

MORN FROSTSILVER

Male Dwarf Cleric of Moradin

Level 4

Lawful Good

After he and his friends defeated a band of marauding orcs in their lair, Morn Frostsilver discovered an ancient map that had somehow ended up in a secret compartment in a chest that his brother Durven smashed. To Morn's surprise and delight, it showed the location of his long-lost clan-home. Centuries ago, the Frostsilver clan abandoned it after a plague struck, and its location had been forgotten. Now with this map, Morn and his friends have a chance of finding it, and perhaps the far-flung branches of the Frostsilver clan can be convinced to return home.



Ability	Score	Modifier
Strength	16	+3
Dexterity	10	+0
Constitution	16	+3
Intelligence	9	-1
Wisdom	14	+2
Charisma	10	+0

Initiative	+0
Armor Class	19
Flat-Footed AC	19
Touch AC	10
Move	20 ft. (4 squares)
Hit Points	33 (4 HD)

Base Attack	+3
Melee Attack	+6
Grapple	+6
Ranged Attack	+3

Weapon	Attack Bonus	Damage	Critical Hit	Range/Special
+1 maul	+7	1d10+5	×3	—
Masterwork light crossbow	+4	1d8	×2	80 ft.

Saving Throws

Fort +7 (+9 poison, spells)
Ref +1 (+3 spells)
Will +6 (+8 spells)

Feats

Combat Casting
(+4 to cast defensively)

Skills

Concentration +10 (Con)
Knowledge (religion) +7 (Int)

Special Abilities

- Darkvision (see in the dark up to 60 feet)
- +1 on attacks against goblinoids
- Turn undead (3/day; check d20; damage 2d6+6)
- Spontaneous casting (exchange a prepared spell for healing magic)
- Stonecunning (automatically Search for unusual stonework)
- Stability (+4 vs. bull rush or trip)

2nd-Level Cleric Spells

Aid: Target gains +1 morale bonus on attack rolls and saves against fear as well as 1d8+1 additional hit points for 4 minutes

Hold Person: Paralyze one humanoid for 4 rounds (DC 15 Will negates)

Lesser Restoration: Heals 1d4 ability damage to one target

Sound Burst: 1d8 sonic damage

and 1-round stun

to all creatures in

2-square radius

(DC 15 Fortitude

negates stun)



1st-Level Cleric Spells

Bless: You and your allies gain a +1 morale bonus on attack rolls and saves against fear for 4 minutes

Divine Favor: You gain +1

bonus on attacks and a +1 bonus to damage for 1 minute

Magic Weapon: Touched weapon becomes magic and gains a +1

bonus on attacks and a +1 bonus to damage for 4 minutes

Protection from Evil: You or a touched ally gains a +2 deflection bonus to AC and a +2 bonus on saves against evil attacks for 4 minutes

Shield of Faith: You or a touched ally gains a +2 to deflection bonus to AC for 4 minutes

0-Level Cleric Spells

Detect Magic (×2): Detect spells and magic items within 60 feet

Guidance: Target gets a +1 bonus on one attack roll, save, or skill check

Light: Object touched shines like torch

Read Magic: Understand writing on scroll or spellbook

Magic Items

+1 maul, +1 full plate

Potion of cure light wounds (heals 1d8+1 hit points)

Equipment

Ancient map to Frostsilver, masterwork light crossbow (30 bolts)