

6th-level Medium Humanoid, Chaotic Evil

Armor Class	Hit Points	Speed	Challenge	PB	
15 (unarmored defense), 16 while wielding a separate melee weapon in each hand	57 (6d12 + 18)	40 ft.	—	+3	
STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	10 (+0)

Saving Throws Str +6, Con +6

Skills Animal Handling +3, Athletics +6, Intimidation +3, Perception +3, Survival +3

Senses passive Perception 13

Languages Common, Abyssal

Danger Sense. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Dark Devotion. The creature has advantage on saving throws against being charmed or frightened.

Demolishing Might. Your melee weapon attacks deal an extra 1d8 damage to constructs, and deal double damage to objects and structures.

Feats. Dual Wielder, Slasher

Magic Item: Twin Bear Axe's. This two Axe's have Bear Heads on the Blade with blue magic gems as there eyes. The Handle is made out of Dark Oak with black leather strips wrapped around the lower end. The Blade always looks like as it is covered with a faint layer of ice.

The Axe's have the properties of a normal Handaxe with a 1w4 extra cold dmg.
Part of the Axe's is a Ring. It has the same bear head on top, with two little blue gems as eyes. If you have thrown one or both axe's, you can use your Bonus Action to activate the Ring and one or both (your decision) axe's will fly back into your Hands, if they are empty. If something is in the way of the axe, it will hit it instead, dealing the above damage.

Reckless Attack. First Attack on Turn. Advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Resolute Stance. At the start of your turn (no action required), you can assume a defensive stance that lasts until the start of your next turn. While in this stance, you can't be grappled, attack rolls against you have disadvantage, and your weapon attacks are made with disadvantage.

Spirit of the Mountain. You harness your fury to anchor your feet to the ground, becoming a bulwark of strength. While you are raging, you can't be knocked prone or moved along the ground against your will.

Tattoo of Undeath. If the Thorve drops to 0 hit points, the Tattoo activates and after 3 Rounds, he becomes a Knight of the Order. To prevent this revival, the Tattoo on Thorve's body must be destroyed. The Tattoo is invulnerable while Thorve has at least 1 hit point. The Tattoo is otherwise an object with 15 Hit Points, an AC of 15, and it is immune to poison and psychic damage.

ACTIONS

Extra Attack. You can attack twice, whenever you take the Attack action on your turn.

Twin Bear Axe's. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 2 (1d4) cold damage.

BONUS ACTIONS

Rage (4/long rest). While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll.
- You have resistance to bludgeoning, piercing, and slashing damage.

Can't cast or concentrate on spells

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Thunderous Blows. When you hit a creature with a melee attack while you're raging, you can push that creature up to 5 feet away from you in a direction of your choice. A creature that is Huge or larger makes a Strength saving throw with a DC of 14. On a success, the creature is not pushed.

Twin Bear Ring. If you have thrown one or both axe's, you can use your Bonus Action to activate the Ring and one or both (your decision) axe's will fly back into your Hands, if they are empty. If something is in the way of the axe, it will hit it instead, dealing the above damage.