

KAEL SUNDERBLADE

Medium humanoid (dwarf), neutral

- **Armor Class** 13 (leather armor)
- **Hit Points** 9 (1d10 - 1)
- **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	8 (-1)	10 (+0)	11 (+0)	9 (-1)

- **Saving Throws** Strength +3, Constitution +1
- **Skills** Athletics +3, Survival +2
- **Senses** Darkvision 60 ft., Passive Perception 10
- **Languages** Common, Dwarvish
- **Challenge** 1/4 (50 XP)

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 6 (1d8 + 1) slashing damage.

Second Wind (1/Short Rest). As a bonus action, Kael regains 1d10 + 1 hit points.

Cunning Survivor (Trait). When Kael is reduced to 0 hit points, he can immediately move up to 15 feet as a reaction before falling unconscious.