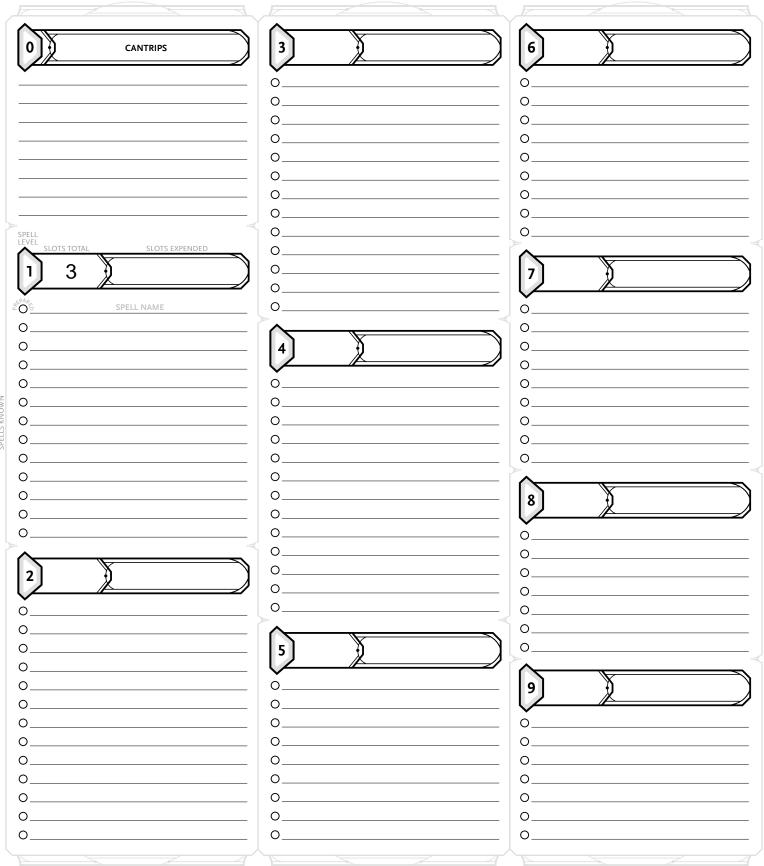


FEATURES & TRAITS

Common, Dwarvish

OTHER PROFICIENCIES & LANGUAGES





Spells and Incantations

Dain Torunn

Wild Shapes

Dain Torunn

Known Beasts

Crocodile, Giant eagle, Wolf

Wolf

Medium beast, unaligned

Armor Class		Hit Points		Speed
13		(2d8+2)		40
STR	D	EX	CON	1
12 (+1)	15	(+2)	12 (+	1)

Skills: Perception +3, Stealth +4
Senses: Passive Perception 13

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated. Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: $(2\mathrm{d}4+2)$ piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone