



DROW WEB MAGE

29
POINTS

LVL: 6
AC: 16
SPD: 6
HP: 35

MELEE ATTACK
+3 (5 magic)
RANGED ATTACK
+8 (5 magic + Entangle)

TYPE: Humanoid - Drow - Elf

SPECIAL ABILITIES: Elf traits; Immune Entangle; Conceal 6; Spell Resistance; Entangle (DC 15); Wall Walker (This creature is considered to have Flight as long as it begins its move in a square bordered by a wall).

SPELLS: 1st - faerie fire □ (range 6; affected creature loses Conceal);

2nd - summon vermin II □ (vermins whose name contain Spider with total cost 10 or less)

† For use with: *Dungeon Command*: Drow Wizard



SPEAR OF CORMYR

35
POINTS

LVL: 9
AC: 17
SPD: F6
HP: 45

MELEE ATTACK
+6 (10 electricity)

TYPE: Humanoid - Human

SPECIAL ABILITIES: Resist 5 Acid, Cold, Electricity, Fire, Sonic; True Strike □ (This creature's first melee attack of a skirmish gets attack +20 and automatically succeeds against Conceal); Frost Globe (When this creature damages other creatures, adjacent creatures to the damaged ones take 5 cold damage).

SPELLS: 1st - magic weapon □□ (touch; Attack +1, ignore DR); 2nd - iceburst □□ (each adjacent creature; 15 cold damage, can cast while adjacent to enemy; DC14); sorch □□ (line 12; 10 fire damage; DC14); 3rd - lightning bolt □□ (line; 20 electricity damage; DC15)

† For use with: *Dungeon Command*: War Wizard



VANGUARD OF BANE

36
POINTS

LVL: 8
AC: 20
SPD: 6
HP: 65

MELEE ATTACK
+13 (20 magic)

TYPE: Humanoid - Goblinoid - Hobgoblin

SPECIAL ABILITIES: Melee Reach 2; Aura of Fear 2 (Enemies in squares threatened by this creature gain Morale Save -2); Rage (While this creature's HP are half its starting total or below, it gets damage +5); Bane's Chosen (Whenever this creature starts its turn adjacent to an Hobgoblin ally, it gains Sidestep).

† For use with: *Dungeon Command*: Hobgoblin Soldier



ALISSA, HUMAN RANGER

43
POINTS

LVL: 11
AC: 20
SPD: 7
HP: 70

MELEE ATTACK
+13/+10 (15)

TYPE: Humanoid - Human

SPECIAL ABILITIES: Use the Land (Invisible to non-adjacent enemies until it moves if it started or ended its movement on difficult terrain); Unique; Finisher 5 (+5 damage against wounded enemies); Choose Quarry □ (Immediate; range 6; 5 sonic damage and Stunned; DC 14); Twin Blades (Replace attacks; if this creature hits 1 enemy with its first attack, make an immediate attack with its second attack).

† For use with: *Dungeon Command*: Human Ranger



TARAK, HALF-ORC ROGUE

26
POINTS

LVL: 6
AC: 16
SPD: 7
HP: 60

MELEE ATTACK
+10 (10)
RANGED ATTACK
+12 (10)

TYPE: Humanoid - Orc

SPECIAL ABILITIES: Crossbow of Speed (If this creature hits an enemy with its ranged attack, make a second ranged attack; maximum 2 ranged attacks per turn); Sneak Attack +5; Leg it! □ (Immediate; provoques attacks of opportunity; this creature moves up to its speed); Unique.

† For use with: *Dungeon Command*: Half Orc Thug



THORGRIM, DWARF CLERIC

21
POINTS

LVL: 8
AC: 19
SPD: 4
HP: 65

MELEE ATTACK
+11 (5 + 5 magic)

TYPE: Humanoid - Dwarf

SPECIAL ABILITIES: Unique; Strength from Stone □□ (Swift; ally adjacent to a wall heals 10HP and this creature takes 10 damage); Shining Circle of Truth (Creatures within 6 squares do not benefit from Invisible).

SPELLS: 1st - magic stone □ (this creature gains 3 ranged attacks +3 until end of turn; 5 damage); 2nd - soften earth and stone □ (range 6; turns terrain into difficult terrain); 4th - stonesskin □ (touch; creature gains DR5)

† For use with: *Dungeon Command*: Dwarf Cleric



OE ORIGINAL EDITION DUNGEON COMMAND 2012 SCULPTS

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