

## STAT BLOCKS

DWARF MALICE	MALICE FEATURES
At the start of any dwarf's turn, you can spend malice to activate one of the following features.	
	<b>Breaching Charge</b> ♦ 3+ Malice A dwarf can destroy one adjacent object or square of wall for every 3 malice spent. Each enemy adjacent to the destroyed object or square takes the object's Stamina in damage (3 wood / 6 stone / 9 metal).
	<b>Rappelling Barrage</b> ♦ 5 Malice All dwarves acting this turn gain the climb keyword to their movement. At any point during their movement, they can make a free strike.
	<b>Snaring Line</b> (Maneuver) (Non-minion) ♦ 7 Malice <b>Keywords</b> Area, Magic, Ranged <b>Distance</b> 1 × 10 line within 10 <b>Target</b> All enemies <b>Effect</b> Each target makes an <b>Agility test</b> . ★ ≤11 8 damage; restrained (EoT) ★ 12–16 6 damage; slowed (EoT) ◆ 17+ No effect <b>Effect</b> The snaring line remains until the end of the encounter. An enemy that moves into an affected square for the first time on their turn must make the test.

  

DWARF STONEWHISPERER	LEVEL 3 PLATOON CONTROLLER
Dwarf, Humanoid	EV 10
<b>Stamina</b> 52	
<b>Speed</b> 5 (burrow)	Size 1M / Stability 2 Free Strike 5
<b>Might +1</b> <b>Agility 0</b> <b>Reason +2</b> <b>Intuition +2</b> <b>Presence 0</b>	
<b>Tile Slide</b> (Action) ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Area, Magic <b>Distance</b> 2 cube within 1 <b>Target</b> All creatures and objects ◆ ≤11 5 damage; slide 1; M<0 slowed (save ends) ★ 12–16 8 damage; slide 3; M<1 slowed (save ends) ★ 17 11 damage; slide 5; M<2 restrained (save ends) <b>Effect</b> A target restrained by a dwarf can be slid by this ability.	
<b>Stone Wave</b> (Maneuver) ♦ 2d10 + 2 ♦ 3 Malice <b>Keywords</b> Area, Magic, Ranged <b>Distance</b> 3 cube within 10 <b>Target</b> All enemies in the cube ◆ ≤11 4 damage; push 2; R<1 slowed (save ends) ★ 12–16 6 damage; push 3; R<2 slowed (save ends) ★ 17 9 damage; push 3; R<3 slowed (save ends) <b>Effect</b> A target restrained by a dwarf can be pushed by this ability. The affected area is considered difficult terrain for enemies.	
<b>Stonewalker</b> The stonewhisperer can phase through 2 squares of stone as part of any movement they take. If they end their movement inside stone, they are shunted out into the square where they entered it.	

DWARF TRAPPER	LEVEL 1 PLATOON HARRIER
Dwarf, Humanoid	EV 6
<b>Stamina</b> 36	
<b>Speed</b> 7	Size 1M / Stability 2 Free Strike 3
<b>Might 0</b> <b>Agility +2</b> <b>Reason 0</b> <b>Intuition +1</b> <b>Presence 0</b>	
<b>Concussive Bolts</b> (Action) ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Charge, Melee, Ranged, Strike, Weapon <b>Distance</b> Melee 1 or Ranged 10 <b>Target</b> 1 creature or object ◆ ≤11 5 damage; push 2 ★ 12–16 7 damage; push 4 ★ 17 9 damage; push 6 <b>Effect</b> A target restrained by a dwarf can be pushed by this ability.	
<b>Steam Powered Snare</b> (Maneuver) ♦ 3 Malice <b>Keywords</b> Area, Ranged <b>Distance</b> 3 cube within 5 <b>Target</b> All enemies in the cube <b>Effect</b> Each target makes a <b>Might test</b> . ★ ≤11 7 damage; restrained (EoT) ★ 12–16 5 damage; slowed (EoT) ◆ 17 No effect <b>Effect</b> The snare remains until the end of the encounter. An enemy that moves into an affected square for the first time on their turn must make the test.	
DWARF WARDEN	LEVEL 2 PLATOON BRUTE
Dwarf, Humanoid	EV 8
<b>Stamina</b> 59	
<b>Speed</b> 5	Size 1M / Stability 3 Free Strike 5
<b>Might +2</b> <b>Agility 0</b> <b>Reason 0</b> <b>Intuition +1</b> <b>Presence 0</b>	
<b>Concussive Maul</b> (Action) ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Melee, Strike, Weapon <b>Distance</b> Melee 1 <b>Target</b> 1 creature or object ◆ ≤11 7 damage; push 1 ★ 12–16 10 damage; push 3 ★ 17 13 damage; push 5; M<2 restrained (save ends) <b>Effect</b> A target restrained by a dwarf can be pushed by this ability.	
<b>Concussive Shockwave</b> (Maneuver) ♦ 2d10 + 2 ♦ 5 Malice <b>Keywords</b> Area, Melee <b>Distance</b> 3 cube within 1 <b>Target</b> All enemies in the cube ◆ ≤11 5 damage; push 2; A<0 slowed (save ends) ★ 12–16 8 damage; push 4; A<1 slowed (save ends) ★ 17 11 damage; push 6; A<2 dazed (save ends) <b>Effect</b> A target restrained by a dwarf can be pushed by this ability.	
<b>Escort the Prisoners</b> Whenever the warden moves, they can carry an adjacent restrained enemy as if they were grabbed.	