 adjacent ally heals 20 HP. ☹ when this creature first becomes bloodied.

POWERS
Rod of Healing: Minor action: 1 adjacent ally heals 5 HP.
 Sacred Healing: Use when an ally within 5 squares becomes bloodied: Place this creature in a space adjacent to that ally, then that ally heals 10 HP.

"There's fight in you yet, friend!"

♣ For use with Divine Heroes 3: Female Human Cleric

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WINDSOUL GENASI PALADIN

Level 9 ♦ Genasi • Elemental • Divine

AC 24
FORT 22
REF 22
WILL 20
SPEED F6
HP 60
BLOOD 30

ATTACKS
⊕ **Longsword:** +15 vs. AC; 15 damage.
 ⊕ **Delirium Strike:** +15 vs. AC; 10 damage AND Dazed.

POWERS
Resist 5 Cold
Gust: Minor action: Push 1 adjacent enemy or ally up to 1 square.
Obscuring Mist: Replaces attack action: Each square within 3 squares becomes smoke terrain until start of this creature's next turn.

He embodies the potential of wind and storm.

♣ For use with Divine Heroes 3: Male Genasi Paladin

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WINDMASTER MAGE

Level 10 ♦ Human • Divine

CR 2

ATTACKS

⊕ **Cyclone Staff:** +15 vs. AC; 10 damage AND push target up to 2 squares.

⚡ **Hoarwind Blast:** (blast 5) +17 vs. Reflex; 10 cold damage AND push target up to 2 squares.

☐ ☐ ☐ **Buffeting Winds:** (sight) +17 vs. Reflex; Blinded (save ends).

POWERS

☐ **Windmaster:** *Minor action:* Slide 1 enemy or ally within line of sight of this creature up to 1 square.

CHAMPION POWERS ☐ ☐

❖ *Use at start of round:* Each enemy loses Flight until end of round. An enemy can take 10 damage to end this effect at any time.

❖ *Use at start of an ally's turn:* That ally has Flight until start of its next turn.

⬆ For use with *Divine Heroes 3: Male Human Invoker*

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DRAGONBORN FIGHTER

Level 9 ♦ Dragonborn • Martial

ATTACKS

⊕ **Battleaxe:** +16 vs. AC; 15 damage.

⊕ **Pinning Strike:** +14 vs. Fortitude; 15 damage AND Immobilized.

☐ ☐ **Dragonborn Breath:** (blast 3) +14 vs. Reflex; 10 acid damage OR 10 lightning damage.

POWERS

☐ **Distracting Mark:** *Use after an enemy resolves an attack against an adjacent ally:* That enemy has -4 Attack until it targets this creature with an attack.

⊕ when no creatures are affected by this creature's Distracting Mark.

☐ ☐ **Dragonborn Resolve:** *Use when this creature is hit by an attack:* This creature takes 10 less damage from that attack.

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

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QUALINESTI DEFENDER

Level 10 ♦ Elf • Fey • Martial

CR 2

ATTACKS

⊕ **Longsword:** +17 vs. AC; 15 damage.

POWERS

Hero of Qualinost: +5 Damage against champion targets.

☐ **Heroic Challenge:** *Use during your set-up:* Your opponent scores 10 VP. Until this creature is destroyed, 1 level 10 or higher Martial enemy champion cannot use champion powers. Until that enemy is destroyed, this creature cannot use champion powers.

CHAMPION POWERS ☐ ☐

❖ *Use at start of round:* Each Elf ally and each Eladrin ally has +2 Attack until end of round.

❖ *Use when an adjacent ally hits an enemy with an attack:* +10 Damage on that attack.

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

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GNOME SNEAK

Level 7 ♦ Gnome • Fey • Martial

ATTACKS

⊕ **Shortsword:** +10 vs. AC; 10 damage.

☞ **Dart:** (range 5) +9 vs Reflex; Immobilized (Poison).

POWERS

Hide: If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.

Sneak Attack 10: +10 Damage against targets granting it combat advantage.

☐ **Cutpurse:** *Replaces attack action:* Roll +13 vs. Reflex against 1 adjacent champion enemy. On success, you score 10 VP and end 1 champion power's effects. ⊕ when that champion is destroyed.

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

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ALUSAIR OBARSKYR

Level 11 ♦ Human • Divine (Unique)

CR 3

ATTACKS

⊕ **Holy Sword:** +18 vs. AC; 10 + 10 radiant damage.

⊕ **Blessed Charge:** Use only while charging. +16 vs. AC; 20 radiant damage AND 1 ally within 5 squares of this creature heals 10 HP.

POWERS

Divine Challenge: *Minor action:* Choose 1 enemy within 5 squares. Until start of this creature's next turn, that enemy takes 10 radiant damage and has -2 Attack when taking an attack action that does not include this creature as a target.

Keen Critical 19: Scores critical hits on attack rolls of natural 19-20.

CHAMPION POWERS ☐ ☐ ☐

❖ *Use at start of round:* Until end of round, each ally has +10 radiant damage while charging.

❖ *Use when an ally becomes bloodied:* That ally heals 10 HP and shifts up to 1 square.

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

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RAZORCLAW RANGER

Level 9 ♦ Shifter • Martial

ATTACKS

⊕ **Twin Swords:** +15 vs. AC; 15 damage.

⊕ **Cut and Run:** +13 vs. AC; 10 damage AND Slowed AND this creature shifts up to 5 squares.

POWERS

☐ **Catch the Scent:** *Use during your set-up:* If no enemy is Razorclaw Marked, 1 enemy is Razorclaw Marked until end of battle.

Razorclaw Marked: (Condition) Affected creature is never invisible to Shifter creatures. Shifter creatures deal +5 Damage with ⊕ attacks against affected creature.

None hunt better than the descendants of those who fled the Silver Flame to the Eldeen Reaches.

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

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TIEFLING SPEARFIGHTER

Level 6 ♦ Tiefling • Martial

ATTACKS

⊕ **Longspear:** (reach 2) +11 vs. AC; 15 damage. On critical hit, target also Immobilized.

POWERS

Schiltron-Trained: +5 Damage against charging targets.

Rock of Strength: +5 Damage against Mounted targets.

☐ **Ready Spear:** *Use when an enemy enters a square within 2 squares:* Make 1 ⊕ attack against that enemy. ⊕ at end of this creature's turn if it did not make an attack on that turn.

"Stay, you hedgehogs, stay!"

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

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FRENZIED BERSERKER

Level 12 ♦ Human • Primal

ATTACKS

⊕ **Greatsword:** +15 vs. AC; 20 damage.

☐ ☐ **Rolling Strike:** +15 vs. AC; 30 damage AND this creature shifts up to 1 square.

POWERS

Bloodrage 5: +5 Damage with ⊕ attacks while bloodied.

Bloodthirsty 10: +10 Damage against bloodied targets.

Burnout: Takes 10 damage at end of each of its turns if it did not make a ⊕ attack during that turn.

☐ **Death Strike:** *Use when this creature is destroyed:* Make 1 ⊕ attack as an immediate action.

Hell hath no fury like a frenzied berserker.

⬆ For use with *Primal Heroes 2: Female Human Barbarian*

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LIVING GATE GUARDIAN

Level 11 ♦ Human • Primal

AC 23
FORT 23
REF 23
WILL 23
SPEED 7
HP 65
BLOOD 30

ATTACKS
⊕ **Bloodfang Strike:** +12 vs. AC; 15 damage.
☐ ⤴ **Thunderbolt:** Up to 2 targets adjacent to each other, (range 10) +12 vs. Reflex; 10 thunder damage AND Stunned. ☹ when this creature uses Feywild Sojourn.

POWERS
Foe of the Far Realms: +10 Damage against Aberrant targets, Immortal targets, and Planar targets.
☐ ☐ **Guardian Action:** *Minor action:* End 1 condition or effect that a saving throw can end on an ally within 5 squares.
☐ **Feywild Sojourn:** *Use at start of this creature's turn:* This creature heals 15 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.

♦ For use with *Primal Heroes 2*: Male Human Druid

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TALENTA NOMAD

Level 9 ♦ Halfling • Primal

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

ATTACKS
⊕ **Scimitar:** +13 vs. AC; 15 damage.
⊕ **Clawfoot Rend:** Use only while bloodied. +13 vs. AC; 10 damage AND Dazed.
⤴ **Talenta Boomerang:** (range 10) +8 vs. AC; 10 damage. On miss, re-roll once.

POWERS
Bloodrage 10: +10 Damage with ⊕ attacks while bloodied.
Composure: +4 Attack while not bloodied.

On the Talenta Plains, a harsh life shapes halflings into feral warriors.

♦ For use with *Primal Heroes 2*: Male Halfling Barbarian

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PLAYER'S HANDBOOK HEROES, SERIES 2

Design: D. Garry Stupack (Lead), Peter Lee, Don Adkins
Development: Paul Grasshof (Lead), Kevin Tatroe
Graphic Designers: Joel Broveleit, Kevin Tatroe
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 - ☐ 2/40 Warforged Artificer ♦
 - ☐ 3/40 Male Human Swordmage ♦
- Divine Heroes 2*
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 - ☐ 5/40 Warforged Cleric ♦
 - ☐ 6/40 Male Human Paladin ♦
- Divine Heroes 3*
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