

Forgesworn Dwarf Medium immortal humanoid , dwarf
Level 26 **Minion Brute** XP 2250
Initiative +18 **Senses** Perception +19; low-light vision
HP 1; a missed attack never damages a minion.
AC 36; **Fortitude** 40, **Reflex** 36, **Will** 37
Speed 5

Warhammer (standard, at-will) Weapon

+29 vs AC; 17 damage.

Stand Your Ground

When an effect forces a dwarf to move through a push, a pull, or a slide the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf gains an immediate saving throw to avoid falling prone.

Eternal Returns

If a forgesworn dwarf is reduced to 0 hit points while in the aspect of Moradin's victorious song aura, two more forgesworn dwarves appear in unoccupied spaces adjacent to the aspect of Moradin at the end of his next turn.

Dwarf Dark Arcanist Medium natural humanoid
Level 14 **Artillery** XP 1000

Initiative +6 **Senses** Perception +9; low-light vision
HP 104; **Bloodied** 52
AC 26; **Fortitude** 23, **Reflex** 28, **Will** 26
Saving Throws +5 against poison effects
Speed 6

Unarmed Attack (standard, at-will)

+17 vs AC; 1d4+6 damage.

Necrotic Ray (standard, at-will) Necrotic

Ranged 10; +19 vs Fortitude; 1d10+4 necrotic damage, and ongoing 5 necrotic (save ends).

Dark Flames (standard, at-will) Fire, Necrotic

Area burst 1 within 10; targets enemies; +18 vs Reflex; 1d10+6 fire and necrotic damage.

Arcane Leech

When the dark arcanist is hit by an Arcane attack, his next ranged or area attack deals an extra 1d10 damage.

Stand Your Ground

When an effect forces a dwarf to move, the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.

Arcana +19, Dungeoneering +11, Endurance +11

Imre Levalle Medium natural humanoid , dwarf
Level 9 **Elite Soldier** XP 800

Initiative +10 **Senses** Perception +11; low-light vision
HP 190; **Bloodied** 95
AC 25; **Fortitude** 21, **Reflex** 22, **Will** 20
Saving Throws +2
Speed 5 see also dwarven pursuit

Action Points 1

Battleaxe (standard, at-will) Poison, Weapon

+16 vs AC; 1d10+6 damage, and the target is marked and **slowed** (save ends both). First Failed Saving Throw: Ongoing 5 poison damage, and the target is **slowed** (save ends both).

Throwing Hammer (standard, at-will) Weapon

Melee or ranged 5/10; +16 vs AC; 2d6+3 damage, and the target is knocked prone.

Dwarven Tempest Footwork (standard, at-will) Weapon

Imre makes a melee attack with his axe and another with his throwing hammer. After the attacks, any target hit at least once slides 1 square

Parrying Counterstrike (opportunity, when an enemy marked by Imre leaves a square adjacent to him or makes an attack that doesn't include him, at-will) Weapon

Imre makes a battleaxe attack against the triggering enemy.

Dwarven Pursuit (move; at-will)

Imre can shift 2 squares, but he must end this movement adjacent to an enemy.

Stand Your Ground

When an effect forces a dwarf to move through a pull, a push, or a slide the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.

Bluff +9, Dungeoneering +11, History +10, Insight +10, Thievery +13

Description: Imre is a trustee of the Wayfinder Foundation, and the foundation's Curator of Acquisitions. A vocal advocate for exploration and research, he works to obtain items and knowledge for the foundation. He then catalogs and stores items, and he circulates what he learns.

Unfortunately, Imre is also a double agent for the infamous Aurum as part of its Gold Concord. He works inside the foundation to exploit it for Aurum gain and to make sure he has influence, preferably ultimate influence, when Lord Boroman irDayne dies. That's an eventuality Imre is also working hard to ensure, and he has a number of other trustees on his side.

Imre embezzles, steals relics and replaces them with copies, and covertly obstructs the Aurum's competition. He uses the auspices of his office to arrange expeditions that benefit the Aurum and to arrange foundation memberships for his agents. He also takes bribes to arrange memberships, but he's very careful to work through intermediaries in that racket.

Oath Wight Medium natural humanoid, dwarf (undead)
Level 14 Elite Controller XP 2000
HP 280; Bloodied 140 Initiative +11
AC 27, Fortitude 25, Reflex 24, Will 26 Perception+7
Speed 6 Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant
Saving Throws +2; Action Points 1
Traits
[aura] Inevitable Failure Aura 2
Enemies within the aura that arent **dominated** by the wight take a -2 penalty to attack rolls, skill checks, and ability checks.

Standard Actions

Rotting Touch (Necrotic) At-Will
Attack: Melee 1 (one creature); +17 vs. Fortitude
Hit: 3d10 + 6 necrotic damage, and the target cannot regain hit points until the end of the wights next turn.
Frustration's Fury (Charm, Psychic) Recharge when the wight uses promised return
Attack: Close burst 5 (two enemies in the burst); +16 vs. Will

Hit: 3d10 + 6 psychic damage, and the target uses a free action to make an at-will attack of the wights choice, which can include a charge, against a creature of the wights choice. If the targets attack misses, the target of frustrations fury is **dominated** (save ends).

Miss: Half damage, and the target is **dazed** until the end of the wights next turn.

Minor Actions

Accursed Gaze (Charm) At-Will 1/round
Requirement: The wight must be bloodied.
Attack: Ranged 5 (one creature); +18 vs. Will
Hit: The target is **dominated** until the end of the wights next turn.

Triggered Actions

Oath's Agony (Necrotic) At-Will
Trigger: An enemy within 2 squares of the wight takes damage.
Attack (Immediate Reaction): Close burst 2 (the triggering enemy); +18 vs. Will
Hit: 4d6 + 6 necrotic damage, and the target is **dazed** until the end of the wights next turn.
Promised Return (Healing) Encounter
Trigger: The wight drops to 0 hit points.
Effect (No Action): The wight is removed from play until the start of its next turn. The wight then appears with full hit points in an unoccupied square within 5 squares of its last location.

Olek Dael Medium natural humanoid, dwarf
Level 12 Elite Controller (Leader) XP 1400
HP 244; Bloodied 122 Initiative +7
AC 26, Fortitude 26, Reflex 21, Will 25 Perception+12
Speed 6 Low-light vision
Saving Throws +2; Action Points 1
Traits

Rune Effect
Whenever Olek uses an attack power, he chooses one of its two rune effects (conquest or resistance). He gains that effect for that use of that power

Rune of Command's Curse
After Olek uses rune of commands blessing, whenever he rolls a natural 5 or lower on his first attack roll during a turn, he is **dominated** by Hoshotath until the end of his next turn. Hoshotath commands Olek to attack one of the heroes.

Runic Font

If the runic font in Oleks library is active, he has an extra action point.

Stand the Ground

Olek can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

Steady-Footed

Olek can make a saving throw to avoid falling **prone** when an attack would knock him prone.

Standard Actions

Runic Warhammer (Weapon) At-Will
Attack: Melee 1 (one creature); +17 vs. AC
Hit: 2d8 + 11 damage.
Effect (Rune of Conquest): The target falls prone.
Effect (Rune of Resistance): Olek or an ally adjacent to the target gains a +2 power bonus to all defenses until the end of Oleks next turn.

Runic Seal (Radiant, Weapon) At-Will
Attack: Ranged 5 (one creature); +17 vs. AC
Hit: 1d10 + 11 radiant damage, and the target is immobilized (save ends).

Effect (Rune of Conquest): Each enemy adjacent to the target takes 8 radiant damage.

Effect (Rune of Resistance): One ally adjacent to the target gains 10 temporary hit points.

Rune of Command's Blessing (Charm) Encounter
Requirement: Olek must be bloodied.

Attack: Close burst 1 (enemies in the burst); +15 vs. Will
Hit: Olek dominates the target until the end of his next turn.

Effect (Rune of Conquest): Olek gains a +2 power bonus to attack rolls until the end of his next turn.

Effect (Rune of Resistance): Any target the attack misses is **weakened** until the end of Oleks next turn.

Minor Actions

Runic Duality At-Will 1/round
Effect: Olek takes a second standard action. He must use an attack power.
Religion +13

Dwarf Hammerer Medium natural humanoid
Level 5 Soldier XP 200
Initiative +4 Senses Perception +4; low-light vision
HP 64; Bloodied 32
AC 23; Fortitude 18, Reflex 15, Will 17
Saving Throws +5 against poison effects
Speed 5

Warhammer (standard, at-will) Weapon
+11 vs AC; 1d10+3 damage.

Shield Bash (minor, recharge 56)
+9 vs Fortitude; 2d6+3 damage, and the target is knocked prone or pushed 1 square (dwarf hammerers choice).

Throwing Hammer (standard, at-will) Weapon
Range 5/10; +10 vs AC; 1d6+3 damage.

Stubborn (immediate interrupt, when an enemy tries to push it or knock it prone)

The dwarf hammerer makes a melee basic attack against the enemy.

Stand Your Ground

When an effect forces a dwarf to movethrough a push, a pull, or a slidethe dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf gains an immediate saving throw to avoid falling prone.

Dungeoneering +11, Endurance +5

Goran Steelgate Medium immortal humanoid , dwarf (exalted)
Level 27 Elite Soldier (Leader) XP 22000
Initiative +21 Senses Perception +21
Cooperative Tactics aura 5; allies within the aura deal 10 extra damage when attacking a target they are flanking and gain a +2 bonus to all defenses when adjacent to another ally.

HP 572; Bloodied 286
AC 45; Fortitude 45, Reflex 39, Will 43
Resist 10 fire, 10 radiant
Saving Throws +2
Speed 6

Action Points 1

Warhammer (standard, at-will) Weapon
+34 vs AC; 3d8+9 damage, and the target is marked until the end of Gorans next turn.

Shield Bash (standard, at-will) Weapon
+32 vs Fortitude; 2d6+9 damage, and the target is knocked prone and dazed (save ends).

Hammer and Anvil (standard, at-will) Weapon
Goran makes a warhammer attack and a shield bash attack.

Crucible of Forging (standard, recharge 56) Fire, Weapon
+32 vs Reflex; 4d10+9 fire damage, and the target takes ongoing 15 fire damage and takes a -5 penalty to AC (save ends both).

Judgment of Thunder (standard, recharges when first bloodied) Fear, Thunder

Close burst 5; targets enemies; +32 vs Fortitude; 4d10+9 thunder damage, and the target takes a -2 penalty to attack rolls (save ends).

Second Wind (minor; encounter) Healing
Goran regains 118 hit points and gains a +2 bonus to all defenses until the end of his next turn.

Athletics +27, Insight +17

Drokan, Dwarf Sunpriest Medium natural humanoid, dwarf

Level 5 Artillery (Leader) XP 200

HP 52; Bloodied 26 Initiative +3

AC 18, Fortitude 17, Reflex 16, Will 18 Perception+6

Speed 5 Low-light vision

Saving Throws +5 against poison effects

Traits

Stand the Ground

A dwarf sunpriest can move 1 square fewer when subject to pull, push, or slide.

Steady-Footed

A dwarf sunpriest can make a saving throw to avoid falling prone.

Standard Actions

Gouge (Fire, Weapon) At-Will

Attack: Melee 1 (one creature); +12 vs. AC

Hit: 1d8 + 3 fire damage.

Bright Ray (Implement, Radiant) At-Will

Attack: Ranged 10 (one creature); +10 vs. Reflex

Hit: 1d10 + 4 radiant damage, and the target takes a -2 penalty to attack rolls until the start of the sunpriests next turn.

Sun's Blessing (Fire, Healing) Encounter

Effect: One ally within 5 squares of the sunpriest regains 10 hit points. Until the end of the sunpriests next turn, that ally deals 5 extra fire damage with its melee attacks, and any enemy that hits that ally with a melee attack takes 5 fire damage.

Dungeoneering +11, Endurance +11, Religion +9

Dwarf Dark Arcanist Medium natural humanoid

Level 14 Artillery XP 1000

Initiative +6 Senses Perception +9; low-light vision

HP 104; Bloodied 52

AC 26; Fortitude 23, Reflex 28, Will 26

Saving Throws +5 against poison effects

Speed 6

Unarmed Attack (standard, at-will)

+17 vs AC; 1d4+6 damage.

Necrotic Ray (standard, at-will) Necrotic

Ranged 10; +19 vs Fortitude; 1d10+4 necrotic damage, and ongoing 5 necrotic (save ends).

Dark Flames (standard, at-will) Fire, Necrotic

Area burst 1 within 10; targets enemies; +18 vs Reflex; 1d10+6 fire and necrotic damage.

Arcane Leech

When the dark arcanist is hit by an Arcane attack, his next ranged or area attack deals an extra 1d10 damage.

Stand Your Ground

When an effect forces a dwarf to move, the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.

Arcana +19, Dungeoneering +11, Endurance +11

Oath Wight Medium natural humanoid, dwarf (undead)

Level 14 Elite Controller XP 2000

HP 280; Bloodied 140 Initiative +11

AC 27, Fortitude 25, Reflex 24, Will 26 Perception+7

Speed 6 Darkvision

Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant

Saving Throws +2; Action Points 1

Traits

[aura] Inevitable Failure Aura 2

Enemies within the aura that aren't **dominated** by the wight take a -2 penalty to attack rolls, skill checks, and ability checks.

Standard Actions

Rotting Touch (Necrotic) At-Will

Attack: Melee 1 (one creature); +17 vs. Fortitude

Hit: 3d10 + 6 necrotic damage, and the target cannot regain hit points until the end of the wights next turn.

Frustration's Fury (Charm, Psychic) Recharge when the wight uses promised return

Attack: Close burst 5 (two enemies in the burst); +16 vs. Will

Hit: 3d10 + 6 psychic damage, and the target uses a free action to make an at-will attack of the wights choice, which can include a charge, against a creature of the wights choice. If the targets attack misses, the target of frustrations fury is **dominated** (save ends).

Miss: Half damage, and the target is **dazed** until the end of the wights next turn.

Minor Actions

Accursed Gaze (Charm) At-Will 1/round

Requirement: The wight must be bloodied.

Attack: Ranged 5 (one creature); +18 vs. Will

Hit: The target is **dominated** until the end of the wights next turn.

Triggered Actions

Oath's Agony (Necrotic) At-Will

Trigger: An enemy within 2 squares of the wight takes damage.

Attack (Immediate Reaction): Close burst 2 (the triggering enemy); +18 vs. Will

Hit: 4d6 + 6 necrotic damage, and the target is **dazed** until the end of the wights next turn.

Promised Return (Healing) Encounter

Trigger: The wight drops to 0 hit points.

Effect (No Action): The wight is removed from play until the start of its next turn. The wight then appears with full hit points in an unoccupied square within 5 squares of its last location.

Dwarf Warrior Medium natural humanoid

Level 1 Minion Artillery XP 25

HP 1; a missed attack never damages a minion. Initiative +3

AC 15, Fortitude 14, Reflex 12, Will 14 Perception+2

Speed 5 Low-light vision

Traits

Dwarf Solidarity

The dwarf gains a +4 bonus to AC and Reflex while adjacent to a dwarf ally.

Stand the GroundThe dwarf can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

Steady-Footed

The dwarf can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Warhammer (weapon) At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 4 damage, or 6 while the dwarf is adjacent to a dwarf ally.

Crossbow (weapon) At-Will

Attack: Ranged 30 (one creature); +8 vs. AC

Hit: 4 damage, or 6 against a target that doesn't have cover.

Drokan, Dwarf Sunpriest Medium natural humanoid, dwarf

Level 5 Artillery (Leader) XP 200

HP 52; Bloodied 26 Initiative +3

AC 18, Fortitude 17, Reflex 16, Will 18 Perception+6

Speed 5 Low-light vision

Saving Throws +5 against poison effects

Traits

Stand the Ground

A dwarf sunpriest can move 1 square fewer when subject to pull, push, or slide.

Steady-Footed

A dwarf sunpriest can make a saving throw to avoid falling prone.

Standard Actions

Gouge (Fire, Weapon) At-Will

Attack: Melee 1 (one creature); +12 vs. AC

Hit: 1d8 + 3 fire damage.

Bright Ray (Implement, Radiant) At-Will

Attack: Ranged 10 (one creature); +10 vs. Reflex

Hit: 1d10 + 4 radiant damage, and the target takes a -2 penalty to attack rolls until the start of the sunpriest's next turn.

Sun's Blessing (Fire, Healing) Encounter

Effect: One ally within 5 squares of the sunpriest regains 10 hit points. Until the end of the sunpriest's next turn, that ally deals 5 extra fire damage with its melee attacks, and any enemy that hits that ally with a melee attack takes 5 fire damage.

*Dungeoneering +11, Endurance +11, Religion +9***Aurum Concordian** Medium natural humanoid, dwarf

Level 7 Elite Controller (Leader) XP 600

Initiative +3 Senses Perception +6; low-light vision

HP 158; Bloodied 79

AC 23; Fortitude 20, Reflex 21, Will 22

Saving Throws +2, +7 against poison effects

Speed 5

Action Points 1**Warhammer (standard, at-will) Weapon**

+12 vs AC; 1d10+5 damage.

Dazing Hammerstrike (standard; requires a warhammer, at-will) Weapon

+12 vs AC; 1d0+5 damage, and the target is dazed until the end of the Aurum Concordians next turn.

Silver-Tongued Devil (minor 1/round, at-will) Charm

Ranged 5; +10 vs Will; the target is dominated until the end of the Aurum Concordians next turn. The Concordian can have only one target dominated at a time.

Superior Tactics (minor 1/round, at-will)

Close burst 5; targets one ally; the Concordian slides the target 1 square.

Price of Loyalty (immediate interrupt, when the concordian is targeted with a melee attack; at-will)

The Aurum Concordian can change the triggering attacks target to an adjacent ally, or to an enemy dominated by its silvertongued devil power.

Stand Your Ground

When an effect pulls, pushes, or slides an Aurum Concordian, the Concordian moves 1 square less than the effect specifies. Also, a Concordian can make a saving throw to avoid being knocked prone.

*Bluff +13, Diplomacy +13, History +11, Insight +11***Duggin** Medium natural humanoid, dwarf

Level 5 Leader XP 10

HP 47; Bloodied 23 Healing Surges 9 Initiative +2

AC 22, Fortitude 18, Reflex 16, Will 20 Perception+4

Speed 5 Low-light vision

Traits

Stand Your Ground

Forced movement from a pull, push, or slide effect moves Duggin 1 square less than the effect specifies. When an attack would knock Duggin prone, he can roll a saving throw to avoid falling prone.**Standard Actions**

Warhammer (Weapon) At-Will

Attack: Melee 1 (one creature); +10 vs. AC

Hit: 1d8 + 10 damage.

Triggered Actions**Battle Exhortation Encounter**

Trigger: An ally within 10 squares of Duggin misses with an attack.

Effect (Immediate Interrupt): The triggering ally rerolls the attack and gains a +2 bonus to the attack roll. In addition, an ally within 10 squares of Duggin can spend a healing surge.

Oath Wight Medium natural humanoid, dwarf (undead)
Level 14 Elite Controller XP 2000
HP 280; Bloodied 140 Initiative +11
AC 27, Fortitude 25, Reflex 24, Will 26 Perception+7
Speed 6 Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant
Saving Throws +2; Action Points 1
Traits
[aura] Inevitable Failure Aura 2
Enemies within the aura that arent dominated by the wight take a -2 penalty to attack rolls, skill checks, and ability checks.

Standard Actions

Rotting Touch (Necrotic) At-Will
Attack: Melee 1 (one creature); +17 vs. Fortitude
Hit: 3d10 + 6 necrotic damage, and the target cannot regain hit points until the end of the wights next turn.
Frustration's Fury (Charm, Psychic) Recharge when the wight uses promised return
Attack: Close burst 5 (two enemies in the burst); +16 vs. Will

Hit: 3d10 + 6 psychic damage, and the target uses a free action to make an at-will attack of the wights choice, which can include a charge, against a creature of the wights choice. If the targets attack misses, the target of frustrations fury is dominated (save ends).

Miss: Half damage, and the target is dazed until the end of the wights next turn.

Minor Actions

Accursed Gaze (Charm) At-Will 1/round
Requirement: The wight must be bloodied.
Attack: Ranged 5 (one creature); +18 vs. Will
Hit: The target is dominated until the end of the wights next turn.

Triggered Actions

Oath's Agony (Necrotic) At-Will
Trigger: An enemy within 2 squares of the wight takes damage.
Attack (Immediate Reaction): Close burst 2 (the triggering enemy); +18 vs. Will
Hit: 4d6 + 6 necrotic damage, and the target is dazed until the end of the wights next turn.
Promised Return (Healing) Encounter
Trigger: The wight drops to 0 hit points.
Effect (No Action): The wight is removed from play until the start of its next turn. The wight then appears with full hit points in an unoccupied square within 5 squares of its last location.

Dwarf Conscript Medium natural humanoid
Level 2 Brute XP 125
HP 47; Bloodied 23 Initiative +2
AC 14, Fortitude 15, Reflex 13, Will 14 Perception+3
Speed 5 Low-light vision
Saving Throws +5 against poison effects
Traits
Stand the Ground
Whenever the conscript is pulled, pushed, or slid, it can move 1 square less than the effect specifies.
Steady-Footed
The conscript can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Gouge (Weapon) At-Will
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 2d6 + 6 damage. If the conscript scores a critical hit, the conscript pushes the target 1 square and knocks it prone.

Minor Actions

Singular Focus Recharge when the chosen enemy drops to 0 hit points or fewer

Effect: The conscript chooses one enemy it can see. Until the end of the encounter or until the conscript uses this power again, the conscript gains a +5 bonus to melee damage rolls against that enemy.

Dungeoneering +8, Endurance +9

Dwarf Clan Guard Medium natural humanoid
Level 1 Soldier XP 100

HP 33; Bloodied 16 Initiative +3
AC 17, Fortitude 15, Reflex 13, Will 15 Perception+8
Speed 5 Low-light vision

Traits

Stand the Ground

The dwarf can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

Steady-Footed

The dwarf can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Warhammer (weapon) At-Will
Attack: Melee 1 (one creature); +6 vs. AC
Hit: 1d10 + 3 damage, and the dwarf can push the target 1 square. The dwarf can then shift 1 square to a square the target vacated.

Effect: The dwarf marks the target until the end of the dwarfs next turn.

Throwing Hammer (weapon) At-Will

Attack: Ranged 10 (one creature); +6 vs. AC

Hit: 1d6 + 4 damage, and the dwarf marks the target until the end of the dwarfs next turn.

[Z2a]Double Hammer Strike (weapon) Recharge 6

Effect: The dwarf uses warhammer and then uses throwing hammer. The dwarf does not provoke opportunity attacks for this use of throwing hammer.

Gerrek Medium natural humanoid, dwarf
Level 7 Soldier XP 300
Initiative +8 Senses Perception +7
HP 81; Bloodied 40
AC 22; Fortitude 20, Reflex 19, Will 19
Speed 5

Urgrosh (standard, at-will) Weapon

+14 vs AC; 1d12+3 damage.

Oath of Enmity (minor, at-will)

Close burst 5; one enemy in burst; until the end of the encounter or until Gerrek uses this power again, when Gerrek attacks the target, he rolls twice and uses the higher result.

Censure the Coward (immediate reaction, when an adjacent enemy shifts, at-will) Weapon

+14 vs AC; 1d12+7 damage.

Splinter the Formation (standard, recharge 56) Weapon

+14 vs AC; 2d12+3 damage, and Gerrek teleports each enemy within 2 squares of the target 3 squares.

Executioner's Cloak (standard, encounter)

+14 vs AC; 3d12+3 damage, and Gerrek is invisible to the target (save ends). Miss: Half damage, and Gerrek is invisible to the target until the end of his next turn.

Stand Your Ground

When an effect forces Gerrek to move through a push, a pull, or a slide Gerrek moves 1 square less than the effect specifies. When an attack would knock Gerrek prone, Gerrek gains an immediate saving throw to avoid falling prone.

Athletics +9, Endurance +11, Intimidate +8, Religion +8

Dwarf Caravan Master Medium natural humanoid, dwarf

Level 2 Skirmisher (Leader) XP 125
Initiative +3 Senses Perception +2; low-light vision
HP 38; Bloodied 19
AC 16; Fortitude 14, Reflex 14, Will 12
Speed 5

Greataxe (standard, at-will) Weapon

+7 vs AC; 1d12+3 damage (crit: 1d12 + 15 damage).

Mobile Strike (standard, at-will) Weapon

The dwarf caravan master can shift 1 square both before and after making this attack; +7 vs AC; 1d12+3 damage (crit: 1d12 + 15 damage).

Leaping Fury (standard, recharge when first bloodied) Weapon

The dwarf caravan master jumps up to his speed before making this attack, and this jump does not provoke opportunity attacks; +7 vs AC; 2d12+2 damage.

Caravan Driver (move; at-will)

Each dwarf ally within 5 squares can shift 2 squares.

Insight +7

Traevus Medium natural humanoid, dwarf
Level 3 Controller (Leader) XP 150
HP 43; Bloodied 21 Initiative +1
AC 17, Fortitude 14, Reflex 15, Will 15 Perception +4
Speed 5 Low-light vision
Resist 6 necrotic

Traits

[aura] Death Master Aura 5

All undead allies within the aura gain a +1 bonus to attack rolls and resist 5 radiant.

Stand the Ground

Traevus can move 1 square less than the effect specifies when subjected to a pull, push, or slide.

Steady-Footed

Traevus can make a saving throw to avoid falling prone when an attack would knock him prone.

Standard Actions

Handaxe (Weapon) At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d6 + 1 damage.

Shadow Claw (Implement, Necrotic) At-Will

Attack: Ranged 10 (one creature); +7 vs. Fortitude

Hit: 1d9 + 4 necrotic damage, and Traevus slides the target up to 2 squares.

Decaying Whisper (Implement, Necrotic) Recharge 6

Attack: Ranged 10 (one creature); +7 vs. Fortitude

Hit: 2d10 + 3 necrotic damage, and the target is **slowed** and takes ongoing 5 necrotic damage (save ends both).

Swarming Claws (Implement, Necrotic) Encounter

Attack: Area burst 1 within 10 (enemies in the burst); +7 vs. Reflex

Hit: 2d6 + 3 damage, and the target is immobilized (save ends).

Miss: Half damage.

Effect: The **burst** becomes a zone that lasts until the end of the encounter. Squares within the zone are difficult terrain. Any enemy that starts its turn within the zone takes 5 damage.

Arcana +9, Bluff +6, Intimidate +6, Religion +9

Oath Wight Medium natural humanoid, dwarf (undead)
Level 14 Elite Controller XP 2000
HP 280; Bloodied 140 Initiative +11
AC 27, Fortitude 25, Reflex 24, Will 26 Perception+7
Speed 6 Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant
Saving Throws +2; Action Points 1
Traits
[aura] Inevitable Failure Aura 2
Enemies within the aura that aren't dominated by the wight take a -2 penalty to attack rolls, skill checks, and ability checks.

Standard Actions

Rotting Touch (Necrotic) At-Will
Attack: Melee 1 (one creature); +17 vs. Fortitude
Hit: 3d10 + 6 necrotic damage, and the target cannot regain hit points until the end of the wights next turn.
Frustration's Fury (Charm, Psychic) Recharge when the wight uses promised return
Attack: Close burst 5 (two enemies in the burst); +16 vs. Will

Hit: 3d10 + 6 psychic damage, and the target uses a free action to make an at-will attack of the wights choice, which can include a charge, against a creature of the wights choice. If the targets attack misses, the target of frustrations fury is dominated (save ends).

Miss: Half damage, and the target is dazed until the end of the wights next turn.

Minor Actions

Accursed Gaze (Charm) At-Will 1/round
Requirement: The wight must be bloodied.
Attack: Ranged 5 (one creature); +18 vs. Will
Hit: The target is dominated until the end of the wights next turn.

Triggered Actions

Oath's Agony (Necrotic) At-Will
Trigger: An enemy within 2 squares of the wight takes damage.
Attack (Immediate Reaction): Close burst 2 (the triggering enemy); +18 vs. Will
Hit: 4d6 + 6 necrotic damage, and the target is dazed until the end of the wights next turn.
Promised Return (Healing) Encounter
Trigger: The wight drops to 0 hit points.
Effect (No Action): The wight is removed from play until the start of its next turn. The wight then appears with full hit points in an unoccupied square within 5 squares of its last location.

Fist of the Stone Tyrant Medium natural humanoid, dwarf
Level 9 Soldier (Leader) XP 400
HP 98; Bloodied 49 Initiative +6
AC 25, Fortitude 23, Reflex 18, Will 21 Perception+7
Speed 5 (earth walk) Low-light vision
Traits

[aura] Rotting Earth Aura 1

Any enemy that starts its turn within the aura is slowed until the start of its next turn.

[aura] Stone Tyrant's Boon Aura 1

Allies within the aura gain a +2 power bonus to AC and Fortitude.

Stand the Ground

Whenever the fist of the Stone Tyrant is pulled, pushed, or slid, it can move 1 square less than the effect specifies.

Standard Actions

War Pick (Weapon) At-Will
Attack: Melee 1 (one creature); +14 vs. AC
Hit: 2d8 + 7 damage, and the target is marked until the end of the fists next turn.

Triggered Actions

Stone Tyrants Grasp (Necrotic) At-Will
Trigger: An enemy marked by the fist leaves the rotting earth aura.
Effect (Immediate Reaction): The fist shifts 1 square and makes the following attack.
Attack: Melee 1 (the triggering enemy); +16 vs. AC
Hit: 1d8 + 5 damage plus 5 necrotic damage, and the target is immobilized until the end of the fists next turn.
Steady Footed At-Will
Trigger: An effect knocks the fist prone.
Effect (No Action): The fist makes a saving throw. If the fist saves, it remains standing.

Dwarf Caravan Master Medium natural humanoid, dwarf
Level 2 Skirmisher (Leader) XP 125
Initiative +3 Senses Perception +2; low-light vision
HP 38; Bloodied 19
AC 16; Fortitude 14, Reflex 14, Will 12
Speed 5

Greataxe (standard, at-will) Weapon
+7 vs AC; 1d12+3 damage (crit: 1d12 + 15 damage).

Mobile Strike (standard, at-will) Weapon
The dwarf caravan master can shift 1 square both before and after making this attack; +7 vs AC; 1d12+3 damage (crit: 1d12 + 15 damage).

Leaping Fury (standard, recharge when first bloodied) Weapon

The dwarf caravan master jumps up to his speed before making this attack, and this jump does not provoke opportunity attacks; +7 vs AC; 2d12+2 damage.

Caravan Driver (move; at-will)

Each dwarf ally within 5 squares can shift 2 squares.

Insight +7

Fist of the Stone Tyrant Medium natural humanoid, dwarf

Level 9 Soldier (Leader) XP 400

HP 98; Bloodied 49 Initiative +6

AC 25, Fortitude 23, Reflex 18, Will 21 Perception+7

Speed 5 (earth walk) Low-light vision

Traits

[aura] Rotting Earth Aura 1

Any enemy that starts its turn within the aura is **slowed** until the start of its next turn.

[aura] Stone Tyrant's Boon Aura 1

Allies within the aura gain a +2 power bonus to AC and Fortitude.

Stand the Ground

Whenever the fist of the Stone Tyrant is pulled, pushed, or slid, it can **move** 1 square less than the effect specifies.

Standard Actions

War Pick (Weapon) At-Will

Attack: Melee 1 (one creature); +14 vs. AC

Hit: 2d8 + 7 damage, and the target is marked until the end of the fist's next turn.

Triggered Actions

Stone Tyrant's Grasp (Necrotic) At-Will

Trigger: An enemy marked by the fist leaves the rotting earth aura.

Effect (Immediate Reaction): The fist shifts 1 square and makes the following attack.

Attack: Melee 1 (the triggering enemy); +16 vs. AC

Hit: 1d8 + 5 damage plus 5 necrotic damage, and the target is immobilized until the end of the fist's next turn.

Steady Footed At-Will

Trigger: An effect knocks the fist prone.

Effect (No Action): The fist makes a saving throw. If the fist saves, it remains standing.

Duergar Hellcaller Medium natural humanoid, dwarf (devil)

Level 12 Artillery XP 700

Initiative +10 Senses Perception +13; darkvision

HP 96; Bloodied 48

AC 24; Fortitude 23, Reflex 23, Will 25

Resist 10 fire, 10 poison

Speed 5

Mace (standard, at-will) Weapon

+19 vs AC; 1d8+5 damage.

Infernal Quills (standard, at-will) Fire, Poison

Ranged 10; +19 vs AC; 1d8+3 fire and poison damage, and the target takes ongoing 5 fire and poison damage and a -2 penalty to attack rolls (save ends both).

Quick Quill Strike (minor, encounter) Fire, Poison

The duergar hellcaller makes an infernal quills attack

Asmodeus's Ruby Curse (standard, encounter) Fear, Psychic

Close blast 5; targets enemies; +16 vs Will; 3d8+5 psychic damage, and the duergar slides the target to the nearest space outside the blast. This forced **movement** provokes opportunity attacks.

Quill Storm (standard, encounter) Fire, Poison

Area burst 2 within 10; +17 vs Reflex; 1d8 fire and poison damage, and the target takes ongoing 10 fire and poison damage and a -2 penalty to attack rolls (save ends both).

Devilish Sacrifice (immediate interrupt, when an enemy makes a melee attack roll against the duergar hellcaller; encounter)

The duergar hellcaller shifts to the nearest space beyond the triggering attacks reach. A legion devil hellguard appears in the duergar's former space and becomes the target of the triggering attack. The devil acts immediately after the duergar hellcaller's initiative.

Arcana +11, Dungeoneering +13, Religion +11

Ulruun Medium natural humanoid, dwarf
Level 8 Soldier XP 350
HP 89; Bloodied 44 Initiative +6
AC 24, Fortitude 22, Reflex 18, Will 22 Perception+6
Speed 5 Low-light vision
Saving Throws +5 against poison effects
Traits
Stand the Ground
Whenever Ulruun is pulled, pushed, or slid, he can move 1 square less than the effect specifies.
Steady-Footed
Ulruun can make a saving throw to avoid falling prone.

Standard Actions

Dagger (Weapon) At-Will
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 4d4 + 6 damage.
Effect: The target is marked until the end of Ulruun's next turn.

Hamstring (Weapon) At-Will
Attack: Melee 1 (one creature); +11 vs. Fortitude
Hit: 2d8 + 7 damage. Until the end of Ulruun's next turn, the target falls **prone** if it moves more than half its speed as part of a move action.

Minor Actions

Hurled Cane (Weapon) Encounter
Attack: Ranged 5 (one creature); +11 vs. Reflex
Hit: The target falls **prone** and is immobilized until the end of Ulruun's next turn.

Triggered Actions

Stay Put At-Will
Trigger: An enemy marked by Ulruun shifts away from a square that is adjacent to Ulruun.
Effect (Immediate Interrupt): Ulruun uses hamstring against the triggering enemy.
Bluff +13, Heal +11, Insight +11, Intimidate +13

Duergar Hellcaller Medium natural humanoid, dwarf (devil)
Level 12 Artillery XP 700
Initiative +10 Senses Perception +13; darkvision
HP 96; Bloodied 48
AC 24; Fortitude 23, Reflex 23, Will 25
Resist 10 fire, 10 poison
Speed 5

Mace (standard, at-will) Weapon

+19 vs AC; 1d8+5 damage.

Infernal Quills (standard, at-will) Fire, Poison

Ranged 10; +19 vs AC; 1d8+3 fire and poison damage, and the target takes ongoing 5 fire and poison damage and a -2 penalty to attack rolls (save ends both).

Quick Quill Strike (minor, encounter) Fire, Poison

The duergar hellcaller makes an infernal quills attack

Asmodeus's Ruby Curse (standard, encounter) Fear, Psychic

Close blast 5; targets enemies; +16 vs Will; 3d8+5 psychic damage, and the duergar slides the target to the nearest space outside the blast. This forced movement provokes opportunity attacks.

Quill Storm (standard, encounter) Fire, Poison

Area burst 2 within 10; +17 vs Reflex; 1d8 fire and poison damage, and the target takes ongoing 10 fire and poison damage and a -2 penalty to attack rolls (save ends both).

Devilish Sacrifice (immediate interrupt, when an enemy makes a melee attack roll against the duergar hellcaller; encounter)

The duergar hellcaller shifts to the nearest space beyond the triggering attacks reach. A legion devil hellguard appears in the duergar's former space and becomes the target of the triggering attack. The devil acts immediately after the duergar hellcaller's initiative.

Arcana +11, Dungeoneering +13, Religion +11

Slystone Dwarf Ruffian Small fey humanoid

Level 10 Soldier XP 500

Initiative +12 Senses Perception +5; low-light vision
HP 104; Bloodied 52
AC 26; Fortitude 23, Reflex 22, Will 21
Speed 6

Hammer (standard, at-will) Weapon

+17 vs AC; 2d6+5 damage, and the target is marked until the end of the slystone ruffian's next turn.

Mighty Strike (standard, recharge 56) Weapon

+17 vs AC; 3d8+5 damage, and the target is pushed 3 squares. The slystone dwarf ruffian can use this power as part of a charge.

Mad Dash

When the slystone dwarf ruffian makes a charge attack, the enemy is knocked **prone** on a hit, in addition to any other effects of the attack.

Athletics +14

Slystone Dwarf Ruffian Small fey humanoid
Level 10 Soldier XP 500
Initiative +12 Senses Perception +5; low-light vision
HP 104; Bloodied 52
AC 26; Fortitude 23, Reflex 22, Will 21
Speed 6

Hammer (standard, at-will) Weapon

+17 vs AC; 2d6+5 damage, and the target is marked until the end of the slystone ruffian's next turn.

Mighty Strike (standard, recharge 56) Weapon

+17 vs AC; 3d8+5 damage, and the target is pushed 3 squares. The slystone dwarf ruffian can use this power as part of a charge.

Mad Dash

When the slystone dwarf ruffian makes a charge attack, the enemy is knocked prone on a hit, in addition to any other effects of the attack.

Athletics +14

Dwarf Clan Guard Medium natural humanoid
Level 1 Soldier XP 100
HP 33; Bloodied 16 Initiative +3
AC 17, Fortitude 15, Reflex 13, Will 15 Perception+8
Speed 5 Low-light vision

Traits

Stand the Ground

The dwarf can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

Steady-Footed

The dwarf can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Warhammer (weapon) At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d10 + 3 damage, and the dwarf can push the target 1 square. The dwarf can then shift 1 square to a square the target vacated.

Effect: The dwarf marks the target until the end of the dwarfs next turn.

Throwing Hammer (weapon) At-Will

Attack: Ranged 10 (one creature); +6 vs. AC

Hit: 1d6 + 4 damage, and the dwarf marks the target until the end of the dwarfs next turn.

[Z2a]Double Hammer Strike (weapon) Recharge 6

Effect: The dwarf uses warhammer and then uses throwing hammer. The dwarf does not provoke opportunity attacks for this use of throwing hammer.

Slystone Dwarf Ruffian Small fey humanoid
Level 10 Soldier XP 500
Initiative +12 Senses Perception +5; low-light vision
HP 104; Bloodied 52
AC 26; Fortitude 23, Reflex 22, Will 21
Speed 6

Hammer (standard, at-will) Weapon

+17 vs AC; 2d6+5 damage, and the target is marked until the end of the slystone ruffian's next turn.

Mighty Strike (standard, recharge 56) Weapon

+17 vs AC; 3d8+5 damage, and the target is pushed 3 squares. The slystone dwarf ruffian can use this power as part of a charge.

Mad Dash

When the slystone dwarf ruffian makes a charge attack, the enemy is knocked prone on a hit, in addition to any other effects of the attack.

Athletics +14

Duergar Cleric of Asmodeus Medium natural humanoid, dwarf (devil)

Level 7 Controller XP 300

Initiative +3 Senses Perception +7; darkvision

HP 82; Bloodied 41

AC 20; Fortitude 20, Reflex 19, Will 20

Immune illusion; Resist 10 fire, 10 poison

Speed 5

Morningstar (standard, at-will) Weapon

+12 vs AC; 1d10+5 damage.

Iron Bolt of Obedience (standard, at-will) Charm

Ranged 10; +11 vs Will; the target slides 3 squares and makes a melee or ranged basic attack against a target of the cleric's choice with a +4 power bonus to the attack roll.

Demand Tribute (standard, encounter) Healing, Necrotic

Ranged 10; +11 vs Fortitude; 1d8+4 necrotic damage. Until the end of the encounter, whenever the target spends a healing surge or allows another creature to spend a healing surge, the cleric regains 10 hit points.

Tyrannical Judgment (immediate reaction, when an ally within 5 squares of the cleric misses with an attack, at-will)

Ranged 5; the ally takes 5 damage and rerolls the attack.

Wave of Despair (standard, encounter) Psychic

Close blast 5; +11 vs Will; 2d8+5 psychic damage. Allies in the blast gain 5 temporary hit points and a +2 power bonus to attack rolls until the end of the cleric's next turn.

Arcana +11, Diplomacy +10, Religion +11

Dwarf Bolter Medium natural humanoid
Level 4 Artillery XP 175
Initiative +5 Senses Perception +8; low-light vision
HP 46; Bloodied 23
AC 17; Fortitude 16, Reflex 16, Will 14
Saving Throws +5 against poison effects
Speed 5

Warhammer (standard, at-will) Weapon
+8 vs AC; 1d10+2 damage.

Crossbow (standard, at-will) Weapon
Range 15/30; +10 vs AC; 1d8+3 damage.

Aimed Shot

The dwarf bolter gains a +2 bonus to attack rolls and deals an extra 1d6 damage with ranged attacks against creatures that don't have cover.

Stand Your Ground

When an effect forces a dwarf to movethrough a push, a pull, or a slide the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf gains an immediate saving throw to avoid falling prone.

Dungeoneering +10, Endurance +7

Dwarf Clan Guard Medium natural humanoid
Level 1 Soldier XP 100
HP 33; Bloodied 16 Initiative +3
AC 17, Fortitude 15, Reflex 13, Will 15 Perception +8
Speed 5 Low-light vision

Traits

Stand the Ground

The dwarf can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

Steady-Footed

The dwarf can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Warhammer (weapon) At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d10 + 3 damage, and the dwarf can push the target 1 square. The dwarf can then shift 1 square to a square the target vacated.

Effect: The dwarf marks the target until the end of the dwarf's next turn.

Throwing Hammer (weapon) At-Will

Attack: Ranged 10 (one creature); +6 vs. AC

Hit: 1d6 + 4 damage, and the dwarf marks the target until the end of the dwarf's next turn.

[Z2a]Double Hammer Strike (weapon) Recharge 6

Effect: The dwarf uses warhammer and then uses throwing hammer. The dwarf does not provoke opportunity attacks for this use of throwing hammer.

Dwarf Hammerer Medium natural humanoid
Level 5 Soldier XP 200
Initiative +4 Senses Perception +4; low-light vision
HP 64; Bloodied 32
AC 23; Fortitude 18, Reflex 15, Will 17
Saving Throws +5 against poison effects
Speed 5

Warhammer (standard, at-will) Weapon
+11 vs AC; 1d10+3 damage.

Shield Bash (minor, recharge 56)

+9 vs Fortitude; 2d6+3 damage, and the target is knocked prone or pushed 1 square (dwarf hammerer's choice).

Throwing Hammer (standard, at-will) Weapon

Range 5/10; +10 vs AC; 1d6+3 damage.

Stubborn (immediate interrupt, when an enemy tries to push it or knock it prone)

The dwarf hammerer makes a melee basic attack against the enemy.

Stand Your Ground

When an effect forces a dwarf to movethrough a push, a pull, or a slide the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf gains an immediate saving throw to avoid falling prone.

Dungeoneering +11, Endurance +5

Zark the Dwarf Medium natural humanoid
Level 4 Artillery XP 175
Initiative +5 Senses Perception +8; low-light vision
HP 46; Bloodied 23
AC 17; Fortitude 16, Reflex 16, Will 14
Saving Throws +5 against poison

Speed 6

Warhammer (standard, at-will) Weapon
+8 vs AC; 1d10+2 damage.

Crossbow (standard, at-will) Weapon

Ranged 15/30; +10 vs AC; 1d8+3 damage.

Aimed Shot

Zark gains a +2 bonus to attack rolls and deals an extra 1d6 damage with ranged attacks against creatures that don't have cover.

Stand Your Ground (standard; encounter)

When an effect forces Zark to movethrough a push, a pull, or a slide he moves 1 square less than the effect specifies. When an attack would knock Zark prone, the dwarf gains an immediate saving throw to avoid falling prone.

Bluff +7, Dungeoneering +10, Endurance +7

Dwarf Caravan Guard Medium natural humanoid, dwarf
Level 1 Soldier XP 100

Initiative +3 **Senses** Perception +6; low-light vision
HP 32; Bloodied 16
AC 17; **Fortitude** 15, **Reflex** 13, **Will** 12
Speed 5

Warhammer (standard, at-will) Weapon

+8 vs AC; 1d10+3 damage.

Shield Bash (opportunity, when an enemy makes an attack against the dwarfs focused guard power, at-will)
+6 vs Fortitude; 1d6+3 damage, and the target takes a -3 penalty to the triggering attack.

Skullcracker (standard, encounter) Weapon

+8 vs AC; 2d10+3 damage. Miss: Half damage.

Focused Guard (free 1/round; at-will)

Targets one adjacent ally. Until the end of the encounter or until the dwarf caravan guard uses this power again, if the target starts its turn adjacent to the dwarf caravan guard the target gains 4 temporary hit points.

Dwarf Hammerer Medium natural humanoid

Level 5 Soldier XP 200

Initiative +4 **Senses** Perception +4; low-light vision
HP 64; Bloodied 32
AC 23; **Fortitude** 18, **Reflex** 15, **Will** 17
Saving Throws +5 against poison effects
Speed 5

Warhammer (standard, at-will) Weapon

+11 vs AC; 1d10+3 damage.

Shield Bash (minor, recharge 56)

+9 vs Fortitude; 2d6+3 damage, and the target is knocked prone or pushed 1 square (dwarf hammerers choice).

Throwing Hammer (standard, at-will) Weapon

Range 5/10; +10 vs AC; 1d6+3 damage.

Stubborn (immediate interrupt, when an enemy tries to push it or knock it prone)

The dwarf hammerer makes a melee basic attack against the enemy.

Stand Your Ground

When an effect forces a dwarf to movethrough a push, a pull, or a slidethe dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf gains an immediate saving throw to avoid falling prone.

Dungeoneering +11, Endurance +5

Duergar Cleric of Asmodeus Medium natural humanoid, dwarf (devil)

Level 7 Controller XP 300

Initiative +3 **Senses** Perception +7; darkvision
HP 82; Bloodied 41
AC 20; **Fortitude** 20, **Reflex** 19, **Will** 20
Immune illusion; Resist 10 fire, 10 poison
Speed 5

Morningstar (standard, at-will) Weapon

+12 vs AC; 1d10+5 damage.

Iron Bolt of Obedience (standard, at-will) Charm

Ranged 10; +11 vs Will; the target slides 3 squares and makes a melee or ranged basic attack against a target of the clerics choice with a +4 power bonus to the attack roll.

Demand Tribute (standard, encounter) Healing, Necrotic

Ranged 10; +11 vs Fortitude; 1d8+4 necrotic damage. Until the end of the encounter, whenever the target spends a healing surge or allows another creature to spend a healing surge, the cleric regains 10 hit points.

Tyrannical Judgment (immediate reaction, when an ally within 5 squares of the cleric misses with an attack, at-will)

Ranged 5; the ally takes 5 damage and rerolls the attack.

Wave of Despair (standard, encounter) Psychic

Close blast 5; +11 vs Will; 2d8+5 psychic damage. Allies in the blast gain 5 temporary hit points and a +2 power bonus to attack rolls until the end of the clerics next turn.

Arcana +11, Diplomacy +10, Religion +11

Dwarf Warrior Medium natural humanoid

Level 1 Minion Artillery XP 25

HP 1; a missed attack never damages a minion. Initiative +3

AC 15, **Fortitude** 14, **Reflex** 12, **Will** 14 Perception+2
Speed 5 Low-light vision

Traits

Dwarf Solidarity

The dwarf gains a +4 bonus to AC and Reflex while adjacent to a dwarf ally.

Stand the Ground

The dwarf can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

Steady-Footed

The dwarf can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Warhammer (weapon) At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 4 damage, or 6 while the dwarf is adjacent to a dwarf ally.

Crossbow (weapon) At-Will

Attack: Ranged 30 (one creature); +8 vs. AC

Hit: 4 damage, or 6 against a target that doesnt have cover.

Ragnum Dourstone Medium natural humanoid
Level 3 Controller (Leader) XP 150
Initiative +1 Senses Perception +4; low-light vision
HP 46; Bloodied 23
AC 17; Fortitude 16, Reflex 13, Will 16
Saving Throws +5 against poison effects
Speed 5

Warhammer (standard, at-will) Weapon
+8 vs AC; 1d10+4 damage.

Crossbow (standard, at-will) Weapon
Ranged 15/30; +5 vs AC; 1d8 damage.

Priest's Shield (standard, at-will) Weapon
+8 vs AC; 1d10+4 damage, and Ragnum or one adjacent ally gains a +1 power bonus to AC until the end of Ragnum's next turn.

Wrathful Thunder (standard, encounter) Thunder, Weapon
+8 vs AC; 1d10+4 thunder damage, and the target is dazed until the end of Ragnum's next turn.

Healing Word (minor 2/encounter, [1/round]) Healing
One ally; the target spends a healing surge and regains an additional 1d6+3 hit points.

Cure Light Wounds (standard, daily) Healing
Melee touch; the target regains a number of hit points equal to its surge value +3.

Stand Your Ground
When an effect forces a dwarf to movethrough a pull, a push, or a slidethe dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.
Dungeoneering +6, Endurance +5, Religion +6

Ragnum Dourstone Medium natural humanoid
Level 3 Controller (Leader) XP 150
Initiative +1 Senses Perception +4; low-light vision
HP 46; Bloodied 23
AC 17; Fortitude 16, Reflex 13, Will 16
Saving Throws +5 against poison effects
Speed 5

Warhammer (standard, at-will) Weapon
+8 vs AC; 1d10+4 damage.

Crossbow (standard, at-will) Weapon
Ranged 15/30; +5 vs AC; 1d8 damage.

Priest's Shield (standard, at-will) Weapon
+8 vs AC; 1d10+4 damage, and Ragnum or one adjacent ally gains a +1 power bonus to AC until the end of Ragnum's next turn.

Wrathful Thunder (standard, encounter) Thunder, Weapon
+8 vs AC; 1d10+4 thunder damage, and the target is dazed until the end of Ragnum's next turn.

Healing Word (minor 2/encounter, [1/round]) Healing
One ally; the target spends a healing surge and regains an additional 1d6+3 hit points.

Cure Light Wounds (standard, daily) Healing
Melee touch; the target regains a number of hit points equal to its surge value +3.

Stand Your Ground
When an effect forces a dwarf to movethrough a pull, a push, or a slidethe dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.
Dungeoneering +6, Endurance +5, Religion +6

Dwarf Caravan Guard Medium natural humanoid, dwarf
Level 1 Soldier XP 100
Initiative +3 Senses Perception +6; low-light vision
HP 32; Bloodied 16
AC 17; Fortitude 15, Reflex 13, Will 12
Speed 5

Warhammer (standard, at-will) Weapon
+8 vs AC; 1d10+3 damage.

Shield Bash (opportunity, when an enemy makes an attack against the dwarfs focused guard power, at-will)
+6 vs Fortitude; 1d6+3 damage, and the target takes a -3 penalty to the triggering attack.

Skullcracker (standard, encounter) Weapon
+8 vs AC; 2d10+3 damage. Miss: Half damage.

Focused Guard (free 1/round; at-will)
Targets one adjacent ally. Until the end of the encounter or until the dwarf caravan guard uses this power again, if the target starts its turn adjacent to the dwarf caravan guard the target gains 4 temporary hit points.

Zark the Dwarf Medium natural humanoid
Level 4 Artillery XP 175
Initiative +5 Senses Perception +8; low-light vision
HP 46; Bloodied 23
AC 17; Fortitude 16, Reflex 16, Will 14
Saving Throws +5 against poison
Speed 6

Warhammer (standard, at-will) Weapon
+8 vs AC; 1d10+2 damage.

Crossbow (standard, at-will) Weapon
Ranged 15/30; +10 vs AC; 1d8+3 damage.

Aimed Shot
Zark gains a +2 bonus to attack rolls and deals an extra 1d6 damage with ranged attacks against creatures that don't have cover.

Stand Your Ground (standard; encounter)
When an effect forces Zark to move through a push, a pull, or a slide he moves 1 square less than the effect specifies. When an attack would knock Zark prone, the dwarf gains an immediate saving throw to avoid falling prone.
Bluff +7, Dungeoneering +10, Endurance +7

Dwarf Sunpriest Medium natural humanoid
Level 5 Artillery (Leader) XP 200
HP 52; Bloodied 26 Initiative +3
AC 18, Fortitude 17, Reflex 16, Will 18 Perception+11
Speed 5 Low-light vision
Saving Throws +5 against poison effects
Traits

Stand the Ground
Whenever the sunpriest is pulled, pushed, or slid, it can move 1 square less than the effect specifies.
Steady-Footed
The sunpriest can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions
Burning Mace (Fire, Weapon) At-Will
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d8 + 5 fire damage.
Bright Ray (Implement, Radiant) At-Will
Attack: Ranged 10 (one creature); +10 vs. Reflex
Hit: 1d10 + 8 radiant damage, and the target takes a -2 penalty to attack rolls until the start of the sunpriest's next turn.
Sun Blessing (Fire, Healing) Encounter
Effect: One ally within 5 squares of the sunpriest regains 10 hit points. Until the end of the sunpriest's next turn, that ally deals 5 extra fire damage with its melee attacks, and any enemy that hits that ally with a melee attack takes 5 fire damage.
Dungeoneering +11, Endurance +11, Religion +9

Dwarf Warrior Medium natural humanoid
Level 1 Minion Artillery XP 25
HP 1; a missed attack never damages a minion. Initiative +3
AC 15, Fortitude 14, Reflex 12, Will 14 Perception+2
Speed 5 Low-light vision
Traits

Dwarf Solidarity
The dwarf gains a +4 bonus to AC and Reflex while adjacent to a dwarf ally.

Stand the Ground
The dwarf can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.
Steady-Footed
The dwarf can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions
Warhammer (weapon) At-Will
Attack: Melee 1 (one creature); +6 vs. AC
Hit: 4 damage, or 6 while the dwarf is adjacent to a dwarf ally.
Crossbow (weapon) At-Will
Attack: Ranged 30 (one creature); +8 vs. AC
Hit: 4 damage, or 6 against a target that doesn't have cover.

Ulruun Medium natural humanoid, dwarf
Level 8 Soldier XP 350
HP 89; Bloodied 44 Initiative +6
AC 24, Fortitude 22, Reflex 18, Will 22 Perception+6
Speed 5 Low-light vision
Saving Throws +5 against poison effects
Traits
Stand the Ground
Whenever Ulruun is pulled, pushed, or slid, he can move 1 square less than the effect specifies.
Steady-Footed
Ulruun can make a saving throw to avoid falling prone.

Standard Actions
Dagger (Weapon) At-Will
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 4d4 + 6 damage.
Effect: The target is marked until the end of Ulruun's next turn.
Hamstring (Weapon) At-Will
Attack: Melee 1 (one creature); +11 vs. Fortitude
Hit: 2d8 + 7 damage. Until the end of Ulruun's next turn, the target falls prone if it moves more than half its speed as part of a move action.

Minor Actions
Hurled Cane (Weapon) Encounter
Attack: Ranged 5 (one creature); +11 vs. Reflex
Hit: The target falls prone and is immobilized until the end of Ulruun's next turn.

Triggered Actions
Stay Put At-Will
Trigger: An enemy marked by Ulruun shifts away from a square that is adjacent to Ulruun.
Effect (Immediate Interrupt): Ulruun uses hamstring against the triggering enemy.
Bluff +13, Heal +11, Insight +11, Intimidate +13

Forgesworn Dwarf Medium immortal humanoid , dwarf
Level 26 Minion Brute XP 2250
Initiative +18 Senses Perception +19; low-light vision
HP 1; a missed attack never damages a minion.
AC 36; Fortitude 40, Reflex 36, Will 37
Speed 5

Warhammer (standard, at-will) Weapon

+29 vs AC; 17 damage.

Stand Your Ground

When an effect forces a dwarf to movethrough a push, a pull, or a slidethe dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf gains an immediate saving throw to avoid falling prone.

Eternal Returns

If a forgesworn dwarf is reduced to 0 hit points while in the aspect of Moradins victorious song aura, two more forgesworn dwarves appear in unoccupied spaces adjacent to the aspect of Moradin at the end of his next turn.

Imre Levalle Medium natural humanoid , dwarf
Level 9 Elite Soldier XP 800
Initiative +10 Senses Perception +11; low-light vision
HP 190; Bloodied 95
AC 25; Fortitude 21, Reflex 22, Will 20
Saving Throws +2
Speed 5 see also dwarven pursuit
Action Points 1

Battleaxe (standard, at-will) Poison, Weapon

+16 vs AC; 1d10+6 damage, and the target is marked and **slowed** (save ends both). First Failed Saving Throw: Ongoing 5 poison damage, and the target is **slowed** (save ends both).

Throwing Hammer (standard, at-will) Weapon

Melee or ranged 5/10; +16 vs AC; 2d6+3 damage, and the target is knocked prone.

Dwarven Tempest Footwork (standard, at-will) Weapon

Imre makes a melee attack with his axe and another with his throwing hammer. After the attacks, any target hit at least once slides 1 square

Parrying Counterstrike (opportunity, when an enemy marked by imre leaves a square adjacent to him or makes an attack that doesnt include him, at-will) Weapon

Imre makes a battleaxe attack against the triggering enemy.

Dwarven Pursuit (move; at-will)

Imre can shift 2 squares, but he must end this movement adjacent to an enemy.

Stand Your Ground

When an effect forces a dwarf to movethrough a pull, a push, or a slidethe dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.

Bluff +9, Dungeoneering +11, History +10, Insight +10, Thievery +13

Description: Imre is a trustee of the Wayfinder Foundation, and the foundations Curator of Acquisitions. A vocal advocate for exploration and research, he works to obtain items and knowledge for the foundation. He then catalogs and stores items, and he circulates what he learns.

Unfortunately, Imre is also a double agent for the infamous Aurum as part of its Gold Concord. He works inside the foundation to exploit it for Aurum gain and to make sure he has influence, preferably ultimate influence, when Lord Boroman irDayne dies. Thats an eventuality Imre is also working hard to ensure, and he has a number of other trustees on his side.

Imre embezzles, steals relics and replaces them with copies, and covertly obstructs the Aurums competition. He uses the auspices of his office to arrange expeditions that benefit the Aurum and to arrange foundation memberships for his agents. He also takes bribes to arrange memberships, but hes very careful to work through intermediaries in that racket.

Zark the Dwarf Medium natural humanoid
Level 4 Artillery XP 175
Initiative +5 Senses Perception +8; low-light vision
HP 46; Bloodied 23
AC 17; Fortitude 16, Reflex 16, Will 14
Saving Throws +5 against poison
Speed 6

Warhammer (standard, at-will) Weapon
+8 vs AC; 1d10+2 damage.

Crossbow (standard, at-will) Weapon
Ranged 15/30; +10 vs AC; 1d8+3 damage.

Aimed Shot
Zark gains a +2 bonus to attack rolls and deals an extra 1d6 damage with ranged attacks against creatures that don't have cover.

Stand Your Ground (standard; encounter)
When an effect forces Zark to move through a push, a pull, or a slide he moves 1 square less than the effect specifies. When an attack would knock Zark prone, the dwarf gains an immediate saving throw to avoid falling prone.
Bluff +7, Dungeoneering +10, Endurance +7

Aurum Concordian Medium natural humanoid, dwarf
Level 7 Elite Controller (Leader) XP 600
Initiative +3 Senses Perception +6; low-light vision
HP 158; Bloodied 79
AC 23; Fortitude 20, Reflex 21, Will 22
Saving Throws +2, +7 against poison effects
Speed 5

Action Points 1

Warhammer (standard, at-will) Weapon
+12 vs AC; 1d10+5 damage.

Dazing Hammerstrike (standard; requires a warhammer, at-will) Weapon
+12 vs AC; 1d0+5 damage, and the target is **dazed** until the end of the Aurum Concordians next turn.

Silver-Tongued Devil (minor 1/round, at-will) Charm
Ranged 5; +10 vs Will; the target is **dominated** until the end of the Aurum Concordians next turn. The Concordian can have only one target **dominated** at a time.

Superior Tactics (minor 1/round, at-will)
Close burst 5; targets one ally; the Concordian slides the target 1 square.

Price of Loyalty (immediate interrupt, when the concordian is targeted with a melee attack; at-will)

The Aurum Concordian can change the triggering attacks target to an adjacent ally, or to an enemy **dominated** by its silvertongued devil power.

Stand Your Ground
When an effect pulls, pushes, or slides an Aurum Concordian, the Concordian moves 1 square less than the effect specifies. Also, a Concordian can make a saving throw to avoid being knocked prone.

Bluff +13, Diplomacy +13, History +11, Insight +11

Dwarf Bolter Medium natural humanoid
Level 4 Artillery XP 175
Initiative +5 Senses Perception +8; low-light vision
HP 46; Bloodied 23
AC 17; Fortitude 16, Reflex 16, Will 14
Saving Throws +5 against poison effects
Speed 5

Warhammer (standard, at-will) Weapon
+8 vs AC; 1d10+2 damage.

Crossbow (standard, at-will) Weapon
Range 15/30; +10 vs AC; 1d8+3 damage.

Aimed Shot
The dwarf bolter gains a +2 bonus to attack rolls and deals an extra 1d6 damage with ranged attacks against creatures that don't have cover.

Stand Your Ground
When an effect forces a dwarf to move through a push, a pull, or a slide the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf gains an immediate saving throw to avoid falling prone.
Dungeoneering +10, Endurance +7

Dwarf Bolter Medium natural humanoid
Level 4 Artillery XP 175
Initiative +5 Senses Perception +8; low-light vision
HP 46; Bloodied 23
AC 17; Fortitude 16, Reflex 16, Will 14
Saving Throws +5 against poison effects
Speed 5

Warhammer (standard, at-will) Weapon
+8 vs AC; 1d10+2 damage.

Crossbow (standard, at-will) Weapon
Range 15/30; +10 vs AC; 1d8+3 damage.

Aimed Shot
The dwarf bolter gains a +2 bonus to attack rolls and deals an extra 1d6 damage with ranged attacks against creatures that don't have cover.

Stand Your Ground
When an effect forces a dwarf to move through a push, a pull, or a slide the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf gains an immediate saving throw to avoid falling prone.
Dungeoneering +10, Endurance +7

Dwarf Bolter Medium natural humanoid
Level 4 Artillery XP 175
Initiative +5 Senses Perception +8; low-light vision
HP 46; Bloodied 23
AC 17; Fortitude 16, Reflex 16, Will 14
Saving Throws +5 against poison effects
Speed 5

Warhammer (standard, at-will) Weapon
+8 vs AC; 1d10+2 damage.

Crossbow (standard, at-will) Weapon
Range 15/30; +10 vs AC; 1d8+3 damage.

Aimed Shot
The dwarf bolter gains a +2 bonus to attack rolls and deals an extra 1d6 damage with ranged attacks against creatures that don't have cover.

Stand Your Ground
When an effect forces a dwarf to movethrough a push, a pull, or a slidethe dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf gains an immediate saving throw to avoid falling prone.

Dungeoneering +10, Endurance +7

Kundarak Iron Gate Guard Medium natural humanoid, dwarf
Level 6 Soldier XP 250
Initiative +5 Senses Perception +10; low-light vision
HP 76; Bloodied 38
AC 22; Fortitude 21, Reflex 16, Will 18
Saving Throws +5 against poison effects
Speed 5

Waraxe (standard, at-will) Weapon
+13 vs AC; 1d12+5 damage, and the target is marked until the end of the guard's next turn.

Shield Bash (minor 1/round, encounter)
+12 vs Fortitude; 1d6+5 damage, and the Iron Gate guard pushes the target 1 square. If the target is marked by the guard, the guard can shift into the space the target vacates.

Guard Ward
When within 4 squares of a creature or object it is guarding, or within a guarded area, an Iron Gate guard gains a +2 bonus to all defenses and a +1 bonus to attack rolls.

Stand Your Ground
When an effect forces a guard to movethrough a pull, a push, or a slidethe guard moves 1 square less than the effect specifies. When an attack would knock a guard prone, the guard can make a saving throw to avoid falling prone.
Dungeoneering +7, Endurance +10

Forgesworn Dwarf Medium immortal humanoid, dwarf
Level 26 Minion Brute XP 2250
Initiative +18 Senses Perception +19; low-light vision
HP 1; a missed attack never damages a minion.
AC 36; Fortitude 40, Reflex 36, Will 37
Speed 5

Warhammer (standard, at-will) Weapon
+29 vs AC; 17 damage.

Stand Your Ground
When an effect forces a dwarf to movethrough a push, a pull, or a slidethe dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf gains an immediate saving throw to avoid falling prone.

Eternal Returns
If a forgesworn dwarf is reduced to 0 hit points while in the aspect of Moradin's victorious song aura, two more forgesworn dwarves appear in unoccupied spaces adjacent to the aspect of Moradin at the end of his next turn.

Kundarak Iron Gate Guard Medium natural humanoid, dwarf
Level 6 Soldier XP 250
Initiative +5 Senses Perception +10; low-light vision
HP 76; Bloodied 38
AC 22; Fortitude 21, Reflex 16, Will 18
Saving Throws +5 against poison effects
Speed 5

Waraxe (standard, at-will) Weapon
+13 vs AC; 1d12+5 damage, and the target is marked until the end of the guard's next turn.

Shield Bash (minor 1/round, encounter)
+12 vs Fortitude; 1d6+5 damage, and the Iron Gate guard pushes the target 1 square. If the target is marked by the guard, the guard can shift into the space the target vacates.

Guard Ward
When within 4 squares of a creature or object it is guarding, or within a guarded area, an Iron Gate guard gains a +2 bonus to all defenses and a +1 bonus to attack rolls.

Stand Your Ground
When an effect forces a guard to movethrough a pull, a push, or a slidethe guard moves 1 square less than the effect specifies. When an attack would knock a guard prone, the guard can make a saving throw to avoid falling prone.
Dungeoneering +7, Endurance +10

Aurum Concordian Medium natural humanoid, dwarf
Level 7 Elite Controller (Leader) XP 600
Initiative +3 Senses Perception +6; low-light vision
HP 158; Bloodied 79
AC 23; Fortitude 20, Reflex 21, Will 22
Saving Throws +2, +7 against poison effects
Speed 5

Action Points 1

Warhammer (standard, at-will) Weapon

+12 vs AC; 1d10+5 damage.

Dazing Hammerstrike (standard; requires a warhammer, at-will) Weapon

+12 vs AC; 1d0+5 damage, and the target is **dazed** until the end of the Aurum Concordians next turn.

Silver-Tongued Devil (minor 1/round, at-will) Charm

Ranged 5; +10 vs Will; the target is **dominated** until the end of the Aurum Concordians next turn. The Concordian can have only one target **dominated** at a time.

Superior Tactics (minor 1/round, at-will)

Close burst 5; targets one ally; the Concordian slides the target 1 square.

Price of Loyalty (immediate interrupt, when the concordian is targeted with a melee attack; at-will)

The Aurum Concordian can change the triggering attacks target to an adjacent ally, or to an enemy **dominated** by its silvertongued devil power.

Stand Your Ground

When an effect pulls, pushes, or slides an Aurum Concordian, the Concordian moves 1 square less than the effect specifies. Also, a Concordian can make a saving throw to avoid being knocked prone.

Bluff +13, Diplomacy +13, History +11, Insight +11

Olek Dael Medium natural humanoid, dwarf
Level 12 Elite Controller (Leader) XP 1400
HP 244; Bloodied 122 Initiative +7
AC 26, Fortitude 26, Reflex 21, Will 25 Perception+12
Speed 6 Low-light vision
Saving Throws +2; Action Points 1
Traits

Rune Effect

Whenever Olek uses an attack power, he chooses one of its two rune effects (conquest or resistance). He gains that effect for that use of that power

Rune of Command's Curse

After Olek uses rune of commands blessing, whenever he rolls a natural 5 or lower on his first attack roll during a turn, he's **dominated** by Hoshotath until the end of his next turn. Hoshotath commands Olek to attack one of the heroes.

Runic Font

If the runic font in Oleks library is active, he has an extra action point.

Stand the Ground

Olek can **move** 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

Steady-Footed

Olek can make a saving throw to avoid falling **prone** when an attack would knock him prone.

Standard Actions

Runic Warhammer (Weapon) At-Will

Attack: Melee 1 (one creature); +17 vs. AC

Hit: 2d8 + 11 damage.

Effect (Rune of Conquest): The target falls prone.

Effect (Rune of Resistance): Olek or an ally adjacent to the target gains a +2 power bonus to all defenses until the end of Oleks next turn.

Runic Seal (Radiant, Weapon) At-Will

Attack: Ranged 5 (one creature); +17 vs. AC

Hit: 1d10 + 11 radiant damage, and the target is immobilized (save ends).

Effect (Rune of Conquest): Each enemy adjacent to the target takes 8 radiant damage.

Effect (Rune of Resistance): One ally adjacent to the target gains 10 temporary hit points.

Rune of Command's Blessing (Charm) Encounter

Requirement: Olek must be bloodied.

Attack: Close burst 1 (enemies in the burst); +15 vs. Will
Hit: Olek dominates the target until the end of his next turn.

Effect (Rune of Conquest): Olek gains a +2 power bonus to attack rolls until the end of his next turn.

Effect (Rune of Resistance): Any target the attack misses is **weakened** until the end of Oleks next turn.

Minor Actions

Runic Duality At-Will 1/round

Effect: Olek takes a second **standard** action. He must use an attack power.

Religion +13

Dwarf Dark Arcanist Medium natural humanoid
Level 14 Artillery XP 1000
Initiative +6 Senses Perception +9; low-light vision
HP 104; Bloodied 52
AC 26; Fortitude 23, Reflex 28, Will 26
Saving Throws +5 against poison effects
Speed 6

Unarmed Attack (standard, at-will)
+17 vs AC; 1d4+6 damage.

Necrotic Ray (standard, at-will) Necrotic
Ranged 10; +19 vs Fortitude; 1d10+4 necrotic damage, and ongoing 5 necrotic (save ends).

Dark Flames (standard, at-will) Fire, Necrotic
Area burst 1 within 10; targets enemies; +18 vs Reflex; 1d10+6 fire and necrotic damage.

Arcane Leech
When the dark arcanist is hit by an Arcane attack, his next ranged or area attack deals an extra 1d10 damage.

Stand Your Ground
When an effect forces a dwarf to move, the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.
Arcana +19, Dungeoneering +11, Endurance +11

Dwarf Hammerer Medium natural humanoid
Level 5 Soldier XP 200
Initiative +4 Senses Perception +4; low-light vision
HP 64; Bloodied 32
AC 23; Fortitude 18, Reflex 15, Will 17
Saving Throws +5 against poison effects
Speed 5

Warhammer (standard, at-will) Weapon
+11 vs AC; 1d10+3 damage.

Shield Bash (minor, recharge 56)
+9 vs Fortitude; 2d6+3 damage, and the target is knocked prone or pushed 1 square (dwarf hammerers choice).

Throwing Hammer (standard, at-will) Weapon
Range 5/10; +10 vs AC; 1d6+3 damage.

Stubborn (immediate interrupt, when an enemy tries to push it or knock it prone)

The dwarf hammerer makes a melee basic attack against the enemy.

Stand Your Ground
When an effect forces a dwarf to move through a push, a pull, or a slide the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf gains an immediate saving throw to avoid falling prone.
Dungeoneering +11, Endurance +5

Duggin Medium natural humanoid, dwarf
Level 5 Leader XP 10
HP 47; Bloodied 23 Healing Surges 9 Initiative +2
AC 22, Fortitude 18, Reflex 16, Will 20 Perception +4
Speed 5 Low-light vision

Traits
Stand Your Ground
Forced movement from a pull, push, or slide effect moves Duggin 1 square less than the effect specifies. When an attack would knock Duggin prone, he can roll a saving to avoid falling prone.

Standard Actions
Warhammer (Weapon) At-Will
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d8 + 10 damage.

Triggered Actions
Battle Exhortation Encounter
Trigger: An ally within 10 squares of Duggin misses with an attack.

Effect (Immediate Interrupt): The triggering ally rerolls the attack and gains a +2 bonus to the attack roll. In addition, an ally within 10 squares of Duggin can spend a healing surge.

Traevus Medium natural humanoid, dwarf
Level 3 Controller (Leader) XP 150
HP 43; Bloodied 21 Initiative +1
AC 17, Fortitude 14, Reflex 15, Will 15 Perception+4
Speed 5 Low-light vision
Resist 6 necrotic
Traits
[aura] Death Master Aura 5
All undead allies within the aura gain a +1 bonus to attack rolls and resist 5 radiant.

Stand the Ground
Traevus can move 1 square less than the effect specifies when subjected to a pull, push, or slide.
Steady-Footed
Traevus can make a saving throw to avoid falling prone when an attack would knock him prone.

Standard Actions

Handaxe (Weapon) At-Will
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d6 + 1 damage.
Shadow Claw (Implement, Necrotic) At-Will
Attack: Ranged 10 (one creature); +7 vs. Fortitude
Hit: 1d9 + 4 necrotic damage, and Traevus slides the target up to 2 squares.
Decaying Whisper (Implement, Necrotic) Recharge 6
Attack: Ranged 10 (one creature); +7 vs. Fortitude
Hit: 2d10 + 3 necrotic damage, and the target is **slowed** and takes ongoing 5 necrotic damage (save ends both).
Swarming Claws (Implement, Necrotic) Encounter
Attack: Area burst 1 within 10 (enemies in the burst); +7 vs. Reflex
Hit: 2d6 + 3 damage, and the target is immobilized (save ends).
Miss: Half damage.
Effect: The **burst** becomes a zone that lasts until the end of the encounter. Squares within the zone are difficult terrain. Any enemy that starts its turn within the zone takes 5 damage.
Arcana +9, Bluff +6, Intimidate +6, Religion +9

Dwarf Clan Guard Medium natural humanoid
Level 1 Soldier XP 100
HP 33; Bloodied 16 Initiative +3
AC 17, Fortitude 15, Reflex 13, Will 15 Perception+8
Speed 5 Low-light vision
Traits
Stand the Ground
The dwarf can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.
Steady-Footed
The dwarf can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Warhammer (weapon) At-Will
Attack: Melee 1 (one creature); +6 vs. AC
Hit: 1d10 + 3 damage, and the dwarf can push the target 1 square. The dwarf can then shift 1 square to a square the target vacated.
Effect: The dwarf marks the target until the end of the dwarfs next turn.
Throwing Hammer (weapon) At-Will
Attack: Ranged 10 (one creature); +6 vs. AC
Hit: 1d6 + 4 damage, and the dwarf marks the target until the end of the dwarfs next turn.
[Z2a]Double Hammer Strike (weapon) Recharge 6
Effect: The dwarf uses warhammer and then uses throwing hammer. The dwarf does not provoke opportunity attacks for this use of throwing hammer.

Obmi Bronzeknuckle Medium natural humanoid , dwarf
Level 9 Elite Brute (Leader) XP 800
Initiative +6 Senses Perception +7; low-light vision
Bronzeknuckle's Largess aura 2; all enemies in the aura take a 2 penalty to attack dwarf allies in the aura, and allies in the aura gain a +2 bonus to saving throws
HP 238; Bloodied 119
AC 21; Fortitude 24, Reflex 19, Will 21
Saving Throws +2 (+7 against poison)
Speed 5

Action Points 1

Dagger (standard, at-will) Weapon

+12 vs AC; 2d4+4 damage.

Thundering Hammer (standard, at-will) Thunder, Weapon

Melee basic or normal ranged 5/10; +12 vs AC; 2d8+7 thunder damage, and the target is deafened (save ends) and pushed 2 squares.

Obmi's Double Attack (standard, at-will)

Obmi can make a dagger attack and a thundering hammer attack, each attack against a different enemy.

Obmi's Wrath (immediate reaction, when an adjacent enemy makes an attack that does not include obmi; at-will)

Obmi makes a thundering hammer attack against the target.

Faster Than He Looks (minor; encounter)

Obmi shifts his speed.

Stand Your Ground

When an effect forces a dwarf to move through a push, a pull, or a slide the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.

Bluff +11, Insight +12, Streetwise +11

Description: Tough as a mountain, canny as a fox, and possessing a sadistic cruelty usually reserved for duergar, Obmi is the eldest, as well as the mind and heart of the Bronzeknuckle brothers.

Though his red hair is going gray at the temples and at his beard just under the lip, Obmi is spry and sharp. Though always smiling (even when twisting arms and breaking bones) and often charming, the dwarf's gray eyes are hard and cold, hinting at his true nature.

Obmi carries himself like a dwarven lord, and when he is in a foul mood he makes those around him address him as such, even his brothers. The title and whatever story of noble heritage he entertains in his sick mind is a delusion on Obmi's part. Truth be told, the Bronzeknuckle family is as lowborn as a dwarven clan can be.

Dwarf Conscript Medium natural humanoid
Level 2 Brute XP 125

HP 47; Bloodied 23 Initiative +2

AC 14, Fortitude 15, Reflex 13, Will 14 Perception+3

Speed 5 Low-light vision

Saving Throws +5 against poison effects

Traits

Stand the Ground

Whenever the conscript is pulled, pushed, or slid, it can move 1 square less than the effect specifies.

Steady-Footed

The conscript can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Gouge (Weapon) At-Will

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 2d6 + 6 damage. If the conscript scores a critical hit, the conscript pushes the target 1 square and knocks it prone.

Minor Actions

Singular Focus Recharge when the chosen enemy drops to 0 hit points or fewer

Effect: The conscript chooses one enemy it can see. Until the end of the encounter or until the conscript uses this power again, the conscript gains a +5 bonus to melee damage rolls against that enemy.

Dungeoneering +8, Endurance +9

Obmi Bronzeknuckle Medium natural humanoid , dwarf
Level 9 Elite Brute (Leader) XP 800

Initiative +6 Senses Perception +7; low-light vision
Bronzeknuckle's Largess aura 2; all enemies in the aura take a 2 penalty to attack dwarf allies in the aura, and allies in the aura gain a +2 bonus to saving throws
HP 238; Bloodied 119
AC 21; Fortitude 24, Reflex 19, Will 21
Saving Throws +2 (+7 against poison)
Speed 5

Action Points 1

Dagger (standard, at-will) Weapon

+12 vs AC; 2d4+4 damage.

Thundering Hammer (standard, at-will) Thunder, Weapon

Melee basic or normal ranged 5/10; +12 vs AC; 2d8+7 thunder damage, and the target is deafened (save ends) and pushed 2 squares.

Obmi's Double Attack (standard, at-will)

Obmi can make a dagger attack and a thundering hammer attack, each attack against a different enemy.

Obmi's Wrath (immediate reaction, when an adjacent enemy makes an attack that does not include obmi; at-will)

Obmi makes a thundering hammer attack against the target.

Faster Than He Looks (minor; encounter)

Obmi shifts his speed.

Stand Your Ground

When an effect forces a dwarf to movethrough a push, a pull, or a slidethe dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.

Bluff +11, Insight +12, Streetwise +11

Description: Tough as a mountain, canny as a fox, and possessing a sadistic cruelty usually reserved for duergar, Obmi is the eldest, as well as the mind and heart of the Bronzeknuckle brothers.

Though his red hair is going gray at the temples and at his beard just under the lip, Obmi is spry and sharp. Though always smiling (even when twisting arms and breaking bones) and often charming, the dwarf's gray eyes are hard and cold, hinting at his true nature.

Obmi carries himself like a dwarven lord, and when he is in a foul mood he makes those around him address him as such, even his brothers. The title and whatever story of noble heritage he entertains in his sick mind is a delusion on Obmi's part. Truth be told, the Bronzeknuckle family is as lowborn as a dwarven clan can be.

Forgesworn Dwarf Medium immortal humanoid , dwarf
Level 26 Minion Brute XP 2250

Initiative +18 Senses Perception +19; low-light vision
HP 1; a missed attack never damages a minion.
AC 36; Fortitude 40, Reflex 36, Will 37
Speed 5

Warhammer (standard, at-will) Weapon

+29 vs AC; 17 damage.

Stand Your Ground

When an effect forces a dwarf to movethrough a push, a pull, or a slidethe dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf gains an immediate saving throw to avoid falling prone.

Eternal Returns

If a forgesworn dwarf is reduced to 0 hit points while in the aspect of Moradin's victorious song aura, two more forgesworn dwarves appear in unoccupied spaces adjacent to the aspect of Moradin at the end of his next turn.

Dwarf Caravan Master Medium natural humanoid , dwarf

Level 2 Skirmisher (Leader) XP 125

Initiative +3 Senses Perception +2; low-light vision
HP 38; Bloodied 19

AC 16; Fortitude 14, Reflex 14, Will 12

Speed 5

Greataxe (standard, at-will) Weapon

+7 vs AC; 1d12+3 damage (crit: 1d12 + 15 damage).

Mobile Strike (standard, at-will) Weapon

The dwarf caravan master can shift 1 square both before and after making this attack; +7 vs AC; 1d12+3 damage (crit: 1d12 + 15 damage).

Leaping Fury (standard, recharge when first bloodied) Weapon

The dwarf caravan master jumps up to his speed before making this attack, and this jump does not provoke opportunity attacks; +7 vs AC; 2d12+2 damage.

Caravan Driver (move; at-will)

Each dwarf ally within 5 squares can shift 2 squares.

Insight +7

Imre Levalle Medium natural humanoid, dwarf
Level 9 Elite Soldier XP 800
Initiative +10 Senses Perception +11; low-light vision
HP 190; Bloodied 95
AC 25; Fortitude 21, Reflex 22, Will 20
Saving Throws +2
Speed 5 see also dwarven pursuit
Action Points 1

Battleaxe (standard, at-will) Poison, Weapon
+16 vs AC; 1d10+6 damage, and the target is marked and slowed (save ends both). First Failed Saving Throw: Ongoing 5 poison damage, and the target is slowed (save ends both).

Throwing Hammer (standard, at-will) Weapon
Melee or ranged 5/10; +16 vs AC; 2d6+3 damage, and the target is knocked prone.

Dwarven Tempest Footwork (standard, at-will) Weapon
Imre makes a melee attack with his axe and another with his throwing hammer. After the attacks, any target hit at least once slides 1 square
Parrying Counterstrike (opportunity, when an enemy marked by Imre leaves a square adjacent to him or makes an attack that doesn't include him, at-will) Weapon
Imre makes a battleaxe attack against the triggering enemy.

Dwarven Pursuit (move; at-will)
Imre can shift 2 squares, but he must end this movement adjacent to an enemy.

Stand Your Ground
When an effect forces a dwarf to move through a pull, a push, or a slide the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.
Bluff +9, Dungeoneering +11, History +10, Insight +10, Thievery +13

Description: Imre is a trustee of the Wayfinder Foundation, and the foundation's Curator of Acquisitions. A vocal advocate for exploration and research, he works to obtain items and knowledge for the foundation. He then catalogs and stores items, and he circulates what he learns.
Unfortunately, Imre is also a double agent for the infamous Aurum as part of its Gold Concord. He works inside the foundation to exploit it for Aurum gain and to make sure he has influence, preferably ultimate influence, when Lord Bormanir Dayne dies. That's an eventuality Imre is also working hard to ensure, and he has a number of other trustees on his side.
Imre embezzles, steals relics and replaces them with copies, and covertly obstructs the Aurum's competition. He uses the auspices of his office to arrange expeditions that benefit the Aurum and to arrange foundation memberships for his agents. He also takes bribes to arrange memberships, but he's very careful to work through intermediaries in that racket.

Olek Dael Medium natural humanoid, dwarf
Level 12 Elite Controller (Leader) XP 1400
HP 244; Bloodied 122 Initiative +7
AC 26, Fortitude 26, Reflex 21, Will 25 Perception +12
Speed 6 Low-light vision
Saving Throws +2; Action Points 1
Traits

Rune Effect
Whenever Olek uses an attack power, he chooses one of its two rune effects (conquest or resistance). He gains that effect for that use of that power
Rune of Command's Curse
After Olek uses rune of commands blessing, whenever he rolls a natural 5 or lower on his first attack roll during a turn, he's dominated by Hoshotath until the end of his next turn. Hoshotath commands Olek to attack one of the heroes.

Runic Font
If the runic font in Olek's library is active, he has an extra action point.

Stand the Ground
Olek can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

Steady-Footed
Olek can make a saving throw to avoid falling prone when an attack would knock him prone.

Standard Actions
Runic Warhammer (Weapon) At-Will
Attack: Melee 1 (one creature); +17 vs. AC
Hit: 2d8 + 11 damage.

Effect (Rune of Conquest): The target falls prone.
Effect (Rune of Resistance): Olek or an ally adjacent to the target gains a +2 power bonus to all defenses until the end of Olek's next turn.

Runic Seal (Radiant, Weapon) At-Will
Attack: Ranged 5 (one creature); +17 vs. AC
Hit: 1d10 + 11 radiant damage, and the target is immobilized (save ends).

Effect (Rune of Conquest): Each enemy adjacent to the target takes 8 radiant damage.
Effect (Rune of Resistance): One ally adjacent to the target gains 10 temporary hit points.

Rune of Command's Blessing (Charm) Encounter
Requirement: Olek must be bloodied.
Attack: Close burst 1 (enemies in the burst); +15 vs. Will
Hit: Olek dominates the target until the end of his next turn.

Effect (Rune of Conquest): Olek gains a +2 power bonus to attack rolls until the end of his next turn.
Effect (Rune of Resistance): Any target the attack misses is weakened until the end of Olek's next turn.

Minor Actions
Runic Duality At-Will 1/round
Effect: Olek takes a second standard action. He must use an attack power.
Religion +13

Dwarf Thug Medium natural humanoid

Level 13 Minion XP 200

Initiative +10 Senses Perception +10; low-light vision

HP 1; a missed attack never damages a minion.

AC 25; Fortitude 25, Reflex 23, Will 23

Saving Throws +5 against poison effects

Speed 5

Warhammer (standard, at-will) Weapon

+20 vs AC; 9 damage.

Crossbow (standard, at-will) Weapon

Ranged 15/30; +20 vs AC; 9 damage.

Aimed Shot

A dwarf thug gains a +2 bonus to attack rolls and deals an extra 3 damage with ranged attacks against creatures that don't have cover.

Combined Fire

Dwarf thugs can make a combined ranged attack against a single target. For each dwarf thug participating in a combined attack, increase the attack roll by 1 and the damage by 1.

Athletics +17, Endurance +14, Stealth +15

Dwarf War Chief Medium natural humanoid

Level 6 Elite Soldier XP 500

HP 144; Bloodied 72 Initiative +7

AC 22, Fortitude 19, Reflex 17, Will 18 Perception+6

Speed 5 Low-light vision

Saving Throws +2 (+7 against poison effects); Action Points 1

Traits

Stand the Ground

Whenever the war chief is pulled, pushed, or slid, it can move 1 square less than the effect specifies.

Steady-Footed

The war chief can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Greatclub (Weapon) At-Will

Attack: Melee 1 (one creature); +10 vs. AC

Hit: 2d8 + 5 damage, and the war chief gains 5 temporary hit points.

Spinning Club (Weapon) Recharge 6

Attack: Close burst 1 (enemies in the burst); +8 vs. Reflex

Hit: 3d8 + 5 damage. If the war chief hits a target marked by it, each enemy in the burst is immobilized until the start of the war chiefs next turn.

Minor Actions

Battlefield Focus Recharge when the marked enemy or enemies drop to 0 hit points or fewer

Effect: The war chief marks one or two enemies it can see within 10 squares of it until the end of the encounter.

Triggered Actions

Brutal Club (Weapon) At-Will

Trigger: An enemy adjacent to the war chief and marked by it moves, shifts, or makes an attack.

Attack (Immediate Interrupt): Melee 1 (the triggering enemy); +10 vs. AC

Hit: 2d8 + 5 damage, the target is immobilized until the start of the war chiefs next turn, and the war chief gains 5 temporary hit points.

Dungeoneering +11, Endurance +11, Intimidate +10

Oath Wight Medium natural humanoid, dwarf (undead)
Level 14 Elite Controller XP 2000
HP 280; Bloodied 140 **Initiative** +11
AC 27, **Fortitude** 25, **Reflex** 24, **Will** 26 Perception+7
Speed 6 Darkvision
Immune disease, poison; **Resist** 10 necrotic; Vulnerable 10 radiant
Saving Throws +2; **Action Points** 1
Traits
[aura] **Inevitable Failure Aura 2**
Enemies within the aura that arent **dominated** by the wight take a -2 penalty to attack rolls, skill checks, and ability checks.

Standard Actions

Rotting Touch (Necrotic) At-Will
Attack: Melee 1 (one creature); +17 vs. Fortitude
Hit: 3d10 + 6 necrotic damage, and the target cannot regain hit points until the end of the wights next turn.
Frustration's Fury (Charm, Psychic) Recharge when the wight uses promised return
Attack: **Close** burst 5 (two enemies in the burst); +16 vs. Will

Hit: 3d10 + 6 psychic damage, and the target uses a **free** action to make an at-will attack of the wights choice, which can include a charge, against a creature of the wights choice. If the targets attack misses, the target of frustrations fury is **dominated** (save ends).

Miss: Half damage, and the target is **dazed** until the end of the wights next turn.

Minor Actions

Accursed Gaze (Charm) At-Will 1/round
Requirement: The wight must be bloodied.
Attack: **Ranged** 5 (one creature); +18 vs. Will
Hit: The target is **dominated** until the end of the wights next turn.

Triggered Actions

Oath's Agony (Necrotic) At-Will
Trigger: An enemy within 2 squares of the wight takes damage.
Attack (Immediate Reaction): **Close** burst 2 (the triggering enemy); +18 vs. Will
Hit: 4d6 + 6 necrotic damage, and the target is **dazed** until the end of the wights next turn.
Promised Return (Healing) Encounter
Trigger: The wight drops to 0 hit points.
Effect (No Action): The wight is **removed** from play until the start of its next turn. The wight then appears with full hit points in an unoccupied square within 5 squares of its last location.

Slystone Dwarf Ruffian Small fey humanoid
Level 10 Soldier XP 500
Initiative +12 **Senses** Perception +5; low-light vision
HP 104; Bloodied 52
AC 26; **Fortitude** 23, **Reflex** 22, **Will** 21
Speed 6

Hammer (standard, at-will) Weapon

+17 vs AC; 2d6+5 damage, and the target is marked until the end of the slystone ruffian's next turn.

Mighty Strike (standard, recharge 56) Weapon

+17 vs AC; 3d8+5 damage, and the target is pushed 3 squares. The slystone dwarf ruffian can use this power as part of a charge.

Mad Dash

When the slystone dwarf ruffian makes a charge attack, the enemy is knocked **prone** on a hit, in addition to any other effects of the attack.

Athletics +14

Duggin Medium natural humanoid, dwarf
Level 5 Leader XP 10

HP 47; Bloodied 23 **Healing Surges** 9 **Initiative** +2
AC 22, **Fortitude** 18, **Reflex** 16, **Will** 20 Perception+4
Speed 5 Low-light vision
Traits

Stand Your Ground

Forced **movement** from a pull, push, or slide effect moves Duggin 1 square less than the effect specifies. When an attack would knock Duggin prone, he can roll a saving to avoid falling prone.

Standard Actions

Warhammer (Weapon) At-Will
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d8 + 10 damage.

Triggered Actions

Battle Exhortation Encounter

Trigger: An ally within 10 squares of Duggin misses with an attack.
Effect (Immediate Interrupt): The triggering ally rerolls the attack and gains a +2 bonus to the attack roll. In addition, an ally within 10 squares of Duggin can spend a healing surge.

Dwarreg Medium natural humanoid , dwarf
Level 10 Elite Controller XP 1000
Initiative +5 Senses Perception +9; low-light vision
HP 208; Bloodied 104
AC 26; Fortitude 24, Reflex 21, Will 22
Saving Throws +2, +5 against poison
Speed 5

Action Points 1

Warhammer (standard, at-will) Weapon

+15 vs AC; 1d10 +5 damage.

Knockout (standard; usable while wielding a warhammer, recharge 56) Weapon

+15 vs Fortitude; 2d10+ 10 and the target is dazed (save ends).

Sticky Concoction (minor 1/round, at-will)

Close blast 3; +14 vs Reflex; target is immobilized and grants combat advantage to any enemy (save ends both).

Stand Your Ground (standard; at-will)

When an effect forces a Dwarfreg to movethrough a push, a pull, or a slidethe dwarf moves 1 square less than the effect specifies. When an attack would knock Dwarfreg prone, Dwarfreg can roll a saving throw to avoid falling prone.

Sudden Daze (when first bloodied; encounter) Weapon

Dwarfregs knockout power recharges and he can use it immediately.

Dungeoneering +16, Endurance +15

Dwarf Caravan Master Medium natural humanoid , dwarf

Level 2 Skirmisher (Leader) XP 125

Initiative +3 Senses Perception +2; low-light vision

HP 38; Bloodied 19

AC 16; Fortitude 14, Reflex 14, Will 12

Speed 5

Greataxe (standard, at-will) Weapon

+7 vs AC; 1d12+3 damage (crit: 1d12 + 15 damage).

Mobile Strike (standard, at-will) Weapon

The dwarf caravan master can shift 1 square both before and after making this attack; +7 vs AC; 1d12+3 damage (crit: 1d12 + 15 damage).

Leaping Fury (standard, recharge when first bloodied) Weapon

The dwarf caravan master jumps up to his speed before making this attack, and this jump does not provoke opportunity attacks; +7 vs AC; 2d12+2 damage.

Caravan Driver (move; at-will)

Each dwarf ally within 5 squares can shift 2 squares.

Insight +7

Korbek Ghedin Medium natural humanoid , dwarf

Level 12 Elite Controller XP 1400

Initiative +7 Senses Perception +11; low-light vision, true-sight 2

HP 244; Bloodied 122 ; see also mind door

AC 26; Fortitude 23, Reflex 25, Will 24

Saving Throws +2

Speed 5

Action Points 1

Reverberating Waraxe (standard, at-will) Weapon

+17 vs AC; 1d12+4 damage, and Korbek pushes the target 2 squares. The target is dazed until the end of Korbeks next turn.

False Senses (standard, at-will) Illusion, Psychic

Ranged 10; +16 vs Will; 2d8+5 psychic damage, and the target is slowed (save ends).

Double Attack (standard, at-will)

Melee or Ranged; Korbek makes two basic attacks.

Bend Mind (standard, at-will) Charm, Psychic

Ranged 10; +16 vs Will; 2d8+5 psychic damage, and the target is dominated (save ends). Korbek can dominate only one creature at a time.

Hostile Empathy (immediate reaction, when korbek is hit by an attack, recharge 56) Charm

Close burst 5; targets one enemy; +16 vs Will; the target takes 1d8 + 5 damage of the same type Korbek took, and the target shares any conditions the attack imposes on Korbek (save ends). While this condition sharing lasts, if a shared condition ends for the target, that condition also ends for Korbek.

Mind Door (immediate reaction, when an attack hits korbek; recharges when first bloodied) Teleportation

Korbek teleports 8 squares, and the triggering attack grants combat advantage to Korbek until the end of his next turn.

Ultrasenses

A creature that has combat advantage against Korbek gains no attack bonus from the combat advantage.

Stand Your Ground

Korbek can move 1 fewer square than a forced movement attack specifies. He can make a saving throw to avoid being knocked prone.

Imre Levalle Medium natural humanoid, dwarf
Level 9 Elite Soldier XP 800
Initiative +10 Senses Perception +11; low-light vision
HP 190; Bloodied 95
AC 25; Fortitude 21, Reflex 22, Will 20
Saving Throws +2
Speed 5 see also dwarven pursuit

Action Points 1

Battleaxe (standard, at-will) Poison, Weapon

+16 vs AC; 1d10+6 damage, and the target is marked and slowed (save ends both). First Failed Saving Throw: Ongoing 5 poison damage, and the target is slowed (save ends both).

Throwing Hammer (standard, at-will) Weapon

Melee or ranged 5/10; +16 vs AC; 2d6+3 damage, and the target is knocked prone.

Dwarven Tempest Footwork (standard, at-will) Weapon

Imre makes a melee attack with his axe and another with his throwing hammer. After the attacks, any target hit at least once slides 1 square

Parrying Counterstrike (opportunity, when an enemy marked by imre leaves a square adjacent to him or makes an attack that doesn't include him, at-will) Weapon

Imre makes a battleaxe attack against the triggering enemy.

Dwarven Pursuit (move; at-will)

Imre can shift 2 squares, but he must end this movement adjacent to an enemy.

Stand Your Ground

When an effect forces a dwarf to move through a pull, a push, or a slide the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.

Bluff +9, Dungeoneering +11, History +10, Insight +10, Thievery +13

Description: Imre is a trustee of the Wayfinder Foundation, and the foundation's Curator of Acquisitions. A vocal advocate for exploration and research, he works to obtain items and knowledge for the foundation. He then catalogs and stores items, and he circulates what he learns.

Unfortunately, Imre is also a double agent for the infamous Aurum as part of its Gold Concord. He works inside the foundation to exploit it for Aurum gain and to make sure he has influence, preferably ultimate influence, when Lord Boroman irDayne dies. That's an eventuality Imre is also working hard to ensure, and he has a number of other trustees on his side.

Imre embezzles, steals relics and replaces them with copies, and covertly obstructs the Aurum's competition. He uses the auspices of his office to arrange expeditions that benefit the Aurum and to arrange foundation memberships for his agents. He also takes bribes to arrange memberships, but he's very careful to work through intermediaries in that racket.

Dwarf Hammerer Medium natural humanoid
Level 5 Soldier XP 200
Initiative +4 Senses Perception +4; low-light vision
HP 64; Bloodied 32
AC 23; Fortitude 18, Reflex 15, Will 17
Saving Throws +5 against poison effects
Speed 5

Warhammer (standard, at-will) Weapon

+11 vs AC; 1d10+3 damage.

Shield Bash (minor, recharge 56)

+9 vs Fortitude; 2d6+3 damage, and the target is knocked prone or pushed 1 square (dwarf hammerer's choice).

Throwing Hammer (standard, at-will) Weapon

Range 5/10; +10 vs AC; 1d6+3 damage.

Stubborn (immediate interrupt, when an enemy tries to push it or knock it prone)

The dwarf hammerer makes a melee basic attack against the enemy.

Stand Your Ground

When an effect forces a dwarf to move through a push, a pull, or a slide the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf gains an immediate saving throw to avoid falling prone.

Dungeoneering +11, Endurance +5

Dwarf Thug Medium natural humanoid

Level 13 Minion XP 200

Initiative +10 Senses Perception +10; low-light vision
HP 1; a missed attack never damages a minion.
AC 25; Fortitude 25, Reflex 23, Will 23
Saving Throws +5 against poison effects
Speed 5

Warhammer (standard, at-will) Weapon

+20 vs AC; 9 damage.

Crossbow (standard, at-will) Weapon

Ranged 15/30; +20 vs AC; 9 damage.

Aimed Shot

A dwarf thug gains a +2 bonus to attack rolls and deals an extra 3 damage with ranged attacks against creatures that don't have cover.

Combined Fire

Dwarf thugs can make a combined ranged attack against a single target. For each dwarf thug participating in a combined attack, increase the attack roll by 1 and the damage by 1.

Athletics +17, Endurance +14, Stealth +15

Adrik Bronzeknuckle Medium natural humanoid , dwarf
Level 7 Skirmisher XP 300
Initiative +10 Senses Perception +5; low-light vision
HP 81; Bloodied 40
AC 21; Fortitude 19, Reflex 21, Will 18
Saving Throws +5 against poison
Speed 5

Dagger (standard, at-will) Weapon
+12 vs AC; 2d4+5 damage.

Dagger (standard, at-will) Weapon
Ranged 5/10; +12 vs AC; 2d4+5 damage.

Murderous Slice (standard, recharge 56) Weapon
+10 vs Reflex; 2d4+5 damage and the target takes ongoing 5 damage (save ends).

Slippery Dodge (move; recharges when adrik starts his turn adjacent to more than one enemy)

Adrik ends any mark condition affecting him and then shifts 3 squares.

Combat Advantage
Adrik deals 1d6 extra damage against any target he has combat advantage against.

Stand Your Ground
When an effect forces a dwarf to movethrough a pull, a push, or a slide the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.

Acrobatics +13, Intimidate +10, Thievery +13
Description: The youngest of the Bronzeknuckle brothers, the cold and distant Adrik loves to bring pain to those weaker than him. He sees himself as a craftsman or artist, but in reality he is nothing more than a psychopath with morbid compulsions.

Clad in stylishly cut black leathers, Adrik is meticulous in his appearance and hygiene. He shaves his head with ritualistic zeal each morning, and braids his beard and decorates it with gems. Each finger is adorned with a gem-studded ring, which he places in a very specific order based on his own twisted logic.

When crossed or his sick needs are denied, Adrik can fly into a rage that only a stern look or word from Obmi can calm.

Dwarf Caravan Master Medium natural humanoid , dwarf
Level 2 Skirmisher (Leader) XP 125
Initiative +3 Senses Perception +2; low-light vision
HP 38; Bloodied 19
AC 16; Fortitude 14, Reflex 14, Will 12
Speed 5

Greataxe (standard, at-will) Weapon
+7 vs AC; 1d12+3 damage (crit: 1d12 + 15 damage).

Mobile Strike (standard, at-will) Weapon
The dwarf caravan master can shift 1 square both before and after making this attack; +7 vs AC; 1d12+3 damage (crit: 1d12 + 15 damage).

Leaping Fury (standard, recharge when first bloodied) Weapon

The dwarf caravan master jumps up to his speed before making this attack, and this jump does not provoke opportunity attacks; +7 vs AC; 2d12+2 damage.

Caravan Driver (move; at-will)
Each dwarf ally within 5 squares can shift 2 squares.
Insight +7

Zark the Dwarf Medium natural humanoid
Level 4 Artillery XP 175
Initiative +5 Senses Perception +8; low-light vision
HP 46; Bloodied 23
AC 17; Fortitude 16, Reflex 16, Will 14
Saving Throws +5 against poison
Speed 6

Warhammer (standard, at-will) Weapon
+8 vs AC; 1d10+2 damage.

Crossbow (standard, at-will) Weapon
Ranged 15/30; +10 vs AC; 1d8+3 damage.

Aimed Shot
Zark gains a +2 bonus to attack rolls and deals an extra 1d6 damage with ranged attacks against creatures that don't have cover.

Stand Your Ground (standard; encounter)
When an effect forces Zark to movethrough a push, a pull, or a slide he moves 1 square less than the effect specifies. When an attack would knock Zark prone, the dwarf gains an immediate saving throw to avoid falling prone.
Bluff +7, Dungeoneering +10, Endurance +7

Fist of the Stone Tyrant Medium natural humanoid, dwarf

Level 9 Soldier (Leader) XP 400

HP 98; Bloodied 49 Initiative +6

AC 25, Fortitude 23, Reflex 18, Will 21 Perception+7

Speed 5 (earth walk) Low-light vision

Traits

[aura] Rotting Earth Aura 1

Any enemy that starts its turn within the aura is **slowed** until the start of its next turn.

[aura] Stone Tyrant's Boon Aura 1

Allies within the aura gain a +2 power bonus to AC and Fortitude.

Stand the Ground

Whenever the fist of the Stone Tyrant is pulled, pushed, or slid, it can **move** 1 square less than the effect specifies.

Standard Actions

War Pick (Weapon) At-Will

Attack: Melee 1 (one creature); +14 vs. AC

Hit: 2d8 + 7 damage, and the target is marked until the end of the fists next turn.

Triggered Actions

Stone Tyrants Grasp (Necrotic) At-Will

Trigger: An enemy marked by the fist leaves the rotting earth aura.

Effect (Immediate Reaction): The fist shifts 1 square and makes the following attack.

Attack: Melee 1 (the triggering enemy); +16 vs. AC

Hit: 1d8 + 5 damage plus 5 necrotic damage, and the target is immobilized until the end of the fists next turn.

Steady Footed At-Will

Trigger: An effect knocks the fist prone.

Effect (No Action): The fist makes a saving throw. If the fist saves, it remains standing.

Goran Steelgate Medium immortal humanoid, dwarf (exalted)

Level 27 Elite Soldier (Leader) XP 22000

Initiative +21 Senses Perception +21

Cooperative Tactics aura 5; allies within the aura deal 10 extra damage when attacking a target they are flanking and gain a +2 bonus to all defenses when adjacent to another ally.

HP 572; Bloodied 286

AC 45; Fortitude 45, Reflex 39, Will 43

Resist 10 fire, 10 radiant

Saving Throws +2

Speed 6

Action Points 1

Warhammer (standard, at-will) Weapon

+34 vs AC; 3d8+9 damage, and the target is marked until the end of Gorans next turn.

Shield Bash (standard, at-will) Weapon

+32 vs Fortitude; 2d6+9 damage, and the target is knocked prone and dazed (save ends).

Hammer and Anvil (standard, at-will) Weapon

Goran makes a warhammer attack and a shield bash attack.

Crucible of Forging (standard, recharge 56) Fire, Weapon

+32 vs Reflex; 4d10+9 fire damage, and the target takes ongoing 15 fire damage and takes a -5 penalty to AC (save ends both).

Judgment of Thunder (standard, recharges when first bloodied) Fear, Thunder

Close burst 5; targets enemies; +32 vs Fortitude; 4d10+9 thunder damage, and the target takes a -2 penalty to attack rolls (save ends).

Second Wind (minor; encounter) Healing

Goran regains 118 hit points and gains a +2 bonus to all defenses until the end of his next turn.

Athletics +27, Insight +17

Dwarf Buccaneer Medium natural humanoid
Level 14 Skirmisher XP 1000
Initiative +15 Senses Perception +9; low-light vision
HP 139; Bloodied 69
AC 28; Fortitude 27, Reflex 27, Will 23
Saving Throws +5 against poison effects
Speed 6

Cutlass (standard, at-will) Weapon
+19 vs AC; 2d8+6 damage (crit 22 + 2d8).

Stalwart Shift (move; at-will)
The dwarf buccaneer shifts 1 square and one dwarf ally within 5 can also shift one square.

Nerves of Steel (minor; encounter)
The dwarf buccaneer makes a saving throw against one effect that a save can end.

Stand Your Ground
When an effect forces a dwarf to move, the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.
Athletics +18, Dungeoneering +11, Endurance +18, Intimidate +12

Dwarreg Medium natural humanoid, dwarf
Level 10 Elite Controller XP 1000
Initiative +5 Senses Perception +9; low-light vision
HP 208; Bloodied 104
AC 26; Fortitude 24, Reflex 21, Will 22
Saving Throws +2, +5 against poison
Speed 5

Action Points 1
Warhammer (standard, at-will) Weapon
+15 vs AC; 1d10 +5 damage.

Knockout (standard; usable while wielding a warhammer, recharge 56) Weapon
+15 vs Fortitude; 2d10+ 10 and the target is dazed (save ends).

Sticky Concoction (minor 1/round, at-will)
Close blast 3; +14 vs Reflex; target is immobilized and grants combat advantage to any enemy (save ends both).

Stand Your Ground (standard; at-will)
When an effect forces a Dwarreg to move through a push, a pull, or a slide the dwarf moves 1 square less than the effect specifies. When an attack would knock Dwarreg prone, Dwarreg can roll a saving throw to avoid falling prone.
Sudden Daze (when first bloodied; encounter) Weapon
Dwarregs knockout power recharges and he can use it immediately.
Dungeoneering +16, Endurance +15

Uluuun Medium natural humanoid, dwarf
Level 8 Soldier XP 350
HP 89; Bloodied 44 Initiative +6
AC 24, Fortitude 22, Reflex 18, Will 22 Perception+6
Speed 5 Low-light vision
Saving Throws +5 against poison effects
Traits

Stand the Ground
Whenever Uluuun is pulled, pushed, or slid, he can move 1 square less than the effect specifies.

Steady-Footed
Uluuun can make a saving throw to avoid falling prone.

Standard Actions
Dagger (Weapon) At-Will
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 4d4 + 6 damage.
Effect: The target is marked until the end of Uluuuns next turn.

Hamstring (Weapon) At-Will
Attack: Melee 1 (one creature); +11 vs. Fortitude
Hit: 2d8 + 7 damage. Until the end of Uluuuns next turn, the target falls prone if it moves more than half its speed as part of a move action.

Minor Actions
Hurled Cane (Weapon) Encounter
Attack: Ranged 5 (one creature); +11 vs. Reflex
Hit: The target falls prone and is immobilized until the end of Uluuuns next turn.

Triggered Actions
Stay Put At-Will
Trigger: An enemy marked by Uluuun shifts away from a square that is adjacent to Uluuun.
Effect (Immediate Interrupt): Uluuun uses hamstring against the triggering enemy.
Bluff +13, Heal +11, Insight +11, Intimidate +13

Duggin Medium natural humanoid, dwarf
Level 5 Leader XP 10
HP 47; Bloodied 23 Healing Surges 9 Initiative +2
AC 22, Fortitude 18, Reflex 16, Will 20 Perception+4
Speed 5 Low-light vision
Traits

Stand Your Ground
Forced movement from a pull, push, or slide effect moves Duggin 1 square less than the effect specifies. When an attack would knock Duggin prone, he can roll a saving throw to avoid falling prone.

Standard Actions
Warhammer (Weapon) At-Will
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d8 + 10 damage.

Triggered Actions
Battle Exhortation Encounter
Trigger: An ally within 10 squares of Duggin misses with an attack.
Effect (Immediate Interrupt): The triggering ally rerolls the attack and gains a +2 bonus to the attack roll. In addition, an ally within 10 squares of Duggin can spend a healing surge.

Dwarf Sunpriest Medium natural humanoid
Level 5 Artillery (Leader) XP 200
HP 52; Bloodied 26 Initiative +3
AC 18, Fortitude 17, Reflex 16, Will 18 Perception+11
Speed 5 Low-light vision
Saving Throws +5 against poison effects

Traits

Stand the Ground

Whenever the sunpriest is pulled, pushed, or slid, it can move 1 square less than the effect specifies.

Steady-Footed

The sunpriest can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Burning Mace (Fire, Weapon) At-Will

Attack: Melee 1 (one creature); +10 vs. AC

Hit: 1d8 + 5 fire damage.

Bright Ray (Implement, Radiant) At-Will

Attack: Ranged 10 (one creature); +10 vs. Reflex

Hit: 1d10 + 8 radiant damage, and the target takes a -2 penalty to attack rolls until the start of the sunpriests next turn.

Sun Blessing (Fire, Healing) Encounter

Effect: One ally within 5 squares of the sunpriest regains 10 hit points. Until the end of the sunpriests next turn, that ally deals 5 extra fire damage with its melee attacks, and any enemy that hits that ally with a melee attack takes 5 fire damage.

Dungeoneering +11, Endurance +11, Religion +9

Dwarf Dark Arcanist Medium natural humanoid
Level 14 Artillery XP 1000

Initiative +6 Senses Perception +9; low-light vision

HP 104; Bloodied 52

AC 26; Fortitude 23, Reflex 28, Will 26

Saving Throws +5 against poison effects

Speed 6

Unarmed Attack (standard, at-will)

+17 vs AC; 1d4+6 damage.

Necrotic Ray (standard, at-will) Necrotic

Ranged 10; +19 vs Fortitude; 1d10+4 necrotic damage, and ongoing 5 necrotic (save ends).

Dark Flames (standard, at-will) Fire, Necrotic

Area burst 1 within 10; targets enemies; +18 vs Reflex; 1d10+6 fire and necrotic damage.

Arcane Leech

When the dark arcanist is hit by an Arcane attack, his next ranged or area attack deals an extra 1d10 damage.

Stand Your Ground

When an effect forces a dwarf to move, the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.

Arcana +19, Dungeoneering +11, Endurance +11

Dwarf Caravan Guard Medium natural humanoid, dwarf
Level 1 Soldier XP 100

Initiative +3 Senses Perception +6; low-light vision

HP 32; Bloodied 16

AC 17; Fortitude 15, Reflex 13, Will 12

Speed 5

Warhammer (standard, at-will) Weapon

+8 vs AC; 1d10+3 damage.

Shield Bash (opportunity, when an enemy makes an attack against the dwarfs focused guard power, at-will)

+6 vs Fortitude; 1d6+3 damage, and the target takes a -3 penalty to the triggering attack.

Skullcracker (standard, encounter) Weapon

+8 vs AC; 2d10+3 damage. Miss: Half damage.

Focused Guard (free 1/round; at-will)

Targets one adjacent ally. Until the end of the encounter or until the dwarf caravan guard uses this power again, if the target starts its turn adjacent to the dwarf caravan guard the target gains 4 temporary hit points.

Duergar Cleric of Asmodeus Medium natural humanoid, dwarf (devil)

Level 7 Controller XP 300

Initiative +3 Senses Perception +7; darkvision

HP 82; Bloodied 41

AC 20; Fortitude 20, Reflex 19, Will 20

Immune illusion; Resist 10 fire, 10 poison

Speed 5

Morningstar (standard, at-will) Weapon

+12 vs AC; 1d10+5 damage.

Iron Bolt of Obedience (standard, at-will) Charm

Ranged 10; +11 vs Will; the target slides 3 squares and makes a melee or ranged basic attack against a target of the clerics choice with a +4 power bonus to the attack roll.

Demand Tribute (standard, encounter) Healing, Necrotic

Ranged 10; +11 vs Fortitude; 1d8+4 necrotic damage. Until the end of the encounter, whenever the target spends a healing surge or allows another creature to spend a healing surge, the cleric regains 10 hit points.

Tyrannical Judgment (immediate reaction, when an ally within 5 squares of the cleric misses with an attack, at-will)

Ranged 5; the ally takes 5 damage and rerolls the attack.

Wave of Despair (standard, encounter) Psychic

Close blast 5; +11 vs Will; 2d8+5 psychic damage. Allies in the blast gain 5 temporary hit points and a +2 power bonus to attack rolls until the end of the clerics next turn.

Arcana +11, Diplomacy +10, Religion +11

Dwarf Caravan Guard Medium natural humanoid, dwarf
Level 1 Soldier XP 100

Initiative +3 Senses Perception +6; low-light vision

HP 32; Bloodied 16

AC 17; Fortitude 15, Reflex 13, Will 12

Speed 5

Warhammer (standard, at-will) Weapon

+8 vs AC; 1d10+3 damage.

Shield Bash (opportunity, when an enemy makes an attack against the dwarfs focused guard power, at-will)

+6 vs Fortitude; 1d6+3 damage, and the target takes a -3 penalty to the triggering attack.

Skullcracker (standard, encounter) Weapon

+8 vs AC; 2d10+3 damage. Miss: Half damage.

Focused Guard (free 1/round; at-will)

Targets one adjacent ally. Until the end of the encounter or until the dwarf caravan guard uses this power again, if the target starts its turn adjacent to the dwarf caravan guard the target gains 4 temporary hit points.

Obmi Bronzeknuckle Medium natural humanoid, dwarf
Level 9 Elite Brute (Leader) XP 800

Initiative +6 Senses Perception +7; low-light vision

Bronzeknuckle's Largess aura 2; all enemies in the aura take a 2 penalty to attack dwarf allies in the aura, and allies in the aura gain a +2 bonus to saving throws

HP 238; Bloodied 119

AC 21; Fortitude 24, Reflex 19, Will 21

Saving Throws +2 (+7 against poison)

Speed 5

Action Points 1

Dagger (standard, at-will) Weapon

+12 vs AC; 2d4+4 damage.

Thundering Hammer (standard, at-will) Thunder, Weapon

Melee basic or normal ranged 5/10; +12 vs AC; 2d8+7 thunder damage, and the target is deafened (save ends) and pushed 2 squares.

Obmi's Double Attack (standard, at-will)

Obmi can make a dagger attack and a thundering hammer attack, each attack against a different enemy.

Obmi's Wrath (immediate reaction, when an adjacent enemy makes an attack that does not include obmi; at-will)

Obmi makes a thundering hammer attack against the target.

Faster Than He Looks (minor; encounter)

Obmi shifts his speed.

Stand Your Ground

When an effect forces a dwarf to movethrough a push, a pull, or a slidethe dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.

Bluff +11, Insight +12, Streetwise +11

Description: Tough as a mountain, canny as a fox, and possessing a sadistic cruelty usually reserved for duergar, Obmi is the eldest, as well as the mind and heart of the Bronzeknuckle brothers.

Though his red hair is going gray at the temples and at his beard just under the lip, Obmi is spry and sharp. Though always smiling (even when twisting arms and breaking bones) and often charming, the dwarf's gray eyes are hard and cold, hinting at his true nature.

Obmi carries himself like a dwarven lord, and when he is in a foul mood he makes those around him address him as such, even his brothers. The title and whatever story of noble heritage he entertains in his sick mind is a delusion on Obmi's part. Truth be told, the Bronzeknuckle family is as lowborn as a dwarven clan can be.

Duggin Medium natural humanoid, dwarf

Level 5 Leader XP 10

HP 47; Bloodied 23 Healing Surges 9 Initiative +2

AC 22, Fortitude 18, Reflex 16, Will 20 Perception+4

Speed 5 Low-light vision

Traits

Stand Your Ground

Forced movement from a pull, push, or slide effect moves Duggin 1 square less than the effect specifies. When an attack would knock Duggin prone, he can roll a saving to avoid falling prone.

Standard Actions

Warhammer (Weapon) At-Will

Attack: Melee 1 (one creature); +10 vs. AC

Hit: 1d8 + 10 damage.

Triggered Actions

Battle Exhortation Encounter

Trigger: An ally within 10 squares of Duggin misses with an attack.

Effect (Immediate Interrupt): The triggering ally rerolls the attack and gains a +2 bonus to the attack roll. In addition, an ally within 10 squares of Duggin can spend a healing surge.

Dwarf Buccaneer Medium natural humanoid

Level 14 Skirmisher XP 1000

Initiative +15 Senses Perception +9; low-light vision

HP 139; Bloodied 69

AC 28; Fortitude 27, Reflex 27, Will 23

Saving Throws +5 against poison effects

Speed 6

Cutlass (standard, at-will) Weapon

+19 vs AC; 2d8+6 damage (crit 22 + 2d8).

Stalwart Shift (move; at-will)

The dwarf buccaneer shifts 1 square and one dwarf ally within 5 can also shift one square.

Nerves of Steel (minor; encounter)

The dwarf buccaneer makes a saving throw against one effect that a save can end.

Stand Your Ground

When an effect forces a dwarf to move, the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.

Athletics +18, Dungeoneering +11, Endurance +18, Intimidate +12