

AC

25

FORT

23

REF

23

WILL

23

SPEED

F6

HP

75

BLOOD

35

ATTACK POWERS

⚔️ **Radiant Longsword:** (Ignores Insubstantial) +17 vs. AC; 10 +10 radiant damage.
⚡️ **Channel Positive Energy:** (line 5) +15 vs. Reflex; 30 radiant damage AND Dazed. On miss, 15 radiant damage. Hit or miss, this creature is Dazed until the end of its next turn.

GENERAL POWERS

Resist 10 Necrotic, Radiant
Arrow Catching Shield: (aura 2) This creature and allies in aura have +4 AC vs. ⚡️ attacks.
⚔️ **Lay on Hands:** *Minor action:* An adjacent ally heals 15 HP.

⚡️ Use with Premium Figure: Aasimar Male Paladin

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44

AC

19

FORT

16

REF

19

WILL

19

SPEED

6

HP

50

BLOOD

25

ATTACK POWERS

⚔️ **Short Blade:** +11 vs. AC; 10 damage.

GENERAL POWERS

🔍 **Secrets:** *Use during setup:* Choose an enemy. Choose a keyword. Each creature in your warband with that keyword has +4 on attacks vs. that enemy.
🏃 **Nimble Escape:** *Immediate, when an enemy moves into an adjacent square:* This creature shifts up to its speed.
Opportune Moment: *Immediate, when an adjacent enemy granting combat advantage activates:* Make a ⚔️ attack vs. that enemy at +5 damage.

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24

AC

19

FORT

17

REF

17

WILL

21

SPEED

6

HP

45

BLOOD

20

ATTACK POWERS

⚡️ **Thunder Palm:** (reach 2) +11 vs. Fortitude; 5 thunder damage AND push 1.
⚡️ **Call Lightning:** Make 3 attacks: (sight) +11 vs. Reflex; 15 lightning damage.

GENERAL POWERS

Resist 10 Lightning, Thunder
🏃 **Windborn Escape:** *Use at start of an enemy's turn:* This creature moves up to its speed with Flight.
⚡️ **Static Charge:** *Use on a ⚔️ attack hit:* ⚡️ Call Lightning.
Tempest Spirit: (aura 2) Whenever this creature declares a ⚔️ attack, each enemy in aura takes 5 thunder damage.

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24

AC

31

FORT

27

REF

27

WILL

29

SPEED

6

HP

125

BLOOD

60

ATTACK POWERS

⚔️ **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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DDM Guild Summer 2025 Restats

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Development: L. Martineau, A. Kostiainen, D.G. Stupack
Graphics: K. Tatroe, J. Broveleit, D.G. Stupack