



# Thorgrun the Traveler

Class: Cleric (level 4)  
Race: Dwarf  
Languages: Common, Undercommon, Dwarvish, and Orc  
Alignment: Neutral Good  
Background: Acolyte

Max HP: 35  
Hit Dice: 4d8  
Armor Class: 18 (chain mail, shield)  
Speed: 25 ft.  
Initiative: -1  
Passive Perception: 12  
Passive Investigation: 9  
Passive Insight: 14  
Darkvision 60 ft.  
Advantage vs: Poison  
Resistant vs: Poison

### Proficiencies (Bonus +2)

- All Armor, Shields
- Simple Weapons, Warhammer, Battleaxe
- Brewer's Supplies

SKILLS	MODIFIER
Acrobatics (DEX)	-1
Animal Handling (WIS)	+2
Arcana (INT)	-1
Athletics (STR)	+3
Deception (CHA)	+2
<b>History (INT)</b>	<b>+1</b>
<b>Insight (WIS)</b>	<b>+4</b>
Intimidation (CHA)	+2
Investigation (INT)	-1
<b>Medicine (WIS)</b>	<b>+4</b>
Nature (INT)	-1
Perception (WIS)	+2
Performance (CHA)	+2
Persuasion (CHA)	+2
<b>Religion (INT)</b>	<b>+1</b>
Sleight of Hand (DEX)	-1
Stealth (DEX)	-1
<b>Survival (WIS)</b>	<b>+4</b>

STATS	SCORE	MODIFIER	SAVE
Strength	16	+3	+3
Dexterity	8	-1	-1
Constitution	16	+3	+3
Intelligence	9	-1	-1
<b>Wisdom</b>	<b>14</b>	<b>+2</b>	<b>+4</b>
<b>Charisma</b>	<b>14</b>	<b>+2</b>	<b>+4</b>

A member of the volamtar, the clergy of the dwarven deity and patron of travelers Marthammor Duin, Thorgrun of Clan Watchever has wandered the Sword Coast for many years. Recently, he has started working with volamtar clerics in Waterdeep to establish a permanent city shrine to Marthammor Duin, often adventuring to help raise necessary funding.

ATTACKS	HIT	DAMAGE	NOTES
Quarterstaff	+5	1d6+3 bludgeoning	Versatile (1d8 if used 2-handed)
Mace	+5	1d6+3 bludgeoning	
Unarmed	+5	4 bludgeoning	

SPELL SLOTS	MODIFIER	SPELL ATTACK	SAVE DC
4 Spell Slots (LEVEL 1)	+2	+4	12
3 Spell Slots (LEVEL 2)			

**Dwarven Fortitude:** Whenever you take the Dodge action in combat, you can spend one hit die to heal yourself 1d8 + 3. Additionally, you are resistant to poison damage, have advantage on saves against poison, and have darkvision out to 60 ft.

**Channel Divinity:** You may use a Channel Divinity action once per short rest:

- *Turn Undead:* Each undead within 30 ft. must make a DC 12 WIS save or turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away as it can, and it can't take reactions.
- *Charm Animals and Plants:* Charm plants or beasts within 30 ft. if they fail a DC 12 WIS saving throw.

**Chain Mail:** Your heavy armor imposes Disadvantage on Stealth rolls.

**Shelter of the Faithful:** You and your adventuring companions can receive free healing and care at a temple, shrine, or other established presence of your faith.

**Spellcasting:** You have 4 Level 1 spell slots and 3 Level 2 spell slots, and your spell slots are refreshed upon a long rest. Choose 6 spells as noted from the below list of spells to prepare. You are able to cast those spells using your spell slots, and can prepare different spells after taking a long rest.

SPELLS	RANGE	HIT/DC	EFFECT
Guidance (At Will, Concentration)	Touch	-	For up to 1 min., a willing target you touch can add d4 for one ability check of its choice.
Resistance (At Will, Concentration)	Touch	-	For up to 1 min., a willing target you touch can add d4 for one saving throw of its choice.
Spare the Dying (At Will)	Touch	-	Touch a living creature that has 0 HP, it becomes stable. This has no effect on undead or constructs.
Mending (At Will)	Touch	-	Repair a single break or tear in an object you touch such as a chain link, broken key, torn cloak, or leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This cannot restore magic to a magic item that has broken.
Produce Flame (At Will)	Self	+4	For up to 10 minutes, you create a flame that doesn't harm you or your equipment. It sheds bright light in a 10 foot radius and dim light for another 10. You can make a ranged spell attack to deal 1d8 fire damage.
Animal Friendship (Level 1)	30 ft.	WIS 12	Choose a beast in range that can see and hear you. If its Intelligence is 4 or higher, the spell fails. Otherwise DC 12 WIS save or be charmed by you for 24 hours. If you or one of your companions harms the target, the spell ends. Casting at Level 2 allows you to target one additional beast.
Speak with Animals (Level 1)	Self	-	For 10 minutes, you gain the ability to comprehend and verbally communicate with beasts for the duration. Knowledge and awareness of many beasts is limited by their intelligence, but it can at minimum give you information about nearby locations and monsters.
Barkskin (Level 2, Concentration)	Touch	-	For up to 1 hour, a willing target's skin has a bark-like appearance and its AC cannot be less than 16 regardless of what kind of armor it is wearing.
Spike Growth (Level 2, Concentration)	150 ft.	-	The ground in a 20-ft. radius sprouts hard spikes and thorns, becoming difficult terrain. When a creature moves into or within that area, it takes 2d4 piercing damage for every 5 feet it travels. The ground is camouflaged to look natural, and any creature that can't see the area at the time the spell is cast must make a DC 12 Perception check to recognize.
<b>Choose from 6 of the below spells to "Prepare" after each long rest:</b>			
Bane (Level 1, Concentration)	30 ft.	CHA 12	Up to 3 creatures within range that you can see must make a DC 12 CHA saving throw. Whenever a target that fails this saving throw makes an attack roll or saving throw before the spell ends, it subtracts d4 from its roll. Casting at Level 2 allows you to target 1 additional creature.
Bless (Level 1, Concentration)	30 ft.	-	You bless up to 3 creatures within range. They add d4 to attack rolls and saving throws. When cast at Level 2, can target 1 additional creature.
Command (Level 1)	60 ft.	WIS 12	You speak a 1 word command to a creature you can see within range. Target must succeed DC 12 WIS saving throw or follow the command. No effect if the target is undead, doesn't understand your language, or if the command is harmful to it. Casting at Level 2 targets an additional creature.
Create or Destroy Water (Level 1)	30 ft.	-	Create or destroy up to 10 gallons of water within range in an open container. Alternatively, cause rain in a 30 ft. cube within range (extinguishing flames) or destroy fog in a similar cube. If cast at Level 2, double the water or increase the cube size by 5 ft.
Cure Wounds (Level 1)	Touch	-	Target regains 1d8 + 2 HP. If cast at Level 2, add 1d8.
Detect Evil and Good (Level 1, Concentration)	Self	-	For up to 1 hour, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you as well as where the creature is located. Similarly, you know if there is a place or object within range that has been magically consecrated or desecrated. Spell is blocked by 1 ft. of stone, 1 in. of metal, or 3 ft. of wood or dirt.
Detect Magic (Level 1, Concentration)	Self	-	For up to 10 minutes, you sense the presence and location of magic within 30 feet of you.
Detect Poison and Disease (Level 1, Concentration)	Self	-	For up to 10 minutes, you sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet.
Guiding Bolt (Level 1)	120 ft.	+4	Make a ranged spell attack, target suffers 4d6 radiant damage and the next attack against this target before the end of your next turn has advantage. If cast at Level 2, add 1d6.

SPELLS	RANGE	HIT/DC	EFFECT
Healing Word (Level 1)	60 ft.	-	A creature of your choice you can see regains 1d4 + 2. This has no effect on undead or constructs. If cast at Level 2, add 1d4.
InFLICT Wounds (Level 1)	Touch	+4	Make a melee spell attack, target takes 3d10 necrotic damage. If cast at Level 2, add 1d10.
Protection from Evil and Good (Level 1, Concentration)	Touch	-	For up to 10 minutes, one willing creature you touch is protected from aberrations, celestials, elementals, fey, fiends, and undead. Those types have Disadvantage on attack rolls against your target, and they can't be frightened, charmed, or possessed by them. If they are already charmed, frightened, or possessed, they have Advantage on their saving throws against the relevant effect.
Purify Food and Drink (Level 1)	10 ft.	-	All nonmagical food and drink in a 5 ft. radius sphere is purified and rendered free of poison and disease.
Sanctuary (Level 1)	30 ft.	WIS 12	As a bonus action, choose a creature within range. For 1 minute any creature who targets the warded creature must first pass a DC 12 Wisdom saving throw or choose a new target. The spell doesn't protect the warded creature from area effects such as the explosion of a fireball. If the warded creature targets an enemy or deals damage to another creature, the spell ends.
Shield of Faith (Level 1, Concentration)	60 ft.	-	As a bonus action, grant +2 AC to target for up to 10 minutes.
Aid (Level 2)	30 ft.	-	For up to 8 hours, 3 creatures max HP and current HP are increased by 5.
Blindness/Deafness (Level 2)	30 ft.	CON 12	On failed DC 12 Constitution save, target is either blinded or deafened for 1 minute. At the end of each of its turns, it can make another saving throw to end the spell.
Calm Emotions (Level 2, Concentration)	60 ft.	CHA 12	Each humanoid in a 20-ft. radius sphere make a DC 12 Charisma save or choose to fail. For 1 minute, you can suppress the effect of charmed or frightened, or make a target indifferent about creatures of your choice that it is hostile toward unless it is harmed or witness any allies being harmed.
Continual Flame (Level 2)	Touch	-	Until dispelled, a flame equivalent to a torch springs forth. It needs no oxygen, and can be covered or hidden but not smothered or quenched.
Enhance Ability (Level 2, Concentration)	Touch	-	For up to 1 hour, grant 1 of the following until the spell ends: 1) ADV on CON checks and 2d6 temporary HP, 2) ADV on STR checks and carrying capacity doubled, 3) ADV on DEX checks and no damage from falling 20 feet or less if not incapacitated, 4) ADV on either CHA, INT, or WIS checks.
Find Traps (Level 2)	120 ft.	-	You sense presence of any trap within line of sight, not the location, but the general nature of the danger posed by a trap you can see.
Hold Person (Level 2, Concentration)	60 ft.	WIS 12	Target must succeed a DC 12 Wisdom save or be paralyzed for 1 minute. At the end of each of its turns, it can make another WIS save to end the spell.
Lesser Restoration (Level 2)	Touch	-	End a disease or condition afflicting target, or remove blinded, deafened, paralyzed, or poisoned.
Prayer of Healing (Level 2)	30 ft.	-	Up to 6 targets within range gain 2d8 + 2 HP. No effect on undead or constructs.
Protection from Poison (Level 2)	Touch	-	Neutralize a poison affecting target, which for 1 hour has ADV on saves against being poisoned, and has resistance to poison damage.
Silence (Level 2)	120 ft.	-	For up to 10 minutes, no sound can be created within or pass through a 20-ft. radius sphere. Any target inside is immune to thunder damage and creatures are deafened while inside it. Casting a spell that includes a verbal component is impossible there.
Spiritual Weapon (Level 2)	60 ft.	+4	For 1 minute, create a spectral floating weapon that makes attacks with +4 and deals 1d8 + 2 force damage. Bonus action to move it up to 20 feet and attack.
Zone of Truth (Level 2)	60 ft.	CHA 12	You create a magical zone in a 15-ft. radius sphere for 10 minutes. A creature that enters the spell's area for the first time on a turn or starts its turn there must make a DC 12 Charisma save or be unable to speak a deliberate lie while in the area. You know if a creature succeeds or fails. An affected target is aware of the spell and can be evasive.