

SUMMER 2011

FALL 2010

DELVER SERGEANT

Level 4 F Human • Martial CR 1

AC 18
FORT 17
REF 17
WILL 17

ATTACKS
 ⊕ **Longsword**: +11 vs. AC; 10 damage
 † **Torch**: +7 vs. Reflex; 5 damage AND 5 ongoing fire damage.

POWERS
Illuminator: While within 6 squares of this creature, invisible creatures are visible, and creatures do not benefit from Conceal.

CHAMPION POWERS
 v Use when this creature occupies a victory area. Use a champion power of an allied champion as if this creature had that power.
 v Use at start of this creature's turn. You may take a turn with 1 additional creature this turn.

SPEED 6
HP 45
BLOOD 20

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VAMPIRE GUILD MASTER

Level 11 F Vampire • Undead (Unique) CR 2

AC 26
FORT 22
REF 26
WILL 26

ATTACKS
 ⊕ **Dagger**: +19 vs AC; 10 + 5 ongoing damage.
 † **Steal Life**: +16 vs Fortitude; 10 necrotic damage AND this creature heals 10 HP.

POWERS
Resist 10 Necrotic; **Vulnerable 10 Radiant**
Sneak Attack 10: +10 damage against targets granting this creature combat advantage.
Turf War: (Aura 1) Enemies score 5 less victory points than normal for occupying victory areas.

CHAMPION POWERS
 v Use when an enemy fails a saving throw. Each ally and enemy within 10 squares of this creature takes 10 necrotic damage, then this creature heals 5 HP for each ally or enemy destroyed by that damage (maximum 20 HP).
 v Use when an enemy uses a champion power. You gain 10 VP.

SPEED 7
HP 70
BLOOD 35

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ETERNAL BLADE

Level 11 F Elf • Martial CR 3

AC 26
FORT 24
REF 24
WILL 24

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

POWERS
 Bounding Assault: Replaces move action: Move up to twice its current speed.
Defender: Use when an adjacent enemy makes a † attack against an ally: Make a ⊕ attack against attacker as an immediate action.
Eternal Trainer: Use during your set-up: Assign up to 3 Eternal Training items to this creature for no additional cost.

CHAMPION POWERS
 v Use at start of round: Reassign 1 Eternal Training item from this creature to 1 ally.
 v Use at start of this creature's turn: Choose a keyword. This creature and each ally with that keyword has +2 to all defenses until end of round.

SPEED 6
HP 80
BLOOD 40

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CATFOLK WILDER

Level 8 F Catfolk • Psionic

AC 22
FORT 22
REF 22
WILL 24

ATTACKS
 ⊕ **Twin Swords**: +12 vs. AC; 15 damage.
 ↗ **Mind Maze**: (sight) +12 vs Will; immobilized.
 ↗ **Mind Thrust**: (sight, nearest, living target only) +12 vs Will; 15 psychic damage AND dazed.
 ↗ **Mind Melt**: (sight, nearest, living target only) +15 vs Will; 30 psychic damage AND stunned (save ends).

POWERS
Resist 10 Psychic
 Protective Aura: Immediate action, when an enemy hits this creature with a ⊕ attack; push that enemy up to 3 squares, then that enemy is immobilized (save ends).

SPEED 7
HP 55
BLOOD 25

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SOLAMITH

Level 12 F Demon

AC 24
FORT 26
REF 20
WILL 20

ATTACKS
 ⊕ **Claw**: (reach 2) +19 vs. AC; 10 damage.
 ✂ **Soulfire**: (radius 1 within sight) +17 vs. Reflex; 10 necrotic + 15 fire damage. Hit or miss, this creature takes 5 damage.
 ↖ **Soulfire Retort**: Immediate action; use only when this creature is damaged by an enemy's attack. (blast 3) +17 vs Reflex; 15 + 15 fire damage.

POWERS
Resist 10 Fire
Inferno: Use with Soulfire, only while bloodied. Next Soulfire attack becomes: (radius 2 within sight) +17 vs. Reflex; 15 necrotic + 20 fire damage. Hit or miss, this creature takes 10 damage.

SPEED 7
HP 80
BLOOD 40

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WITCHKNIFE

Level 10 F Witchknife • Psionic

AC 24
FORT 22
REF 22
WILL 24

ATTACKS
 ⊕ **Spear**: +15 vs. AC; 15 damage.
 ↗ **Mindwallop**: (range 10) +16 vs. Will; 10 psychic damage AND Dazed.
 ↖ **Witchknife Mindstorm**: (burst 4, enemies only) +14 vs. Will; ongoing 10 psychic damage (save ends) AND Stunned.

POWERS
Resist 5 Fire
Sneak Attack 5: +5 Damage against targets granting it combat advantage.
Universally Hated: Worth +5 VP if destroyed by a level 9 or lower enemy.

*The first one lures you in.
The rest stab you in the back.*

SPEED 6
HP 65
BLOOD 30

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