

RETURN TO THE MOATHOUSE

A DUNGEONS & DRAGONS® ADVENTURE

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For years, the forces of Elemental Evil remained quiet. Adventurers picked through the ruins of the moathouse again and again, each time finding little more than dust and the remains of epic battles of days long gone. Thus, you aren't surprised that your quarry, a murderous orc cleric of Iuz named Tahrg Soulhammer, fled there when you nearly caught him. Tahrg is intent on making a last stand, and you are more than happy to provide him with one. Yet, you can't help but wonder if there's more here than meets the eye. Tahrg is too clever to trap himself in a decrepit old ruin. Does the moathouse still harbor some dark evil? A one-round, one-shot adventure for 5th level characters.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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This adventure retires from RPGA-sanctioned play on December 31, 2009.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

CHARACTERS

Along with this adventure, you'll find 6 player characters (PCs). Players can use these pre-generated characters, or they can create their own 5th-level character using the rules presented in the RPGA Character Creation Guide. See the RPGA website for a copy of the guide.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when

they play D&D. Give everyone a “chance to shine.”

- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. RPGA adventures are designed to be played within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.
- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for an RPGA adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

ADVENTURE BACKGROUND

Tahrg Soulhammer is an agent of Iuz, a cleric of the Old One and an agent of Elemental Evil. Once again, the minions of evil seek to reestablish the Temple of Elemental Evil and subject the surrounding lands to the yoke of tyranny.

After a brief skirmish in the village of Hommlet, the characters chase Tahrg to the ruined moathouse, a small fort that once served as the headquarters for the forces of elemental evil in this region. Tahrg's lieutenants, a gnome illusionist named Kerek the Deceptor and a half-orc disciple of elemental water named Sevvik, wait in

the ruin for their master. They have gathered several undead creatures to protect the place, and Tahrg plans for his minions to slay the PCs.

Unknown to Tahrg, Lareth the Beautiful lurks within the ruins as an undead monstrosity. While the orc cleric plans to make his last stand in the dungeons beneath the moathouse, Lareth has other plans in mind for him...

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

Time again, the villainous Tahrg Soulhammer has slipped from your grasp. Charged by agents of King Belvor IV to find Tahrg and bring him to justice, you have tracked him to the sleepy village of Hommlet. Hommlet's size and peaceful surroundings belie its role as the centerpiece in a number of incursions by and against the forces of elemental evil.

As luck would have it, you caught Tahrg in the disguise of a traveling merchant. Despite your best efforts, he escaped using a magical bracelet that allowed him to turn into an insubstantial creature of fire and wind. He streaked away in the direction of the moathouse, a ruined fort built by the minions of elemental evil many years ago. Pausing only to heal your wounds and gather supplies for the trip, you set out after him.

DM'S INTRODUCTION

Return to the Moathouse is designed as a series of combat set pieces, each featuring a wave of Tahrg's minions who have been sent to slow down the characters. Tahrg hopes to soften the characters up so that when they finally confront him in his lair beneath the moathouse, he can finish them.

More importantly, Tahrg is in the midst of a ritual that allows him to speak with the souls of those who once dwelled in the moathouse. Even if his minions should fail, their successive attacks should buy him enough time to call up the spirit of Lareth the Beautiful, the one time master of this place, and learn what he needs to know.

Unfortunately for both Tahrg and the characters, the ritual has a critical flaw in it. While Tahrg believes the ritual allows him to question Lareth, in truth it calls the long-dead cleric forth as an undead creature. Iuz wants Lareth alive, or at least undead, and sent Tahrg forth as a sacrificial lamb, an unwitting dupe who can complete the ritual and serve as a blood sacrifice to

grant the newly awakened Lareth the strength he needs to adapt to his new, undead form.

While the ritual could just as easily have been completed with slaves or captives as sacrifices, such arrangements might draw unwanted attention. It is much easier for a sole orc and his followers to venture to the moathouse than a caravan of dozens of slaves. Lareth requires strong souls in his new form, and Tahrg shall serve nicely. Aside from which, the ambitious Tahrg earned several enemies on his rise up Iuz's hierarchy. This unwitting suicide mission is his rivals' revenge against him.

MAPS

Use Map 1 for Encounters 1-3. Use Map 2 for Encounter 4.

ENCOUNTER 1: DEATH IN THE REEDS

ENCOUNTER LEVEL 5

SETUP

This encounter includes the following creatures and traps:

3 bog toads (T)

2 blazing skeletons (B)

The bridge allowing entry to the moathouse is guarded by a pair of undead creatures and three poisonous bog toads. In addition, Tahrg and his followers weakened the bridge and the upper tier of the tower that looms over it. Characters who charge ahead without minding their surroundings are likely to fall victim to the bridge's collapse or blocks tumbling from the tower.

As the adventurers enter the area, read:

The sun beats down upon you without mercy, drenching you in sweat. Your armor chafes, and your pack feels like someone slipped a 50 pound lead block into it.

Ahead, you finally see your destination, the renowned moathouse. Once a lair of elemental evil, for years it housed only bats, mice, and other rodents. Now, your sworn foe hides somewhere within.

The vague remnants of a trail lead ahead to a gate in the moathouse's outer wall. Thick, tall reeds grow from the place's moat, while a tower to the left of the gate leans drunkenly, on the verge of collapse.

Between the monsters hiding ahead and the damage done to the bridge and the tower, the characters can use either their passive Perception scores or active Perception checks to look over the area. Ask for Perception checks only if the players specifically describe their characters' scanning the gate and bridge.

In either case, the following DCs show what the characters learn. Remember, the characters spot everything listed for the group's highest result and all lower DCs.

- **DC 15:** The bridge is in poor condition. Anyone walking across it risks causing its collapse.
- **DC 20:** The tower's upper battlements are also in poor shape. Anyone up there could send stone blocks showering over the side and on to the path below.
- **DC 25:** The right side of the bridge looks to be in better shape than the left side.

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- **DC 25:** The characters spot the hiding toads.

FEATURES OF THE AREA

The moat, the bridge, the tower, and the reeds are the important terrain features here.

The Bridge: The bridge's right side is solid enough to support size Medium or smaller creatures. The first time a PC enters a square on the bridge's left side, that half of the bridge collapses. The character suffers a +8 attack against Reflex. On a hit, the character falls into the moat, falls prone, and is dazed until the end of his next turn.

The Moat: The moat is filled with 2 feet of foul, brackish water that is choked with high reeds that provide concealment. It is difficult terrain. In addition, a character in heavy armor must make an Athletics check (DC 18) at the start of his turn or be slowed until the end of that turn as he sinks into the thick, viscous mud.

The Tower: The characters likely charge into the moathouse to ascend the tower and attack the blazing skeletons. The stairs leading up within the tower are difficult terrain. The tower is 20 feet tall.

TACTICS

The monsters here use rudimentary tactics to harass the PCs.

Bog Toads: The hungry bog toads use their ropey tongues and poisonous bites to slow down the PCs. They try to drag heavily armored foes down into the moat, allowing the toads to surround and kill them.

Cruel Trick: The toads drag the party's defenders into the moat, and then use their *prodigious leap* ability to attack the rest of the party. Meanwhile, the defenders are stuck in the water and mud.

Blazing Skeletons: These creatures begin the encounter on the staircase in the tower, out of sight. When they hear sounds of combat, they climb to the top of the tower to attack. The skeletons launch ranged attacks at the PCs, taking advantage of the toads' ability to hamper the characters' movement.

Cruel Trick: Once the characters ascend the stairs to the tower, the skeletons leap to the ground to continue their barrage from below. As fanatical, undead servants of Iuz, they gladly suffer a risk that mortals would balk at.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one of the blazing skeletons.

Six PCs: Add another blazing skeleton, but this one begins the encounter on the ground, hiding just inside the gate, rather than up in the tower with the other skeletons.

ENDING THE ENCOUNTER

The monsters fight to the death. If the characters are foolish enough to charge deeper into the moathouse while leaving foes alive here, run encounter 2 while the toads and skeletons continue to attack the PCs.

TREASURE

The two skeletons wear bronze holy symbols of Iuz. While worth no money, they could prove useful in encounter 3.

ENCOUNTER 1: DEATH IN THE REEDS

Bog Toad		Level 5 Controller
Medium natural beast		XP 200
Initiative +5		Senses Perception +3
HP 63; Bloodied 31		
AC 19; Fortitude 17, Reflex 17, Will 15		
Speed 6, swim 6		
m Bite (standard; at-will) • Poison, Weapon +9 vs. AC; 1d10+3 damage and slow (save ends).		
r Grasping Tongue (standard; at-will) • Weapon Range 5; +9 vs. Reflex; grab and pull 3.		
M Sudden Leap (standard; encounter) • Weapon Jump 4 squares without provoking; +11 vs. AC; 1d10+6 damage and knock prone.		
Prodigious Leap (move; at-will) Jump 4 squares without provoking.		
Alignment Unaligned		Languages Common
Skills Athletics +10, Stealth +10		
Str 16 (+5)	Dex 16 (+5)	Wis 13 (+3)
Con 15 (+4)	Int 2 (-2)	Cha 6 (+0)

Blazing Skeleton		Level 5 Artillery
Medium natural animate (undead)		XP 200
Initiative +6		Senses Perception +4; darkvision
Fiery Aura (Fire) aura 1; any creature starts its turn in the aura takes 5 fire damage.		
HP 53; Bloodied 26		
AC 19; Fortitude 15, Reflex 18, Will 16		
Immune disease, poison; Resist 10 fire, 10 necrotic; Vulnerable 5 radiant		
Speed 6		
⚔ Blazing Claw (standard; at-will) ♦ Fire +8 vs. AC; 1d4 + 1 damage, and ongoing 5 fire damage (save ends).		
☹ Flame Orb (standard; at-will) ♦ Fire Ranged 10; +8 vs. Reflex; 2d4 + 4 fire damage, and ongoing 5 fire damage (save ends).		
Alignment Unaligned		Languages –
Str 13 (+3)	Dex 18 (+6)	Wis 15 (+4)
Con 17 (+5)	Int 4 (-1)	Cha 6 (+0)

ENCOUNTER 2: DEADLY TACTICS PHANTOM

ENCOUNTER LEVEL 6

SETUP

This encounter includes the following creatures:

- 1 wind dragon (W)
- Kerek the Deceptor (K)
- 2 gnome mistwalkers (M)
- 2 gnome snipers (G)

Tahrg's followers take the offensive against the PCs, launching this attack as the characters cross the courtyard. The wind dragon is a creature of illusion conjured by Kerek, a gnome spellcaster and one of Tahrg's trusted lieutenants. While Tahrg works in the lower dungeon level, Kerek is charged with defending the upper works. He pits the dragon and his mistwalkers, stealthy feywild assassins, against the characters.

This encounter begins as soon as any character moves within 5 squares of the door or if a character moves next to any of the arrow slits built into the moathouse's main building. At that moment, the gnomes attack.

When the adventurers trigger this encounter, read:

The croak of frogs and the chirp of insects and birds in the fen around you comes to a sudden, dead silence. The door before you glides open without a whisper. Beyond the doorway stands a snarling, blue dragon. A strange, thick mist seems to ebb and flow around it. With an ear-splitting roar, it launches itself forward to attack.

FEATURES OF THE AREA

The gnomes have made some minor repairs to the moathouse's fortifications, though they have left three of the chambers untouched, as Tahrg animated a number of undead creatures and left them there as an additional defensive measure.

Arrow Slits: The walls of the moathouse are set with a number of arrow slits, allowing the defenders to fire arrows at attackers who make it to the courtyard. An arrow slit grants superior cover as long as the attacker is not adjacent to the arrow slit. An adjacent attacker ignores the slit's cover as he fires through it.

Stairs: The flight of stairs leading to the main entrance to the moathouse are shallow enough that they are normal terrain.

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The gnomes and the wind dragon fight to the death.

Wind Dragon: This creature is a construct, a living illusion. As long as Kerek is alive, it uses its aura of mist to allow the mistwalkers to hide and attack while focusing its own attackers on the party's defenders. Once Kerek is slain, it simply attacks the nearest PC, moving its aura to leave the gnomes exposed if it must do so to strike.

Cruel Trick: The dragon moves between the party's defenders and leaders, using its ability to block line of sight to foil the party's use of healing.

Kerek: Kerek does nothing on the first round of the fight, relying on the confusion caused by the dragon to distract the party. He then slips out into the courtyard to use *scintillating bolt* to harass the characters, particularly PCs who rely on ranged attacks.

Cruel Trick: If hard pressed, Kerek runs to the nearest arrow slit and uses *mist walk* to teleport through it. Since he can gain line of sight through the arrow slit, he can teleport through it.

Mistwalkers: The mistwalkers remain in the dragon's aura of mist, using it to hide and then make sneak attacks against the PCs. If possible, they move to flank a character as a pair.

Cruel: Remember that the wind dragon's aura grants invisibility, allowing the mistwalkers to avoid opportunity attacks and gain combat advantage. Save *mistwalker's strike* to surprise the characters when they finally slay the dragon.

Snipers: The snipers fire at the closest PC, preferring targets without cover or concealment.

Cruel Trick: If the characters fight their way into the moathouse building, the snipers spend a round hiding, then emerge from the hallway to attack with combat advantage.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one of the snipers.

Six PCs: Add an additional mistwalker.

ENDING THE ENCOUNTER

The gnomes and the illusory dragon fight to the death. The undead monsters that Tahrg created lurk in the chambers indicated on the moathouse map. When Kerek is defeated, the magic that holds them in place begins to unravel.

Be sure to note where the gnomes fell during the battle. In the next encounter, they reanimate as zombies to take part in the attack on the characters.

ENCOUNTER 2: DEADLY PHANTOMS

STATISTICS

Gnome Mistwalker		Level 5 Skirmisher	
Small fey humanoid		XP 200	
Initiative +7	Senses Perception +3		
HP 63; Bloodied 31			
AC 20; Fortitude 17, Reflex 18, Will 17			
Speed 5			
m War Pick (standard; at-will) • Weapon			
+10 vs. AC; 1d8+4 damage			
M Mistwalker's Strike (standard; recharge 4 5 6) • Weapon, Illusion			
Turn invisible, shift 2, make a war pick attack.			
M Agile Assault (standard; at-will) • Weapon			
+10 vs. Reflex; 1d8+4 damage and end all marks target has against mistwalker.			
Combat Advantage			
+1d6 damage			
Fade Away (immediate reaction when hit by an attack; encounter) • Illusion			
The mistwalker turns invisible until it attacks or the end of its next turn.			
Blur (immediate reaction when hit by an attack; at-will) • Illusion			
Teleport 1 square.			
Alignment Unaligned		Languages None	
Skills Athletics +7, Stealth +10			
Str 10 (+2)	Dex 16 (+5)	Wis 13 (+3)	
Con 15 (+4)	Int 11 (+2)	Cha 14 (+4)	

Kerek the Deceptor		Level 6 Controller	
Small fey humanoid		XP 250	
Initiative +6	Senses Perception +3		
HP 73; Bloodied 36			
AC 21; Fortitude 19, Reflex 20, Will 19			
Speed 5			
m Dagger (standard; at-will) • Weapon			
+9 vs. AC; 1d4+2 damage			
R Scintillating Bolt (standard; at-will) • Radiant			
Ranged 10; +9 vs. Fortitude; 1d8+5 and dazed (save ends).			
C Illusory Terrain (standard; recharge 4 5 6) • Illusion			
Close burst 5; targets enemies; +10 vs. Will; target is slowed (save ends).			
Fade Away (immediate reaction when hit by an attack; encounter) • Illusion			
Kerek turns invisible until it attacks or the end of its next turn.			
Blur (immediate reaction when hit by an attack; at-will) • Illusion			
Teleport 1 square.			
Mist Walk (move; at-will) • Teleportation			
Teleport 5 squares.			
Alignment Unaligned		Languages None	
Skills Arcana +12, Stealth +11			
Str 10 (+3)	Dex 16 (+6)	Wis 11 (+3)	
Con 17 (+6)	Int 19 (+7)	Cha 16 (+6)	

Gnome Sniper		Level 4 Artillery	
Small fey humanoid		XP 175	
Initiative +7	Senses Perception +3		
HP 63; Bloodied 31			
AC 20; Fortitude 17, Reflex 18, Will 17			
Speed 5			
m Dagger (standard; at-will) • Weapon			
+9 vs. AC; 1d4+2 damage			
r Short Bow (standard; at-will) • Weapon			
+11 vs. AC; 1d6+3 damage			
R Rapid Shot (standard; at-will) • Weapon			
Make two shots.			
Shadow Sniper			
If a hiding sniper misses with a ranged attack, it remains hidden.			
Combat Advantage			
+1d6 damage			
Fade Away (immediate reaction when hit by an attack; encounter) • Illusion			
The mistwalker turns invisible until it attacks or the end of its next turn.			
Alignment Unaligned		Languages None	
Skills Athletics +7, Stealth +10			
Str 10 (+2)	Dex 16 (+5)	Wis 13 (+3)	
Con 13 (+4)	Int 11 (+2)	Cha 10 (+2)	

Wind Dragon		Level 6 Controller (Leader)	
Large animate (illusion)		XP 250	
Initiative +9	Senses Perception +5		
Aura of Mist An ally who begins his within 5 squares of the wind dragon gain invisibility until the end of his turn.			
HP 55; Bloodied 27			
Insubstantial, phasing			
AC 20; Fortitude 17, Reflex 19, Will 18			
Speed 8			
m Bite (standard; at-will) • Weapon			
Reach 2; +10 vs. AC; 2d6+4 damage and slide 3			
C Maddening Roar (standard; recharge 6) • Psychic			
Close blast 5; +9 vs. Will; 1d8+4 and dazed (save ends).			
C Prismatic Breath (standard; recharge 5 6) • Radiant			
Close blast 5; +9 vs. Will; 2d6+4 radiant damage and blinded until the end of the target's next turn.			
Alignment Unaligned		Languages None	
Skills Stealth +14			
Str 12 (+4)	Dex 22 (+9)	Wis 15 (+5)	
Con 17 (+6)	Int 7 (+1)	Cha 16 (+6)	

ENCOUNTER 3: HORDE OF DEATH

ENCOUNTER LEVEL 6

SETUP

This encounter includes the following creatures.

2 runeblade skeletons (R)

2 specters (S)

8 zombies of Iuz (Z)

Once the characters have defeated Kerek and his gnome allies, a foul ritual enacted by Tahrg begins to take hold over the moathouse. If the characters explore the moathouse, they find three doors (marked with D on the map) that have been sealed. Read the following:

The wooden door before you is covered with runes etched in blood. Black, metal chains have been wrapped around the door before it was closed.

Opening the door is difficult (Strength DC 25) and foolish. A DC 14 Arcana or Religion check reveals that the doors are warded with necromantic magic. Clerics of Iuz are known to use these wards to trap undead creatures. DC 24 check reveals that these wards are flawed, and within a few minutes they shall fail and allow the undead creatures trapped within to break free.

After the characters take a short rest, the doors do indeed collapse and unleash the undead creatures contained within. In addition, the slain gnomes animate as zombies of Iuz.

FEATURES OF THE AREA

This moathouse has a few important features.

Illumination: The interior of the moathouse is dimly illuminated by sunlight that streams in through the arrow slits and various cracks and holes in the walls and ceiling. The characters need to supply their own light source for full illumination.

Difficult Terrain: There are a few patches of difficult terrain, as shown on the map. These areas are rubble and other junk accumulated over the years of the moathouse's ruin.

TACTICS

Once the undead have awakened, they attempt to overwhelm the PCs.

If the PCs take a short rest in the moathouse, be sure to have them show you exactly where they rest. When the encounter begins, assume the PCs have just finished their rest. This might allow a runeblade skeleton the chance to run into the midst of the group and use its *flame pulse* attack to devastating effect.

The Holy Symbols: The undead do not attack characters wearing holy symbols of Iuz unless such characters attack first. Until that time, the undead ignore those PCs.

Zombies of Iuz: These creatures serve to harass the characters and improve the attacks made by the other monsters. They attack to slow or immobilize, making claw attacks only if the target is already slowed or immobilized.

Cruel Trick: Remember that the gnomes fought in encounter 2 animate as zombies of Iuz. They remain still (Perception DC 22 to notice they are undead) and attack only when a PC moves near them, or if they can stand and charge. Let the characters whittle down the minion zombies, and then use the gnomes as a second wave.

Specters: These ghosts make the most of their phasing and insubstantial abilities. They dart through the walls to attack the PCs and never remain in line of sight for consecutive rounds unless it is impossible to avoid doing so.

Cruel Trick: The walls on the map are thin enough that that stand between the squares. A specter can attack, and then shift through a wall to escape the PCs without provoking an attack of opportunity.

Runeblade Skeletons: These undead avoid putting themselves in a position where both can be turned. One rushes in to attack while the other two keeps its distance, using its ranged attack if needed. Since the skeletons emerge at opposite ends of the moathouse, they are in no rush to bunch up.

Cruel Trick: Save the additive nature of the skeletons' aura for late in the fight. If a few PCs are low on hit points and the players are taking one skeleton's aura into account to determine their status, then rush both skeletons in to destroy the party's planning.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one runeblade skeleton.

Six PCs: Add another runeblade skeleton.

ENDING THE ENCOUNTER

Once the PCs defeat the undead, they can proceed down the stairs to the final encounter.

If the PCs bypass this battle and proceed downstairs without resting, things could be interesting for them. The ritual holds the undead trapped for a time, but when the PCs take a short rest after fighting Tahrg, the undead animate and attack, interrupting their rest. The party might fight and defeat the orc (though it's doubtful they could defeat encounters 2 and 4 without a rest) only to have the undead awaken and attack from above.

ENCOUNTER 3: HORDE OF DEATH

STATISTICS

Runeflame Skeleton		Level 6 Skirmisher	
Medium animate (undead)		XP 250	
Initiative +9	Senses Perception +10		
Burning Aura Enemies within 3 squares take 2 points of fire damage at the start of their turns. Unlike normal auras, this aura's damage stacks.			
HP 71; Bloodied 35			
AC 21; Fortitude 18, Reflex 19, Will 18			
Speed 6			
m Fiery Touch (standard; at-will) • Fire, Weapon +11 vs. AC; 1d8+5 fire damage			
C Flame Pulse (standard; recharge 6) • Fire Close burst 3; +9 vs. Reflex; 1d8+5 fire and push 2.			
Fiery Eidolon (move; recharge 5 6) • Fire The runeflame skeleton gains insubstantial until the end of its turn and moves 8 squares. When it enters a square during this movement, that square bursts into flames. Until the end of its next turn, any creature that enters or begins its turn in that square suffers 5 fire damage. The flames block line of sight. They last until the end of the skeleton's next turn.			
Alignment Evil	Languages Common		
Skills Perception +10, Stealth +12			
Str 14 (+5)	Dex 18 (+7)	Wis 15 (+5)	
Con 15 (+5)	Int 11 (+3)	Cha 12 (+4)	

Specter		Level 4 Lurker	
Medium shadow humanoid (undead)		XP 175	
Initiative +8	Senses Perception +6; darkvision		
Spectral Chill (Cold) aura 1; enemies in the aura take a -2 penalty to all defenses.			
HP 30; Bloodied 15			
AC 16; Fortitude 16, Reflex 16, Will 17			
Immune disease, poison; Resist 10 necrotic, insubstantial;			
Vulnerable 5 radiant			
Speed fly 6 (hover); phasing			
⊕ Spectral Touch (standard; at-will) ♦ Necrotic +7 vs. Reflex; 1d6 + 2 necrotic damage.			
◀ Spectral Barrage (standard; recharge 2 2) ♦ Illusion, Psychic Close burst 2; targets enemies; +7 vs. Will; 2d6 + 2 psychic damage, and the target is knocked prone.			
Invisibility (standard; at-will) ♦ Illusion The specter becomes invisible until it attacks or until it is hit by an attack.			
Alignment Chaotic evil		Languages Common	
Skills Stealth +9			
Str 10 (+2)	Dex 15 (+4)	Wis 8 (+1)	
Con 13 (+3)	Int 6 (+0)	Cha 15 (+4)	

Zombies of luz		Level 5 Minion	
Medium animate (undead)		XP 50	
Initiative +5	Senses Perception +1		
HP 1; a missed attack never damages a minion.			
AC 20; Fortitude 18, Reflex 17, Will 17			
Speed 6			
m Claw (standard; at-will) • Weapon +9 vs. AC; 4 damage			
M Clutch of Death (standard; at-will) • Weapon +9 vs. Reflex; target grabbed and suffers -1 on attacks and all defenses (including AC) per zombie of luz that is grabbing it.			
Death Burst When reduced to 0 hit points, all living creatures adjacent to the zombie of luz suffer 4 necrotic damage.			
Alignment Evil	Languages None		
Skills Stealth +10			
Str 17 (+5)	Dex 16 (+5)	Wis 8 (+1)	
Con 10 (+2)	Int 3 (-2)	Cha 7 (+0)	

ENCOUNTER 4: TAHRG'S LAST STAND

ENCOUNTER LEVEL 7

SETUP

This encounter includes the following creatures.

Tahrg (T)

Sevvik Water-Blessed (S)

Lareth the Vile (within 5 squares of Tahrg)

3 ghouls (G)

2 zombies of Iuz (Z)

Green slime trap (R)

Note that Lareth does not begin the battle on the map. See Lareth's Arrival, below.

When the characters enter this area, Tahrg has just completed the ritual needed to call Lareth back from the realm of the dead. Unknown to the poor orc cleric, Lareth's soul inhabits and transforms his body when he is weakened by the characters.

As the adventurers prepare to descend the stairs to this encounter area, read:

A set of plain, stone stairs descends downward into darkness. From below drifts the faint scent of burning incense, while the noise of dull, low chanting and the rhythmic beat of a drum echo from below.

This encounter begins when the characters begin to descend the stairs. The ghouls who serve Tahrg hide at the base of the stair. They leap to attack as soon as the green slime trap activates or if someone disarms it.

FEATURES OF THE AREA

This area of the dungeons beneath the moathouse once served as a prison and torture chamber. Tahrg conducted his ritual in the torture chamber, while his undead servants and the half-orc assassin Sevvik lurk outside, ready to pounce on the characters.

Illumination: Several torches are set in the wall here, as marked on the map. The torches provide illumination as detailed in the *Player's Handbook*.

Difficult Terrain: In a few places marked on the map, small piles of rubble and broken flagstones in the floor serve as difficult terrain.

Stairs: The stairs leading down to this area are normal terrain for characters going down them, difficult terrain for characters going up them.

Doors: The doors in this area have a wide enough space at their feet that Sevvik can pass through them in *water form* without penalty.

TACTICS

The monsters in this area treat this encounter as a fight to the death. They seek to defeat the PCs as quickly as possible.

Ghouls: The ghouls begin the encounter at the foot of the stairs. They wait until the trap triggers before leaping to attack. They gang up on a single character, hoping for one to immobilize a PC while the others rend and tear the poor target with their vicious bites.

Cruel Trick: Remember that Tahrg's *blackfire bolt* attack immobilizes targets. If he hits one of the PCs with that attack, the ghouls swarm over the target, even taking opportunity attacks if needed.

Zombies of Iuz: The zombies serve to slow down the characters. They charge in from the east and serve to create flanks for the ghouls and Sevvik.

Cruel Trick: If a PC is badly hurt, a zombie walks by him to draw an opportunity attack and inflict damage with its *death burst*.

Sevvik: The assassin waits in the chamber to the west. At the first sign of combat, he slips into his *water form* and flows out into the main chamber. There, he lurks at the edge of the melee before arising to attack a wounded PC. From that point forward, he alternates between attack and changing into *water form* to hide from the PCs.

Cruel Trick: Remember that Sevvik can move through the doors while in liquid form. He does so to escape the PCs or to lure them into an ambush.

Tahrg: The orc cleric tries to avoid melee, preferring to use his ranged attacks. He uses *wasting curse* first, then *blackfire bolt*. He retreats away from the melee if threatened.

LARETH'S ARRIVAL

When Tahrg is bloodied, read the following:

The orc grunts in pain, and his eyes bulge in their sockets as the grunt turns into a soul-rending shriek of agony. He drops his mace and hunches over. Above him appears the ghostly apparition of a human clad in platemail and holding a staff. A holy symbol of Lolth hangs around his neck. Tahrg shudders as his skin falls in rotted chunks from his bones. As his body collapses into a pile of putrid flesh, the specter becomes more and more tangible, until before you stands a horrid, shriveled undead creature.

Lareth has returned from the dead, killing Tahrg in the process. He attacks the PCs, while Tahrg's surviving allies quickly ally with the freshly risen priest. Place him in a square of your choice within 5 squares of Tahrg's location when he died.

If the characters defeat Lareth, he laughs manically. Read:

The cackling undead creature speaks to you. "Do you think I could be so easily defeated? I am still new to this world, and my power can grow only ever greater. Once I was Lareth the Beautiful, now I am Lareth the Vile, avenging scourge of Elemental Evil."

With a flash of light, he transforms into a mote of black energy that bursts with a thunderous blast. The creature is gone.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one ghoul and the zombies of Iuz.

Six PCs: Add one ghoul and two zombies of Iuz.

ENDING THE ENCOUNTER

Once the PCs defeat the monsters in this chamber, they can search the area. A DC 25 Perception check reveals a secret door in one of the pillars in the torture chamber. Opening the door reveals a ladder heading down. The areas deeper in the dungeon will be covered in a future adventure.

CONCLUSION

With Tahrg and his followers slain, the PCs are free to head back to Hommlet. They may wish to venture deeper into the moathouse dungeon, but such expeditions are beyond the scope of this adventure.

That night while the PCs sleep, they all share the same nightmare. Read the following to the players:

While in the throes of sleep, you begin to dream. You see a vision of a pit hundreds of feet deep, at the bottom of which stands a strange, black monolith. Tentacled creatures caper and dance about the monolith, and from its smooth surface emerges the specter of a skull-faced creature clad and platemail and carrying a staff. The creature raises the staff above its head, causing the weird creatures to howl in triumph. You awaken with a start.

ENCOUNTER 4: TAHRG'S LAST STAND

STATISTICS

Lareth the Vile		Level 6 Controller (Leader)	
Medium natural humanoid (undead)		XP 200	
Initiative +4	Senses Perception +6		
HP 73; Bloodied 36			
AC 21; Fortitude 19, Reflex 17, Will 18			
Speed 5			
m Staff of Striking (standard; at-will) • Weapon			
+11 vs. AC; 1d8+4 damage, slide 3, and secondary attack against target.			
Secondary Attack: +9 vs. Fortitude; knocked prone.			
C Dance of the Dead (minor; encounter)			
Burst 5; all undead allies in burst immediately shift 3 squares.			
R Night's Veil (standard; encounter) • Implement			
Range 10; +9 vs. Fortitude; target blinded (save ends).			
C Grace Chill (standard; encounter) • Implement			
Burst 3; +9 vs. Will; target immobilized (save ends).			
C Call of the Grave (minor; recharge 5 6) • Implement			
Burst 5; one slain undead ally in aura returns to life with 10 hit points or its maximum, whichever is lower.			
Alignment Chaotic evil		Languages Common	
Skills Intimidate +10, Religion +9			
Str 20 (+8)	Dex 13 (+4)	Wis 17 (+6)	
Con 17 (+7)	Int 12 (+4)	Cha 14 (+5)	
Equipment Platemail, staff, holy symbol of Lolth			

Tahrg Soulhammer		Level 6 Controller (Leader)	
Medium natural humanoid (orc)		XP 200	
Initiative +4	Senses Perception +6		
HP 73; Bloodied 36			
AC 20; Fortitude 19, Reflex 17, Will 18			
Speed 5			
m Mace (standard; at-will) • Weapon			
+11 vs. AC; 1d8+4 damage and daze until the end of Tahrg's next turn.			
r Blackfire Bolt (standard; at-will) • Implement			
Range 10; +9 vs. Fortitude; 1d8+4 necrotic damage and immobilized until the end of Tahrg's next turn.			
M/R Wasting Curse (standard; encounter) • Implement or Weapon			
Range 10 or melee; melee +12 vs. AC, ranged +10 vs. Reflex; 1d6+4 damage, vulnerability 5 all and ongoing 5 damage (save ends both).			
Afterspell: Ongoing 5 damage (save ends).			
Alignment Chaotic evil		Languages Common, Giant	
Skills Athletics +11, Intimidate +10, Religion +9, Stealth +7			
Str 20 (+8)	Dex 13 (+4)	Wis 17 (+6)	
Con 17 (+7)	Int 12 (+4)	Cha 14 (+5)	
Equipment Chainmail, light shield, mace, holy symbol of luz			

Sevvik Water-Blessed		Level 6 Lurker	
Medium elemental humanoid (orc, water)		XP 200	
Initiative +11	Senses Perception +10		
HP 61; Bloodied 30			
AC 20; Fortitude 18, Reflex 18, Will 17			
Speed 6, swim 6			
m Daggers (standard; at-will) • Poison, Weapon			
+12 vs. AC; 1d4+4 poison damage and ongoing 5 poison damage (save ends).			
r Thrown Dagger (standard; at-will) • Weapon			
Range 5/10; +12 vs. AC; 1d4+4 poison damage and ongoing 5 poison damage (save ends).			
Water Form (minor; at-will)			
Sevvik turns into a pool of water. He gains insubstantial, a +5 bonus on Stealth checks, and can shift 5 squares as a move action in this form but cannot use his melee or ranged basic attack.			
Water Shift (immediate reaction when damaged by a melee attack; encounter)			
Sevvik gains insubstantial against the attack and can slide 5 squares.			
M Drowning Embrace (standard when in water form; recharge 5 6)			
+10 vs. Fortitude; 2d6+4 damage and ongoing 5 damage (save ends).			
Alignment Evil		Languages Common	
Skills Athletics +9, Bluff +8, Perception +10, Stealth +12, Thievery +12			
Str 12 (+4)	Dex 18 (+7)	Wis 15 (+5)	
Con 19 (+7)	Int 13 (+4)	Cha 10 (+3)	
Equipment Leather armor, four daggers.			

Zombies of luz		Level 5 Minion	
Medium animate (undead)		XP 50	
Initiative +5	Senses Perception +1		
HP 1; a missed attack never damages a minion.			
AC 20; Fortitude 18, Reflex 17, Will 17			
Speed 6			
m Claw (standard; at-will) • Weapon			
+9 vs. AC; 4 damage			
M Clutch of Death (standard; at-will) • Weapon			
+9 vs. Reflex; target grabbed and suffers -1 on attacks and all defenses (including AC) per zombie of luz that is grabbing it.			
Death Burst			
When reduced to 0 hit points, all living creatures adjacent to the zombie of luz suffer 4 necrotic damage.			
Alignment Evil		Languages None	
Skills Stealth +10			
Str 17 (+5)	Dex 16 (+5)	Wis 8 (+1)	
Con 10 (+2)	Int 3 (-2)	Cha 7 (+0)	

ENCOUNTER 4: TAHRG'S LAST STAND STATISTICS (CONTINUED)

Green Slime Trap	Level 3 Obstacle
Trap	XP 150
<p>Trap: The two squares at the bottom of the stairs have a tripwire that drops a bundle of green slime on the triggering character.</p>	
<p>Perception</p> <p>◆DC 25: The character notices the tripwire.</p>	
<p>Trigger +4 Initiative</p> <p>The trap attacks when a creature enters one of the two squares at the base of the stairs. Once it is triggered, it does not attack again.</p>	
<p>Attack</p> <p>Opportunity Action Melee</p> <p>Target: The triggering creature</p> <p>Attack: +8 vs. Reflex</p> <p>Hit: 1d8 acid damage and ongoing 5 acid damage and –2 AC (save ends both).</p> <p>Miss: Ongoing 5 acid damage and –2 AC (save ends both).</p> <p>Special: A creature suffering ongoing acid damage from this trap is covered in green slime. On a successful save, the creature removes the slime but a randomly chosen creature adjacent to it is now covered in the slime. If no creature is adjacent, the slime occupies a square chosen by the creature.</p> <p>If the slime is in a square, it repeats the attack above against a random, adjacent creature on its turn. If no target is adjacent, it does nothing.</p>	
<p>Countermeasures</p> <p>◆A character who makes a successful Athletics check (DC 6 or DC 11 without a running start) can jump over a single tripwired square.</p> <p>◆An character adjacent to the tripwire squares can disable the trap with a DC 20 Thievery check.</p> <p>◆An character adjacent to the tripwire squares can cause the trap to attack a creature of his choice adjacent to the tripwire squares with a DC 20 Thievery check.</p> <p>◆The slime is destroyed if a creature suffering its effects takes 20 or more points of fire damage, or if the square it occupies takes that damage.</p>	

Ghoul	Level 5 Soldier
Medium natural humanoid (undead)	XP 200
<p>Initiative +8 Senses Perception +2; darkvision</p> <p>HP 63; Bloodied 31</p> <p>AC 21; Fortitude 18, Reflex 20, Will 17</p> <p>Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant</p> <p>Speed 8, climb 4</p>	
<p>⊕ Claws (standard; at-will)</p> <p>+12 vs. AC; 1d6 + 4 damage, and the target is immobilized (save ends).</p>	
<p>⊕ Ghoulish Bite (standard; at-will)</p> <p>Target must be immobilized, stunned, or unconscious; +10 vs. AC; 3d6 + 4 damage, and the target is stunned (save ends).</p>	
<p>Alignment Chaotic evil Languages Common</p> <p>Skills Stealth +11</p>	
Str 14 (+4)	Dex 19 (+6)
Con 15 (+4)	Int 10 (+2)
	Wis 11 (+2)
	Cha 12 (+3)

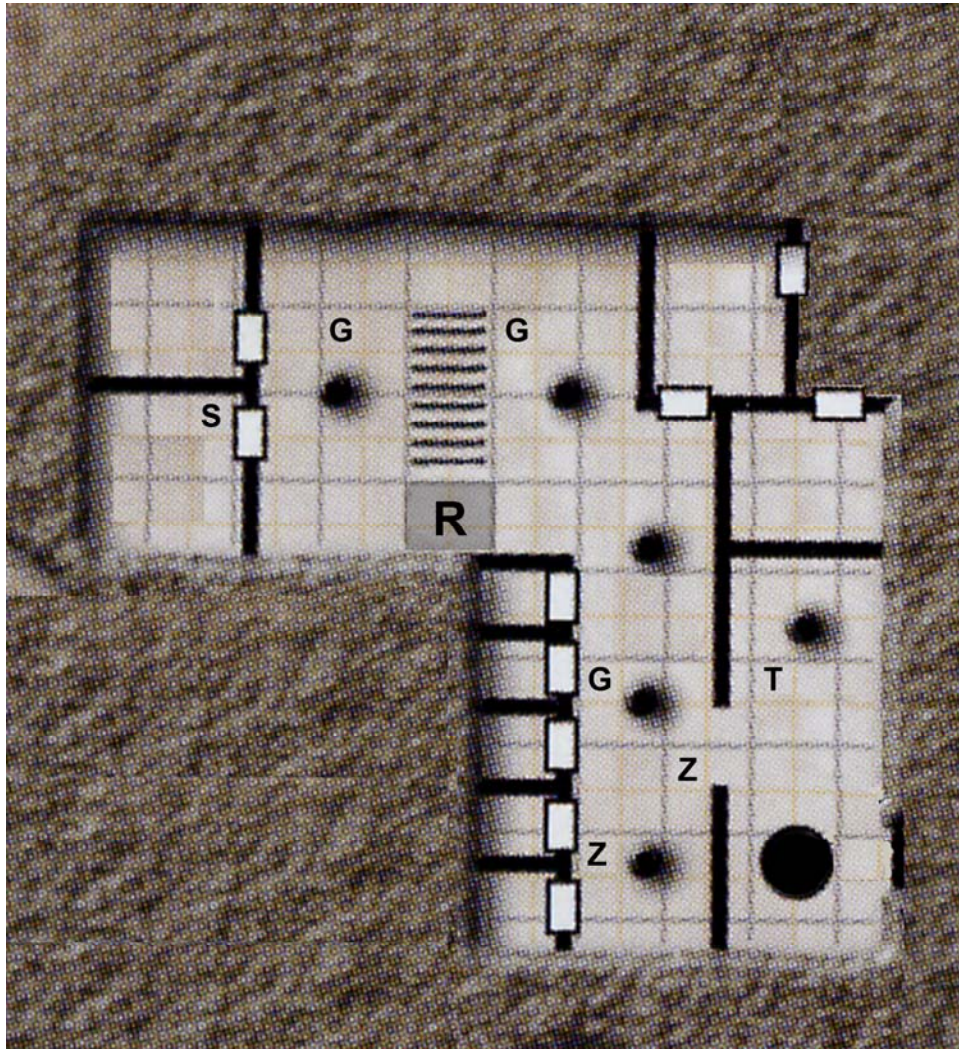
RETURN TO THE MOATHOUSE: MAP 1



MAP KEY

- B = blazing skeletons
- G = gnome snipers
- K = Kerek the Deceptor
- M = gnome mistcallers
- R = runeflame skeletons
- S = specters
- T = bog toads
- Z = zombies of Iuz

RETURN TO THE MOATHOUSE: MAP 2



MAP KEY

- G = ghouls
- R = green slime trap
- S = Sevvik Water-Blessed
- T = Tahrg
- Z = zombies of Iuz



RHANIA THE BOLD

FEMALE HUMAN FIGHTER



LEVEL 5 LAWFUL GOOD

"You don't know a thing about protecting people. Get out of my way!"

Ability Score	Value	Modifier		
STRENGTH	19	+4	ARMOR CLASS	20
CONSTITUTION	17	+3	FORTITUDE DEFENSE	18
DEXTERITY	12	+1	REFLEX DEFENSE	14
INTELLIGENCE	10	+0	WILL DEFENSE	14
WISDOM	12	+1	INITIATIVE	+3
CHARISMA	8	-1	SPEED (SQUARES)	5
			ACTION POINTS	1

HIT POINTS	56	HEALING SURGE HP HEALED	14	SECOND WIND	<input type="checkbox"/>
BLOODIED	28	HEALING SURGES/DAY	12	(Use second wind up to 1/encounter)	

<i>Current Hit Points</i>	<i>Current Surge Uses</i>
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Basic Attack Name	Attack Bonus	Damage	Range/Properties
+1 <i>bloodclaw greatsword</i>	+11 vs. AC	1d10+6	+1d6 damage on critical hit
Crossbow	+5 vs. AC	1d8+1	Load minor, 5 normal/10 max

FEATS

Human Perseverance (+1 to all saving throws),
 Power Attack (-2 atk./+3 damage), Student of Battle (added),
 Weapon Focus: Heavy Blades (already added)

SKILLS (For skills not listed, bonus is 2 + ability modifier)

Passive Insight	13
Passive Perception	13
Athletics	+10
Endurance	+9
Heal	+8
History	+7
Insight	+3
Intimidate	+6
Perception	+3

EXPLOITS (Martial Powers)

See back of character sheet.

EQUIPMENT

+1 *bloodclaw greatsword* (see back), +1 *delver's scale armor* (see back), *ironskin belt* (see back), crossbow, quiver with 10 bolts, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

Combat Challenge (when you attack you may mark the enemy, giving a -2 to attack targets other than you, only one mark per enemy, new mark supersedes old one)

Combat Challenge (when an adjacent marked enemy shifts or makes an opportunity attack, make an immediate melee basic attack against them)

Combat Superiority (+1 to opportunity attacks and enemies hit stop moving if a move provoked the attack)

Languages: Common and Dwarven

Normal Vision

Note: Some race and class features are already added into the character's statistics and are not listed on the sheet.

EXPLOITS (MARTIAL POWERS)

At-Will Powers

Cleave

Fighter Attack 1

You hit one enemy, then cleave into another.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +11 vs. AC

Hit: 1d10 + 6 damage, and an enemy adjacent to the target takes 4 damage.

Sure Strike

Fighter Attack 1

You trade power for precision.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +13 vs. AC

Hit: 1d10 damage.

Reaping Strike

Fighter Attack 1

You punctuate your scything attacks with wicked jabs and small cutting blows that slip through your enemy's defenses.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +11 vs. AC

Hit: 1d10 + 6 damage.

Miss: 4 damage.

Encounter Powers

Dance of Steel

Fighter Attack 3

Weaving your weapon in a graceful figure-eight, you lash out with a sudden attack.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +11 vs. AC

Hit: 2d10 + 6 damage.

Weapon: If you're wielding your greatsword, the target is slowed until the end of your next turn.

Passing Attack

Fighter Attack 1

You strike at one foe and allow momentum to carry you forward into a second strike against a second foe.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Primary Target: One creature

Attack: +11 vs. AC

Hit: 1d10 + 6 damage, and you can shift 1 square. Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: +13 vs. AC

Hit: 1d10 + 6 damage.

Daily Powers

Brute Strike

Fighter Attack 1

You shatter armor and bone with a ringing blow.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +11 vs. AC

Hit: 3d10 + 6 damage.

Inspiring Word

Warlord Feature

You call out to a wounded ally and offer inspiring words of courage and determination that helps that ally heal.

Daily ♦ Martial, Healing

Minor Action Close burst 5

Target: You or one ally in burst

Effect: The target can spend a healing surge and regain an additional 1d6 hit points.

Rain of Steel

Fighter Attack 5

You constantly swing your weapon about, slashing and cutting into nearby enemies.

Daily ♦ Martial, Stance, Weapon

Minor Action Personal

Effect: Any enemy that starts its turn adjacent to you takes 1d10 damage, as long as you are able to make opportunity attacks.

Unstoppable

Fighter Utility 2

You let your adrenaline surge carry you through the battle.

Daily ♦ Healing, Martial

Minor Action Personal

Effect: You gain 2d6 + 3 temporary hit points.

Magic Items

+1 Bloodclaw Greatsword

Level 2

The hilt of this weapon digs into its wielder's hand, drawing blood while inflicting a more grievous wound upon an enemy.

Enhancement: Attack rolls and damage rolls (already added)

Critical: +1d6 damage

Power (At-Will): Free Action. Use this power before making a melee attack on your turn. You take 1 damage. This damage cannot be reduced or prevented in any way. If you hit, the target takes 3 extra points of damage.

+1 Delver's Scale Armor

Level 3

A popular armor among adventurers, it is relatively easy to make.

Enhancement: AC (already added)

Power (Daily): Free Action. Gain a +2 power bonus to a saving throw you just rolled; use the new result.

Ironskin Belt

Level 5

The first of these belts of chain links was forged by a dwarf armorsmith enslaved by fire giants. It can be activated to provide protection against weapon attacks.

Power (Daily): Minor Action. Gain resist 5 to all weapon damage until the end of your next turn.



MURTUN IRONBLADE

MALE DWARF SWORDMAGE



LEVEL 5 GOOD

"My clan may disagree with my art, but they cannot deny its effectiveness."

Ability Score	Value	Modifier		
STRENGTH	12	+1	ARMOR CLASS	21
CONSTITUTION	19	+4	FORTITUDE DEFENSE	16
DEXTERITY	10	+0	REFLEX DEFENSE	15
INTELLIGENCE	17	+3	WILL DEFENSE	16
WISDOM	14	+2	INITIATIVE	+2
CHARISMA	8	-1	SPEED (SQUARES)	5
			ACTION POINTS	1

HIT POINTS	63	HEALING SURGE HP HEALED	15	SECOND WIND	<input type="checkbox"/>
BLOODIED	31	HEALING SURGES/DAY	12	(Use second wind up to 1/encounter)	

<i>Current Hit Points</i>			<i>Current Surge Uses</i>		
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Basic Attack Name	Attack Bonus	Damage	Range/Properties
+1 defensive longsword	+7 vs. AC	1d8+3	Versatile (+1 damage when 2-handed), +1d6 critical

FEATS

Defensive Mobility (+2 AC against opportunity attacks),
Toughness, Weapon Focus: Longsword (both already added)

SKILLS (For skills not listed, bonus is 2 + ability modifier)

Passive Insight	14
Passive Perception	14
Arcana	+10
Athletics	+9
Dungeoneering	+6
Endurance	+13
History	+10
Insight	+4
Perception	+4

SPELLS (Arcane Powers)
See back of character sheet.

EQUIPMENT

+1 surge leather armor (see back), +1 defensive longsword (see back), gauntlets of ogre power (see back), backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

Swordbond (standard action, can call longsword back to hand within 10 squares)

Aegis of Shielding (see back)

Swordmage Warding (+3 bonus to AC with one hand free; if rendered unconscious, shield fades and can be restored after a short rest)

Cast-Iron Stomach (+5 to saving throws vs. poison)

Dwarven Resilience (use second wind as a minor action)

Stand Your Ground (move 1 square less when subject to a push, pull, or slide; when knocked prone make an immediate saving throw to stay standing)

Languages: Common and Dwarven

Low-Light Vision

Note: Some race and class features are already added into the character's statistics and are not listed on the sheet.

SPELLS (ARCANES POWERS)

At-Will Powers

Aegis of Shielding

Swordmage Feature

You create an arcane link between you and a foe, allowing you to instantly respond to its attacks with a counterassault.

At-Will ♦ Arcane, Teleportation

Minor Action Close burst 2

Target: One creature in burst

Effect: You mark the target. The target remains marked until you use this power against another target. If you mark other creatures using other powers, the target is still marked. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

If your marked target makes an attack that doesn't include you as a target, it takes a -2 penalty to attack rolls. If that attack hits and the attacker is within 10 squares of you, you can use an immediate interrupt to reduce the damage dealt by that attack to any one creature by 9 points.

Booming Blade

Swordmage Attack 1

A field of sound punishes your enemy, and it becomes louder if your enemy tries to escape.

At-Will ♦ Arcane, Thunder, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +9 vs. AC

Hit: 1d8 + 5 damage, and if the target is adjacent to you at the start of its turn and moves away, it takes 1d6 + 4 thunder damage.

Sword Burst

Swordmage Attack 1

A sweep of your sword blasts those around you with force.

At-Will ♦ Arcane, Force, Implement

Standard Action Close burst 1

Target: Each enemy in burst

Attack: +6 vs. Reflex

Hit: 1d6 + 4 force damage.

Encounter Powers

Chilling Blow

Swordmage Attack 1

Your blade rips into your foe and cold pulses from the wound, enveloping your enemy's body in a crust of frost.

Encounter ♦ Arcane, Cold, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +9 vs. AC

Hit: 1d8 + 5 cold damage, and the target takes 4 cold damage each time it attacks until the start of your next turn.

Corrosive Ruin

Swordmage Attack 3

You spin your blade in a tight circle in front of you, assailing foes with a spray of flesh-melting acid.

Encounter ♦ Acid, Arcane, Weapon

Standard Action Close blast 3

Target: Each creature in blast

Attack: +9 vs. Fortitude

Hit: 1d8 + 5 acid damage.

Encounter Powers (continued)

Dimensional Warp

Swordmage Utility 2

You reach out with arcane power, and two of your nearby allies suddenly wink out and reappear in each other's places.

Encounter ♦ Arcane, Teleportation

Minor Action Close burst 3

Targets: You and one ally in burst or two allies in burst

Effect: Each target teleports into the other's space. Both targets must occupy the same size space, or the power fails.

Daily Powers

Frost Backlash

Swordmage Attack 1

As your enemy swings for the kill, your warding suddenly turns to ice and lashes out at your foe with the fury of winter.

Daily ♦ Arcane, Cold, Weapon

Immediate Interrupt Melee weapon

Trigger: An adjacent creature hits you

Target: The creature that hit you

Attack: +9 vs. Reflex

Hit: 3d8 + 5 cold damage.

Miss: Half damage.

Lingering Lightning

Swordmage Attack 5

Tendrils of bluish white lightning course from your blade to electrocute your enemies.

Daily ♦ Arcane, Lightning, Weapon

Standard Action Ranged 5

Target: One, two, or three creatures

Attack: +9 vs. Reflex, one attack per target

Hit: 1d8 + 5 damage, and ongoing 5 lightning damage (save ends).

Miss: Half damage, and no ongoing damage.

Magic Items

+1 Defensive Longsword

Level 2

This weapon glows blue when its wielder takes a second wind or goes on total defense.

Enhancement: Attack rolls and damage rolls (already added)

Critical: +1d6 damage

Property: When you take the total defense or second wind action, add the enhancement bonus of this weapon as an item bonus to all of your defenses until the start of your next turn.

+1 Surge Leather Armor

Level 3

Many great heroes have survived dangerous battles thanks to the offensive and defensive benefits of this armor.

Enhancement: AC (already added)

Power (Daily): Minor Action. Gain a +2 power bonus to all attack rolls and defenses. This bonus is reduced by 1 at the start of each of your turns.

Gauntlets of Ogre Power

Level 5

These oversized armored gloves increase your strength and can be activated to increase your damage.

Property: Gain a +1 item bonus to Athletics checks (already added) and Strength ability checks (but not Strength attacks).

Power (Daily): Free Action. Use this power when you hit with a melee attack. Add a +5 power bonus to the damage roll.



KUREL THE BUTCHER

MALE ELF ROGUE

LEVEL 5 UNALIGNED



"The first cut may not be fatal, but it'll hurt like hell."

Ability Score	Value	Modifier		
STRENGTH	17	+3	ARMOR CLASS	20
CONSTITUTION	12	+1	FORTITUDE DEFENSE	15
DEXTERITY	19	+4	REFLEX DEFENSE	19
INTELLIGENCE	8	-1	WILL DEFENSE	13
WISDOM	12	+1	INITIATIVE	+6
CHARISMA	12	+1	SPEED (SQUARES)	6
			ACTION POINTS	1

HIT POINTS	44	HEALING SURGE HP HEALED	11	SECOND WIND	<input type="checkbox"/>
BLOODIED	22	HEALING SURGES/DAY	7	(Use second wind up to 1/encounter)	

<i>Current Hit Points</i>	<i>Current Surge Uses</i>
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Basic Attack Name	Attack Bonus	Damage	Range/Properties
+1 <i>duelist's dagger</i>	+10 vs. AC (+11 thrown)	1d4+5 (1d4+5 ranged)	5 squares normal/10 squares max

FEATS

Nimble Blade (+1 to attack with combat advantage),
Two-Weapon Defense and Fighting (both already added)

SKILLS (For skills not listed, bonus is 2 + ability modifier)

Passive Insight	13
Passive Perception	20
Acrobatics	+12
Athletics	+10
Insight	+3
Nature	+3
Perception	+10
Stealth	+11
Streetwise	+8
Thievery	+11

EXPLOITS (Martial Powers)

See back of character sheet.

EQUIPMENT

+1 *duelist's dagger* (see back), *acrobat boots* (see back), +1 *deathcut leather armor* (see back), 2 daggers, thieves' tools (+2 to open locks or disarm traps), backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

Fey Origin (you are considered a creature of fey origin)
Group Awareness (non-elf allies within 5 squares gain +1 Perception)
First Strike (at the start of an encounter, you have combat advantage against creatures that have not yet acted)
Brutal Scoundrel (gain +3 damage on sneak attacks)
Sneak Attack (once per round when you have combat advantage you can deal 2d6+3 damage after you hit with an attack; decide after the damage roll)
Wild Step (ignore difficult terrain when you shift)
Languages: Common and Elven
Low-Light Vision

Note: Some race and class features are already added into the character's statistics and are not listed on the sheet.

EXPLOITS (MARTIAL POWERS)

At-Will Powers

Deft Strike

Rogue Attack 1

A final lunge brings you into an advantageous position.

At-Will ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Special: You can move 2 squares before the attack.

Attack: +11 vs. AC

Hit: 1d4 + 6 damage (1d4 + 5 damage ranged).

Piercing Strike

Rogue Attack 1

A needle-sharp point slips past armor and into tender flesh.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: +11 vs. Reflex

Hit: 1d4 + 6 damage.

Encounter Powers

Elven Accuracy

Elf Racial Power

With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.

Encounter

Free Action Personal

Effect: Reroll an attack roll. Use the second roll, even if it's lower.

Topple Over

Rogue Attack 3

Balance and momentum are your allies as you lunge forward, strike deftly, and knock your opponent to the ground.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: +14 vs. AC

Hit: 1d4 + 6 damage, and the target is knocked prone.

Torturous Strike

Rogue Attack 1

If you twist the blade in the wound just so, you can make your enemy howl in pain.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: +11 vs. AC

Hit: 2d4 + 9 damage.

Tumble

Rogue Utility 2

You tumble out of harm's way, dodging the opportunistic attacks of your enemies.

Encounter ♦ Martial

Move Action Personal

Prerequisite: You must be trained in Acrobatics.

Effect: You can shift a number of squares equal to one-half your speed (normally 3).

Daily Power

Easy Target

Rogue Attack 1

You deal a staggering blow to your enemy, setting it up for future attacks.

Daily ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: +11 vs. AC

Hit: 2d4 + 6 damage (2d4 + 5 damage ranged), and the target is slowed and grants combat advantage to you (save ends both).

Miss: Half damage, and the target grants combat advantage to you until the end of your next turn.

Magic Items

+1 Duelist's Dagger

Level 3

The favorite weapon of a rogue.

Enhancement: Attack rolls and damage rolls (already added)

Critical: +1d6 damage, or +1d8 damage if you have combat advantage

Power (Daily): Minor Action. You have combat advantage against the next creature you attack with this weapon on this turn.

Acrobat Boots

Level 2

These enchanted boots enhance your acrobatic skills.

Property: Gain a +1 item bonus to Acrobatics checks (already added).

Power (At-Will): Minor Action. Stand up from prone.

+1 Deathcut Leather Armor

Level 5

Crafted from the hides of creatures slain by necromantic magic, this armor radiates unease and offers protection against similar magic.

Enhancement: AC (already added)

Property: Resist 5 necrotic and resist 5 poison.

Power (Daily ♦ Necrotic): Immediate Reaction. You can use this power when an enemy hits you with a melee attack. Deal 1d10 + 1 necrotic damage to that enemy.



JERISSE

FEMALE HUMAN WIZARD

LEVEL 5 GOOD



"My order doesn't accept failure. So we'll make a strategic withdrawal."

Ability Score	Value	Modifier		
STRENGTH	10	+0	ARMOR CLASS	18
CONSTITUTION	12	+1	FORTITUDE DEFENSE	15
DEXTERITY	8	-1	REFLEX DEFENSE	19
INTELLIGENCE	21	+5	WILL DEFENSE	18
WISDOM	14	+2	INITIATIVE	+1
CHARISMA	10	+0	SPEED (SQUARES)	6
			ACTION POINTS	1
HIT POINTS	38		HEALING SURGE HP HEALED	8
BLOODIED	19		HEALING SURGES/DAY	7
			SECOND WIND	<input type="checkbox"/>

Current Hit Points	Current Surge Uses

Basic Attack Name	Attack Bonus	Damage	Range/Properties
Quarterstaff	+4 vs. AC	1d6	
Magic Missile	+8 vs. Reflex	2d4+6	20 squares, +1d6 critical

FEATS

Action Surge (+3 to attacks when spending an action point),
 Burning Blizzard, Skill Focus: Arcana (both already added),
 Jack of All Trades (already added)

SKILLS (For skills not listed, bonus is 4 + ability modifier)

Passive Insight	16
Passive Perception	16
Arcana	+15
Diplomacy	+7
Dungeoneering	+12
History	+12
Insight	+6
Nature	+12
Perception	+6

SPELLS (Arcane Powers)

See back of character sheet.

EQUIPMENT

+1 orb of inevitable continuance (see back), +1 amulet of physical resolve (see back), +1 bloodthread cloth armor (see back), staff, spellbook, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

Arcane Implement Mastery: Orb of Imposition
 (once per encounter as a free action, either give a creature a -2 to saving throws made against one of your spells or extend the duration of your at-will spell that would otherwise end on your current turn to end at the end of your next turn)

Cantrips (see back)

Ritual Casting (can use rituals)

Spellbook (when you begin the adventure, and after each extended rest, pick one of two daily spells - you can use that spell until you select again after an extended rest)

Languages: Common and Draconic

Normal Vision

Note: Some race and class features are already added into the character's statistics and are not listed on the sheet.

SPELLS (ARCANE POWERS)

At-Will Powers

Cloud of Daggers

Wizard Attack 1

You create a small cloud of whirling daggers of force that relentlessly attack creatures in the area.

At-Will ♦ Arcane, Force, Implement

Standard Action Area 1 square within 10 squares

Target: Each creature in square

Attack: +8 vs. Reflex

Hit: 1d6 + 6 force damage.

Effect: The power's area is filled with sharp daggers of force.

Any creature that enters the area or starts its turn there takes 2 force damage. The cloud remains in place until the end of your next turn. You can dispel it earlier as a minor action.

Ghost Sound

Wizard Cantrip

With a wink, you create an illusory sound that emanates from somewhere close by.

At-Will ♦ Arcane, Illusion

Standard Action Ranged 10

Target: One object or unoccupied square

Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

Magic Missile

Wizard Attack 1

You launch a silvery bolt of force at an enemy.

At-Will ♦ Arcane, Force, Implement

Standard Action Ranged 20

Target: One creature

Attack: +8 vs. Reflex

Hit: 2d4 + 6 force damage.

Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

Light

Wizard Cantrip

With a wave of your hand, you cause a bright light to appear on the tip of your staff, upon some other object, or in a nearby space.

At-Will ♦ Arcane

Minor Action Ranged 5

Target: One object or unoccupied square

Effect: You cause the target to shed bright light. The light fills the target's square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting out the light is a free action.

Special: You can have only one light cantrip active at a time. If you create a new light, your previously cast light winks out.

At-Will Powers (continued)

Mage Hand

Wizard Cantrip

You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish.

At-Will ♦ Arcane, Conjunction, Force

Minor Action Ranged 5

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand.

As a move action, you can move the hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object.

Sustain Minor: You can sustain the hand indefinitely.

Special: You can create only one hand at a time.

Ray of Frost

Wizard Attack 1

A blisteringly cold ray of white frost streaks to your target.

At-Will ♦ Arcane, Cold, Implement

Standard Action Ranged 10

Target: One creature

Attack: +8 vs. Fortitude

Hit: 1d6 + 7 cold damage, and the target is slowed until the end of your next turn.

Encounter Powers

Color Spray

Wizard Attack 3

A brilliant blast of flashing colors springs from your outstretched fingers, knocking nearby enemies senseless.

Encounter ♦ Arcane, Implement, Radiant

Standard Action Close blast 5

Target: Each creature in blast

Attack: +8 vs. Will

Hit: 1d6 + 6 radiant damage, and the target is dazed until the end of your next turn.

Ice Terrain

Wizard Attack 1

With frosty breath, you utter a single arcane word that creates a treacherous patch of ice on the ground, hampering your foes.

Encounter ♦ Arcane, Cold, Implement

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: +8 vs. Reflex

Hit: 1d6 + 7 cold damage, and the target is knocked prone.

Effect: The power's area is difficult terrain until the end of your next turn. You can end this effect as a minor action.

Shield

Wizard Utility 2

You throw up your hand, and a shield of arcane energy springs into existence, protecting you against imminent attacks.

Encounter ♦ Arcane, Force

Immediate Interrupt Personal

Trigger: You are hit by an attack

Effect: You gain a +4 power bonus to AC and Reflex defense until the end of your next turn.

1st Level Daily Powers (pick one)

Acid Arrow

Wizard Attack 1

A shimmering arrow of green, glowing liquid streaks to your target and bursts in a spray of sizzling acid.

Daily ♦ Acid, Arcane, Implement

Standard Action Ranged 20

Primary Target: One creature

Attack: +8 vs. Reflex

Hit: 2d8 + 7 acid damage, and ongoing 5 acid damage (save ends). Make a secondary attack.

Secondary Target: Each creature adjacent to the primary target

Secondary Attack: +8 vs. Reflex

Hit: 1d8 + 7 acid damage, and ongoing 5 acid damage (save ends).

Miss: Half damage, and ongoing 2 acid damage to primary target (save ends), and no secondary attack.

Freezing Cloud

Wizard Attack 1

A pellet shoots from your hand and explodes into a cloud of icy mist at the point of impact.

Daily ♦ Arcane, Cold, Implement

Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: +8 vs. Fortitude

Hit: 1d8 + 7 cold damage.

Miss: Half damage.

Effect: The cloud lasts until the end of your next turn. Any creature that enters the cloud or starts its turn there is subject to another attack. You can dismiss the cloud as a minor action.

5th Level Daily Powers (pick one)

Fireball

Wizard Attack 5

A globe of orange flame coalesces in your hand. You hurl it at your enemies, and it explodes on impact.

Daily ♦ Arcane, Fire, Implement

Standard Action Area burst 3 within 20 squares

Target: Each creature in burst

Attack: +8 vs. Reflex

Hit: 3d6 + 6 fire damage.

Miss: Half damage.

Web

Wizard Attack 5

You call into being a giant web made of thick magical strands that hang in midair, trapping those within it.

Daily ♦ Arcane, Implement, Zone

Standard Action Area burst 2 within 20 squares

Target: Each creature in burst

Attack: +8 vs. Reflex

Hit: The target is immobilized (save ends).

Effect: The burst creates a zone of webs that fills the area until the end of the encounter or for 5 minutes. The zone is considered difficult terrain. Any creature that ends its move in the web is immobilized (save ends).

Magic Items

+1 Orb of Inevitable Continuance

Level 3

A sphere of gray crystal that appears as a ball of solid mist.

Enhancement: Attack rolls and damage rolls (already added)

Critical: +1d6 damage

Power (Daily): Minor Action. One of your powers that is due to end at the end of this turn instead lasts until the end of your next turn.

+1 Amulet of Physical Resolve

Level 2

This striking amulet wards you against effects that leave you physically debilitated.

Enhancement: Fortitude, Reflex, and Will (already added)

Property: Gain a +2 item bonus to saving throws against effects with the paralysis, poison, or weakness keyword.

+1 Bloodthread Cloth Armor

Level 5

Eladrin master tailors magically weave threads of enchanted blood into the supple cloth used to create this robe or jacket.

Enhancement: AC (already added)

Property: When you are bloodied, you gain a +2 item bonus to AC and saving throws.



DUTHAN IRONBLADE

MALE DWARF CLERIC (MORADIN)

LEVEL 5 LAWFUL GOOD

"The Great Forge lights my way."

Ability Score	Value	Modifier		
STRENGTH	17	+3	ARMOR CLASS	20
CONSTITUTION	14	+2	FORTITUDE DEFENSE	15
DEXTERITY	8	-1	REFLEX DEFENSE	12
INTELLIGENCE	10	+0	WILL DEFENSE	18
WISDOM	19	+4	INITIATIVE	+1
CHARISMA	12	+1	SPEED (SQUARES)	5
			ACTION POINTS	1

HIT POINTS	51	HEALING SURGE HP HEALED	12	SECOND WIND	<input type="checkbox"/>
BLOODIED	25	HEALING SURGES/DAY	9	(Use second wind up to 1/encounter)	

Current Hit Points

Current Surge Uses

Basic Attack Name	Attack Bonus	Damage	Range/Properties
+1 <i>thundering warhammer</i>	+8 vs. AC	1d10+6	Versatile (+1 damage when 2-handed), +1d6 crit
Throwing hammer	+7 vs. AC	1d6+5	5 squares normal/10 squares max

FEATS

Dwarven Weapon Training (already added),
Light Shield Proficiency, Toughness (already added)

SKILLS (For skills not listed, bonus is 2 + ability modifier)

Passive Insight	21
Passive Perception	16
Dungeoneering	+8
Endurance	+6
Heal	+11
History	+7
Insight	+11
Perception	+6
Religion	+7

PRAYERS (Divine Powers)

See back of character sheet.

EQUIPMENT

+1 *thundering warhammer* (see back), +1 *chainmail of durability* (see back), *light bashing shield* (see back), 2 throwing hammers, holy symbol of Moradin, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

Channel Divinity: Divine Fortune (see back)
Channel Divinity: Turn Undead (see back)
Healing Word (see back)
Ritual Casting (can use rituals)
Cast-Iron Stomach (+5 to saving throws vs. poison)
Dwarven Resilience (use second wind as a minor action)
Stand Your Ground (move 1 square less when subject to a push, pull, or slide; when knocked prone make an immediate saving throw to stay standing)
Languages: Common and Dwarven
Low-Light Vision

Note: Some race and class features are already added into the character's statistics and are not listed on the sheet.

PRAYERS (DIVINE POWERS)

At-Will Powers

Righteous Brand

Cleric Attack 1

You smite your foe with your weapon and brand it with a ghostly, glowing symbol of your deity's anger. By naming one of your allies when the symbol appears, you add divine power to that ally's attacks against the branded foe.

At-Will ♦ **Divine, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +8 vs. AC

Hit: 1d10 + 6 damage, and one ally within 5 squares of you gains a +3 power bonus to melee attack rolls against the target until the end of your next turn.

Priest's Shield

Cleric Attack 1

You utter a minor defensive prayer as you attack with your weapon.

At-Will ♦ **Divine, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +8 vs. AC

Hit: 1d10 + 6 damage, and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn.

Encounter Powers

Channel Divinity: Divine Fortune

Cleric Feature

In the face of peril, you hold true to your faith and receive a special boon.

Encounter ♦ **Divine**

Special: You can use *divine fortune*, *power of Amaunator*, or *turn undead* once per encounter, but only one of them per encounter.

Free Action **Personal**

Effect: You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

Channel Divinity: Turn Undead

Cleric Feature

You sear undead foes, push them back, and root them in place.

Encounter ♦ **Divine, Implement, Radiant**

Special: You can use *divine fortune*, *power of Amaunator*, or *turn undead* once per encounter, but only one of them per encounter.

Standard Action **Close burst 2**

Target: Each undead creature in burst

Attack: +6 vs. Will

Hit: 1d10 + 4 radiant damage, and you push the target 4 squares. The target is immobilized until the end of your next turn.

Miss: Half damage, and the target is not pushed or immobilized.

Healing Strike

Cleric Attack 1

Divine radiance gleams from your weapon. When you smite your enemy, your deity bestows a minor blessing in the form of healing for you or one of your allies.

Encounter ♦ **Divine, Healing, Radiant, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +8 vs. AC

Hit: 2d10 + 6 radiant damage, and the target is marked until the end of your next turn. In addition, you or one ally within 5 squares of you can spend a healing surge and heal their value +4 hit points.

Healing Word

Cleric Feature

You whisper a brief prayer as divine light washes over your target, helping to mend its wounds.

Encounter (Special) ♦ **Divine, Healing**

Special: You can use this power twice per encounter, but only once per round.

Minor Action **Close burst 5**

Target: You or one ally

Effect: The target can spend a healing surge and regain an additional 1d6 + 4 hit points.

Split the Sky

Cleric Attack 3

You invoke ancient words of wrath as you attack with your weapon. The thundering power of your melee strike causes your foe to stumble backward and fall.

Encounter ♦ **Divine, Thunder, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +8 vs. Fortitude

Hit: 1d10 + 6 thunder damage, and you push the target 2 squares and knock it prone.

Daily Powers

Avenging Flame

Cleric Attack 1

You slam your weapon into your foe, who bursts into flame. Divine fire avenges each attack your enemy dares to make.

Daily ♦ **Divine, Fire, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +8 vs. AC

Hit: 2d10 + 6 damage, and ongoing 5 fire damage (save ends).

Miss: Half damage, and no ongoing fire damage.

Special: If the target attacks on its turn, it can't attempt a saving throw against the ongoing damage.

Cure Light Wounds

Cleric Utility 2

You utter a simple prayer and gain the power to instantly heal wounds, and your touch momentarily suffuses you or a wounded creature with a dim silver light.

Daily ♦ **Divine, Healing**

Standard Action **Melee touch**

Target: You or one creature

Effect: The target regains hit points as if it had spent a healing surge +4 hit points.

Weapon of the Gods

Cleric Attack 5

Your weapon glows with divine radiance, enhancing your attacks.

Daily ♦ **Divine, Radiant, Weapon**

Minor Action **Melee touch**

Target: One held weapon

Effect: Until the end of the encounter, all attacks made with the weapon deal an extra 1d6 radiant damage. When the weapon hits an enemy, the enemy takes a -2 penalty to AC until the end of the weapon wielder's next turn.

Magic Items

+1 Chainmail of Durability

Level 2

When your allies rely on you to keep fighting, this armor helps you battle.

Enhancement: AC (already added)

Property: When you spend a healing surge to regain hit points, you regain 3 additional hit points.

+1 Thundering Warhammer

Level 3

You can unleash a clap of thunder when this weapon hits, carrying your foe away on a wave of deadly sound.

Enhancement: Attack rolls and damage rolls (already added)

Critical: +1d6 thunder damage

Power (Daily ♦ Thunder): Free Action. Use this power when you hit with the weapon. Deal an extra 1d8 thunder damage and push the target 1 square.

Light Bashing Shield

Level 5

This stout shield can be used to force your opponents back.

Power (Daily): Free Action. Use this power when you hit an enemy with a melee attack. Push the enemy 1d4 squares after applying the attack's effects.



CORWIK THE CRAFTY MALE HALFLING WARLOCK



LEVEL 5 UNALIGNED

"I talk to the folk of the Feywild, and they say they don't like you much."

Ability Score	Value	Modifier		
STRENGTH	8	-1	ARMOR CLASS	17
CONSTITUTION	12	+1	FORTITUDE DEFENSE	14
DEXTERITY	14	+2	REFLEX DEFENSE	17
INTELLIGENCE	17	+3	WILL DEFENSE	18
WISDOM	10	+0	INITIATIVE	+8
CHARISMA	19	+4	SPEED (SQUARES)	6
HIT POINTS	44		HEALING SURGE HP HEALED	11
BLOODIED	22		HEALING SURGES/DAY	7
			SECOND WIND	<input type="checkbox"/>

(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

Basic Attack Name	Attack Bonus	Damage	Range/Properties
+1 pact blade	+5 vs. AC (+8 thrown)	1d4 (1d4+3 thrown)	5 squares normal/10 squares max
Eldritch blast	+7 vs. Reflex	1d10+5	10 squares, +1d6 critical

FEATS

Halfling Agility (opponent gets -2 attack with *second chance* reroll),
Improved Initiative, Improved Misty Step (both already added)

SKILLS (For skills not listed, bonus is 2 + ability modifier)

Passive Insight	12
Passive Perception	12
Acrobatics	+6
Arcana	+10
Bluff	+11
Insight	+2
Intimidate	+11
Perception	+2
Thievery	+11

SPELLS (Arcane Powers)

See back of character sheet.

EQUIPMENT

+1 pact blade (see back), +1 amulet of resolution (see back), boots of spider climbing (see back), leather armor, backpack, thieves' tools (+2 to open locks or disarm traps), bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

Bold (+5 on saving throws against fear)
Nimble Reaction (+2 AC against opportunity attacks)
Fey Pact (Misty Step - when you reduce an enemy under your Warlock's Curse to 0 hit points or fewer, you can teleport 5 squares as a free action)
Prime Shot (if none of your allies are nearer to your target than you are, gain a +1 to ranged attacks against the target)
Shadow Walk (move 3+ squares away on your turn, gain concealment until the end of your next turn)
Warlock's Curse (once per turn as a minor action, place a curse on the enemy nearest you; you do +1d6 damage on enemy; lasts until end of encounter or enemy is defeated)
Second Chance (see back)
Languages: Common and Elven
Normal Vision

Note: Some race and class features are already added into the character's statistics and are not listed on the sheet.

SPELLS (ARCANE POWERS)

At-Will Powers

Eldritch Blast

Warlock (All) Attack 1

You fire a bolt of dark, crackling eldritch energy at your foe.

At-Will ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: +7 vs. Reflex

Hit: 1d10 + 5 damage.

Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

Eyebite

Warlock (Fey) Attack 1

You glare at your enemy, and your eyes briefly gleam with brilliant colors. Your foe reels under your mental assault, and you vanish from his sight.

At-Will ♦ Arcane, Charm, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: +7 vs. Will

Hit: 1d6 + 5 psychic damage, and you are invisible to the target until the start of your next turn.

Encounter Powers

Eldritch Rain

Warlock (Fey) Attack 3

You fire purple rays of eldritch power at your foes.

Encounter ♦ Arcane, Implement

Standard Action Ranged 10

Targets: One creature, or two creatures no more than 5 squares apart from each other

Attack: +7 vs. Reflex, one attack per target

Hit: 1d10 + 8 damage.

Ethereal Stride

Warlock (Star) Utility 2

You shift your body out of phase with the world for an instant, teleporting a short distance. When you reappear, you are still somewhat out of phase and difficult to harm or hinder for a short time.

Encounter ♦ Arcane, Teleportation

Move Action Personal

Effect: You can teleport 3 squares, and you gain a +2 power bonus to all defenses until the end of your next turn.

Second Chance

Halfling Racial Power

Luck and small size combine to work in your favor as you dodge your enemy's attack.

Encounter

Immediate Interrupt Personal

Effect: When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower.

Witchfire

Warlock (Fey) Attack 1

From the mystic energy of the Feywild, you draw a brilliant white flame and set it in your enemy's mind and body. Rivulets of argent fire stream up into the air from his eyes, mouth, and hands; agony disrupts his very thoughts.

Encounter ♦ Arcane, Fire, Implement

Standard Action Ranged 10

Target: One creature

Attack: +7 vs. Reflex

Hit: 2d6 + 5 fire damage, and the target takes a -5 penalty to attack rolls until the end of your next turn.

Daily Powers

Crown of Madness

Warlock (Fey) Attack 5

You cause an illusory, twisted crown to appear around the target's head. Under its psychic assault, your enemy loses the ability to distinguish friend from foe.

Daily ♦ Arcane, Charm, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: +7 vs. Will

Hit: 2d6 + 5 psychic damage.

Miss: Half damage.

Sustain Minor: The target makes a melee basic attack against one of its adjacent allies of your choice (save ends).

Curse of the Dark Dream

Warlock (Fey) Attack 1

You inflict a waking nightmare upon your enemy so that he can no longer tell what is real and what exists only in his mind. Under its influence he staggers about, trying to avoid falling from imaginary heights or stepping on unreal serpents.

Daily ♦ Arcane, Charm, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: +7 vs. Will

Hit: 3d8 + 5 psychic damage, and you slide the target 3 squares.

Sustain Minor: You slide the target 1 square, whether you hit or miss (save ends).

Magic Items

+1 Pact Blade

Level 3

Warlocks favor this wickedly sharp blade.

Enhancement: Attack rolls and damage rolls (already added)

Critical: +1d6 damage

Property: This blade functions as a warlock implement, adding its enhancement bonus to attack rolls and damage rolls for warlock powers that use implements (already added).

Property: When a creature you have cursed with your Warlock's Curse makes a melee attack against you, 1 deal damage.

Special: You do not gain your weapon proficiency bonus to the attack roll when using a *pact blade* as an implement.

+1 Amulet of Resolution

Level 2

Whether the affliction be of mind or body, this mithral necklace gives you a second chance to ward it off.

Enhancement: Fortitude, Reflex, and Will (already added)

Power (Daily): Free Action. Use this power when you fail a saving throw. Reroll the saving throw, using the second result even if it's lower.

Boots of Spider Climbing

Level 5

These enchanted boots enhance your ability to climb.

Property: When you make an Athletics check to climb, you can climb at your normal speed instead of one-half your speed.

Power (Daily): Move Action. On this move action, you move with a climb speed equal to your speed.