

## ARCANE MIGHT & DIVINE FURY

# SPELL EFFECTS

**New Rules:** The Arcane Might and Divine Fury set introduces a new keyword, Spell.

**Not Living:** Creatures with the Spell keyword, like creatures with the Undead, Construct, and Object keywords, are **not** living creatures.

**No Will:** Many Spell creatures lack a Will score. These Spells are Immune to attacks which target Will.

**Other Limitations:** Creatures with the Spell keyword may not carry items, are not affected by Champion powers, and cannot score Victory points for occupying Victory Areas.



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# ARCANE PORTAL

Level 6 ♦ Spell • Object • Arcane



AC  
18

FORT  
16

REF  
16

WILL  
-



SPEED  
-



HP  
35

BLOOD  
-



## ATTACKS

⊕ **Guards and Wards:** (reach 2) +10 vs. Will;  
Immobilized AND slide target one square.

## POWERS

Scout

Insubstantial

**Portal:** *Minor action:* Choose an adjacent creature, then roll 1d20: *On a roll of 11 or greater, place it in a random victory area. Otherwise, place it in a random start area.*



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# TENSER'S FLOATING DISK

Level 10 ♦ Spell • Arcane • Unique



AC  
15

## ATTACKS

None.

FORT  
15

## POWERS

**Guided:** Immobilized whenever an Arcane ally does not have line of sight to it.

**Delayed Appearance:** Starts off the battlemat.

**Special Conjunction:** *Use at end of round:* Place this creature adjacent to an Arcane ally that occupies one of your victory areas.

**Hoard:** *Use at end of round, if this creature occupies your Start area:* Destroy this creature, (opponent scores normally) then you score 30 VP.

REF  
15

WILL  
-

SPEED  
4



HP  
30

BLOOD  
-



10

# BIGBY'S HAND - CLENCHED FIST

Level 10 ♦ Spell • Arcane • Unique

AC  
20

FORT  
22

REF  
24

WILL  
-

SPEED  
F5

HP  
70

BLOOD  
-

## ATTACKS

⚔ **Smash:** Treats AC of greater than 25 as 25. May use when charging: +15 vs. AC; 30 damage

⚔ **Crush:** +15 vs. Reflex; 15 damage AND Immobilized (save ends).

## POWERS

**Guided:** Immobilized whenever an Arcane ally does not have line of sight to it.

**Delayed Appearance:** Starts off the battlemap.

▣ **Conjuration 10:** *Use at end of round:* Place this creature within 6 squares of an Arcane ally of level 10 or greater.

**Warding Mode:** *Use at end of this creature's turn:* Until end of its next turn, it may only use the following attack: ⊕ +15 vs. Reflex: 10 damage AND push target up to 3 squares.



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# BIGBY'S HAND - INTERPOSING

Level 6 ♦ Spell • Arcane • Unique

## ATTACKS

⊕ **Warding Hand:** +12 vs. Reflex: 10 damage AND push target up to 3 squares.

## POWERS

**Guided:** Immobilized whenever an Arcane ally does not have line of sight to it.

**Delayed Appearance:** Starts off the battlemat.

▣ **Conjuration 6:** *Use at end of round:* Place this creature within 6 squares of an Arcane ally of level 6 or greater.

AC  
20

FORT  
25

REF  
20

WILL  
-

SPEED  
F5

HP  
50

BLOOD  
-



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# BIGBY'S HAND - GRASPING

Level 8 ♦ Spell • Arcane • Unique

## ATTACKS

⬇ **Crushing Hand:** +14 vs. Reflex: 15 damage  
AND Immobilized (save ends).

## POWERS

**Guided:** Immobilized whenever an Arcane ally does not have line of sight to it.

**Delayed Appearance:** Starts off the battlemat.

❑ **Conjuration 8:** *Use at end of round:* Place this creature within 6 squares of an Arcane ally of level 8 or greater.

**Warding Mode:** *Use at end of this creature's turn:* Until end of its next turn, it may only use the following attack: ⊕ +14 vs. Reflex: 10 damage AND push target up to 3 squares.

AC  
20

FORT  
23

REF  
23

WILL  
-

SPEED  
F5

HP  
60

BLOOD  
-



30

# CLOUD OF DAGGERS

Level 4 ♦ Spell • Arcane

## ATTACKS

↔ **Daggerburst:** (burst 1) +10 vs. Reflex; 10 damage.

## POWERS

**Guided:** Immobilized whenever an Arcane ally does not have line of sight to it.

**Swarm:** Takes half damage from ♣ and ♠ attacks.

**Delayed Appearance:** Starts off the battlemat.

**Conjuration 4:** *Use at end of round:* Place this creature within 6 squares of an Arcane ally of level 4 or greater.

AC  
20

FORT  
23

REF  
23

WILL  
-

SPEED  
F5

HP  
25

BLOOD  
-



14

# MAGE HAND

Level 1 ♦ Spell • Unique



AC  
16

FORT  
14

REF  
18

WILL  
-



SPEED  
F6



HP  
15

BLOOD  
-



## ATTACKS

↓ **Slapping Hand:** +2 vs. AC; 5 damage.

## POWERS

**Guided:** Immobilized whenever an Arcane ally does not have line of sight to it.

**Distractor:** Adjacent enemies may not make opportunity attacks.

**Delayed Appearance:** Starts off the battlemap.

❑ **Conjuration:** *Use at end of round:* Place this creature within 6 squares of an Arcane ally.





# DANCING LIGHTS

Level 1 ♦ Spell • Arcane • Unique



AC  
16

FORT  
14

REF  
18

WILL  
-



SPEED  
F6



HP  
15

BLOOD  
-



## ATTACKS

Ⓢ Hypnotic Patterns: (range 6) +3 vs. Will; Dazed.

## POWERS

**Guided:** Immobilized whenever an Arcane ally does not have line of sight to it.

**Faeriefire:** Adjacent enemies are not invisible and may not use Conceal.

**Delayed Appearance:** Starts off the battlemap.

❑ **Conjuration:** *Use at end of round:* Place this creature within 6 squares of an Arcane ally.



# ELEMENTAL WEAPON - COLD

Level 5 ♦ Spell • Elemental • Cold

AC  
20

FORT  
18

REF  
18

WILL  
-

SPEED  
F5

HP  
40

BLOOD  
-

## ATTACKS

⊕ Frostcleaver: +12 vs. Fort; 5 +10 cold damage.

## POWERS

**Animated Weapon:** Whenever this creature has no remaining Arcane ally: It is destroyed.

**Delayed Appearance:** Starts off the battlemap.

▣ **Conjuration 5:** *Use at end of round:* Place this creature within 6 squares of an Arcane ally of level 5 or greater.



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# ELEMENTAL WEAPON - ACID

Level 5 ♦ Spell • Elemental

AC  
20

FORT  
18

REF  
18

WILL  
-

SPEED  
F5

HP  
40

BLOOD  
-

## ATTACKS

☞ **Acid Arrows:** (nearest) +12 vs. AC; 15 acid damage.

## POWERS

**Animated Weapon:** Whenever this creature has no remaining Arcane ally: It is destroyed.

**Delayed Appearance:** Starts off the battlemat.

☐ **Conjuration 5:** *Use at end of round:* Place this creature within 6 squares of an Arcane ally of level 5 or greater.



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# ELEMENTAL WEAPON - FIRE

Level 5 ♦ Spell • Elemental • Fire

AC  
20

FORT  
18

REF  
18

WILL  
-

SPEED  
F5

HP  
40

BLOOD  
-

## ATTACKS

⊕ **Flame Brand:** +12 vs. Reflex; 5 +10 fire damage.

## POWERS

**Animated Weapon:** Whenever this creature has no remaining Arcane ally: It is destroyed.

**Delayed Appearance:** Starts off the battlemap.

▣ **Conjuration 5:** *Use at end of round:* Place this creature within 6 squares of an Arcane ally of level 5 or greater.



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# ELEMENTAL WEAPON - LIGHTNING

Level 5 ♦ Spell • Arcane

## ATTACKS

⚡ **Storm Hammer:** +12 vs. Fortitude;  
5 + 10 lightning damage.

## POWERS

**Animated Weapon:** Whenever this creature has no remaining Arcane ally: It is destroyed.

**Delayed Appearance:** Starts off the battlemap.

☐ **Conjuration 5:** *Use at end of round:* Place this creature within 6 squares of an Arcane ally of level 5 or greater.

AC  
20

FORT  
18

REF  
18

WILL  
-

SPEED  
F5

HP  
40

BLOOD  
-



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# UNSEEN SERVANT

Level 1 ♦ Spell • Arcane • Unique



AC  
14

FORT  
14

REF  
14

WILL  
16



SPEED  
6



HP  
10

BLOOD  
-



## ATTACKS

‡ **Mischief:** +2 vs. AC; 5 damage.

## POWERS

### Invisible

**Guided:** Immobilized whenever an Arcane ally does not have line of sight to it.

**Assist:** Score +5 VP when this creature is adjacent to an Arcane ally occupying a victory area at end of round.

**Delayed Appearance:** Starts off the battlemap.

☐ **Conjuration:** *Use at end of round:* Place this creature within 6 squares of an Arcane ally.



# GRASPING VINE

Level 6 ♦ Spell • Plant



AC  
16

## ATTACKS

⊕ **Entwine:** +14 vs. Fort; 10 damage AND Immobilized.

FORT  
18

REF  
18

WILL  
-

## POWERS

**Wandering Monster**

**Constrict:** *Minor action:* An adjacent Immobilized enemy takes 5 damage.

**Primal Guidance:** Immobilized whenever a Primal ally does not have line of sight to it.

SPEED  
6



HP  
50

BLOOD  
25



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# PHANTOM STEED

Level 6 ♦ Spell • Magical Beast



AC  
16

## ATTACKS

⊕ **Hooves:** +14 vs. Fort; 10 damage.

FORT  
18

REF  
18

## POWERS

**Mount:** May have a medium or smaller Arcane ally as a Rider.

☐ ☐ **Ghostride:** *Use at start of this creature's turn:* This creature has Phasing and Flight until end of turn.

*Reminder Text: A rider gains all the movement modes of its mount.*

WILL  
18

SPEED  
8

HP  
40

BLOOD  
20



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# SPIRITUAL WEAPON

Level 5 ♦ Spell • Divine



AC  
20

FORT  
18

REF  
18

WILL  
-



SPEED  
F6



HP  
40

BLOOD  
-



## ATTACKS

‡ **Divine Bludgeon:** +12 vs. AC; 15 damage.

## POWERS

**Guided Servant:** Immobilized whenever a Divine ally does not have line of sight to it

**Delayed Appearance:** Starts off the battlemat.

▣ **Divine Summons 5:** *Use at end of round:* Place this creature within 6 squares of an Divine ally of level 5 or greater.



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# ARCANE MIGHT & DIVINE FURY

## SPELL EFFECTS

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