

SPELL EFFECTS

ARCANE FURY & DIVINE MIGHT

New Rules: The Arcane Fury and Divine Might 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.



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.*



16

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 battlemap.

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 battlemat.

▣ **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.



36

BIGBY'S HAND - INTERPOSING

Level 6 ♦ Spell • Arcane • Unique

AC
20

FORT
25

REF
20

WILL
-

SPEED
F5

HP
50

BLOOD
-

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.



24

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



AC
20

FORT
23

REF
23

WILL
-



SPEED
F5



HP
25

BLOOD
-



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 battlemap.

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



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

ATTACKS

⊕ **Frostcleaver:** May use when charging: +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.

AC
20

FORT
18

REF
18

WILL
-

SPEED
F5

HP
40

BLOOD
-



16

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 battlemap.

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



ELEMENTAL WEAPON - FIRE

Level 5 ♦ Spell • Elemental • Fire

ATTACKS

⬇️ **Flame Brand:** May use when charging: +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 battlemat.

❑ **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
-



16

ELEMENTAL WEAPON - LIGHTNING

Level 5 ♦ Spell • Arcane

ATTACKS

⚡ **Storm Hammer:** May use when charging: +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
-



16

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



16

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



16

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 battlemap.

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



14

SPELL EFFECTS

ARCANE FURY & DIVINE MIGHT

Design: James Prather

Development: D. Garry Stupack, Louis Martineau

Graphic Design: Kevin Tatroe, Joel Broveleit,
D. Garry Stupack

Special Thanks: To the DDM Guild supporters in the
community and at Wizards of the Coast.



Dungeons & Dragons, D&D, D&D Miniatures, Wizards of the Coast are trademarks of Wizards of the Coast, Inc. and used under license. All Wizards character names, and the distinct likenesses thereof are property of Wizards of the Coast, Inc. This material is protected under the copyright laws of the United States of America. © 2019 DDM Guild and Wizards of the Coast.

This DDM Guild product contains no Open Game Content.

These cards are current as of January 7, 2019.