

## 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

HP 55  
BLOOD 25

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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

HP 40  
BLOOD 20

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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

HP 55  
BLOOD 25

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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

HP 65  
BLOOD 30

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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

HP 75  
BLOOD 35

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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

HP 85  
BLOOD 40

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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

HP 75  
BLOOD 35

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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

HP 35  
BLOOD 15

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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

HP 80  
BLOOD 40

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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

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## 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

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## 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

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## 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

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## 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

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## 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

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## HALFLING FIGHTER FEMALE

Level 12 ♦ Halfling • Martial

### ATTACK POWERS

⊕ **Axe of the Corrupted:** +18 vs. AC; 20 damage AND 5 Ongoing Psychic Damage.  
☐ ⤵ **Corrupt:** (range 6) +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

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## 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

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## 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

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## 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.

HP 85  
BLOOD 40

☐ 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.  
**Warband Building:** All Spell creatures are legal in your warband.

☐ 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.

HP 50  
BLOOD 25

☐ 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.

HP 85  
BLOOD 40

☐ 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).

HP 75  
BLOOD 35

☐ 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

**AC 18**  
**FORT 16**  
**REF 20**  
**WILL 16**

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

**GENERAL POWERS**  
Sneak Attack 5  
Hide

**SPEED 7**

**HP 35**  
**BLOOD 15**

♦ Use with Premium Figures 6: Elf Rogue Male

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## DWARF CLERIC MALE

Level 18 ♦ Dwarf • Divine

**AC 30**  
**FORT 32**  
**REF 25**  
**WILL 32**

**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.

**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.

**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

**AC 25**  
**FORT 23**  
**REF 27**  
**WILL 23**

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

**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.

**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

**AC 29**  
**FORT 27**  
**REF 27**  
**WILL 27**

**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.

**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.

**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

**AC 19**  
**FORT 21**  
**REF 19**  
**WILL 20**

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

**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.

**HP 70**  
**BLOOD 35**  
♦ Use with Premium Figures 7: Female Human Barbarian

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## FEMALE ELF SORCERER

Level 7 ♦ Arcane • Elf

**AC 22**  
**FORT 20**  
**REF 20**  
**WILL 22**

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

**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.

♦ Use with Premium Figures 7: Female Elf Sorcerer

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## FEMALE HUMAN DRUID

Level 7 ♦ Human • Primal

**AC 17**  
**FORT 17**  
**REF 19**  
**WILL 18**

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

**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.

♦ Use with Premium Figures 7: Female Human Druid

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## FEMALE SHIFTER ROGUE

Level 8 ♦ Shapeshifter • Stealth

**AC 22**  
**FORT 21**  
**REF 22**  
**WILL 19**

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

**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.

**HP 50**  
**BLOOD 25**  
♦ Use with Premium Figures 7: Female Shifter Rogue

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## FEMALE DWARF WIZARD

Level 4 ♦ Arcane • Dwarf

**AC 14**  
**FORT 16**  
**REF 12**  
**WILL 14**

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

**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.

♦ 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:** *Use when this creature rolls a natural 20 on an attack roll:* Heal all allies 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. **↵** when this creature destroys an enemy champion.

♦ 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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## PREMIUM FIGURES, SETS 3-7

**Design:** Antti Kostiainen  
**Development:** Louis Martineau, D. Garry Stupack, Brad Shugg, Antti Kostiainen  
**Graphic Art:** D.G. Stupack, J. Broveleit, K. Tatroe  
**Typesetting:** Antti Kostiainen  
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