



## DEEPWYRM DROW

UTGAR

### POISON WEAPONS

Each time a Deepwyrms Drow attacks a small, medium, or large Hero with a normal attack or a leaving engagement attack and inflicts at least 1 wound, roll the 20-sided die. If you roll a 1–11, nothing happens. If you roll a 12 or higher, add 1 additional wound to the defending figure.

### HIDE IN DARKNESS

If a Deepwyrms Drow is attacked with a normal attack and at least 1 skull is rolled, roll the 20-sided die. If that Deepwyrms Drow is on a dungeon space, add 3 to your die roll. If it 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 SQUAD

WARRIORS

TRICKY

MEDIUM 5



1  
LIFE

MOVE

6  
SPACES

RANGE

1  
SPACES

ATTACK

3  
DICE

DEFENSE

3  
DICE

70  
POINTS



## DEEPWYRM DROW



**Toril**

Battle for the Underdark  
1,2,3/10

**MOVE**

**6**

SPACES

**RANGE**

**1**

SPACES

**ATTACK**

**4**

DICE

**DEFENSE**

**3**

DICE

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