Matron Baenre



Alignment : Chaotic Evil Race : Drow Class : Cleric

\* The Spider Swarms deal +5 damage to all Characters affected by Web . They gain speed Rating +1 (Hit normally , instead of Hit Last) . They themselves are immune to Web .

1. Scourge - Make 2x attacks , deal 10 Physical and 5 Poison damage each . Melee

2. Poison Spray - Deals 20 damage to all enemies . Ranged

3. Ray of Enfeebelment - put a Weakness Stack on a target , it Melee damage is reduced by -20 for the next 3 Turns . Only one Stack per character at a time . Shield

4. Web - All Human sized or smaller enemies are Stuned this Turn , all enemies regardless are Grappled . Ranged

5. Summon Insect Swarm - Deals 20 damage to all enemies . Then summon 4x 5/5 untargetable Spider Swarms . The damage will not harm Flying enemies . Summoning

6. Divination - Ask any 3 Questions anyone who knows the answer must answer them truthfully , non-certain outcome questions are not answered (ex. Will I win?). Shield

7. Freedom of Movement - Bless a single target it is unaffected by Stuns and abilities that would reduce its Speed or Grapple it untill the end of this Round, remove any such abilities on him if they were already in place. Shield

8. Summon Yochlol - Only 1x per Game , summons a Yochlol Hero to aid you in combat , it has 50HP and you take separate Turns , it can act from the next Turn after being summoned , if the caster dies the Yochlol dissapears . Summoning

Yochlol



1. Web - All Human sized or smaller enemies are Stuned this Turn , all enemies regardless are Grappled . Ranged

2. Detect Thoughts - Predict 1 on a single target , Hits First . Shield

3. Dominate Person - 1x per Game , take control of a target character during its next Turn (ends instantly if the Yochlol is dead ) . Shield

4. Web Walker - Immune to Web effect and Poison damage , gains +10 damage on Melee Attacks and Hits First with them against Webbed enemies . Passive

5. Slam - Deals 20 damage to a target . Melee

6. Mist Form - 1x per Game , turns into Mist , for this and the next Turn , immune to non-magical damage , can not take Actions , floats ,anyone who Attacks it in Melee takes 10 Poison damage . Shield