

Belmorn

Minotaur Paladin

You are a horned and bestial force born with an inner savagery. You serve as the arm of a righteous God, and you've come to drive out the darkness within Castle Ravenloft.

AC	HP	SPEED	SURGE VALUE
18	10	5	5 HP

DIVINITY: You are one with the gods. During your hero phase you may choose not to attack and instead channel divine energy into an ally within 1 tile. Granting him a bonus +1 to damage until the end of his or her next hero phase.

POWERS: You can use the following Power Cards.

- Goring Charge
- Select 1 Paladin Utility Power
- Select 2 Paladin At-Will Powers
- Select 1 Paladin Daily Power



1ST LEVEL

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Minotaur Paladin

You are a horned and bestial force born with an inner savagery. You serve as the arm of a righteous God, and you've come to drive out the darkness within Castle Ravenloft.

1st Level:

AC 18 – HP 10 – SPD 5 – SURGE 5HP

2nd Level:

AC 19 – HP 12 – SPD 5 – SURGE 6HP

DIVINITY: You are one with the gods. During your hero phase you may choose not to attack and instead channel divine energy into an ally within 1 tile. Granting them a bonus +1 to damage until the end of his or her next hero phase.

POWERS: You can use the following Power Cards.

- Goring Charge
- Select 1 Paladin Utility Power
- Select 2 Paladin At-Will Powers
- Select 1 Paladin Daily Power

AT 2ND LEVEL: Choose an additional Daily Power, gain the CRITICAL feature (as noted on other Hero cards)

At-Will Power Selection

(At-Will) Holy Strike

Your weapon is set ablaze with holy light as it streaks towards your foe.

Attack one adjacent Monster.

This attack does +1 damage against undead targets.

+6 ATK / 1 DMG

(At-Will) Valiant Strike

The odds against you grant favor from your god as you swing unerringly.

Attack one adjacent Monster.

Gain an additional +1 to your attack roll for each enemy occupying the same tile as your Hero.

+6 ATK / 1 DMG

(At-Will) Bolstering Strike

Your attack is guided by the gods, the divine vigor can harm foes and heal wounds.

Attack one adjacent Monster.

If this attack hits, you may choose to have it deal no damage and instead regain 1 HP. If a 20 is rolled when making this attack, you may regain 1HP *and* deal 1 Damage.

+8 ATK / 1 DMG

Utility Power Selection

(Utility – Minotaur) Goring Charge

As you charge forward, you rear your horns in attempts to plunge them into your foe.

Use this power during your Hero Phase as part of a move action.

Choose a Monster within 1 tile of you and place yourself adjacent to it and attack.

Flip this card over after you use this power.

+5 ATK / 1 DMG

(Utility) Sacred Circle

A filigree of brightly glowing runes pours from your fingertips and encircles the room.

Use this power during your Hero Phase instead of attacking.

Place the Sacred Circle tile on your current tile. All undead enemies are immediately pushed back 2 tiles, while others are pushed back 1 tile. Undead Monsters take an additional 1 damage while on the tile where the sacred circle lies.

Flip this card over after you use this power.

(Utility) Lay on Hands

Your mere touch can close wounds and heal the soul.

Use this power during your Hero Phase.

Move adjacent to one Hero on the same tile as you, they regain HP equal their healing surge value. Roll a d20, on a result of 10+ they regain an additional 2 HP.

Flip this card over after you use this power.

(Utility) Martyr's Blessing

A short and soft prayer siphons pain from another and into yourself.

Use when when an ally within 1 tile is hit by a Monster or Villain attack.

The Monster / Villain must re-roll their attack against you instead of the chosen ally, if the attack hits the damage you take is reduced by 1.

Flip this card over after you use this power.

Daily Power Selection

(Daily) Paladin's Judgment

Your inner divinity flows through your weapon smiting your foe and restoring your spirit.

Attack one adjacent Monster.

When this attack hits an ally within 1 tile may regain 2 HP. If this attack misses, do not flip this card over.

+8 ATK / 2 DMG

(Daily) Blood of the Mighty

Faint red mist seeps from your pours and your eyes flicker as your life is drawn out to ensure a solid blow

Attack one Adjacent Monster. When you use this power you immediately lose 1 HP.

+5 ATK / 4 DMG (Miss: 2 Damage)

(Daily) Majestic Halo

A pallor luminescence emanates from above your head, infusing your comrades with divine energy.

Use this power during your Hero Phase instead of attacking.

Until the end of your next hero phase, you and all Heroes in the same tile as you do an additional +1 damage.

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