

## THORGRIM, DWARF CLERIC

Level 7 ♦ Dwarf • Divine (Unique)

### ATTACKS

AC 20  
FORT 24  
REF 20  
WILL 24

Ⓢ Rod Smite: +14 vs AC; 10 + 5 radiant damage.

### POWERS

**Shining Circle of Truth:** (Aura 5) While within aura, each ally and each enemy is visible.

☐ **Forgestone:** Immediate action. Use when an enemy targets an attack on ally with 5 squares of this creature; That ally gains Resist All 20, and is immobilized until the end of its next turn. Ⓢ when this creature hits an enemy with Rod Smite.

☐ **Strength from Stone:** Minor action. This creature takes 10 HP damage, then ally adjacent to a wall heals 10 HP.

♦ For use with Ravenloft Boardgame Figure: Thorgrim, Dwarf Cleric.

21

© 2011 DDM Guild 7/7 ♦

## WARPRIEST OF MORADIN

Level 11 ♦ Dwarf • Divine

CR 3

### ATTACKS

AC 27  
FORT 23  
REF 23  
WILL 23

Ⓢ Maul: +18 vs. AC; 20 damage.

⚔ Returning Throw: (range 5) +15 vs. AC; 15 damage.

### POWERS

**Favored of Moradin:** (Aura 5) Dwarf allies in aura have +2 to all defenses.

☐☐ **Moradin's War Cry:** Use when an enemy misses an ally within 5 squares of this creature with a Ⓢ attack; That ally makes 1 Ⓢ attack as an immediate action.

### CHAMPION POWERS ☐☐☐

♦ Use before an ally rolls a saving throw: That saving throw succeeds.

♦ Use when an ally hits with a Ⓢ attack: +10 Damage on that attack. +20 Damage on that attack instead against a Giant target.

49

©2008 Wizards 14/60 ♦

## POTION OF BLINDSIGHT

Level 1-9 ♦ Any

### POWERS

☐ **Sip Potion:** Minor action: This creature has blindsight (ignores smoke terrain, ignores Conceal; treats invisible creatures as visible) until it takes damage.

+3

©2011 DDM Guild, Alchemy 8/13

## THUNDERTUSK BOAR

Level 8

### ATTACK ACTIONS

AC 20  
DEF 18  
SPEED 8  
HP 65

Ⓢ Gore: +11 vs AC; 25 Damage



### ABILITIES

Beast

**Dwarf Mount:** Can have a Medium or smaller Dwarf creature as a rider.

### SPECIAL POWERS

**Death Strike:** Immediate, when this creature is destroyed; make a Ⓢ attack.

**Rabid Charger:** When charging with a rider, the rider and this creature can each make a Ⓢ attack.

**Thunder Charge:** Additional +4 Attack when charging.

©Wizards 02/08 DUNGEONS & DRAGONS 9/60

## CHAMPION OF DOL DORN

Level 11

### ATTACK ACTIONS

AC 27  
DEF 25  
SPEED 5  
HP 80

Ⓢ Greatsword: +17 vs AC; 20 Damage



### ABILITIES

Good • Dwarf • Martial

### SPECIAL POWERS

**Blessing of Dol Dorn:** +2 Attack and +5 Damage against Evil targets.

**Defender:** Immediate, when an adjacent enemy makes a Ⓢ attack against an ally; make a Ⓢ attack against attacker.

☐☐ **Feat of Strength:** Use with a Ⓢ attack; +10 Damage to that attack AND push target 1 square.

©2008 Wizards DUNGEONS & DRAGONS 3/60

## DWARF WARLORD

Level 12 ♦ Dwarf

CR 3

### ATTACK ACTIONS

AC 26  
FORT 28  
REF 24  
WILL 24

Ⓢ Dwarven Waraxe: +19 vs. AC; 20 damage.

☐ Ⓢ Drive Into Peril: +19 vs. AC; 30 damage AND push target up to 2 squares. Then, if target is pushed 1 or more squares, 1 ally adjacent to target can make a Ⓢ attack against target as a free action. Ⓢ at end of this creature's turn if it is adjacent to 2 or more enemies.

☐ ⚔ Crossbow: (nearest) +14 vs. AC; 15 damage.

### CHAMPION POWERS ☐☐☐

♦ Use when an ally makes an attack, if the attack roll is a natural 18-20: That attack is a critical hit.

♦ Use when this is the first creature you take a turn with in a round: Each Dwarf creature in your warband has +2 Speed and +2 Attack until end of round.

58

©2008 Wizards, 1/60 ♦

## BASTION OF GOOD

Level 1-11 ♦ Divine • Good • (Unique Item)

### POWERS

☐ **Exemplar of Battle:** Use at start of this creature's turn: Slide allies within 4 squares up to 3 squares, must end adjacent to this creature.

**Shield of Radiance:** (Aura 1) Allies in aura have +3 to all defenses against attacks from Evil creatures.

+3

©2011 DDM Guild, Shipwreck 1/13