

## ABOLETH SLIME MAGE

Level 21 ♦ Aboleth • Aquatic • Mastermind

CR 2

### ATTACKS

⊕ **Tentacle:** (reach 2) +26 vs. AC; 20 damage AND Dazed (save ends).

↗ **Slime Orb:** *Minor action:* (sight) +26 vs. Fortitude; 5 acid damage AND Slowed (save ends).

✱ **Slimelord Domination:** (radius 2 within sight) +26 vs. Will; 15 psychic damage. Hit or miss, each enemy reduced to 10 HP or less after all attacks are resolved is Dominated (save ends).

### CHAMPION POWERS

❖ *Use at start of opponent's turn:* You choose the first creature that opponent takes a turn with.

❖ *Use when an enemy destroys an ally:* Remove that enemy from play. At the start of the next turn, place that enemy in any space in its starting area.

AC 37  
FORT 29  
REF 29  
WILL 39

SPEED F5

HP 120  
BLOOD 60

©2010 DDM Guild, 1/8 ♦

## ASCENDANT HELLWORD

Level 14 ♦ Cambion • Devil

CR 3

### ATTACKS

⊕ **Two-Bladed Sword:** +21 vs. AC; 30 fire damage OR 30 cold damage.

□ ⊕ **Leap Into Fray:** Move up to 8 squares, then make a ⊕ attack.

⬅ **Infernal Slash:** (burst 1, enemies only) +16 vs. AC; 35 fire damage AND teleport target up to 3 squares.

### POWERS

Resist 15 Fire; Resist 5 Poison

**Soul Shroud:** +4 to all defenses against ↗ attacks.

### CHAMPION POWERS

❖ *Use when an enemy occupying a victory area is destroyed:* You score 10 VP.

❖ *Use after rolling initiative:* You can take a turn with 1 extra creature during your first turn this round.

AC 29  
FORT 29  
REF 29  
WILL 29

SPEED F8

HP 125  
BLOOD 65

©2010 DDM Guild, 2/8 ★

## ARCHMAGE

Level 25 ♦ Human • Arcane

### ATTACKS

⊕ **Staff of the Archmage:** +30 vs. AC; 25 damage.

↗ **Magic Missile:** (sight) Automatic hit; 15 damage, ignore Insubstantial.

□ ↗ **Mordenkainen's Hound:** (range 10) Target takes 15 damage at the start of each of its turns until end of battle.

□ ✱ **Meteor Swarm:** (radius 2 within sight) Automatic hit; 20 damage. Each square in area becomes dangerous terrain until end of battle.

### POWERS

□ **Dimension Door:** *Minor action:* Teleport up to 10 squares. ⌚ *when this creature first becomes bloodied.*

**Protected Withdrawal:** *Use before rolling initiative:* Transfer the effects of Mordenkainen's Hound from an affected enemy to 1 adjacent enemy, then teleport up to 5 squares.

AC 34  
FORT 30  
REF 32  
WILL 34

SPEED F9

HP 145  
BLOOD 70

©2010 DDM Guild, 3/8 ★

## ASPECT OF VECNA

Level 20 ♦ Immortal • Undead (Unique)

### ATTACKS

⊕ **Withering Touch:** +21 vs. AC; 20 necrotic damage AND Dazed.

↗ **Shadow Ray:** (sight) +21 vs. Reflex; 35 necrotic damage.

### POWERS

**Immune Necrotic; Immune Poison**

**Blindsight 5:** Ignores Conceal on enemies within 5 squares; treats invisible enemies within 5 squares as visible.

**Necrotic Aura:** (Aura 1) Each enemy that starts a turn in aura takes 10 necrotic damage.

**Regeneration 20:** *Use at start of this creature's turn:* Heal 20 HP.

**Summon Vestige:** *Use at end of round:* (Summoning) If this creature occupies one of your victory areas, summon a Lich Vestige token creature in a space within 5 squares.

AC 32  
FORT 32  
REF 28  
WILL 30

SPEED F6

HP 95  
BLOOD 45

©2009 DDM Guild, 4/8 ★

## DRIZZT, DROW RANGER

Level 25 ♦ Drow • Martial (Unique)

### ATTACKS

⊕ **Icingdeath:** +30 vs. AC; 10 + 5 cold damage.

⊕ **Twinkle:** +30 vs. AC; 15 damage.

⊕ **Dual Strike:** Make 1 Icingdeath attack and 1 Twinkle attack.

### POWERS

#### Scout

**Multi-Activation 2:** Can activate up to twice each round.

**Momentum:** +5 Damage with ⊕ attacks if this creature moved this turn.

□ **Inspiring Moment:** *Use before rolling initiative:* Each ally shifts up to its speed as an immediate action.

AC 39  
FORT 37  
REF 37  
WILL 37

SPEED 6

HP 145  
BLOOD 70

©2010 DDM Guild, 5/8 ★

## HEZROU

Level 25 ♦ Demon • Rage

### ATTACKS

⊕ **Pummel:** (reach 2) +32 vs. 30 damage AND push target up to 2 squares.

⊕ **Pummel and Cuff:** Make 2 ⊕ attacks.

### POWERS

**Demonic Stench:** (Aura 2) Non-Demon enemies in aura have -2 Attack.

**Demonic Step:** Ignores the extra cost for entering difficult terrain.

□ **Burst of Speed:** *Use at start of this creature's turn:* This creature has Speed 12 until end of round.

AC 37  
FORT 35  
REF 35  
WILL 35

SPEED 6

HP 160  
BLOOD 80

©2010 DDM Guild, 6/8 ★

## RAISTLIN MAJERE

Level 27 ♦ Human • Arcane (Unique)

### ATTACKS

⊕ **Staff of the Archmage:** +24 vs. AC; 25 damage.

□ ↗ **Finger of Death:** (range 5, living target only) Automatic hit; 20 ongoing damage (save ends).

↗ **Lightning Bolt:** (range 10) Automatic hit; 20 lightning damage.

□ ✱ **Enfeeblement:** (radius 2 within sight) +24 vs. Will; target is Weakened (save ends).

□ ✱ **Hold Monster:** (radius 2 within sight) +22 vs. Will; target is Helpless (save ends).

### POWERS

□ **Contingency:** *Minor action:* Place this creature in any space in your start area.

□ **Master of Time:** *Use when an enemy rolls a successful saving throw:* Reroll that saving throw. ⌚ *when an ally rolls a successful saving throw.*

□ **Time Stop:** *Replaces turn:* This creature takes 3 consecutive turns following this one.

AC 30  
FORT 28  
REF 28  
WILL 37

SPEED F9

HP 130  
BLOOD 65

©2010 DDM Guild, 7/8 ★

## RASHEMI WITCH

Level 16 ♦ Human • Arcane

CR 4

### ATTACKS

⊕ **Slam:** +21 vs. AC; 10 + 15 radiant damage.

□ □ ↗ **Frostblind:** (sight) +23 vs. Fortitude; 25 cold damage and Blinded (save ends).

### POWERS

**Place Magic:** *Replaces attack action:* Each enemy occupying one of your enemy's victory areas takes 25 damage. Slide each enemy occupying one of your victory areas up to 4 squares.

**Rashemen Homeland:** You roll 1 extra d20 when determining map choice.

### CHAMPION POWERS

❖ *Use when an enemy destroys an ally:* That enemy makes a ⊕ attack as though Dominated.

❖ *Use before rolling initiative:* If you win that initiative, slide each enemy and ally up to 2 squares.

♦ For use with *Arcane Heroes 3: Female Human Wizard*

AC 30  
FORT 26  
REF 26  
WILL 32

SPEED 6

HP 95  
BLOOD 45

©2009 DDM Guild, 8/8 ♦

## LICH VESTIGE

Level 12 ♦ Undead • Shadow

AC  
25

FORT  
23

REF  
23

WILL  
32

SPEED  
F4

HP  
40

BLOOD  
20

### ATTACKS

☠ **Death's Touch:** +20 vs. AC; 10 damage + 5 damage for each other Lich Vestige in play.

☞ **Obliteration Ray:** (range 5) +18 vs. Fortitude; 10 damage + 5 damage for each other Lich Vestige in play.

### POWERS

**Delayed Appearance:** Starts off the battle map.

**Vestige of Vecna:** Scores no VP for occupying one of your victory areas at end of round. Worth 0 VP when destroyed.

©2010 DDM Guild

## EPIC MAGES

**Design:** Kevin Tatroe (Lead), D. Garry Stupack.

**Development:** D. Garry Stupack (Lead).

**Graphic Designers:** Joel Broveleit, Kevin Tatroe.

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



Dungeons & Dragons, D&D, D&D Miniatures, Wizards of the Coast are trademarks of Wizards of the Coast, Inc. and used under license. All Wizards character names, and the distinct likenesses thereof are property of Wizards of the Coast, Inc. This material is protected under the copyright laws of the United States of America. © 2010 DDM Guild and Wizards of the Coast. This DDM Guild product contains no Open Game Content. *These cards are current as of September 14, 2010.*

