

Dwarf Regnant	Level 14 Controller
XP 1000	Medium natural humanoid
Initiative +10 Senses Perception +9 Steel Cyclone (Weapon) Aura 2; an enemy that starts its turn in the aura takes 6 damage HP 138; Bloodied 69 AC 27; Fortitude 25, Reflex 25, Will 25 Speed 5	
Spiked Chain (standard; at-will) Weapon	
Reach 2; +20 vs. AC; 1d10 + 6 damage and slide target 1 square and target is slowed until the end of dwarf regnant's next turn.	
Moving Strike (standard; at-will) Weapon	
Reach 2; +20 vs. AC; 1d10 + 6 damage and slide target 2 squares and target is knocked prone.	
Whirlwind (standard; recharge) Weapon	
Close burst 2; +17 vs. AC; 2d10 + 5 damage and push target 2 squares	
Threatening Reach	
The dwarf regnant can make opportunity attacks against all enemies within its reach (2 squares).	
Opportunistic	
Opportunity attacks deal +1d6 damage. Targets hit by an opportunity attack suffer a -2 penalty to attacks until the end of their next turn.	
Stand Your Ground	
Dwarves move 1 less square when pushed, pull, or slid; when knocked prone, make an immediate save to remain standing.	
Alignment Unaligned Languages Common, Dwarven Skills Athletics +16, Intimidate +12 Str 19 (+11) Dex 16 (+10) Wis 15 (+9) Con 18 (+11) Int 12 (+8) Cha 11 (+7) Equipment Spiked Chain	
Created by Katerys (Enworld) for Kenneth White	

Dwarf Regnant	Level 5 Solo Controller
XP 1000	Medium natural humanoid
Initiative +4 Senses Perception +4 Steel Cyclone (Weapon) Aura 2; an enemy that starts its turn in the aura takes 3 damage HP 330; Bloodied 165 AC 20; Fortitude 18, Reflex 18, Will 18 Speed 5 Saving Throws +5 Action Points 2	
Spiked Chain (standard; at-will) Weapon	
Reach 2; +12 vs. AC; 1d10 + 3 damage and slide target 1 square and target is slowed until the end of dwarf regnant's next turn.	
Moving Strike (standard; at-will) Weapon	
Reach 2; +12 vs. AC; 1d10 + 3 damage and slide target 2 squares and target is knocked prone. If target ends adjacent to another enemy, make a secondary attack against that enemy. Secondary: +12 vs. AC; 3 damage and target is knocked prone.	
Whirlwind (standard; recharge) Weapon	
Close burst 2; +12 vs. AC; 1d10 + 3 damage and push target 2 squares and target is knocked prone.	
Turnabout (immediate reaction, when hit by a melee attack; at-will) Weapon	
Make a spiked chain attack against the attacker. The dwarf regnant may shift 1 square before or after making this attack.	
Threatening Reach	
The dwarf regnant can make opportunity attacks against all enemies within its reach (2 squares).	
Opportunistic	
Opportunity attacks deal +1d6 damage. Targets hit by an opportunity attack suffer a -2 penalty to attacks until the end of their next turn.	
Stand Your Ground	
Dwarves move 1 less square when pushed, pull, or slid; when knocked prone, make an immediate save to remain standing.	
Alignment Unaligned Languages Common, Dwarven Skills Athletics +10, Intimidate +7 Str 17 (+5) Dex 15 (+4) Wis 14 (+4) Con 18 (+6) Int 12 (+3) Cha 11 (+2) Equipment Spiked Chain	
Created by Katerys (Enworld) for Kenneth White	

Dwarf Regnant

Level 10 Elite Controller

XP 1000

Medium natural humanoid

Initiative +7

Senses Perception +7

Steel Cyclone (Weapon) Aura 2; an enemy that starts its turn in the aura takes 5 damage

HP 212; Bloodied 106

AC 24; Fortitude 22, Reflex 22, Will 22

Speed 5

Action Points 1

⬇️ **Spiked Chain** (standard; at-will) ☼ **Weapon**

Reach 2; +17 vs. AC; 1d10 + 5 damage and slide target 1 square and target is slowed until the end of dwarf regnant's next turn.

⬇️ **Moving Strike** (standard; at-will) ☼ **Weapon**

Reach 2; +17 vs. AC; 1d10 + 5 damage and slide target 2 squares and target is knocked prone. If target ends adjacent to another enemy, make a secondary attack against that enemy. Secondary: +17 vs. AC; 5 damage and target is knocked prone.

⬅️ **Whirlwind** (standard; recharge 2) ☼ **Weapon**

Close burst 2; +17 vs. AC; 2d10 + 5 damage and push target 2 squares

Threatening Reach

The dwarf regnant can make opportunity attacks against all enemies within its reach (2 squares).

Opportunistic

Opportunity attacks deal +1d6 damage. Targets hit by an opportunity attack suffer a -2 penalty to attacks until the end of their next turn.

Stand Your Ground

Dwarves move 1 less square when pushed, pull, or slid; when knocked prone, make an immediate save to remain standing.

Alignment Unaligned **Languages** Common, Dwarven

Skills Athletics +14, Intimidate +10

Str 18 (+9) **Dex** 15 (+7) **Wis** 15 (+7)

Con 18 (+9) **Int** 12 (+6) **Cha** 11 (+5)

Equipment Spiked Chain

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