

RAGNA BRONZEHAMMER

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Medium dwarf (hill dwarf), lawful good

- **Armor Class** 22 (plate armor, shield)
- **Hit Points** 230 (20d10 + 100)
- **Speed** 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 14 (+2) | 20 (+5) | 12 (+1) | 16 (+3) | 12 (+1) |

- **Saving Throws** Str +12, Dex +9, Con +12, Wis +10
- **Skills** Acrobatics +9, Athletics +12, Perception +10, Survival +10
- **Damage Resistances** Poison
- **Senses** darkvision 60 ft., passive Perception 20
- **Languages** Common, Dwarvish, one other language
- **Challenge** 15 (13,000 XP)

Fighting Style: Defense. While wearing armor, Ragna gains a +1 bonus to AC.

Second Wind (1d10 + 20). As a bonus action, Ragna can regain hit points equal to 1d10 + 20. Once used, this feature can't be used again until Ragna finishes a short or long rest.

Action Surge (2/Short Rest). On Ragna's turn, they can push themselves beyond their normal limits to take one additional action on their turn.

Indomitable (4/Long Rest). Ragna can reroll a saving throw that they fail. They must use the new roll. They can use this feature three times per long rest.

Extra Attack (3). Ragna can attack four times, instead of once, whenever they take the Attack action on their turn.

Stone's Endurance. Ragna can use a reaction to reduce damage dealt to them by 1d12 + 5 (their Constitution modifier) once per short or long rest.

ACTIONS

Multiattack. Ragna makes four attacks with their Warhammer.

Warhammer. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (1d8 + 5) bludgeoning damage.

Throwing Hammer. *Ranged Weapon Attack:* +12 to hit, range 20/60 ft., one target. *Hit:* 13 (1d4 + 5) bludgeoning damage.

Cleave (Recharge 5–6). Ragna can make a sweeping attack with their warhammer. Each creature in a 10-foot line must make a DC 20 Dexterity saving throw, taking 30 (6d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

REACTIONS

Parry. Ragna can use their reaction to reduce the damage of a melee attack by 1d10 + 12. They can use this feature a number of times equal to their proficiency bonus per long rest.