

## ARJHAN, DRAGONBORN FIGHTER

Level 12 ♦ Dragonborn · Martial (Unique)

AC 24  
FORT 26  
REF 24  
WILL 22  
SPEED 7  
HP 90  
BLOOD 45

**ATTACKS**

- ⊕ **Greataxe**: +18 vs. AC; 15 + 10 cold damage.
- ☐ ❄️ **Frost Breath**: (radius 1 within 3) +17 vs. Fortitude; 15 cold damage AND Immobilized.

**POWERS**

**Resist 5 Cold**

**Chosen**: (Aura 1) Each enemy in aura may not use a power that changes a hit into a miss.

☐ **Brute Force Critical**: Use after this creature makes a ⊕ attack roll, if the result of that attack is a natural 18 or 19; that attack is a hit and a critical hit. ⤴ when an enemy scores a critical hit.

♦ For use with Ravenloft Board Game Figure; Arjhan, Dragonborn Fighter.

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## ALISSA, HUMAN RANGER

Level 11 ♦ Human · Martial (Unique)

AC 24  
FORT 22  
REF 24  
WILL 22  
SPEED 7  
HP 75  
BLOOD 35

**ATTACKS**

- ⊕ **Twin Blades**: (make two attacks against 1 target) +17 vs. AC; 10 damage.
- **Hunter's call**: (range 6)(Fear) +16 vs Will; 5 psychic damage AND Immobilized.
- ☐ ⤵ **Whirlwind**: (burst 1, enemies only) +15 vs. AC; 10 damage.

**POWERS**

**Use the land**: Minor action. Use when this creature occupies difficult terrain; it is invisible to non-adjacent enemies until it moves.

☐ **Choose Quarry**: Immediate action. Use at start of round. Make a Hunter's Call attack against the nearest bloodied enemy within 6 squares.

**Finisher 5**: +5 Damage against Bloodied enemies.

♦ For use with Ravenloft Board Game Figure; Alissa, Human Ranger.

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## CATTI-BRIE, HUMAN ARCHER

Level 12 ♦ Human · Dwarf · Arcane (Unique)

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

**ATTACKS**

- ⊕ **Khazid'hea**: +15 vs. AC; 15 damage.
- ⊕ **Taulmaril**: (sight) +17 vs. Reflex; 20 damage
- ☐ ❄️ **Fire Wand**: (radius 2 within 10) +14 vs. Reflex; 20 fire damage.

**POWERS**

**Blindsight**: Ignores conceal; treats invisible creatures as visible.

**Dwarf Heritage**: Loses the Dwarf keyword if no Dwarf Ally is in play.

☐ **Taulmaril's Will**: Replaces turn. Make a ⊕ attack with a range of nearest. This attack may not be redirected; if the attack hits, it is a critical hit.

♦ For use with Legend of Drizzt Board Game Figure; Catti-Brie, Human Archer.

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## JARLAXLE, DROW MERCENARY

Level 13 ♦ Drow · Martial (Unique)

AC 27  
FORT 23  
REF 27  
WILL 23  
SPEED 6  
HP 80  
BLOOD 40

**ATTACKS**

- ⊕ **Drow Sabre**: +18 vs. AC; 15 + 5 poison damage.
- **Dagger**: (range 6) + 20 vs AC; 10 damage.
- **Dazzle**: (range 4) +16 vs Will; Dazed.

**POWERS**

**Blindsight**: Ignores conceal; treats invisible creatures as visible.

**Drow Treachery 5**: Each Drow Ally has +5 damage against each target granting it combat advantage.

**Freedom of Action**: This creature ignores the Slowed and Immobilized conditions. It is never considered to be Slowed or Immobilized.

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

**Warband Building**: All non-Unique Drow creatures are legal in your warband.

♦ For use with Legend of Drizzt Board Game Figure; Jarlaxle Baenre, Drow Mercenary.

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## REGIS, HALFLING ROGUE

Level 11 ♦ Halfling · Stealth (Unique)

AC 23  
FORT 21  
REF 25  
WILL 20  
SPEED 6  
HP 60  
BLOOD 30

**ATTACKS**

- ⊕ **Mace**: +13 vs. AC; 10 damage.
- **Sling**: (range 10) +17 vs. Reflex; 10 damage; on a critical hit, target is Stunned.
- **Pasha Pook's Pendant**: (range 5) +14 vs. Will; target makes a ⊕ attack against itself.

**POWERS**

**Underfoot Sneak**: +4 attack when flanking.

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

**Rumblebelly's Stealth**: This creature is invisible to enemies 5 or more squares distant.

☐ **Rumblebelly's Dodge**: Use when this creature would be damaged by an attack; take half damage from that attack, instead. Then, slide this creature 1 square.

♦ For use with Legend of Drizzt Board Game Figure; Regis, Halfling Rogue.

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## TARAK, HALF-ORC ROGUE

Level 8 ♦ Orc · Martial (Unique)

AC 21  
FORT 22  
REF 21  
WILL 20  
SPEED 7  
HP 60  
BLOOD 30

**ATTACKS**

- ⊕ **Sword**: +14 vs. AC; 10 damage.
- **Crossbow of Speed**: (range 10) +12 vs. AC; 10 damage; on a hit, make a second ➤ attack. (maximum 2 attacks/turn).

**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 5**: +5 damage against targets granting it combat advantage.

☐ **Leg it!** Immediate action; provokes opportunity attacks. Move this creature up to its current speed.

♦ For use with Ashardalon Boardgame Figure; Tarak, Half-Orc Rogue.

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## THORGRIM, DWARF CLERIC

Level 7 ♦ Dwarf · Divine (Unique)

AC 20  
FORT 24  
REF 20  
WILL 24  
SPEED 5  
HP 65  
BLOOD 30

**ATTACKS**

- ⊕ **Rod Smiter**: +14 vs AC; 10 + 5 radiant damage.

**POWERS**

**Shining Circle of Truth**: (Aura 5) While within aura, each ally and each enemy is visible.

☐ **Forgestone**: Immediate action. Use when an enemy targets an ally that is within 5 squares of this creature; That ally gains Resist All 20, and is Immobilized until the end of its next turn. ⤴ when this creature hits an enemy with Rod Smiter.

☐ **Strength from Stone**: Minor action. This creature takes 10 HP damage, then ally adjacent to a wall heals 10 HP.

♦ For use with Ravenloft Boardgame Figure; Thorgrim, Dwarf Cleric.

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## ORPHAN SWORDS

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