

# DUNGEONS & DRAGONS

## ENCOUNTERS

### Urgar

DWARF WARLORDT / LEVEL 2/ UNALIGNED

"On my mark..... CHARGE!"

ABILITY SCORE MOD

STR	18	<b>+4</b>
CON	15	<b>+2</b>
DEX	8	<b>-1</b>
INT	10	<b>+0</b>
WIS	16	<b>+3</b>
CHA	11	<b>+0</b>

SPEED

5

INIT

+0

VISION  
Low light

LANGUAGES  
Common, Dwarven

EQUIPMENT

Scale Armor

+1 Dwarven Throwing Waraxe

Heavy Shield

Passive Insight 14

Passive Perception 19

### Skills

- 2 ACROBATICS
- +1 ARCANA
- +8 **ATHLETICS**
- +3 BLUFF
- +1 DIPLOMACY
- +11 **DUNGEONEERING**
- +10 **ENDURANCE**
- +4 HEAL
- +1 HISTORY
- +4 INSIGHT
- +1 INTIMIDATE
- +4 NATURE
- +9 **PERCEPTION**
- +1 RELIGION
- 2 STEALTH
- +1 STREETWISE
- 2 THIEVERY

Defenses

AC 20

FORT 16

REF 13

WILL 15

HIT POINTS  
(Bloodied 16)

33

Action  
Point

Second  
Wind

HEALING  
SURGES

value  
6

**Basic Attack** Standard/ Melee Weapon or Ranged Weapon 6 / At-Will

+8 vs. AC; 1d12 + 7 damage.

**Brash Assault** Standard / Melee Weapon / At-Will

+8 vs AC; 1d12+7 damage  
Effect: The enemy you attacked may make a melee basic attack against you with combat advantage as a free action. If it does so then one ally within 5 squares of you may make a basic attack against it with combat advantage as a free action

**Paint the Bullseye** Standard / Ranged Weapon 6 / At-Will

+8 vs AC; 1d12+3 damage. Until the start of your next turn, your allies gain a +3 power bonus to damage rolls against the target.

**Vengeance is Mine!** Immediate Reaction / Personal/ Encounter

Trigger: An enemy hits you  
Effect: You make a basic attack against the triggering enemy, and one ally within 5 squares of you can move his or her speed and make a melee basic attack against the triggering enemy as a free action.

**Dwarven Resilience** Minor / Personal/ Encounter

Effect: You use your second wind

**Shake it off** Minor / Ranged 5 / Encounter

Effect: The target may make a saving throw.

**Battlefront Leader** Free / Close Burst 5 / Encounter

Trigger: You roll initiative  
Effect: You or one ally in burst may shift half his or her speed as a free action

**Lamb to the Slaughter** Standard / Ranged 5 / Daily

+8 vs Will; You pull the target 5 squares and one, two, or three allies may charge it as a free action  
**Miss:** Regain use of this power

**Inspiring Word** Minor/Close Burst 5/ Encounter

Effect: You or one ally in burst can spend a healing surge and regain an extra 1d6 hitpoints.

**Special:** You may use this power twice per encounter but only once per round

## OTHER ABILITIES

**Cast Iron Stomach**  
You gain a +5 bonus to saving throws against poison

**Stand Your Ground**  
When an effect forces you to move—through a pull, a push, or a slide—you can move 1 square less than the effect specifies. This means an effect that normally pulls, pushes, or slides a target 1 square does not force you to move unless you want to. In addition, when an attack would knock you prone, you can make a saving throw to avoid falling prone.

**Bravura Presence**  
When an ally who can see you spends an action point to take an extra action and uses the action to make an attack, the ally can choose to take advantage of this feature before the attack roll. If the ally chooses to do so and the attack hits, the ally can either make a basic attack or take a move action after the attack as a free action. If the attack misses, the ally grants combat advantage to all enemies until the end of his or her next turn.

•Urgar is a leader, his abilities are based around improving the damage of his allies and granting them extra attacks. With his enchanted throwing ax he is equally deadly in both melee and at range, switching between the two as the situation dictates. His basic attack can be used either as a melee attack or a ranged attack with a distance of 6 squares. His presence improves his allies action points and he also has some healing abilities. He is a Bravura Warlord which means he is built to take risks in order to maximize the gain to his party. This manifests in two of his abilities, **Brash Assault** and **Bravura Presence**.

•**Bravura Presence** can double the effectiveness of an ally's action point if he uses it to make an attack. Be sure to remind your allies that if they hit they can either make a basic attack or take a move action for free. Of course also remind them that they will grant combat advantage if they miss. Combat advantage is a small price to pay for the chance of an extra attack so they should always be taking this gamble.

•**Brash Assault** is his best but most dangerous at-will power. If you are willing to take the risk of getting hit this is a way to grant free attacks to allies. Urgar is tough, with lots of healing surges, **Dwarven Resilience**, and high defenses. He is built to be able to afford to take the risk of getting hurt. In fact he may be too good at it, because of his high defenses enemies stop accepting the free attack if they miss or don't do much damage to him. If they stop taking the bait, or if you become too hurt, then it is time to move away and start using **Paint the Bulls-eye**.

•**Paint the Bulls-eye** is a ranged attack that is a potent buff for his allies. He gives up 4 damage on his attack in order to give all of his allies 3 extra damage if they attack the same creature. Once you use this encourage everyone to focus fire on the creature order to take full advantage of the boost.

•**Vengeance is Mine** can be used as either a ranged or melee attack depending on where the triggering enemy is with respect to you. If triggered during the enemy's turn you and your ally do not have to worry about opportunity attacks since