

FEMALE TABAXI ROGUE

Level 11 ♦ Stealth • Tabaxi

AC 25
FORT 22
REF 24
WILL 22

ATTACK POWERS
Ⓢ **Short Sword:** +15 vs. AC; 15 damage. On hit, make a dagger attack.
↓ **Dagger:** +14 vs. AC; 10 damage.

GENERAL POWERS
Hide
Collector: Cumulative +2 attack until end of battle whenever this creature destroys an enemy equipped with an item.
Ruse: *Immediate, at start of round, if no enemy can see this creature:* Moves up to its speed.
Ambush 10: *Minor action:* Choose an enemy that does not have line of sight to this creature. +10 ↓ damage vs. that enemy until end of turn.

Use with Premium Figures 3: Female Tabaxi Rogue

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MALE FIRBOLG DRUID

Level 12 ♦ Firbolg • Primal

CR 2

AC 25
FORT 23
REF 22
WILL 25

ATTACK POWERS
Ⓢ **Staff:** +17 vs. AC; 15 damage.
✦ **Erupting Earth:** (radius 1 within 10) +15 vs. Reflex; 15 damage. Hit or miss, each square in the area of effect gains difficult terrain until end of round.

GENERAL POWERS
☐ **Falling Stones:** *Minor action:* Enemies within sight that are adjacent to a wall take 10 damage.
☐ **Move Earth:** *Minor action:* Earth allies move up to 4 squares.
☐ **Conjure Earth Ally:** *Attack action:* Add 1 new Earth ally with cost 15 or less within 5 squares.
☐ **Wall of Stone:** *Minor action:* Up to 3 contiguous unoccupied squares within 5 become wall terrain until end of round.

CHAMPION POWERS ☐ ☐
❖ *Use at start of round:* Earth allies have +2 attack until end of round.
❖ *Use when this creature or an ally it can see is targeted by an attack:* Target has +4 AC until end of attacker's turn.

Use with Premium Figures 3: Male Firbolg Druid

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MALE GOLIATH FIGHTER

Level 11 ♦ Goliath • Martial

AC 26
FORT 27
REF 24
WILL 25

ATTACK POWERS
Ⓢ **Mallet:** +16 vs. AC; 30 damage AND push 1.

GENERAL POWERS
Resist 5 Cold
Cleave: *Immediate, when this creature destroys an enemy with a Ⓢ attack:* Make a Ⓢ attack.
Challenge Taken: *Immediate action, after this creature is damaged by an enemy of level 11 or higher:* Make a Ⓢ attack vs. that enemy.
Fierce Competitor: +2 attack and +5 damage vs. enemies of level 11 or higher.
Thrill of Victory: *Use when this creature destroys an enemy:* Cumulative +1 attack until end of battle.

Use with Premium Figures 3: Male Goliath Fighter

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MALE DRAGONBORN FIGHTER

Level 8 ♦ Dragonborn • Martial

AC 25
FORT 23
REF 23
WILL 23

ATTACK POWERS
Ⓢ **Mace:** +15 vs. AC; 15 damage. On miss, ☹ Two-Handed Grip.
☐ ← **Acid Breath:** (line 6) +14 vs. Reflex; 20 acid damage. On miss, 10 acid damage.

GENERAL POWERS
Resist 10 Acid
☐ **Athletic Leap:** *Minor action:* Moves up to 3 squares with Flight. ☹ as a minor action.
☐ **Two-Handed Grip:** *Use with a Ⓢ attack:* +10 damage.
☐ **Heritage Revealed:** *Use when this creature ends its turn in your victory area:* ☹ Acid Breath.

Use with Premium Figures 3: Male Dragonborn Fighter

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MALE TORTLE MONK

Level 8 ♦ Ki • Turtle

AC 24
FORT 24
REF 24
WILL 24

ATTACK POWERS
Ⓢ **Staff:** +14 vs. AC; 15 damage.
Ⓢ **Knife Hand Strike:** +16 vs. AC; 10 damage.

GENERAL POWERS
☐ **Spirit Shell:** *Use during setup:* This creature has Resist 10 Radiant, Necrotic or Psychic until end of battle (choose one).
☐ ☐ ☐ **Ki Pool:** *Minor action:* Choose 1 effect:
Flurry of Blows: Make a Knife Hand Strike attack.
Pressure Point: Adjacent creature has 5 Ongoing Damage.
Step of the Wind: This creature moves up to its speed.

Use with Premium Figures 3: Male Turtle Monk

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MALE HUMAN FIGHTER

Level 12 ♦ Human • Martial

CR 1

AC 27
FORT 25
REF 23
WILL 23

ATTACK POWERS
Ⓢ **Bastard Sword:** +18 vs. AC; 25 damage.
☹ **Power Lunge:** (blast 3) +16 vs. AC; 25 damage AND push 1.

GENERAL POWERS
Spellcaster Slayer: +2 attack and +5 damage vs. Arcane, Divine and Mastermind creatures.
Home Soil, Civilization: *Minor action, if adjacent to a victory area:* Resist 5 All until end of round.

CHAMPION POWERS ☐
❖ *Use after rolling initiative, if you lost:* Opponent must take the first turn this round, with an enemy of your choice that this creature can see.

Use with Premium Figures 3: Male Human Fighter

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FEMALE HUMAN WARLOCK

Level 11 ♦ Aquatic • Arcane • Human

AC 24
FORT 22
REF 24
WILL 25

ATTACK POWERS
Ⓢ **Chill Touch:** +15 vs. Reflex; 15 cold damage.
Ⓢ **Tentacle of the Deep:** (range 6) +16 vs. AC; 10 damage.
☐ ✦ **Grasping Tentacles:** (radius 1 within 10) +15 vs. Reflex; Immobilized AND 15 Ongoing Damage (save ends both). ☹ when this creature starts a turn in river terrain.

GENERAL POWERS
Fathomless: *Attack + Minor action:* Make a Ⓢ and a ☹ attack, in any order.
Part Water: *Minor action, once per turn:* Up to 6 contiguous river terrain squares within sight lose river terrain until end of round.
☐ ☐ ☐ **Guardian Coil:** *Immediate, when this creature or an adjacent ally is hit by an attack:* -10 damage on that attack.

Use with Premium Figures 3: Female Human Warlock

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HALFLING FEMALE ROGUE

Level 7 ♦ Halfling • Stealth

AC 23
FORT 20
REF 24
WILL 22

ATTACK POWERS
Ⓢ **Dagger:** +12 vs. AC; 10 damage.
☐ ✦ **Thrown Dagger:** (range 5) +12 vs. AC; 10 damage.

GENERAL POWERS
Sneak Attack 10
Underestimated: *Immediate, after this creature resolves an attack vs. an adjacent enemy:* One Small ally adjacent to that enemy makes an opportunity attack against it.
Home Soil, Borderlands: *Minor action, if adjacent to Blood Rock or Difficult terrain:* Invisible until end of round or until it resolves an attack.

Use with Premium Figures 3: Halfling Female Rogue

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HUMAN FEMALE BARBARIAN

Level 11 ♦ Human • Primal

AC 22
FORT 25
REF 22
WILL 22

ATTACK POWERS
Ⓢ **Battleaxe:** +13 vs. AC; 20 damage.
Ⓢ **Sword:** +15 vs. AC; 15 damage.

GENERAL POWERS
Hack 'n' Slash: *Attack action, while not bloodied:* Make 2 different Ⓢ attacks.
Bloodrage 5: +5 ↓ damage while bloodied.
Uncivilized: Whenever this creature starts its turn adjacent to a Civilization enemy, it has +2 attack and cannot attack non-Civilization creatures until end of turn.

Use with Premium Figures 3: Human Female Barbarian

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FEMALE ELF CLERIC

Level 10 ♦ Divine • Elf • Shadow

CR 2

ATTACK POWERS

- AC 24
FORT 22
REF 23
WILL 24
- Ⓢ **Mace of Shadows:** +14 vs. AC; 10 + 5 necrotic damage.
- ☞ **Night's Veil:** (range 10) +13 vs. Reflex; Blinded (save ends). ☞ when no creature is affected by this power.
- ☞ **Words of Loss:** (burst 2) +12 vs. Will; 15 psychic damage AND Weakened.

GENERAL POWERS

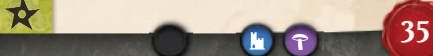
Conceal 6

Shar's Weave: (aura 3) Allies deal +10 necrotic damage vs. enemies in aura.

CHAMPION POWERS ☐ ☐

- ❖ Use at start of round: Shadow creatures have +2 attack until end of round.
- ❖ Use when this creature or an adjacent ally is targeted with an attack: That creature has Conceal 11 until end of turn.

❖ Use with Premium Figures 3: Female Elf Cleric



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HUMAN ROGUE MALE

Level 5 ♦ Human • Stealth

ATTACK POWERS

- AC 21
FORT 18
REF 19
WILL 18
- Ⓢ **Short Sword:** +12 vs. AC; 10 damage.
- ☞ **Thrown Dagger:** (range 5) +12 vs. AC; 10 damage.

GENERAL POWERS

Sneak Attack 5

Goggles of Night: Ignores Conceal and Invisible on creatures within 6 squares.

☐ **Backstab:** Use when targeting an enemy flanked by this creature: +10 Ⓢ damage on that attack.

❖ Use with Premium Figures 4: Human Rogue Male



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HUMAN CLERIC MALE

Level 10 ♦ Divine • Human

CR 2

ATTACK POWERS

- AC 23
FORT 21
REF 20
WILL 22
- Ⓢ **Sword:** +14 vs. AC; 15 damage.
- ☞ **Hold Person:** (range 6) +13 vs. Will; Helpless.

GENERAL POWERS

Devout Influence: (aura 5) Good allies in aura have +2 attack.

☐ **Healing:** Minor action: An adjacent ally heals 20 HP.

CHAMPION POWERS ☐ ☐

- ❖ Use when an adjacent ally starts its turn: End an effect or condition on that ally.
- ❖ Use when an enemy uses a champion power: Roll 1d20. On a 11-20, that champion power has no effect (but that enemy still expends one use of its champion powers).

❖ Use with Premium Figures 4: Human Cleric Male



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HUMAN MALE WARLOCK

Level 12 ♦ Arcane • Human

ATTACK POWERS

- AC 24
FORT 23
REF 23
WILL 25
- Ⓢ **Sword:** +16 vs. AC; 15 damage.
- Ⓢ **Skull Scepter:** +15 vs. AC; 10 + 5 necrotic damage AND -2 attack (save ends).
- ☞ **Darkline Flames:** (line 6) +14 vs. Reflex; 10 fire + 5 necrotic damage.

GENERAL POWERS

Immune Fear

Blood Pact: Immediate, at end of round: This creature takes 10 damage. If it does, make 2 different Ⓢ attacks.

☐ **Necrotic Husk:** Immediate, when this creature would be destroyed: It is not destroyed and has 5 HP remaining instead. Then, each enemy within 3 squares takes 20 necrotic damage.

❖ Use with Premium Figures 4: Human Male Warlock



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ELF PALADIN FEMALE

Level 13 ♦ Divine • Elf

CR 1

ATTACK POWERS

- AC 28
FORT 25
REF 25
WILL 26
- Ⓢ **Mace:** +18 vs. AC; 15 + 5 radiant damage.
- ☐ ☞ **Mass Command:** (burst 4, enemies only) +16 vs. Will; Stunned.

GENERAL POWERS

☐ **Divine Smite:** Immediate, when this creature hits with a Ⓢ attack: +15 radiant damage on that attack. ☞ when first bloodied.

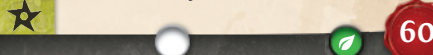
Aegis of the Grove: Immediate, when this creature misses with a Ⓢ attack while adjacent to forest terrain: Re-roll that attack.

Soothed by Nature: Use when this creature hits with a Ⓢ attack while adjacent to forest terrain: Heal 10 HP.

CHAMPION POWERS ☐

❖ Use at start of round: Elf allies adjacent to forest terrain heal 10 HP.

❖ Use with Premium Figures 4: Elf Paladin Female



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HALF-ORC FIGHTER FEMALE

Level 12 ♦ Half-Orc • Martial

ATTACK POWERS

- AC 26
FORT 25
REF 24
WILL 24
- Ⓢ **Greataxe:** +17 vs. AC; 20 damage.
- Ⓢ **Powerful Swing:** +14 vs. AC; 30 damage AND push 1.

GENERAL POWERS

Unsettled Feuds: +5 damage vs. Orc and Dwarf creatures.

Cleave: Immediate, when this creature destroys an enemy: Make a Ⓢ attack.

Home Soil, Underdark: Minor action, if adjacent to Pit or Wall terrain: Conceal 6 until end of round.

❖ Use with Premium Figures 4: Half-Orc Fighter Female



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DWARF PALADIN FEMALE

Level 11 ♦ Divine • Dwarf

CR 2

ATTACK POWERS

- AC 27
FORT 25
REF 23
WILL 25
- Ⓢ **Truesilver Sword:** +17 vs. AC; 15 + 5 radiant damage.
- Ⓢ **Healing Strike:** +17 vs. AC; 15 + 5 radiant damage AND 1 ally within 3 heals 10 HP.

GENERAL POWERS

Truesilver: +5 damage vs. Evil creatures.

Blessing of Berronar: (aura 3) Dwarf allies and Good allies in aura have +2 to all defenses.

☐ **Booming Smite:** Use when this creature hits with a Ⓢ attack: Target is also Stunned. ☞ when first bloodied.

CHAMPION POWERS ☐ ☐

❖ Use at start of round 1: Choose an unoccupied victory area. Place 1 adjacent Dwarf ally of level 11 or lower in that victory area.

❖ Use when a Dwarf ally becomes bloodied: That ally heals 15 HP.

❖ Use with Premium Figures 4: Dwarf Paladin Female



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HALF-ELF BARD FEMALE

Level 6 ♦ Arcane • Half-Elf

ATTACK POWERS

- AC 17
FORT 13
REF 15
WILL 15
- Ⓢ **Shortsword:** +11 vs. AC; 10 damage.
- ☐ ☞ **Hypnotic Lights:** (radius 1 within 10) +10 vs. Will; Dazed.

GENERAL POWERS

Countersong: (aura 5) Enemy champions in aura cannot use champion powers.

☐ **Song of Warding:** Use when an ally within 5 rolls a save: That save automatically succeeds.

☐ **Song of Bravery:** Attack action: One ally within 5 has +2 attack until end of round.

❖ Use with Premium Figures 4: Half-Elf Bard Female



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DRAGONBORN FEMALE SORCERER

Level 15 ♦ Arcane • Dragonborn • Fire

ATTACK POWERS

- AC 27
FORT 25
REF 23
WILL 25
- Ⓢ **Dragonfang Staff:** +19 vs. AC; 10 damage AND 10 Ongoing Damage.
- ☐ ☐ ☐ ☞ **Lightning Bolt:** (line 10) +17 vs. Reflex; 20 lightning damage. On miss, 10 lightning damage.
- ☐ ☞ **Fire Breath:** Minor action: (blast 3) +15 vs. Reflex; 15 fire damage.
- ☐ ☞ **Power Word, Stun:** (range 3) Automatic hit vs. Fortitude; Stunned (save ends).

GENERAL POWERS

Resist 15 Fire

☐ **Fire Shield:** Minor action: Until end of round, whenever an enemy hits this creature with a Ⓢ attack, the attacker takes 15 fire damage.

☐ **Dimension Door:** Move action: Teleport 10. ☞ when first bloodied.

❖ Use with Premium Figures 4: Dragonborn Female Sorcerer



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HUMAN RANGER MALE

Level 10 ♦ Human • Martial

CR 1

ATTACK POWERS

⚔ **Bow:** (sight) +16 vs. AC; 20 damage.
➡ **Rapid Fire:** *Minor action:* (range 8) +14 vs. AC; 10 damage.

AC 25

FORT 24

REF 25

WILL 24

SPEED 6

HP 75

BLOOD 35

GENERAL POWERS

Favored Enemies: +2 attack and +5 damage vs. Gnome creatures.

Home Soil, Wild: *Minor action, if adjacent to forest or river terrain:* Shift up to 3 squares.

CHAMPION POWERS

❖ *Use at start of round:* Creatures in your warband have Immune Sneak Attack until end of round.
❖ *Use when an enemy activates adjacent to forest or river terrain:* That enemy is Slowed.

❖ Use with Premium Figures 4: Human Ranger Male

HUMAN DRUID MALE

Level 8 ♦ Human • Primal

ATTACK POWERS

⚔ **Dune Staff:** +14 vs. AC; 15 damage. On a critical hit, target is also Blinded.
⚔ **Desert Scarab Swarm:** (blast 3) +12 vs. Fortitude; 10 Ongoing Damage AND -2 AC.

AC 20

FORT 19

REF 19

WILL 20

SPEED 6

HP 50

BLOOD 25

GENERAL POWERS

☐ **Sand Cloud:** *Minor action:* Until end of its next turn, this creature has: (aura 3) Squares in aura are considered smoke terrain.

☐ **Protection from Energy:** *Minor action:* This creature or an adjacent ally has Resist 10 Cold, Fire or Lightning (choose one) until end of battle.

❖ Use with Premium Figures 4: Human Druid Male

HUMAN ROGUE FEMALE

Level 14 ♦ Human • Stealth

ATTACK POWERS

⚔ **Frostblade:** +20 vs. AC; 10 + 5 cold damage.
⚔ **Dagger of Venom:** +18 vs. AC; 5 damage AND 15 Ongoing Poison Damage.
➡ **Ice Ray:** (range 8) +17 vs. Reflex; 15 cold damage AND Slowed.

AC 27

FORT 25

REF 29

WILL 23

SPEED 6

HP 85

BLOOD 40

GENERAL POWERS

Sneak Attack 5

Conceal 6

Double Attack: *Attack action:* Make 2 different ⚔ attacks.

☐ **Marked:** *During setup, choose an enemy:* That enemy is Marked until end of battle.

Bounty Hunter: +2 attack and +5 damage vs. Marked enemies.

Collect Bounty: *Use when this creature destroys a Marked enemy:* If that enemy's level is 1-9, score +5 VP. If its level is 10+, score +10 VP.

❖ Use with Premium Figures 5: Human Rogue Female

GOLIATH BARBARIAN FEMALE

Level 15 ♦ Goliath • Primal

ATTACK POWERS

⚔ **Warpick:** +21 vs. AC; 20 +10 lightning damage.
⚔ **Stormrage Fury:** (burst 1) 19 vs. AC; 10 + 10 lightning + 10 thunder damage.
☐ ➡ **Thunderstorm:** (radius 2 within 10) +18 vs. Reflex; 10 lightning + 10 thunder damage AND Dazed. On miss, 5 lightning + 5 thunder damage.

AC 26

FORT 30

REF 28

WILL 29

SPEED 7

HP 130

BLOOD 65

GENERAL POWERS

Immune Immobilized

Resist 10 Lightning

Remnants of the Storm: *Use at end of round:* Adjacent enemies take 5 lightning + 5 thunder damage.

Shielding Storm: (aura 3) Allies in aura have Resist 10 Lightning.

❖ Use with Premium Figures 5: Goliath Barbarian Female

HUMAN WIZARD FEMALE

Level 6 ♦ Arcane • Human

ATTACK POWERS

⚔ **Burning Hands:** (blast 3) +10 vs. Reflex; 15 fire damage.
☐ ☑ ➡ **Ray of Sickness:** (range 10) +10 vs. Fortitude; Weakened.

AC 19

FORT 17

REF 17

WILL 17

SPEED 6

HP 35

BLOOD 15

GENERAL POWERS

Thaumaturgy: Adjacent enemies grant combat advantage.

❖ Use with Premium Figures 5: Human Wizard Female

HUMAN RANGER FEMALE

Level 5 ♦ Human • Martial

ATTACK POWERS

⚔ **Short Sword:** +11 vs. AC; 10 damage.
☐ ➡ **Crossbow:** (range 10) +11 vs. AC; 15 damage. ⏸ as a move action.

AC 20

FORT 18

REF 18

WILL 18

SPEED 6

HP 45

BLOOD 20

GENERAL POWERS

☐ **Hunter's Mark:** *Minor action:* Choose one enemy within 6 that this creature can see: +5 damage vs. that enemy until end of battle. ⏸ when that enemy is destroyed.

Snapfire: *Immediate, when an enemy moves into a square within 10:* Make a ➡ attack vs. that enemy.

❖ Use with Premium Figures 5: Human Ranger Female

HALFLING FIGHTER FEMALE

Level 12 ♦ Halfling • Martial

ATTACK POWERS

⚔ **Axe of the Corrupted:** +18 vs. AC; 20 damage AND 5 Ongoing Psychic Damage.
☐ ➡ **Corrupt:** +16 vs. Will; Dominated (save ends). ⏸ when this creature destroys an enemy.

AC 29

FORT 27

REF 26

WILL 26

SPEED 5

HP 85

BLOOD 40

GENERAL POWERS

Fortified 10: Resist 10 All vs. critical hits.

☐ **Deep Cut:** *Immediate, when this creature hits with a ⚔ attack:* Target is Slowed (save ends).

☐ **Armor of Vengeance:** *Use when this creature is damaged by a ⚔ attack:* An adjacent enemy takes 10 damage. ⏸ at start of turn.

❖ Use with Premium Figures 5: Halfling Fighter Female

DWARF FIGHTER MALE

Level 8 ♦ Dwarf • Martial

ATTACK POWERS

⚔ **Battleaxe:** +14 vs. AC; 20 damage.

AC 25

FORT 24

REF 21

WILL 21

SPEED 5

HP 60

BLOOD 30

GENERAL POWERS

Scout

Border Patrol: +2 attack and +2 AC while adjacent to a victory area.

Fort Sentinel: Allies score +5 VP for occupying a victory area that is adjacent to this creature. Enemies score -5 VP for occupying a victory area that is adjacent to this creature.

❖ Use with Premium Figures 5: Dwarf Fighter Male

GNOME WIZARD MALE

Level 12 ♦ Arcane • Fey • Gnome

CR 3

ATTACK POWERS

⚔ **Chromatic Orb:** (range 10) +19 vs. Reflex; 20 acid, fire or thunder damage (choose one).
☐ ➡ **Phantasmal Killer:** (sight) +18 vs. Wisdom; 25 Ongoing Psychic Damage AND Immobilized (save ends both).
☐ ➡ **Fireball:** (radius 2 within 10) +18 vs. Reflex; 20 fire damage. On miss, 10 fire damage. ⏸ when first bloodied.

AC 26

FORT 26

REF 25

WILL 26

SPEED 6

HP 65

BLOOD 30

GENERAL POWERS

Ironhand Runes: (aura 5) Gnome allies in aura have +4 attack.

CHAMPION POWERS

❖ *Use at start of round:* A Gnome or Fey creature is Invisible until end of round or until after it resolves an attack.

❖ *Use at start of turn:* Allies within 5 squares may shift 3.

❖ Use with Premium Figures 5: Gnome Wizard Male

ELF FIGHTER MALE

Level 15 ♦ Elf • Martial

AC 29
FORT 25
REF 29
WILL 27

ATTACK POWERS
⊕ **Flaming Sword:** +22 vs. AC; 15 + 10 fire damage.
☐ **Rolling Fire:** (line 10) +20 vs. Reflex; 20 fire damage. ☹ when first bloodied.

GENERAL POWERS
Heroic Deed: Use when this creature hits with a ⊕ attack: Allies gain +2 attack until end of round.
☐ **Set Ablaze:** Immediate, when this creature hits with a ⊕ attack: Target also gains 10 Ongoing Fire Damage. ☹ when this creature uses Rolling Fire.
Home Soil, Wild: Minor action, if adjacent to forest or river terrain: Shift up to 3 squares.

Use with Premium Figures 5: Elf Fighter Male

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ELF DRUID MALE

Level 10 ♦ Elf • Primal

AC 22
FORT 20
REF 20
WILL 21

ATTACK POWERS
⊕ **Fellblade Staff:** +15 vs. AC; 10 damage AND 5 Ongoing Damage.
☐ **Howling Winds:** (radius 2 within 10) +13 vs. Fortitude; 15 damage AND target loses Flight.

GENERAL POWERS
Dark Side of the Moon: Beast allies gain Evil and have +2 attack.
Nature's Renegade: Attack action: Choose one effect:
☐ **Scorched Land:** One victory area within sight gains fire terrain until end of round.
☐ **Contagion:** Beast allies take 5 damage (ignore Resist), then each enemy adjacent to a Beast ally takes 10 poison damage.
☐ **Sickness:** 1 adjacent enemy is Weakened (save ends).

CHAMPION POWERS ☐
♦ Use when an adjacent enemy hits this creature: Attacker takes 10 necrotic damage.

Use with Premium Figures 5: Elf Druid Male

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HUMAN WIZARD MALE

Level 15 ♦ Arcane • Human

AC 25
FORT 23
REF 23
WILL 25

ATTACK POWERS
⊕ **Mordenkainen's Sword:** (reach 5) +17 vs. AC; 20 damage AND 15 Ongoing Damage.
☐ **Magic Missile:** (sight) Automatic hit vs. Reflex; 15 damage.

GENERAL POWERS
☐ **Spell Weaponry:** Use at end of round: Place a new Spell ally that also has the Arcane or Elemental keyword, worth 16 VP or less, within 5 squares of this creature.
Control Spell: Minor action, once per turn: A Spell ally within 5 squares moves up to its speed OR makes a ⊕ attack.
☐ **Telekinesis:** Attack action: Slide one creature within 10 squares up to 5 squares.
☐ **Shield:** Immediate action, when targeted by an attack: +4 AC and +4 Reflex until end of round.

Use with Premium Figures 5: Human Wizard Male

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TIEFLING ROGUE FEMALE

Level 7 ♦ Stealth • Tiefling

AC 22
FORT 20
REF 22
WILL 20

ATTACK POWERS
⊕ **Bichwa:** +12 vs. AC; 10 damage.

GENERAL POWERS
Resist 5 Fire
Sneak Attack 5
☐ **Second Bichwa:** Minor action: Make a ⊕ attack. ☹ as a move action.

Use with Premium Figures 6: Tiefling Rogue Female

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HUMAN CLERIC FEMALE

Level 15 ♦ Divine • Human

AC 27
FORT 26
REF 26
WILL 29

ATTACK POWERS
⊕ **Scepter of Light:** +19 vs. AC; 10 + 10 radiant damage.
☐ **Sun Beam:** (line 8) +17 vs. Reflex; 20 fire damage AND Blinded.

GENERAL POWERS
Blindsight
Radiance of the Dawn: (aura 3) While in aura, enemies lose Invisible and Conceal. Shadow and Undead creatures take 10 radiant damage when they activate in aura.
☐ **Mass Cure Light Wounds:** Attack action: This creature and each ally within 6 squares heal 15 HP.
Home Soil, Civilization: Minor action, if adjacent to a victory area: Resist 5 All until end of round.

CHAMPION POWERS ☐☐☐
♦ Use after rolling initiative, if you won: Remove a condition from any creature in your warband.
♦ Use at end of round: Each enemy within 3 squares takes 10 radiant damage.

Use with Premium Figures 6: Human Cleric Female

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HUMAN MONK FEMALE

Level 7 ♦ Human • Ki

AC 23
FORT 23
REF 23
WILL 23

ATTACK POWERS
⊕ **Martial Arts:** +14 vs. AC; 10 damage.
☐ **Four Thunders:** (blast 3) +12 vs. Fortitude; 15 thunder damage AND push 3. On miss, target is Dazed.

GENERAL POWERS
Leaping Charge: +5 damage and Flight while charging.
☐ **Elemental Ki:** Minor action: Choose 1 effect:
Fire Fist: +1 reach and +10 fire damage on ⊕ attacks until end of turn.
Gong of the Summit: An adjacent enemy has -2 attack (save ends).

Use with Premium Figures 6: Human Monk Female

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ELF WIZARD FEMALE

Level 17 ♦ Arcane • Elf

AC 28
FORT 26
REF 28
WILL 28

ATTACK POWERS
⊕ **Lightning Discharge:** (reach 3) +18 vs. Reflex; 25 lightning damage.
☐ **Chain Lightning:** (nearest) +17 vs. Reflex; 25 lightning damage AND nearest 2 enemies within 3 squares of target take 15 lightning damage.
☐ **Steel Wind Strike:** (burst 2, enemies only) +18 vs. AC; 20 damage. After all attacks are resolved, this creature may teleport adjacent to one of the targets.

GENERAL POWERS
Resist 10 Lightning
Energy Manipulation: Use when this creature declares an attack vs. an enemy within 3: Choose one of cold, fire or radiant. The attack deals that damage type instead.
Threatening Reach: Use when an enemy moves out of a square within ⊕ reach: Make an opportunity attack vs. that enemy.

Use with Premium Figures 6: Elf Wizard Female

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FIRE GENASI WIZARD FEMALE

Level 13 ♦ Arcane • Elemental • Fire

AC 27
FORT 25
REF 26
WILL 28

ATTACK POWERS
⊕ **Flail Staff:** +19 vs. AC; 15 damage AND Slowed.
☐ **Firebolt:** (sight) +18 vs. Reflex; 15 fire damage.
☐ **Hypnotic Pattern:** (radius 1 within 10) +18 vs. Will; Stunned (save ends, damage ends).
☐ **Fireball:** (radius 2 within 10) +18 vs. Reflex; 25 fire damage. On miss, 10 fire damage.

GENERAL POWERS
Resist 5 Fire
Fire Affinity: Immediate, after this creature resolves a Firebolt attack, if it hit: ☹ Fireball OR make a Firebolt attack.
Arcane Eye: Minor action: Choose a square within 8 that this creature sees. Until start of its next turn, this creature may choose that square or its own space whenever it checks line of sight to other creatures or squares (including for purposes of Hide).

Use with Premium Figures 6: Fire Genasi Wizard Female

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HALFLING FIGHTER MALE

Level 11 ♦ Halfling • Martial

AC 26
FORT 24
REF 25
WILL 24

ATTACK POWERS
⊕ **Sword:** +17 vs. AC; 20 damage.

GENERAL POWERS
☐ **Action Surge:** Use at start of this creature's turn: Gain 1 additional attack action this turn.
Homestead Trickery: Halflings in your warband may set up within 5 squares of your start area.
Evasion Training: Halflings in your warband have Resist 5 All vs. ☹ and ☹ attacks.

CHAMPION POWERS ☐☐
♦ Use at start of round: Halfling allies have +2 attack and +5 damage until end of round.
♦ Use when a halfling would gain Slowed or Immobilized: It does not gain that condition, instead.
Warband Building: Halfling creatures of any faction are legal in your warband.

Use with Premium Figures 6: Halfling Fighter Male

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ELF ROGUE MALE

Level 4 ♦ Elf • Stealth

ATTACK POWERS
⚔ **Bow:** (sight) +10 vs. AC; 10 damage.
🏹 **Hobbling Shot:** (range 10) +10 vs. AC; 10 damage AND Slowed (save ends).

AC 18
FORT 16
REF 20
WILL 16
SPEED 7

GENERAL POWERS

Sneak Attack 5
Hide

HP 35
BLOOD 15

Use with Premium Figures 6: Elf Rogue Male

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DWARF CLERIC MALE

Level 18 ♦ Dwarf • Divine

ATTACK POWERS
⚔ **Heavy Maul of the Talhund:** +22 vs. AC; 20 + 5 radiant damage.
⚔ **Forgefire:** (blast 3) +20 vs. Reflex; 20 fire damage. ⚡ at start of round.

AC 30
FORT 32
REF 25
WILL 32

GENERAL POWERS

Immune Immobilized, Immune Slowed
Multi-activation 2: Activates twice per round.
Honor the Dead: Use when a Dwarf ally is destroyed: Other Dwarf allies within 5 of this creature heal 10 HP.
Dumathoin's Blessing: Dwarf creatures in your warband have +2 attack and +5 damage while adjacent to a victory area.
Sacrifice to the Silent Keeper: Minor action: Pay 5 VP. If you do, this creature has Resist 5 All until end of round.

HP 130
BLOOD 65

CHAMPION POWERS

Use when this creature hits with a ⚔ attack: Target is also Dazed (save ends).
Use at start of turn: This creature has Phasing until end of turn.

Use with Premium Figures 6: Dwarf Cleric Male

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TABAXI ROGUE MALE

Level 14 ♦ Stealth • Tabaxi

ATTACK POWERS
⚔ **Scimitar:** +18 vs. AC; 10 damage.
⚔ **Khopesh:** +16 vs. AC; 15 damage.

AC 25
FORT 23
REF 27
WILL 23

GENERAL POWERS

Hide
Sneak Attack 10
Finisher: Attack action, bloodied enemy only: Make 2 different ⚔ attacks vs. that enemy.
Evasion: Use when this creature would be hit by a ⚔ or ⚡ attack: That attack misses, instead.
Hop: Minor action: Shift 2 with Flight.

SPEED 6
HP 75
BLOOD 35

CHAMPION POWERS

Use at start of round: Until end of round, creatures in your warband have combat advantage vs. enemies that are adjacent to an ally.
Use when this creature hits an undamaged enemy: That enemy has -2 attack or -2 AC (choose one) until end of battle.

Use with Premium Figures 6: Tabaxi Rogue Male

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WATER GENASI DRUID MALE

Level 17 ♦ Aquatic • Elemental • Primal

ATTACK POWERS
⚔ **Shell Staff:** +21 vs. AC; 20 damage.
⚡ **Crashing Wave:** (blast 3) +20 vs. Fortitude; 20 damage AND push 2 AND Dazed.
⚡ **Maelstrom:** (radius 2 within 10) +19 vs. Fortitude; 20 Ongoing Damage AND Immobilized (save ends both). ⚡ when first bloodied.

AC 29
FORT 27
REF 27
WILL 27

GENERAL POWERS

Resist 10 Fire
Create Water: Minor action: Three contiguous non-Wall squares within 10 gain river terrain until end of round.
Control Currents: Use at end of round: Slide each ally and enemy that occupies river terrain within 10 up to 1 square.

SPEED 6
HP 115
BLOOD 55

CHAMPION POWERS

Use at start of turn: An aquatic ally makes a ⚔ attack.
Use at start of round: Aquatic creatures have +2 attack and +5 damage until end of round.

Use with Premium Figures 6: Water Genasi Druid Male

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FEMALE HUMAN BARBARIAN

Level 8 ♦ Human • Primal

ATTACK POWERS
⚔ **Axe:** +13 vs. AC; 20 damage.

AC 19
FORT 21
REF 19
WILL 20

GENERAL POWERS

Warcry: Minor action: Primal allies have +5 damage until end of round.
Sentinel: Use when this creature hits with an opportunity attack: Target is also Immobilized.
Steppe Veteran: +5 damage vs. Beast and Wolf creatures.

SPEED 6
HP 70
BLOOD 35

Use with Premium Figures 7: Female Human Barbarian

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FEMALE ELF SORCERER

Level 7 ♦ Arcane • Elf

ATTACK POWERS
⚔ **Lunar Staff:** +14 vs. AC; 15 damage.
🏹 **Moonbeam:** (sight) +14 vs. Fortitude; 20 radiant damage.

AC 22
FORT 20
REF 20
WILL 22

GENERAL POWERS

Flash: Immediate, when Moonbeam hits: Target is also Blinded.
Crescent Gaze: +2 attack and Ignores Conceal vs. targets within 5 squares.
New Moon: +5 damage vs. Shapeshifter creatures.

SPEED 6
HP 55
BLOOD 25

Use with Premium Figures 7: Female Elf Sorcerer

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FEMALE HUMAN DRUID

Level 7 ♦ Human • Primal

ATTACK POWERS
⚔ **Quarterstaff:** +13 vs. AC; 10 damage.
⚡ **Entangle:** (radius 1 within 8) +12 vs. Fortitude; Immobilized AND 5 Ongoing Damage (save ends both).

AC 17
FORT 17
REF 19
WILL 18

GENERAL POWERS

Animal Scouts: (aura 3) This creature and allies in aura do not grant combat advantage.
Inspire: Use at start of turn: An adjacent Beast or Plant ally has +2 speed and +2 ⚔ attack until end of round.
Soothe Animals: Attack action: Heal one adjacent Beast ally 15 HP or remove one condition affecting it.

SPEED 6
HP 40
BLOOD 20

Use with Premium Figures 7: Female Human Druid

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FEMALE SHIFTER ROGUE

Level 8 ♦ Shifter • Stealth

ATTACK POWERS
⚔ **Kukri:** +15 vs. AC; 15 damage.
⚔ **Hand Crossbow:** Minor action: (nearest) +14 vs. AC; 10 damage. ⚡ as a move action.

AC 22
FORT 21
REF 22
WILL 19

GENERAL POWERS

Sneak Attack 5
Home Soil, Borderlands: Minor action, if adjacent to blood rock or difficult terrain: Invisible until end of round or until it resolves an attack.

SPEED 7
HP 50
BLOOD 25

Use with Premium Figures 7: Female Shifter Rogue

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FEMALE DWARF WIZARD

Level 4 ♦ Arcane • Dwarf

ATTACK POWERS
⚔ **Chill Touch:** +9 vs. Reflex; 10 cold damage.
🏹 **Fire Bolt:** (range 10) +9 vs. Reflex; 10 fire damage.

AC 14
FORT 16
REF 12
WILL 14

GENERAL POWERS

Mystic Bonfire: Attack action: Place a bonfire token in a clear, unoccupied square within 5. While adjacent to a bonfire token, creatures lose Invisible and Conceal. Shadow and Undead creatures take 5 radiant damage whenever they activate adjacent to a bonfire token.

SPEED 5
HP 30
BLOOD 15

Use with Premium Figures 7: Female Dwarf Wizard

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MALE HALF-ELF BARD

Level 10 ♦ Arcane • Half-Elf

ATTACK POWERS

- AC 21
FORT 19
REF 21
WILL 20
- Ⓢ **Shortsword:** +14 vs. AC; 15 damage.
☐ Ⓡ **Dissonant Whispers:** (range 10) +14 vs. Will; 15 psychic damage AND target moves its speed away from this creature. (Fear)
☐ Ⓡ **Orb of Mind Control:** (range 6) +15 vs. Will; Dominated (save ends).

GENERAL POWERS

- Enhance Ability:** *Minor action, once per turn:* Choose one effect for this creature or an adjacent ally that lasts until end of round:
☐ **Cat's Grace:** +2 AC, +2 Reflex and +2 Ⓡ attack
☐ **Bull's Strength:** +2 Ⓡ attack and +5 Ⓡ damage
☐ **Bear's Endurance:** +2 Fortitude and Resist 5 All
- Bardsong:** (aura 6) Enemy champions in aura may not use champion powers. Enemies in aura are not affected by their allies' champion powers.

♦ Use with Premium Figures 7: Male Half-Elf Bard

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MALE HUMAN PALADIN

Level 16 ♦ Divine • Human

ATTACK POWERS

- AC 31
FORT 27
REF 27
WILL 29
- Ⓢ **Holy Sword:** +22 vs. AC; 20 + 10 radiant damage.
☐ Ⓢ **Destructive Wave:** (burst 3, enemies only) +20 vs. Fortitude; 20 thunder + 20 radiant damage AND Slowed. On miss, 5 thunder + 5 radiant damage.

GENERAL POWERS

- Prayer Answered:** Immediate, when any creature in your warband rolls a natural 20 on an attack roll: All creatures in your warband heal 10 HP.
Evil Bane: +10 Ⓡ damage vs. Evil enemies.
Holy Weapon: (aura 2) This creature and allies in aura have +2 on saving throws.
Valorous Leader: Champion rating 4 for determining initiative.
☐ **Cleanse:** *Minor action:* Remove one condition from an ally within 3.
Determined: *Minor action, only while bloodied:* Make a Ⓢ attack.

♦ Use with Premium Figures 7: Male Human Paladin

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MALE HUMAN FIGHTER

Level 4 ♦ Human • Martial

ATTACK POWERS

- AC 20
FORT 17
REF 17
WILL 17
- Ⓢ **Spear:** +11 vs. AC; 10 damage.

GENERAL POWERS

- Shove:** *Minor action:* Push an adjacent Medium or smaller creature 1 square.
☐ **Home Soil, Wild:** *Minor action, if adjacent to forest or river terrain:* Shift up to 3 squares.

♦ Use with Premium Figures 7: Male Human Fighter

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MALE WARFORGED FIGHTER

Level 15 ♦ Construct • Martial • Warforged

ATTACK POWERS

- AC 29
FORT 28
REF 26
WILL 28
- Ⓢ **Zweihänder:** +22 vs. AC; 25 damage.

GENERAL POWERS

- Immune Immobilized, Immune Slowed**
Veteran Manoeuvres: *Minor action, once per turn:* This creature and each ally within 5 squares may shift 1 square.
Shield Defense: +2 AC and +2 Reflex while no enemy is adjacent.
Fortified 10: Resist 10 All vs. critical hits.
☐ **Unavoidable Strike:** *Use when this creature declares a Ⓢ attack:* That attack is an automatic hit and a critical hit. Ⓢ *if this creature is hit by a critical hit.*

♦ Use with Premium Figures 7: Male Warforged Fighter

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MALE ELF RANGER

Level 7 ♦ Elf • Martial

ATTACK POWERS

- AC 24
FORT 23
REF 23
WILL 23
- Ⓢ **Sword:** +14 vs. AC; 15 damage.

GENERAL POWERS

- Scout**
Lookout: (aura 5) Beast allies in aura have +2 AC and +2 Reflex.
Hawking: *Minor action, once per turn:* Choose 1 effect to apply to 1 enemy within 10:
Harassment: It grants combat advantage until end of round.
Diving attack: It takes 5 damage.
Spotting: It cannot benefit from Hide until end of round.

♦ Use with Premium Figures 7: Male Elf Ranger

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