



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*

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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*

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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*

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OE FALL 2012 ORIGINAL SCULPTS EDITION

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Special Thanks: DDM's Guild Supporters, Peter Lee and Klein Chase at Wizards of the Coast



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