

The Tools of Tyranny

Set 9, released in 2013.

This set is released at the end of 2013, and features the first items that are specifically made for use with only a single miniature. It follows the mixed set of stat and item cards which were Orc themed. The items in the set were Goblin and War themed.



Missile Sigil Token

BLOOD RITUAL

For use only with Hobgoblin Hand of Bane

POWERS

Blood Ritual: Use during setup: This creature takes 5 HP damage. Then, until end of battle, this creature and each goblin ally is considered bloodied regardless of its current hp.

+1

©2013 DDM Guild, Tools of Tyranny 1/16

CRUEL MASTER OF GOBLINKIND

For use only with Bolraza, Priestess of Bane

POWERS

Goblin Affinity: This creature gains the *Goblin* keyword.

Hand of Bane: (Minor action). Choose an enemy within this creature's line of sight. That enemy takes 5 ongoing damage (save ends). *U* when no creature is affected by this power.

+5

©2013 DDM Guild, Tools of Tyranny 2/16

VANGUARD'S BOOTS

For Use only with Vanguard of Bane

POWERS

Swift Striker: Use at start of this creature's turn. Until end of turn, this creature may shift 2 squares as a minor action. *U* as a move action when this creature occupies a victory area.

+3

©2013 DDM Guild, Tools of Tyranny 3/16

WAR ROD MASTERY

For use only with Hobgoblin Warcaster

POWERS

Doubled Vision: This creature may make *↔* attacks at up to double the range listed in the card text, with a +1 attack bonus.

+3

©2013 DDM Guild, Tools of Tyranny 4/16

MISSILE PROTECTION SIGIL

For use only with Red Hand War Sorcerer

POWERS

Inscribe: Replaces attack action: Put a Missile Sigil token in this creature's space.

Missile Shell: Creatures within 2 of the Missile Sigil token have +10 to AC and Defense vs *↔* attacks.

Erasable: Any creature adjacent to a sigil token may remove it as a move action.

+5

©2013 DDM Guild, Tools of Tyranny 5/16

BLADE FLURRY

For use only with Bladebearer Hobgoblin

POWERS

Deflection Blades: (Immediate action.) Use when an enemy within line of sight of this creature attacks it or an adjacent ally with a *↔* or *↓* attack. That attack misses, and this creature takes 5 hp damage. *U* as a move action.

+3

©2013 DDM Guild, Tools of Tyranny 6/16

DRAGON KI POWER

For use only with Doom Fist Monk

POWERS

Ki Leap: Use on this creature's turn, the first time that it moves. The creature has flight until the end of that action.

Singular Focus Strike: This creature may take a +2 attack and +5 damage bonus on its attack. If it does, it becomes dazed until end of round.

+3

©2013 DDM Guild, Tools of Tyranny 7/16

PRESSED INTO BANEFUL SERVICE

For use only with Hobgoblin Impaler

POWERS

Compromising Attack: Use when this creature misses an enemy with a *↓* attack. Until end of round, Goblin or Hobgoblin allies of level 4 or higher have +2 *↓* attack against all enemies adjacent to this creature.

+2

©2013 DDM Guild, Tools of Tyranny 8/16

FAVORED DRACOPHILE

For use only with Hobgoblin Talon of Tiamat

POWERS

Call Dragon: Use at the end of round 1. Choose an evil dragon from any faction whose point value, when added to your warband, does not cause it to exceed the match warband limit. Place that dragon in your start area; it is now part of your warband.

+5

©2013 DDM Guild, Tools of Tyranny 9/16

THE FAST KNIFE

For use only with Goblin Cutter

POWERS

Unexpected Opportunity: (Immediate action.) Use when it is not this creature's turn. Make an unprovoked opportunity attack against an adjacent enemy.

+1

©2013 DDM Guild, Tools of Tyranny 10/16

HOWLING MOON

For use only with Goblin Wolfrider

POWERS

Inspire the Pack: (Minor action) This creature and all mounted allies have +2 attack and +5 damage until end of round.

+3

©2013 DDM Guild, Tools of Tyranny 11/16

AMBUSH ARCHER

For use only with Graypeak Goblin Archer

POWERS

Hide: This creature is invisible to enemies which grant it ranged cover.

+2

©2013 DDM Guild, Tools of Tyranny 12/16

REAVER MASTER

For use only with Bugbear Headreaver

POWERS

Executioner's Strike: Hits scored against targets that grant this creature combat advantage are critical hits.

+4

©2013 DDM Guild, Tools of Tyranny 13/16

NOT AFRAID OF ANYTHING

For use only with Bugbear Gang Leader

POWERS

Awesome Display: (Minor action.) Push all adjacent allies and enemies exactly one square, then take 5 HP damage.

Power Vacuum: When this creature is destroyed, all Bugbear allies gain +2 attack until end of battle.

+2

©2013 DDM Guild, Tools of Tyranny 14/16

BLOOD GHOST COMMANDO

For use only with Blood Ghost Berserker

POWERS

Walls Don't Stop Me: Use at the start of this creature's turn. This creature has phasing until end of turn. *U* as a move action.

+3

©2013 DDM Guild, Tools of Tyranny 15/16