



**ARJHAN,
DRAGONBORN
FIGHTER**

55
POINTS

LVL: 10 **MELEE ATTACK**
AC: 21 +16/+12 (15 + 5 cold)
SPD: 7
HP: 90

TYPE: Humanoid – Dragon

SPECIAL ABILITIES: **Dragon Traits; Breath Weapon** ☐ (Replaces attacks; cone; 15 cold + Slow; DC 15); **Slow** (DC 15); **Chosen** (Adjacent enemies can't reroll); **Dodge Dragons +3** (+3 AC against attacks by dragons); **Resist 5 Cold; Cleave; Keen Critical 18; Sturdy** (+1 AC if adjacent to an ally); **Unique.**

† For use with: *Ravenloft Board Game Figure; Arjhan, Dragonborn Fighter.*

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**CATTI BRIE,
HUMAN ARCHER**

48
POINTS

LVL: 8 **MELEE ATTACK**
AC: 17 +13 (15 magic)
SPD: 6 **RANGED ATTACK**
HP: 70 +14/+10 (10 + 5 electric)

TYPE: Human

SPECIAL ABILITIES: **Unique; Keen Critical 19; Blindsight; Fire Wand** ☐ (Sight; radius 4; 20 fire; DC 15); **Precise Shot; Bruenor's Daughter** (At the start of the game gains the dwarf type if Bruenor is an ally in play); **Heartseeker** (If this creature hits one creature with two ranged attacks on the same turn, it hits another creature standing in a direct line behind the first creature but no more than 6 squares away from it; 5 electric damage to second creature); **Companions of the Hall** (Gains Persistent if under command of a creature who's name contains Drizzt, Bruenor or Wulfgar); **Persistent** (This creature can act normally on any turn that it rallies).

† For use with: *Legend of Drizzt Board Game Figure; Catti-Brie, Human Archer*

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**JARLAXLE, DROW
MERCENARY**

58
POINTS

LVL: 10 **MELEE ATTACK**
AC: 20 +15/+15 (15 magic)
SPD: 6 **RANGED ATTACK**
HP: 75 +12/+12/+10 (range 6, 10/10/5)

TYPE: Humanoid - Drow - Elf

COMMANDER EFFECT: Each Drow Ally has Sneak Attack +5

WARBAND BUILDING: All non-Unique Drow creatures are legal in your warband

SPECIAL ABILITIES: **Unique; Hide; Freedom of Action** (Immune to Slow); **Sneak Attack +5; Spell Resistance; Drow Hand Crossbow** ☐ (Replace attacks; range 6; Sleep; DC 16); **Blindsight; Mobility; Elf Traits; Conceal 6.**

† For use with: *Legend of Drizzt Board Game Figure; Jarlaxle Baenre, Drow Mercenary*

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**REGIS,
HALFLING
ROGUE**

34
POINTS

LVL: 7 **MELEE ATTACK**
AC: 19 +13 (10)
SPD: 5
HP: 55

TYPE: Small Humanoid - Halfling

SPECIAL ABILITIES: **Unique; Sneak Attack +10; Underfoot Sneak** (+4 melee attack when flanking); **Rumblebelly's Stealth** (This creature is invisible to creatures 6 or more squares away from it); **Pasha Pook's Pendant** (Range 6; replaces attacks; target creature makes a melee attack against itself; DC 15); **Companions of the Hall** (Gains Persistent if under command of a creature who's name contains Drizzt, Bruenor or Wulfgar); **Persistent** (This creature can act normally on any turn that it rallies).

† For use with: *Legend of Drizzt Board Game Figure; Regis, Halfling Rogue.*

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OE ORPHAN
ORIGINAL
EDITION **SWORDS**

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