

ARJHAN, DRAGONBORN FIGHTER

Level 12 ♦ Dragonborn · Martial (Unique)

AC 24
FORT 26
REF 24
WILL 22
SPEED 7
HP 90
BLOOD 45

ATTACKS

- ⊕ **Greataxe**: +18 vs. AC; 15 + 10 cold damage.
- ☐ ❄️ **Frost Breath**: (radius 1 within 3) +17 vs. Fortitude; 15 cold damage AND Immobilized.

POWERS

Resist 5 Cold

Chosen: (Aura 1) Each enemy in aura may not use a power that changes a hit into a miss.

☐ **Brute Force Critical**: Use after this creature makes a ⊕ attack roll, if the result of that attack is a natural 18 or 19; that attack is a hit and a critical hit. ⤴ when an enemy scores a critical hit.

♦ For use with Ravenloft Board Game Figure; Arjhan, Dragonborn Fighter.

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ALISSA, HUMAN RANGER

Level 11 ♦ Human · Martial (Unique)

AC 24
FORT 22
REF 24
WILL 22
SPEED 7
HP 75
BLOOD 35

ATTACKS

- ⊕ **Twin Blades**: (make two attacks against 1 target) +17 vs. AC; 10 damage.
- **Hunter's call**: (range 6)(Fear) +16 vs Will; 5 psychic damage AND Immobilized.
- ☐ ⤴ **Whirlwind**: (burst 1, enemies only) +15 vs. AC; 10 damage.

POWERS

Use the land: Minor action. Use when this creature occupies difficult terrain; it is invisible to non-adjacent enemies until it moves.

☐ **Choose Quarry**: Immediate action. Use at start of round. Make a Hunter's Call attack against the nearest bloodied enemy within 6 squares.

Finisher 5: +5 Damage against Bloodied enemies.

♦ For use with Ravenloft Board Game Figure; Alissa, Human Ranger.

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CATTI-BRIE, HUMAN ARCHER

Level 12 ♦ Human · Dwarf · Arcane (Unique)

AC 24
FORT 24
REF 24
WILL 27
SPEED 5
HP 65
BLOOD 30

ATTACKS

- ⊕ **Khazid'hea**: +15 vs. AC; 15 damage.
- ⊕ **Taulmaril**: (sight) +17 vs. Reflex; 20 damage
- ☐ ❄️ **Fire Wand**: (radius 2 within 10) +14 vs. Reflex; 20 fire damage.

POWERS

Blindsight: Ignores conceal; treats invisible creatures as visible.

Dwarf Heritage: Loses the Dwarf keyword if no Dwarf Ally is in play.

☐ **Taulmaril's Will**: Replaces turn. Make a ⊕ attack with a range of nearest. This attack may not be redirected; if the attack hits, it is a critical hit.

♦ For use with Legend of Drizzt Board Game Figure; Catti-Brie, Human Archer.

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JARLAXLE, DROW MERCENARY

Level 13 ♦ Drow · Martial (Unique)

AC 27
FORT 23
REF 27
WILL 23
SPEED 6
HP 80
BLOOD 40

ATTACKS

- ⊕ **Drow Sabre**: +18 vs. AC; 15 + 5 poison damage.
- **Dagger**: (range 6) + 20 vs AC; 10 damage.
- **Dazzle**: (range 4) +16 vs Will; Dazed.

POWERS

Blindsight: Ignores conceal; treats invisible creatures as visible.

Drow Treachery 5: Each Drow Ally has +5 damage against each target granting it combat advantage.

Freedom of Action: This creature ignores the Slowed and Immobilized conditions. It is never considered to be Slowed or Immobilized.

Sneak Attack 10: +10 damage against targets granting it combat advantage.

Warband Building: All non-Unique Drow creatures are legal in your warband.

♦ For use with Legend of Drizzt Board Game Figure; Jarlaxle Baenre, Drow Mercenary.

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REGIS, HALFLING ROGUE

Level 11 ♦ Halfling · Stealth (Unique)

AC 23
FORT 21
REF 25
WILL 20
SPEED 6
HP 60
BLOOD 30

ATTACKS

- ⊕ **Mace**: +13 vs. AC; 10 damage.
- **Sling**: (range 10) +17 vs. Reflex; 10 damage; on a critical hit, target is Stunned.
- **Pasha Pook's Pendant**: (range 5) +14 vs. Will; target makes a ⊕ attack against itself.

POWERS

Underfoot Sneak: +4 attack when flanking.

Sneak Attack 10: +10 damage against targets granting it combat advantage.

Rumblebelly's Stealth: This creature is invisible to enemies 5 or more squares distant.

☐ **Rumblebelly's Dodge**: Use when this creature would be damaged by an attack; take half damage from that attack, instead. Then, slide this creature 1 square.

♦ For use with Legend of Drizzt Board Game Figure; Regis, Halfling Rogue.

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TARAK, HALF-ORC ROGUE

Level 8 ♦ Orc · Martial (Unique)

AC 21
FORT 22
REF 21
WILL 20
SPEED 7
HP 60
BLOOD 30

ATTACKS

- ⊕ **Sword**: +14 vs. AC; 10 damage.
- **Crossbow of Speed**: (range 10) +12 vs. AC; 10 damage; on a hit, make a second ➤ attack. (maximum 2 attacks/turn).

POWERS

Hide: If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.

Sneak Attack 5: +5 damage against targets granting it combat advantage.

☐ **Leg it!** Immediate action; provokes opportunity attacks. Move this creature up to its current speed.

♦ For use with Ashardalon Boardgame Figure; Tarak, Half-Orc Rogue.

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THORGRIM, DWARF CLERIC

Level 7 ♦ Dwarf · Divine (Unique)

AC 20
FORT 24
REF 20
WILL 24
SPEED 5
HP 65
BLOOD 30

ATTACKS

- ⊕ **Rod Smiter**: +14 vs AC; 10 + 5 radiant damage.

POWERS

Shining Circle of Truth: (Aura 5) While within aura, each ally and each enemy is visible.

☐ **Forgestone**: Immediate action. Use when an enemy targets an ally that is within 5 squares of this creature; That ally gains Resist All 20, and is Immobilized until the end of its next turn. ⤴ when this creature hits an enemy with Rod Smiter.

☐ **Strength from Stone**: Minor action. This creature takes 10 HP damage, then ally adjacent to a wall heals 10 HP.

♦ For use with Ravenloft Boardgame Figure; Thorgrim, Dwarf Cleric.

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ORPHAN SWORDS

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