



DROW CHAINFIGHTER

UTGAR

CHAIN GRAB

After moving and before attacking with a Drow Chainfighter, you may choose one opponent's small or medium figure within 3 clear sight spaces whose base is no more than 6 levels above that Drow Chainfighter's height or 6 levels below that Drow Chainfighter's base. Roll the 20-sided die. If you roll a 9 or higher, place the chosen figure on any empty same-level space adjacent to that Drow Chainfighter. If the chosen figure is engaged when it is moved by Chain Grab, it will not take any leaving engagement attacks.

HIDE IN DARKNESS

If a Drow Chainfighter is attacked with a normal attack and at least 1 skull is rolled, roll the 20-sided die. If that Drow Chainfighter is on a dungeon space, add 3 to your die roll. If he is on a shadow space, add 6 to your die roll. If you roll a 1–15, roll defense dice normally. If you roll a 16 or higher, ignore all damage that would be inflicted by the attack.



DROW

COMMON HERO

GUARD

WILD

MEDIUM 4

1
LIFE

MOVE 6
SPACES

RANGE 1
SPACE

ATTACK 4
DICE

DEFENSE 4
DICE

25
POINTS



**DROW
CHAINFIGHTER**



Toril
Champions of
the Forgotten Realms
15/20

MOVE **6**
SPACES

RANGE **1**
SPACE

ATTACK **4**
DICE

DEFENSE **3**
DICE

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