

INTO THE
SHADOWHAUNT



ADVENTURE

INTO THE SHADOWHAUNT

An adventure for 1st-level characters

An evil elf seeks to sacrifice two innocents in order to gain great powers of destruction. Can the heroes stop his dire plans in time?

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HOW TO USE THIS ADVENTURE

This adventure presents four linked encounters set in and below a spooky crypt known as Shadowhaunt Mausoleum.

The DM should start by reading over the adventure to familiarize himself with the text. The sections titled Adventure Background, Adventure Setup, and Adventure Summary describe what's going on and what the characters are going to be doing. The section titled Potential Ally describes an interesting twist to the plot that allows wise characters to turn a deadly enemy into a helpful ally.

HOW TO READ AN ENCOUNTER

At the top of each encounter in this adventure, you'll find the encounter's level (which tells you about how tough it is) and the XP (experience point) reward granted to the party for overcoming it.

Higher-level encounters are worth more XP than lower-level encounters, but they're also more dangerous. As 1st-level characters, the party should be able to handle level 1 encounters without too much difficulty. A level 2 encounter will be a bit tougher, and the final encounter could be quite challenging depending on the foes present.

After the PCs overcome an encounter, the group gets to split up the XP reward for that encounter. For example, if a party of five characters overcome Encounter 1, they each get 100 XP (one-fifth of 500 XP).

Most encounters include a section of read-aloud text set off in italics. You should read this material to the players at the time directed by the encounter (which might be when they first enter the room, or it might be when some other event occurs).

The section titled Features of the Area includes any notable characteristics or objects present. Most of this information should be shared with any player who asks, but sometimes the encounter will tell you otherwise.

Each encounter also provides guidance on how to use the monsters that are there. This section explains any special information present in the monster's game statistics.

HOW TO READ A MONSTER STATISTICS BLOCK

Each creature in the adventure has a set of game statistics arranged in a particular manner. While every monster in the game is unique, all monsters share certain key statistics that work similarly.

The top line lists the monster's name, its level, and its role. For example, the shadow spirit in Encounter I is a Level 4 Lurker. This tells you how tough the monster is (the higher the level, the more powerful the monster) and also how the monster is likely to act in combat. You don't need to worry about this information when you're running the adventure—each encounter summarizes the monster's tactics—but if you want to read more about monster roles, see the *Dungeon Master's Guide*.

The next line lists the monster's size, origin, type, and (in parentheses) its subtypes, if any. You probably won't need this information when running the encounters. The XP reward for defeating the monster is also listed on this line, but it's already included in the XP reward for the encounter.

Add the monster's Initiative score to the d20 roll made at the start of combat to determine combat order.

The Senses line includes a Perception score (added to a d20 roll whenever the monster tries to see, hear, or otherwise sense something), as well as any special senses the monster has (if present, these are described in the encounter).

The monster's hit points (HP) tells you how much total damage the characters must deal to defeat the monster. Half this value (rounded up) is the monster's "bloodied" total. Some monsters function differently when they're bloodied, and some powers work differently against bloodied targets. When running a combat, you should always tell players when a monster becomes bloodied, in case they have special powers useful against bloodied foes (and also to let them know they've almost defeated the monster).

The monster's AC (Armor Class), Fortitude, Reflex, and Will defenses indicate the target numbers that the characters need to roll with their attacks to hit.

The monster's Speed indicates how many squares it moves with a normal move action. Instead of moving this far, a monster can instead choose to move only 1 square; this is called shifting, and doesn't provoke opportunity attacks like normal movement does.

A monster also has one or more attacks. Each attack leads off with an icon that indicates what kind of attack it is:

† **Melee attack.** A creature can use a melee attack against any foe in an adjacent square. Some melee attacks have a ⊕; this means they are considered basic attacks and can be used for opportunity attacks, charge attacks,

or any time the monster is required to make a melee basic attack.

↗ **Ranged attack.** A monster can use a ranged attack against any one foe within the listed range of the attack. Using a ranged attack provokes opportunity attacks from enemies adjacent to the monster (see “Actions in Combat” in Chapter 9 of the Player’s Handbook for details on opportunity attacks). Some ranged attacks have a ☹; this means they are considered basic attacks and can be used any time the monster is required to make a ranged basic attack.

↶ **Close attack.** A close attack represents some kind of energy or other effect projecting onward from the attacker. It attacks each creature (friend or foe) that is inside the area of the attack.

A close attack is either a burst (affecting all creatures within the listed number of squares of you) or a blast (which affects all creatures in an adjacent cube-shaped area as tall, wide, and long as the listed number of squares).

✳ **Area attack.** An area attack creates a magical effect that fills an area around a distant square. All area attacks in this adventure are bursts, which means they affect anything in the target square as well as in any square within the listed number of squares of that target. (It’s just like a close burst, except instead of bursting out from you it bursts out from a square you pick.)

After the icon is the attack’s name (such as “shadow touch”). Contained in parentheses after the attack’s name is the action required to use the attack (usually a standard action) and how often the monster can use the attack. An “at-will” attack can be used as often as the monster wants (and can spend the required action). An “encounter” attack can only be used once per encounter. If a monster survives an encounter, it gets all its encounter attacks back after about five minutes of rest (just like the player characters).

Some “encounter” attacks include a Recharge entry with a number after it. After a monster has used one of these powers, it rolls 1d6 at the start of each of its turns. If the result equals or exceeds the number listed for the Recharge, the monster gets that power back as if it had rested.

The second line of an attack entry lists the attack modifier (the value added to the d20 roll made when the monster uses the attack), the defense score you compare the result to, and the effect of a hit. This effect typically lists the amount and type of damage dealt (such as 2d6+2 necrotic damage) and may also include one or more special effects.

Every monster has an Alignment and may be able to speak and understand one or more Languages. If it has any unusual talent with one or more Skills, these are listed next with the total skill check modifier for each.

Finally, the monster’s ability scores are listed, along with the base ability modifiers and the total check modifiers for each ability, in parentheses. You probably won’t use the actual ability score or the base ability modifier in play. However, you might use the total check modifier (which includes half the monster’s level, as

normal for all checks) if the monster is called upon to make a skill check that isn’t listed above. For example, if one of the hobgoblin soldiers in Encounter 2 has to make an unexpected Insight skill check, you’d use its total Wisdom check modifier (the second number in parentheses after its Wisdom score).

In addition to these basic statistics, many other bits of information may appear in a stat block. These are usually described in the encounter, or you can check the glossaries in the core rulebooks for more information.

The *Monster Manual* has more information on how to read a stat block.

ADVENTURE BACKGROUND

In the current age, the world is a vast sea of darkness where the occasional point of light swirls precariously in the wakes of constant danger. However, in ages past powerful empires held sway over vast territories and brought peace and prosperities to civilized people. Such is the curse of empires, that in almost every case, internal sickness ravaged them from within, rotting their resolve and presaging their ultimate fall. Nowhere is this clearer than in the case of Bael Turath, the human empire that made a pact with the Nine Hells and gave rise to the tiefling race.

While the reason for Bael Turath’s fall defies debate, there is no lack of ambitious and deluded creatures believing the empire’s fall was not due to their infernal pact, but rather the lack of ability to properly control and manipulate those pacts.

The renegade elf Helvec is one such creature.

Helvec is not only confident in his ability to properly wield the ancient power of Bael Turath, he believes it is his destiny to do so. And through his adventures he has procured tools to put his supposed destiny to the test.

Helvec has not only uncovered the location of a site of ancient Bael Turath’s power and bent its guardian to his will, he has also crafted a ritual that will allow him to commune with hellish powers at the price of a pair of innocent souls. By way of opportunistic kidnapping, he now has the souls he needs, in the form of two young boys from a town close to the site.

Left unchallenged, Helvec will commit bloody murder and may unleash hellish power onto the world.

ADVENTURE SETUP

Since this is a straightforward adventure designed to get you playing right away, the adventure starts simply with the hiring of the PCs by a silversmith named Quinn Stasi.

Poor Quinn is distraught and desperate. His two young sons, Darras and Byron went missing three days ago and Quinn believes they were kidnapped. A widower whose two young sons are the most important things in his life, Quinn immediately set his mind and his money on finding his sons.

After the rather inept local constabulary seemed unable to help, Quinn bought a hand of fate ritual casting from the local temple of Erathis, the goddess of cities and law. Through some carefully worded questions the silversmith found that his sons were still alive and in the direction of the Shadowhaunt Mausoleum. His next step was to find a group of adventurers willing to search the area for his sons.

Enter the PCs...

ADVENTURE SUMMARY

The adventure begins with the PCs exploring the Shadowhaunt Mausoleum in search of the lost boys.

Careful and inquisitive PCs learn the lonely mausoleum is not as deserted as it seems, as some things seem amiss. Eventually their attention summons the guardian of the tomb—the shadow spirit that lends the site its name. More than some mere monster, the shadow spirit is this adventure's wildcard (see Shadow Spirit, below). How the PCs deal with the undead informs future encounters, including a potential opportunity to gain a potent ally.

In the crypts and caverns below the mausoleum, the PCs encounter the minions and traps of Helvec, and discover natural caverns that lead to the old Bael Turath site. In one crumbling chamber the PCs find Darras and Byron, shackled inside a magic circle laced with cunning traps.

The methods used by the PCs to deal with the traps and free the boys determine the location and tactics of the final confrontation with Helvec. In most cases the confrontation will occur within the ancient Bael Turath ritual chamber, which gives the evil elf the best tactical advantage.

THE SHADOW SPIRIT

During or after each encounter, the PCs will interact with the shadow spirit that haunts the mausoleum and the dungeon below.

In life, the shadow spirit belonged to the proud line of warlords buried here. Today, it is bound here as punishment for a crime that it can't even remember. The years of undeath and solitude have stripped the spirit of its memories and sanity, but it remains tied to this place by its guilt and ancient familial loyalties.

The tomb's location atop the ancient Bael Turath ruins is no accident; the warlords strove to hide the evil place even after their own deaths. For many years, the

shadow spirit has dissuaded intruders from exploring the mausoleum. However, when Helvec discovered this place, he used his foul magic to bend the spirit's will and allow him access.

Helvec's control of the shadow spirit is not complete, and as the PCs explore the site they can further weaken that control. If they succeed in turning the shadow spirit against the elf, they gain a powerful ally in the final encounter; if they anger it, they have only a deadly foe.

PLAYING THE SHADOW SPIRIT

The shadow spirit begins the adventure with an unfriendly attitude toward the PCs. Each time the PCs encounter it, its current attitude dictates its actions, and the PCs have an opportunity to improve its attitude toward them. If the PCs ever attack the shadow spirit, its attitude becomes hostile, and it remains thus until the end of the adventure.

Hostile: The shadow spirit attacks the PCs.

Unfriendly: The starting attitude. It doesn't trust them, but it hopes they might be able to help it. Except in the final encounter, it won't attack the PCs unless attacked first.

Indifferent: The shadow spirit doesn't attack the PCs, and may provide a clue or assistance.

Friendly: The shadow spirit doesn't attack the PCs, instead providing assistance.

Helpful: The shadow spirit doesn't attack the PCs, instead providing assistance or even turning against its master.

THE SHADOW SPIRIT IN COMBAT

On its first turn of combat, the shadow spirit moves up to the closest PC and attacks with its life drain power. If this attack hits, the target becomes weakened until the end of the shadow spirit's next turn. (A weakened character deals only half normal damage with any of his attacks, even spells or prayers.) A weakened character also takes an extra 1d6 points of damage from any attack made by the shadow spirit, thanks to its shadow hunger special ability.

Whether or not the life drain attack hits, that power becomes unavailable for the shadow spirit until it recharges. At the start of each of the shadow spirit's turn, roll 1d6; on a 4 or better, the life drain power recharges and the shadow spirit may use it again (after which it becomes unavailable again and you repeat the process).

On later turns, the shadow spirit uses its shadow touch power (unless life drain has recharged). It focuses on one character if it can, although if it's marked by the fighter or paladin it switches to that character.

The shadow spirit will fight until reduced to 0 hp. It can't go outside the mausoleum. If destroyed, it doesn't appear again until the final encounter with Helvec.

SPECIAL ABILITIES

The shadow spirit has some special abilities in its statistics block. Here's how they work.

Darkvision: The shadow spirit can see perfectly well in either light or darkness.

Insubstantial: The shadow spirit takes only half the normal damage from all attacks (round fractions down).

Immune poison: The shadow spirit doesn't take poison damage. (The characters don't have any, so this has no effect on the encounter.)

Weakness vulnerable 5 radiant: Any attack that deals radiant damage to the shadow spirit adds an extra 5 points of damage (after halving the original damage due to the shadow spirit's insubstantial nature).

Flying: The shadow spirit can move in any direction—up, down, or sideways—at its normal speed.

Phasing: The shadow spirit can move through other creatures, walls, floors, and any blocking and difficult terrain as if those things weren't there, but it can't end its movement in the space of a creature or object.

Shadow Spirit		Level 4 Lurker
Medium shadow humanoid (undead)		XP 175
Initiative +6	Senses Perception +5, darkvision	
HP 44; Bloodied 22; insubstantial		
Immune poison		
Weakness vulnerable 5 radiant		
AC 19; Fortitude 17, Reflex 19, Will 17		
Speed 7; flying, phasing		
⊕ Shadow Touch (standard; at-will) · Necrotic		
+7 vs. Reflex; 2d6+2 necrotic damage.		
† Life Drain (standard; encounter) · Necrotic Recharge 4		
+7 vs. Fort; 1d8+2 and weakened (until end of shadow spirit's next turn).		
Shadow Hunger		
+1d6 damage against weakened targets		
Alignment Unaligned	Languages Common	
Skills Intimidate +9, Stealth +11		
Str 10 (+0/+2)	Dex 18 (+4/+6)	Wis 16 (+3/+5)
Con 14 (+2/+4)	Int 12 (+1/+3)	Cha 14 (2/+4)

THE ADVENTURE BEGINS

When you are ready to begin the adventure, read the following text to the players:

Two young boys have gone from their home in the middle of the night, and their father, a silversmith named Quinn Stasi has come to you for help.

Though he does not know who has abducted his sons, or the reasons why, thanks to a ritual casting procured from the local temple of Erathis, he knows the boys are alive, in the area, and that their current location is in the direction of the Shadowhaunt Mausoleum, an ancient tomb of some long forgotten line of warlords avoid by the locals and believed to be haunted.

He has offered you 50 gp each to investigate the Shadowhaunt Mausoleum, and an extra 50 gp each if they find his boys ...or their fate.

While the above read-aloud text is sufficient to start the adventure, players may want to find out as much as they can before leaving for Shadowhaunt Mausoleum.

The characters can learn more by making a successful History, Religion, or Streetwise skill check. Each entry below includes the DC (Difficulty Class) required to glean the information that follows.

If any character in the party rolls that number or higher on a check using that skill, read or paraphrase the text that follows. Each character may try only once to succeed at each check (they either know the information or they don't, and trying again to remember it won't help).

If the players don't seem interested in researching before they begin the adventure, that's fine. If they ask later, you can allow them the same checks at that point.

History (DC 15)

The Shadowhaunt Mausoleum is the final resting place for a line of local warlords called the Kaius Dynasty. Though forgotten by most the common folk of the area, it was the Kaius who brought relative peace and prosperity to this area. Their dynasty ended with the tragic death of the last Kaius warlord's only son, and his father's dark and ultimately deadly depression. It is said that his spirit still haunts the mausoleum, protecting his family's rest.

Religion (DC 15)

The Shadowhaunt Mausoleum is the final resting place of a group of warlords who revered the noble deities Pelor (god of the sun and agriculture) and Bahamut (god of justice and honor). Some stories claim those gods entrusted the fallen warlords to guard over a dangerous secret.

Streetwise (DC 20)

A local beggar swears that he saw a trio of hooligans—two big and tough and a third one lighter of build—abscond with the young boys and head in the direction of the Shadowhaunt Mausoleum. While he told the local constabulary, the beggar has a penchant for tall tales, and thus they ignored him.

1. SHADOWHAUNT MAUSOLEUM

Encounter Level 1 (175 XP)

On the advice of Quinn Stasi, the PCs proceed to the Shadowhaunt Mausoleum. It sits a few miles from town, atop a lonely foothill of the nearby mountain range.

When the PCs approach the mausoleum read the following.

Located a few miles outside of town, the Shadowhaunt Mausoleum is a lonely granite and slate building sitting atop an overgrown hill. Shaded by the towering Barrier Peaks, the mausoleum looks down on a steep valley cut in two by a fast-moving river, swollen by the spring thaw. A few lonely gravestones dot the surrounding area.

A massive, iron-bound double door allows entrance to the mausoleum.

Unfold the poster map provided with the adventure, but only reveal the mausoleum section; fold the other parts of the map underneath to keep them secret until the characters find their way beneath the mausoleum. Once the characters enter area 2, unfold the rest of the map, but don't answer any questions about the rooms beyond. The players will no doubt start talking about the details of those rooms, but as long as you keep the action moving along they shouldn't have much time to worry about them.

Anyone checking out the doors finds that not only are they unlocked, the right-hand door is open a crack—not enough to peer through, but enough to suggest that someone else has come through recently. While the doors are rather heavy and old, they open with little effort.

Any character searching the area outside the mausoleum more carefully can attempt a Perception check. (The half-elf rogue's the best at Perception, but anyone can make the roll.)

If anyone rolls a 19 or better, read this:

In the soft ground you find three sets of humanoid footprints heading from the direction of town toward the mausoleum. One set of tracks appears a bit lighter than the other two, as if an elf were travelling with a pair of humans.

When the PCs decide to enter the mausoleum, read the following:

Beyond the doors is a simple, gray, rectangular room, illuminated by sconces filled with everburning flame. Trios of stone sarcophagi line the walls to the left and right, each adorned with the effigy of some long-dead warlord. In a niche above each sarcophagus is a small statue of either Pelor or Bahamut.

At the room's center stands a ten-foot-tall marble obelisk bearing inscriptions on each side.

Give the characters about five minutes of real time to explore the mausoleum before the shadow spirit comes to investigate. If the players start getting bored, bring the shadow spirit in immediately.

Describe the inside of the mausoleum (see Features of the Area, below) to anyone who even glances around. A character who wants to inspect the area more closely can roll a Perception check. If anyone gets a result of 20 or higher, read the following:

There are slight scraps and a strange draft near the obelisk—such things are usually the signs of a secret door.

FEATURES OF THE AREA

Illumination: The sconces of everburning flame illuminate the entire chamber.

Sarcophagi: The stone sarcophagi are difficult to open, requiring a Strength check of 20 or higher. Inside each sarcophagus is the mummified corpse of one of the Kaius line of warlords, still dressed in rusting chainmail. The sarcophagi hold no valuables, and the remains are worthless to anyone but necromancers.

Statuettes: In a niche above each sarcophagus is a small statue of either Pelor, god of sun and agriculture, or Bahamut, god of justice and honor. The three niches on the left-hand side of the room (from the perspective of the door) hold statues of Bahamut, while the three niches on the other wall hold statues of Pelor. Each statue weighs about 10 pounds.

Obelisk: On each side, written in the Common language that all characters can read, are the names and deeds of each of the Kaius warlords interred here. There are 20 warlords in all (five to a side) and their accomplishments involve bringing peace and prosperity to the region by defeating tribes of goblins, packs of ogres, or marauding dragons.

A DC 20 Perception check determines that the obelisk likely hides a secret door (see the read-aloud text above), but gives no clue as to how it opens.

SECRET DOOR

The obelisk is actually hollow, and can open up when its magical trigger is activated.

From the outside, the secret door can only be opened when the statues of Pelor and Bahamut are put in the correct order (see Riddle of the Shadow spirit, below). The PCs could stumble on the right combination accidentally, but the shadow spirit provides a helpful clue.

When the statues are arranged properly, the side of the obelisk facing away from the main door grinds open loudly to reveal a set of stairs leading down.

The secret door has a regular latch on the inside, allowing the hobgoblin soldiers to open it normally from below.



RIDDLE OF THE SHADOW SPIRIT

After about five minutes have passed (or as soon as the PCs start trying to figure out how to get through the secret door), the shadow spirit (see page XX) guarding the mausoleum phases through the obelisk from the lower tombs and enters the chamber. Though Helvec has ordered the shadow spirit to attack anyone who enters the mausoleum, the shadow spirit is angry at the desecration of his ancestor's remains and has refused the order. Instead, he provides the intruders with a clue, hoping they'll defeat Helvec and free him from the elf's control.

In a deep and raspy voice, the shadow says:

"Interlopers, beware. If you trespass you shall not realize the wisdom of my words. From entry sinister, the way becomes clear when son follows sire."

The shadow spirit stays in the room as long as the PCs remain, but it won't attack unless provoked by violence toward it or any objects in the mausoleum.

The shadow spirit's riddle hints at the method of opening the secret door. To open the secret door, the statues of Bahamut and Pelor must be rearranged so that they alternate, starting with Bahamut in the niche to the left of the main door (from the perspective of someone entering the mausoleum) and alternating in each niche in a clockwise direction around the room.

If the players seem stumped after a few minutes, you can start giving them hints to help solve the riddle. Give them a new hint each time they seem to be getting bored or frustrated.

Hint #1: Have each character roll an Insight check. On a result of 12 or better, remind the players that some words in a riddle often have more than one meaning.

Hint #2: Have each character roll a History check; a 15 or better lets that character remember that "sinister" is a term in heraldry that means "left."

Hint #3: Have each character roll a DC 15 Religion check. Success lets the character realize that the word "son" might actually be "sun," as in "the shining sun of Pelor." Similarly, Bahamut is often called the king—or the sire—of the metallic dragons.

If the PCs figure out the method of opening the secret door without battling the shadow spirit, it makes no move to hinder their exit. This also improves the shadow spirit's attitude toward the PCs by one step (from Unfriendly to Indifferent). Give each PC 50 XP for solving the puzzle.

If the players are uninterested or stumped by the riddle, one of the two hobgoblins from Encounter 2 eventually opens the secret door from below, coming up for some fresh air. He immediately sees the PCs and runs back down the stairs. The shadow spirit disappears into the floor (but will reappear later in the adventure).

2. LOWER TOMB

Encounter Level 1 (450 XP)

Once the resting place for other members of the Kaius dynasty and a few favorite retainers, this chamber has been ransacked and desecrated by Helvec and his minions. The evil elf has left two hobgoblin mercenaries to guard this place.

Read when the PCs reach the bottom of the stairs:

The walls in this large stone chamber are adorned with carvings of what must be members of the Kaius family worshipping Pelor and Bahamut.

Along the walls are chunks of rubble that look like they once formed more sarcophagi. Bones litter the floor.

Two intact sarcophagi have been moved to form a barricade in front of the two corridors that lead out of the room. A sputtering lantern sits atop each of these barricades, casting an eerie orange light over the crypt. The rancid lantern oil smells strongly of dead fish.

In addition, have each character roll a Perception check when they first see the room. If at least one character rolls high enough, read the following text as well:

Perception DC 15

The smell of oil is too strong here for only a pair of sputtering lanterns.

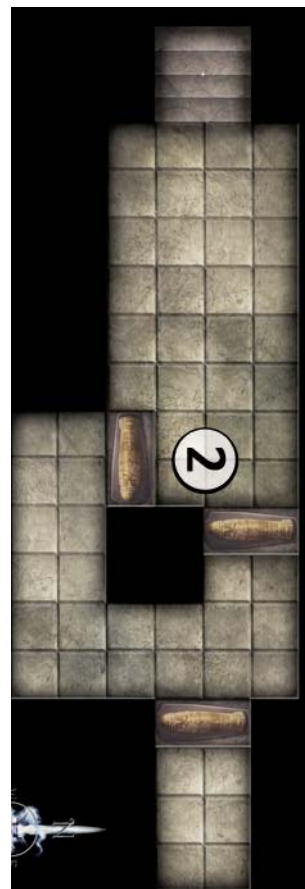
SETUP

Each of the two hobgoblins begins the encounter behind a different trapped sarcophagus at the far end of the room. Even if the PCs opened the secret door on their own, it's noisy enough that the hobgoblins know someone's coming.

FEATURES OF THE AREA

Illumination: The lanterns illuminate the area with bright light, as will burning oil if the traps are set off.

Sarcophagi: The two intact sarcophagi, as well as a third in the tunnel beyond this area, are filled with oil, and serve as defensive traps.



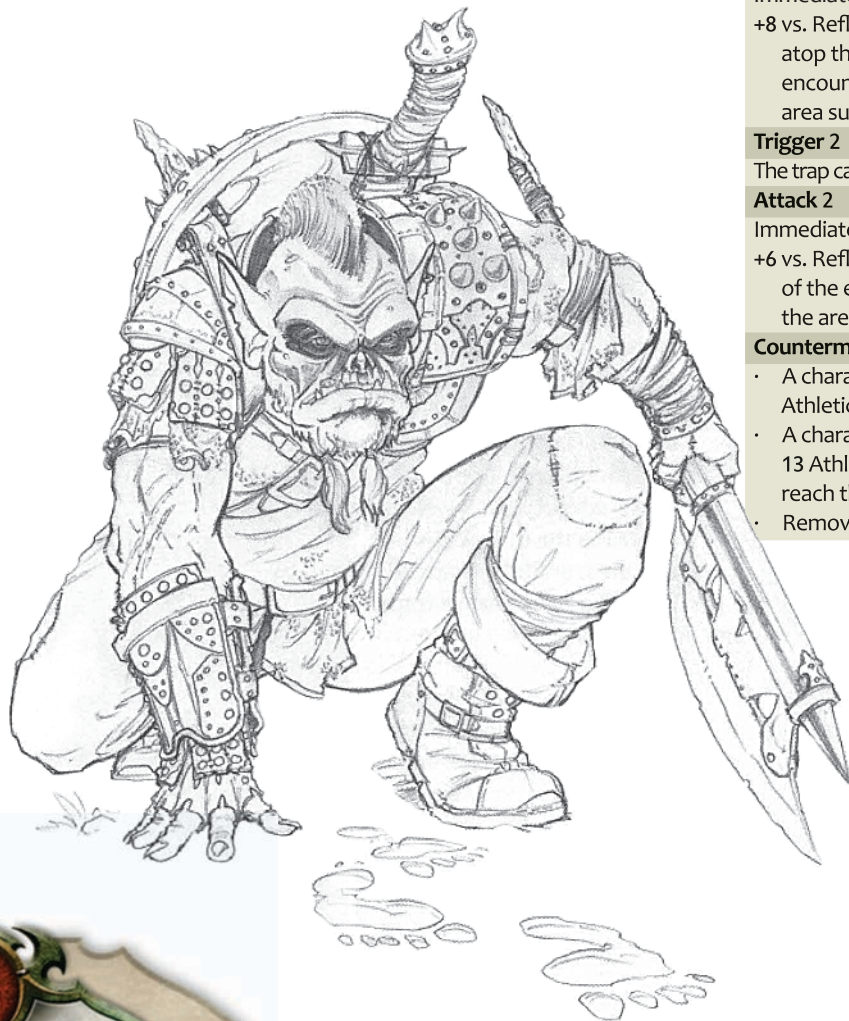
PLAYING THE HOBGOBLINS

The hobgoblin mercenaries start by using their longbows, peppering the PCs with arrows as they approach. They use the sarcophagus as cover; this applies a -2 penalty on the characters' attack rolls against the hobgoblins. A character standing atop a sarcophagus doesn't take this penalty, and you can point this out to any of the players who ask.

Climbing or hopping onto a sarcophagus doesn't require a skill check, but it does cost 1 extra square of movement. However, anyone standing on a sarcophagus breaks the lid, and the lantern lights the oil within to trigger the trap (see Trigger 1 in the trap statistics block below).

Alternatively, a hobgoblin can tip over a sarcophagus (a standard action). This creates a blast of fire that fills a 3x3 area of squares immediately in front of the sarcophagus (the side away from the hobgoblin); see Trigger 2 in the trap stat block. Once the characters see this occur, they might try the same trick; it requires a standard action and a DC 15 Strength check.

After either trapped sarcophagus barricading the corridors have been discharged, both hobgoblins retreat into the corridor and behind the third sarcophagus, jumping over it to avoid setting off the trap. There they stand side-by-side, gaining the +2 bonus to AC from their Phalanx Soldier ability. The hobgoblins fight to the end, preferring an honorable death over the punishments Helvec enacts for failure.



Hobgoblin Mercenaries (2)

Level 2 Soldier

Medium natural humanoid (goblin)

XP 125 each

Initiative +7

Senses Perception +3; low-light vision

HP 39; Bloodied 19

AC 19 (21 with phalanx soldier); Fortitude 17, Reflex 12, Will 14

Saving Throws +2 while within 5 squares of at least two allies

Speed 5

⚔ Longsword (standard; at-will) · Weapon

+7 vs. AC; 1d8+4 damage

🏹 Longbow (standard; at-will) · Weapon

+6 vs. AC; 1d10+2 damage

Phalanx Soldier

A hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

Alignment Evil

Languages Common, Goblin

Skills Athletics +11, History +8

Str 17 (+4)

Dex 14 (+3)

Wis 14 (+3)

Con 15 (+3)

Int 11 (+1)

Cha 10 (+1)

Equipment Longsword, shield, longbow, 10 arrows, 5 gp.

Oil-Filled Sarcophagus

Level 1 Obstacle Trap

100XP

Breaking open the sarcophagus allows the lantern to ignite the oil within, creating a small inferno.

Perception DC 15

The smell of oil is too strong here for only a pair of sputtering lanterns.

Trigger 1

The trap triggers when a creature stands atop a sarcophagus.

Attack 1

Immediate Reaction

+8 vs. Reflex for 3d6 fire damage against each creature standing atop the sarcophagus. The fire persists until the end of the encounter. Any creature that enters or starts its turn in the area suffers an attack.

Trigger 2

The trap can also be triggered if someone tips over the sarcophagus.

Attack 2

Immediate Reaction

Blast 3

+6 vs. Reflex for 2d6 fire damage. The fire persists until the end of the encounter. Any creature that enters or starts its turn in the area suffers an attack.

Countermeasures

- A character can jump over a sarcophagus with a DC 15 Athletics check.
- A character can carefully jump over a sarcophagus with a DC 13 Athletics check, spending four squares of movement to reach the other side.
- Removing a lantern from the sarcophagus negates the trap.

THE SHADOW SPIRIT

Unless it was destroyed in an earlier encounter, the shadow appears after the PCs have defeated the hobgoblins. Its actions depend on its current attitude:

Hostile: Attacks the PCs, pursuing them until they flee the mausoleum above.

Unfriendly: Watches without attacking.

Indifferent, Friendly, or Helpful: Read the following text aloud:

The shadowy form you encountered above coalesces out of the darkness. It gestures with an inky claw toward the bones scattered on the floor and says in its cold raspy voice, "Honor them."

If the PCs take the time to gather up the scattered bones and return them to intact sarcophagi, they improve the shadow spirit's attitude toward them by one step. If this changes the shadow spirit's attitude to Friendly or better, it also points out a hidden cache under the last stair that conceals a potion of healing (Perception DC 30 to find the hiding place otherwise).

3. CAVERN AND PRISON

Encounter Level 2 (650 XP)

The worked tunnel leading out of the lower tomb soon turns rough and twisting, finally leading into a large natural cavern with an adjacent area of worked stone.

While the natural cavern is truly ancient, the devil-headed doorway and the chamber beyond are very old as well, dating back to when tieflings made their first infernal pacts with the power of Hell.

When the PC enter the cavern, read:

Water drips like a light rain down the stalactites of this natural cavern. Glowing fungi illuminates the warm and humid chamber. The eerie light reflects off many small pools of water dotting the slick and irregular floor.

Across from you, a large alcove is cut into the side of the living cavern. Ancient, crumbling masonry adorns the alcove, bearing vile pictographs and strange, spidery writing. A sinister iron-bound portal stands at the back of the alcove. An immense devil's head is carved upon the door and its eyes glow with a faint green light!

Perception DC 17

Very faintly, and through the sounds of falling water, you hear what sounds like crying coming from the direction of the devil's head doorway.

Anyone curious about the details of the cavern or the doorway may attempt a Dungeoneering or History check, respectively.

Dungeoneering DC 20

This ancient cavern has been slowly weakened by the running water. It would take no more than a relatively minor earthquake to collapse large parts of the natural cavern.

History DC 15

The architecture and script of the alcove is reminiscent of the later days of Bael Turath, the ancient corrupt empire that gave rise to the tieflings.

A closer examination of the door reveals this:

The fiendish face's eye sockets serve as windows into a space beyond. The source of their green glow must be on the other side of the door.

Despite its appearance, the door holds no danger. It is locked, but may be opened with a DC 20 Thievery check. Anyone next to the door automatically hears crying coming from behind it and can also peer through the eyes of the face to spy into the chamber.

When a PC looks through the openings in the door, or opens the door read this:

The chamber beyond appears to be a long-abandoned tomb or temple. On each side, a line of stone statues of robed men stand watch over the chamber.

In the middle of the chamber, a magic circle adorned with geometric runes glows with an emerald radiance. The magic of the circle is palpable, drifting upward like an eldritch vapor, slowly dissipating into the stale air of the ancient room. Cowering in the center of the circle are two young boys in chains! The two boys kidnapped by Helvec are chained here, awaiting a horrible death they can't begin to imagine.

Entering the chamber or calling to the prisoners from the other side of door brings loud cries of relief from them, quickly followed by a warning.

When it become obvious to the prisoners that the PCs are here to save them, read:

"That elf who captured us told us this place was trapped. Even if we escape these chains, if we leave the circle the ceiling will come crashing down on us!"

AREA FEATURES

Illumination: Phosphorescent fungus illuminates the larger cave brightly, and the magic circle illuminates the tomb brightly.

Cavern Floor: Slick and uneven, this area features difficult terrain.

Devil-Headed Door: Thievery DC 20 opens.

Shackles: The chains holding the two prisoners are too strong for the characters to break, but can be opened with a DC 25 Thievery check, but you have to enter the magic circle to reach the lock.

Magic Circle: This green glowing magic circle illuminates the entire room and bears two different traps (see page 10).

Statues: Each of these are statues depict the same robed human. He bears a sinister countenance, and if it weren't for his lack of horns or tail one might think he was a tiefling.

Two of the statues (marked A and B) are animate statues that become active if anyone enters the magic circle (see page 10). A DC 22 Arcana check made by someone in the room can detect the presence of magic in these two statues, but only if the character actively ignores the magic circle (otherwise its power overwhelms the aura of the statues).

THE PRISONERS

The two boys, Darras and Byron, plead for the characters to free them. If the PCs seem to be leaving without them, they grow frantic, begging for rescue.

Of course, that's easier said than done, thanks to the two traps on the magic circle that surrounds the boys (see below).

If they do free the prisoners, the PCs will have another challenge...keeping them alive. The boys are unarmed, bloodied, and not brave enough to fight unless cornered. The boys have no healing surges remaining, so they'll probably need to rest before regaining any hit points.

Prisoners (2)		Level 1 Skirmisher
Medium natural humanoid (human)		XP –
Init -1	Senses Perception +0	
HP 27 (currently 10 each); Bloodied 11		
AC 9; Fortitude 11, Reflex 10, Will 11		
Speed 5		
⊕ Fist (standard; at will)		
+0 vs. AC; 1d4 damage		
Alignment Unaligned		Languages Common
Str 10 (+0/+0)	Dex 9 (-1/-1)	Wis 11 (+0/+0)
Con 11 (+0/+0)	Int 10 (+0/+0)	Cha 9 (-1/-1)

THE MAGIC CIRCLE

This chamber actually has two traps, both linked to the magic circle.

If anyone enters the magic circle without first uttering the password "xylarthen," the statues marked a and b animate and attack.

In addition, as promised by Helvec, if either prisoner leaves the magic circle a small earthquake strikes the area, which will collapse the areas of natural cavern between here and areas 2 and 4. See the Cave-In Trap stat block.

Anyone inspecting the magic circle may attempt a History check and an Arcana check.

History DC 20

This green, glowing circle is an ancient warding circle from Bael Turath.

Arcana DC 23

This warding circle has recently been modified in two ways. Any creature entering or leaving the circle will trigger a magical effect.

If the Arcana check succeeds, a character may attempt a DC 25 Arcana or Thievery check to disable the two magical effects tied to the warding circle. The two effects must be disabled separately. The character knows if he succeeds or not, but if the check fails by 5 or more, that effect is triggered automatically.

PLAYING THE STATUES

Once awakened, the animated statues move to attack the creature who triggered the trap, but they also attack anyone who attacks them. They pursue intruders until they or their quarry are destroyed.

Saving Throws: The animated statues are elite monsters, and therefore gain a +2 bonus on any saving throws they roll.

Immune charm fear, poison, sleep: The animated statues are immune to poison damage, as well as to any attacks that have the charm, fear, poison, or sleep keyword.

Action Point 1: Once during the encounter, each statue can spend its action point to take an extra standard, move, or minor action.

Animated Statues (2)		Level 2 Elite Brute
Medium natural animate (construct)		XP 250 each
Init +2	Senses Darkvision; Perception +1	
HP 86; Bloodied 43		
AC 17; Fortitude 16, Reflex 12, Will 14		
Saving Throws +2		
Immune charm, fear, poison, sleep		
Speed 4		
Action Point 1		
⊕ Smashing Fist (standard; at-will)		
+5 vs. AC; 2d6+3 damage		
† Knock-down Fist (standard; at-will)		
+3 vs. Fort; 2d6+3 damage and knock prone		
† Kick When Down (free)		
When adjacent to a prone enemy at the end of its turn, the statue may make a smashing fist act against that enemy.		
Keep Them Down (immediate reaction)		
When an adjacent enemy attempts to stand, make a smashing fist attack against that foe. On hit, target stays prone and its turn ends.		
Alignment Unaligned		Languages –
Str 16 (+3/+4)	Dex 12 (+1/+2)	Wis 11 (+0/+1)
Con 13 (+1/+2)	Int 5 (-3/-2)	Cha 8 (-1/+0)

CAVE-IN PROGRESSION

After the cave-in trap is triggered, it "attacks" a different area of the natural cavern section each round on its turn for four rounds.

Round 1: The hallway between the prison and the natural cavern, and the tunnel between area 3 and area 4 (the latter tunnel is completely blocked by the cave-in).

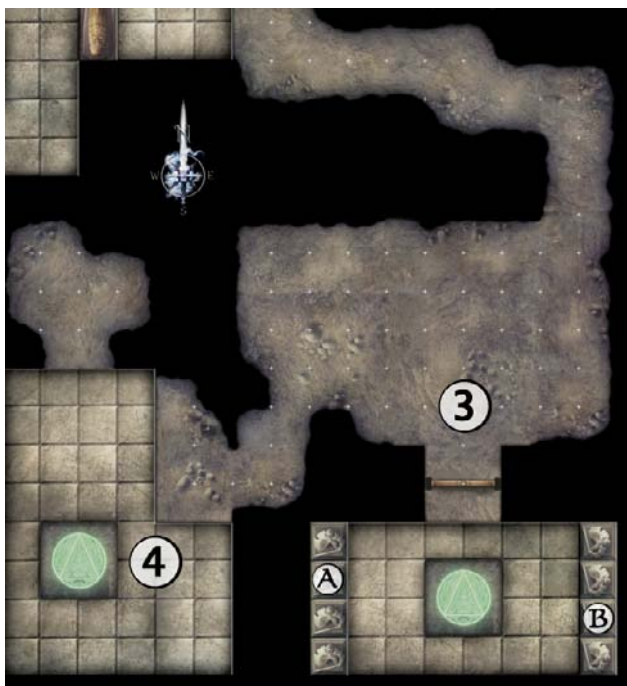
During this round, the shadow spirit appears (unless destroyed earlier); see below.

Round 2: The 4x4 square section of natural cavern directly in front of the alcove.

Round 3: The rest of the natural cavern section of area 3.

Round 4: The entire tunnel leading from area 3 up to the edge of the worked stone corridor leading to area 2.

Cave-In Trap		Level 3 Lurker Hazard 150 XP
When either prisoner leaves the magic circle it sets off a chain reaction that doesn't end until the natural cavern and tunnel are choked with rubble.		
Perception A Perception check won't discover the trap (though the boys warn them of it if possible).		
Additional Skill: Dungeoneering • DC 20: The character notices that the natural cavern is unstable.		
Additional Skill: Arcana • DC 23: Finds the magical trigger hidden within the strange geometry and runes of the circle that triggers an effect when living creatures leave the circle.		
Trigger	Initiative +6	
When triggered, the cave-in trap rolls initiative. Between the trigger and the trap's attack, characters in the area know that a cave-in is beginning. On its turn, the cave-in attacks an area within the natural cavern and tunnel section of area 3 (see Cave-In Progression, above).		
Attack		
Standard Action Area special (see Cave-In Progression)		
Targets: Creatures in area		
Attack: +6 vs. Reflex		
Hit: 1d6+6 damage		
Miss: Half damage		
Effect: The rubble and continually falling rocks turn the area into treacherous terrain (difficult terrain and deals 5 damage to those who enter or start their turn in a square featuring this terrain).		
Sustain Standard: The cave-in attacks a different area each round for four rounds.		
Countermeasures		
<ul style="list-style-type: none"> • A character who makes a successful Thievery check can disable the trap (DC 25). • A character who makes a successful Dungeoneering check (DC 15) as a minor action can determine the area the trap will attack on its next turn. 		



THE SHADOW SPIRIT

Unless it was destroyed in an earlier encounter, the shadow appears during the first round of the cave-in. If the PCs are leading the boys to safety, its attitude immediately improves by one step.

The shadow stays ahead of the cave-in, but its other actions depend on its new attitude:

Hostile: Attacks the PCs, pursuing them until they flee the mausoleum above.

Unfriendly: Attacks the PCs while in area 3, but doesn't pursue.

Indifferent: Watches without attacking.

Friendly: Urges the PCs to flee in a raspy whisper.

Helpful: Whispers a warning right before each round's cave-in (granting any PC in that area a +2 bonus to Reflex against the trap's attack).

4. CONFRONTING HELVEC

Encounter Level 1 (550 XP)

The actual Encounter Level and total XP reward for this encounter varies depending on which foes are present.

If the shadow spirit joins Helvec, the PCs are in for a tougher fight:

Encounter Level 3 (725 XP)

If the animated statues join Helvec, the encounter becomes very dangerous:

Encounter Level 5 (1,050 XP)

If both the shadow spirit and animated statues join Helvec, the encounter becomes extremely lethal for the PCs, and fleeing wouldn't be a bad idea:

Encounter Level 6 (1,225 XP)

The description of this encounter assumes that it occurs in the ritual chamber (area 4 on the map).

However, if the PCs set off the cave-in before encountering Helvec in area 4, this encounter instead occurs in the mausoleum after Helvec and his skeletons escape through the secret passage and cut them off (assuming the PCs survive the cave-in). In this case, you can modify the placement and tactics as appropriate to the situation.

When the PCs enter the ritual chamber, read:

The passage opens into a large chamber. An eerie green glow emanates from the top of a ten-foot-high platform in the middle of the room, mist floating up from its surface. A parade of rampaging devils is carved into the side of the pedestal.

A sinister-looking elf in dark robes stands atop the platform. He looks up from a dusty old tome open in his hands and glares at you with pure malice.

"Your blood will aid in my work, interlopers!" he screeches. With his threat still floating in the air, a quartet of skeletal warriors steps out from behind their platform, drawing rusty longswords from tattered scabbards.

AREA FEATURES

Illumination: The magic circle illuminates this chamber brightly.

Platform: The platform stands 10 feet above the ground, so anyone standing on it can't be attacked in melee. The platform's height gives anyone on it cover against ranged or close attacks made from the ground (-2 penalty on the attack roll).

Climbing up onto the platform requires a DC 20 Athletics check and four squares of movement. If someone gives another character a boost, the DC drops to 15.

Magic Circle: The magic circle grants Evil or Chaotic Evil creatures who stand upon it a +2 bonus to all defenses.

Rubble: Both the tunnel leading into this chamber and the natural floor section inside the room are difficult terrain (each square entered costs +1 square of movement).

Side Cavern: This small natural cave off to the side is covered in loose rubble (difficult terrain). A small chest here holds some treasure (see Treasure, below).

Secret Shaft: At the back of the side cavern off to the side of this chamber is a hidden vertical passage leading up to the surface. Helvec knows about it, but anyone else needs a DC 20 Perception check to find it. It leads into an empty grave not far from the mausoleum, itself concealed by leaves and dirt.

PLAYING THE SKELETONS

The skeleton troopers engage as many PCs as they can, keeping PCs away from Helvec's platform. They fight to the death.

Darkvision: The skeletons can see perfectly well in either light or darkness.

Immune poison: The skeletons don't take poison damage. (The characters don't have any, so this has no effect on the encounter.)

Resist necrotic 10: If an attack deals necrotic damage to a skeleton, subtract 10 from the damage dealt. If the result is 0 or less, the attack deals no damage.

Weakness vulnerable 5 radiant: Any attack that deals radiant damage to the skeleton adds an extra 5 points of damage.

Push 1: When the skeleton hits a character with its forward the line attack, it pushes that character 1 square away from the skeleton in any direction.

PLAYING HELVEC

Helvec stays above the fray and out of reach. He begins combat with his bone-wearying glance power against two PCs within 5 squares of him, attempting to slow their approach. He uses flesh-rotting cloud on a group of PCs fighting the skeletons, and vampiric embrace if he becomes injured. If two or more skeletons are damaged, he uses necromantic reinvigoration to heal them.

If Helvec becomes bloodied, the sadistic elf turns his attacks on Darras and Byron if they are present and within range.

If the PCs did not trigger the animate statues in area 3, Helvec can activate them as a standard action. The statues move as quickly as they can into the battle (the door opens automatically for them), going right after Helvec in initiative order for the rest of the encounter. (If the encounter takes place upstairs in the mausoleum, Helvec can't activate the statues because he's too far away.)

If Helvec calls the animate statues into the battle, read:

Helvec lifts his staff and strikes the floor twice. A moment later, you hear the sound of heavy footfalls and stone grinding on stone from down the hall behind you.

Skeleton Trooper

Level 1 Soldier

Medium natural animate (undead)

XP 100

Initiative +4

Senses Darkvision; Perception +3

HP 29; Bloodied 14

AC 16; Fortitude 14, Reflex 15, Will 14

Immune Poison

Resist necrotic 10

Weakness vulnerable radiant 5

Speed 6

⊕ Longsword (standard; at will)

+6 vs. AC; 1d8+2 damage

⊖ Forward the Line (standard, at will)

+5 vs. Fort; 1d6+2 damage and push 1

Speed of the Dead

2 bonus on attack rolls and +1d6 damage with opportunity attacks.

Alignment Unaligned Languages Common (understand only)

Str 15 (+2/+2)

Dex 17 (+3/+3)

Wis 14 (+2/+2)

Con 13 (+1/+1)

Int 3 (-4/-4)

Cha 3 (-4/-4)



Helvec		Level 3 Controller (Leader)
Medium fey humanoid (elf)		XP 150
Initiative +2	Senses Perception +2; low-light vision	
HP 47; Bloodied 23		
AC 14; Fortitude 13, Reflex 14, Will 16		
Magic Circle Helvec gains +2 to his defenses on the platform		
Speed 7		
⊕ Dark Staff Strike (standard; at-will)		
+7 vs. AC; 1d6+1 damage.		
↗ Bone-Wearing Glance (standard; at-will) · Necrotic		
Range 5; two targets; +5 vs. Fort; 1d6+2 necrotic damage and slowed (save ends).		
↗ Vampiric Embrace (standard; recharge 4) · Necrotic		
Range 5; +6 vs. Will; 1d8+2 necrotic damage and Helvec heals 5 hp.		
* Flesh-Rotting Cloud (standard; encounter) · Necrotic		
Burst 2 within 10; living creatures only; +5 vs. Fort; 1d6+3 necrotic damage and undead gain +2 attack and +2 dmage against target (save ends).		
← Necromantic Reinvigoration (standard; encounter) · Necrotic		
Burst 5; undead creatures regain 5 hit points.		
Alignment Evil Languages Common, Elven		
Skills Arcana +9, Bluff +9, Intimidate +9		
Str 10 (+0/+1)	Dex 13 (+1/+2)	Wis 12 (+1/+2)
Con 15 (+2/+3)	Int 16 (+3/+4)	Cha 16 (+3/+4)

THE SHADOW SPIRIT

Regardless of whether or not it was destroyed in the first encounter, the shadow spirit returns one last time for the final battle. Its actions depend on its attitude toward the characters.



RALPH HORSLEY

Hostile: Attacks the PCs, pursuing them until they flee the mausoleum above.

Unfriendly: Attacks the PCs while in area 3, but doesn't pursue.

Indifferent: Watches without attacking.

Friendly: Watches without attacking. If Helvec becomes bloodied, the shadow spirit's attitude improves to Helpful.

Helpful: Attacks Helvec. The elf can spend a standard action to banish the shadow spirit with an incantation, but it automatically reappears in the side cavern at the end of its next turn.

When the shadow spirit enters the battle, read the appropriate entry:

A familiar, shadowy form emerges from the stone wall nearby. Its eyes flash red with vengeance as it bears down on you.

OR

A familiar, shadowy form emerges from the side cavern, but doesn't enter the battle, instead watching both sides intently.

OR

A familiar, shadowy form emerges from the floor of the platform. It reaches an inky claw toward the robed elf, hoarsely whispering "Revenge..."

TREASURE

Helvec's staff has a chunk of polished amber in the tip worth 100 gp.

A small chest in the side cavern holds an extra set of Helvec's clothes, 211 gp, and an ornate golden sacrificial dagger worth 35 gp.

Finally, the foul ritual book that Helvec carries is worth 300 gp, though the PCs know that this risks someone else repeating the elf's foul work. Alternatively, they could destroy it (which grants them extra XP; see Ending the Adventure).

ENDING THE ADVENTURE

Once the PCs defeat Helvec, and hopefully procure the release of the Stasi boys, the adventure is over, and the PCs can retrieve the reward from Quinn Stasi.

For each boy returned alive, each PC gains an extra 50 XP. If they destroyed Helvec's ritual book, they gain an additional 20 XP each. The PCs probably don't have enough XP to reach 2nd level (they need 1,000 XP for that), but they should be well on their way!

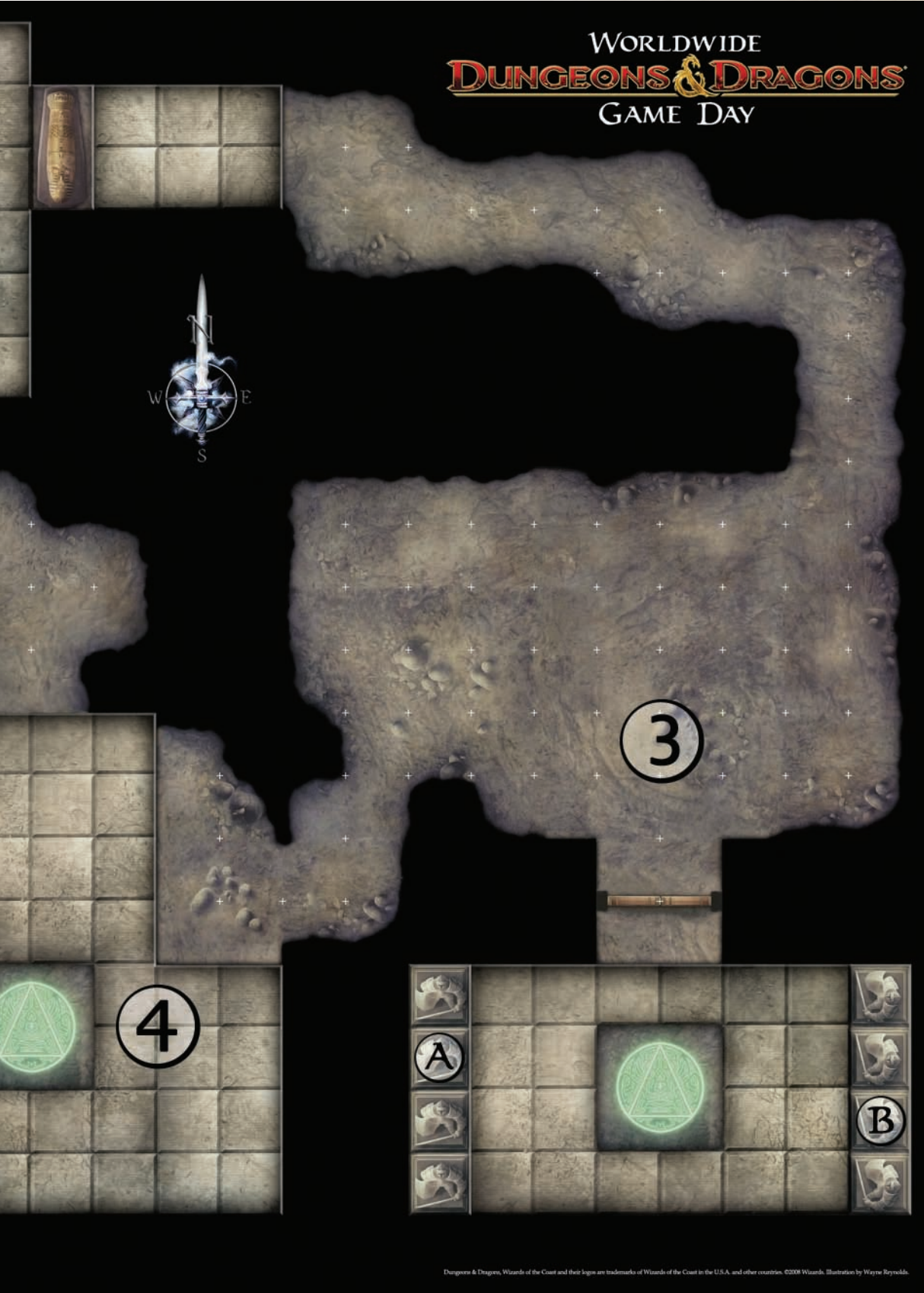
If the shadow is destroyed in the final battle, it doesn't return. If the PCs don't destroy it, it fades away when Helvec is defeated. Either way, it can rest at peace now. Give the PCs an extra 50 XP apiece if they end the adventure with the shadow's attitude as friendly, or 100 XP apiece if Helpful.

Furthermore, the PCs' success in this matter draws the attention of the local lord, who seeks their help in dealing with a dangerous white dragon raiding caravans passing through the nearby Barrier Peaks. This task is described in the other Worldwide D&D Game Day adventure, *Against the White Dragon*.



WORLDWIDE
DUNGEONS & DRAGONS
GAME DAY

INTO THE SHADOWHAUNT



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ALTHAEA GILDLEAF

FEMALE ELADRIN WIZARD



LEVEL 1 UNALIGNED

"What matters now is that you stay clear of my spells."

<i>Ability Score</i>	<i>Value</i>	<i>Modifier</i>		
STRENGTH	10	+0	ARMOR CLASS	14
CONSTITUTION	13	+1	FORTITUDE DEFENSE	11
DEXTERITY	14	+2	REFLEX DEFENSE	14
INTELLIGENCE	18	+4	WILL DEFENSE	15
WISDOM	14	+2	INITIATIVE	+2
CHARISMA	11	+0	SPEED (SQUARES)	6
HIT POINTS	23		HEALING SURGE HP HEALED	5
BLOODIED	11		HEALING SURGES/DAY	7
			SECOND WIND	<input type="checkbox"/>
				(Use second wind up to 1/encounter)

<i>Current Hit Points</i>	<i>Current Surge Uses</i>
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<i>Basic Attack Name</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range/Properties</i>
Dagger	+3 vs. AC (+5 thrown)	1d4 (1d4+2 thrown)	5 squares normal/10 squares max
Magic Missile	+4 vs. Reflex	2d4+4	20 squares

FEATS

Skill Training: Stealth (already added)

SKILLS

Passive Insight	17
Passive Perception	12
Acrobatics	+2
Arcana	+11
Athletics	+0
History	+11
Insight	+7
Nature	+9
Perception	+2
Religion	+9

SPELLS (Arcane Powers)
See back of character sheet.

EQUIPMENT

3 daggers, orb, spellbook, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

- Eladrin Will (+5 to saving throws vs. charm)
- Fey Origin (considered a fey creature)
- Trance (spend 4 hours in extended rest instead of 6; while taking an extended rest, you are fully aware of surroundings)
- Fey Step (see back)
- Arcane Implement Mastery: Orb of Imposition (once per encounter as a free action, give one creature a -2 penalty to a saving throw against an effect you cast on it)
- Cantrips (see back)
- Ritual Casting (can use rituals)
- Spellbook (see back)
- 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.

SPELLS (ARCANES POWERS)

Your powers are called spells, since they are from the arcane power source. You usually have your orb (an implement) in your hand when you use your powers, but it's not required.

You also possess a spellbook. When you begin the adventure and at each extended rest, choose one of your two daily spells to prepare.

At-Will Powers

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: +4 vs. Reflex

Hit: 2d4 + 4 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.

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, Conjuration, 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.

Thunderwave

Wizard Attack 1

You create a whip-crack of sonic power that lashes up from the ground.

At-Will ♦ Arcane, Implement, Thunder

Standard Action Close blast 3

Target: Each creature in blast

Attack: +4 vs. Fortitude

Hit: 1d6 + 4 thunder damage, and you push the target 2 squares.

Encounter Power

Fey Step

Eladrin Racial Power

With a step, you vanish from one place and appear in another.

Encounter ♦ Teleportation

Move Action Personal

Effect: Teleport up to 5 squares.

Icy 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: +4 vs. Reflex

Hit: 1d6 + 4 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.

Daily Powers (pick one at each extended rest)

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: +4 vs. Reflex

Hit: 2d8 + 4 acid damage, and ongoing 5 acid damage (save ends). Make a secondary attack.

Secondary Target: Each creature adjacent to the primary target

Secondary Attack: +4 vs. Reflex

Hit: 1d8 + 4 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.

Sleep

Wizard Attack 1

You exert your will against your foes, seeking to overwhelm them with a tide of magical weariness.

Daily ♦ Arcane, Implement, Sleep

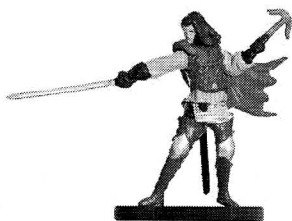
Standard Action Area burst 2 within 20 squares

Target: Each creature in burst

Attack: +4 vs. Will

Hit: The target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends).

Miss: The target is slowed (save ends).



DESAND QUICKFOOT

MALE HALF-ELF ROGUE

LEVEL 1 UNALIGNED

"It's all in the wrist."



Ability Score	Value	Modifier		
STRENGTH	12	+1	ARMOR CLASS	15
CONSTITUTION	15	+2	FORTITUDE DEFENSE	12
DEXTERITY	16	+3	REFLEX DEFENSE	15
INTELLIGENCE	11	+0	WILL DEFENSE	13
WISDOM	10	+0	INITIATIVE	+3
CHARISMA	16	+3	SPEED (SQUARES)	6

HIT POINTS	27	HEALING SURGE HP HEALED	6	SECOND WIND	<input type="checkbox"/>
BLOODIED	13	HEALING SURGES/DAY	8	(Use second wind up to 1/encounter)	

Current Hit Points	Current Surge Uses

Basic Attack Name	Attack Bonus	Damage	Range/Properties
Rapier	+4 vs. AC	1d8+1	
Dagger	+5 vs. AC (+7 thrown)	1d4+1 (1d4+3 ranged)	5 squares normal/10 squares max
Hand crossbow	+5 vs. AC	1d6+3	10 squares normal/20 squares max; load free

FEATS

Weapon Proficiency: Rapier

SKILLS

Passive Insight	12
Passive Perception	15
Acrobatics	+8
Athletics	+1
Bluff	+8
Diplomacy	+5
Insight	+2
Perception	+5
Stealth	+8
Streetwise	+8
Thievery	+8

EXPLOITS (Martial Powers)

See back of character sheet.

EQUIPMENT

Leather armor, hand crossbow, dagger, quiver filled with bolts, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

Group Diplomacy (grant allies within 10 squares a +1 racial bonus to Diplomacy skill checks)

First Strike (at the start of an encounter, you have combat advantage against creatures that have not yet acted)

Artful Dodger (gain +3 AC against opportunity attacks)

Sneak Attack (once per round when you have combat advantage you can deal +2d6 damage after you hit with an attack; decide after the damage roll)

Languages: Common, Dwarven, 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)

Your powers are called exploits, since they are from the martial power source. Some of your powers require you to use a weapon. If a power does not state “weapon”, then you don’t need to have your weapon in your hand.

At-Will Powers

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: +4 vs. Reflex (+5 vs. Reflex with dagger)

Hit: 1d8 + 3 damage (1d4 + 3 damage with dagger).

Sly Flourish Rogue Attack 1

A distracting flourish causes the enemy to forget the blade at his throat.

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

Attack: +4 vs. AC (+5 vs. AC with dagger or hand crossbow)

Hit: 1d8 + 6 damage (1d4 + 6 damage with dagger, 1d6 + 6 damage with hand crossbow).

Encounter Powers

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.

Encounter ♦ Arcane, Charm, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: +3 vs. Will

Hit: 1d6 + 3 psychic damage, and you are invisible to the target until the start of your next turn.

Positioning Strike Rogue Attack 1

A false stumble and a shove place the enemy exactly where you want him.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: +4 vs. Will (+5 vs. Will with dagger)

Hit: 1d8 + 3 damage (1d4 + 3 damage with dagger), and you slide the target 3 squares.

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: +4 vs. AC (+5 vs. AC with dagger or hand crossbow)

Hit: 2d8 + 3 damage (2d4 + 3 damage with dagger, 2d6 + 3 damage with hand crossbow), 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.



DURGEN DARKSTEEL

MALE DWARF FIGHTER



LEVEL 1 GOOD

"I will not cow to the whims of evil men."

Ability Score	Value	Modifier		
STRENGTH	16	+3	ARMOR CLASS	17
CONSTITUTION	15	+2	FORTITUDE DEFENSE	15
DEXTERITY	14	+2	REFLEX DEFENSE	12
INTELLIGENCE	11	+0	WILL DEFENSE	12
WISDOM	14	+2	INITIATIVE	+2
CHARISMA	10	+0	SPEED (SQUARES)	5
HIT POINTS	30		HEALING SURGE HP HEALED	7
BLOODIED	15		HEALING SURGES/DAY	11
			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
Greataxe	+6 vs. AC	1d12+5	High Crit (+1d12 damage on a critical hit)
Handaxe	+5 vs. AC	1d6+5	5 squares normal/10 squares max

FEATS

Dwarven Weapon Training (already added)

SKILLS

Passive Insight	12
Passive Perception	12
Acrobatics	+2
Athletics	+8
Dungeoneering	+4
Endurance	+9
Heal	+7
Insight	+2
Perception	+2
Stealth	+2

EXPLOITS (Martial Powers)

See back of character sheet.

EQUIPMENT

Scale armor, greataxe, 2 handaxes, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

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)
 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 enemy shifts, make an immediate melee basic attack against them)
 Combat Superiority (+2 to opportunity attacks and enemies hit stop moving if a move provoked the attack)
 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.

EXPLOITS (MARTIAL POWERS)

Your powers are called exploits, since they are from the martial power source. Your powers require you to use a weapon.

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: +6 vs. AC (+5 vs. AC with handaxe)

Hit: 1d12 + 5 damage (1d6 + 5 damage with handaxe), and an enemy adjacent to the target takes 3 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: +6 vs. AC (+5 vs. AC with handaxe)

Hit: 1d12 + 5 damage (1d6 + 5 damage with handaxe).

Miss: 3 damage.

Encounter Power

Covering Attack

Fighter Attack 1

You launch a dizzying barrage of thrusts at your enemy, compelling him to give you all his attention. Under the cover of your ferocious attack, one of your allies can safely retreat from that same foe.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: +6 vs. AC (+5 vs. AC with handaxe)

Hit: 2d12 + 5 damage (2d6 + 5 damage with handaxe), and an ally adjacent to the target can shift 2 squares.

Daily Power

Brute Strike

Fighter Attack 1

You shatter armor and bone with a ringing blow.

Daily ♦ Martial, Reliable, Weapon

Reliable: If you miss with this power, you do not expend its use.

Standard Action **Melee weapon**

Target: One creature

Attack: +6 vs. AC (+5 vs. AC with handaxe)

Hit: 3d12 + 5 damage (3d6 + 5 damage with handaxe).



EVON OF PELOR

MALE HUMAN CLERIC

LEVEL 1 GOOD



"Pelor's divine radiance shall consume the wicked!"

Ability Score	Value	Modifier		
STRENGTH	16	+3	ARMOR CLASS	16
CONSTITUTION	13	+1	FORTITUDE DEFENSE	14
DEXTERITY	11	+0	REFLEX DEFENSE	12
INTELLIGENCE	12	+1	WILL DEFENSE	16
WISDOM	16	+3	INITIATIVE	+0
CHARISMA	10	+0	SPEED (SQUARES)	5

HIT POINTS	29	HEALING SURGE HP HEALED	7	SECOND WIND	<input type="checkbox"/>
BLOODIED	14	HEALING SURGES/DAY	8	(Use second wind up to 1/encounter)	

Current Hit Points

Current Surge Uses

Basic Attack Name	Attack Bonus	Damage	Range/Properties
Mace	+5 vs. AC	1d8+3	Versatile (+1 damage when 2-handed)
Dagger	+6 vs. AC (+3 thrown)	1d4+3 (1d4 thrown)	5 squares normal/10 squares max

FEATS

Human Perseverance (+1 to saving throws)
Toughness (already added)

SKILLS

Passive Insight	18
Passive Perception	13
Acrobatics	-1
Athletics	+2
Arcana	+6
Heal	+8
History	+6
Insight	+8
Perception	+3
Religion	+6
Stealth	-1

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)
Languages: Common and Dwarven
Normal Vision

PRAYERS (Divine Powers)

See back of character sheet.

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

EQUIPMENT

Chainmail, mace, dagger, holy symbol, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

PRAYERS (DIVINE POWERS)

Your powers are called prayers, since they are from the divine power source. Some of your powers require you to use a weapon. If a power does not state “weapon”, then you don’t need to have your weapon in your hand. You usually have your holy symbol (an implement) in your hand when you use certain powers, but it’s not required.

At-Will Powers

Lance of Faith

Cleric Attack 1

A brilliant ray of light sears your foe with golden radiance. Sparkles of light linger around the target, guiding your ally’s attack.

At-Will ♦ Divine, Implement, Radiant

Standard Action Ranged 5

Target: One creature

Attack: +3 vs. Reflex

Hit: 1d8 + 3 radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target.

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: +5 vs. AC

Hit: 1d8 + 3 damage (1d4 + 3 damage with dagger), and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn.

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: +5 vs. AC

Hit: 1d8 + 3 damage (1d4 + 3 damage with dagger), 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.

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.

Encounter Powers (continued)

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: +3 vs. Will

Hit: 1d10 + 3 radiant damage, and you push the target 5 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: +5 vs. AC

Hit: 2d8 + 3 radiant damage (2d4 + 3 radiant damage with dagger), 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 +3 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 + 3 hit points.

Daily Power

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: +5 vs. AC

Hit: 2d8 + 3 damage (2d4 + 3 damage with dagger), 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.



KELRIC

MALE HUMAN FIGHTER



LEVEL 1 UNALIGNED

"If it pays well, count me in."

Ability Score	Value	Modifier		
STRENGTH	18	+4	ARMOR CLASS	19
CONSTITUTION	13	+1	FORTITUDE DEFENSE	17
DEXTERITY	14	+2	REFLEX DEFENSE	15
INTELLIGENCE	10	+0	WILL DEFENSE	12
WISDOM	11	+0	INITIATIVE	+6
CHARISMA	12	+1	SPEED (SQUARES)	5
HIT POINTS	28		HEALING SURGE HP HEALED	7
BLOODIED	14		HEALING SURGES/DAY	10
			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
Bastard Sword	+8 vs. AC	1d10+4	Versatile (+1 damage when 2-handed)

FEATS

Weapon Proficiency: Bastard Sword
Improved Initiative (already added)

SKILLS

Passive Insight	10
Passive Perception	10
Acrobatics	+0
Athletics	+7
Endurance	+4
Insight	+0
Intimidate	+6
Perception	+0
Stealth	+0
Streetwise	+6

EXPLOITS (Martial Powers)
See back of character sheet.

EQUIPMENT

Scale armor, heavy shield, bastard sword, 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 enemy shifts, make an immediate melee basic attack against them)

Combat Superiority (+2 to opportunity attacks and enemies hit stop moving if a move provoked the attack)

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.

EXPLOITS (MARTIAL POWERS)

Your powers are called exploits, since they are from the martial power source. Some of your powers require you to use a weapon. If a power does not state “weapon”, then you don’t need to have your weapon in your hand.

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: +8 vs. AC

Hit: 1d10 + 4 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: +10 vs. AC

Hit: 1d10 damage.

Tide of Iron

Fighter Attack 1

After each mighty swing, you bring your shield to bear and use it to push your enemy back.

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be using a shield.

Target: One creature

Attack: +8 vs. AC

Hit: 1d10 + 4 damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied.

Encounter Powers

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: +8 vs. AC

Hit: 1d10 + 4 damage, and you can shift 1 square. Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: +10 vs. AC

Hit: 1d10 + 4 damage.

Daily Power

Villain’s Menace

Fighter Attack 1

You strike your enemy hard and hound him with skilled parries and stern reprisals.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: +8 vs. AC

Hit: 2d10 + 4 damage, and you gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls against the target until the end of the encounter.

Miss: Gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls against the target until the end of the encounter.

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DWARF WARLORD

ATTACK ACTIONS

- ⬇ Dwarven Waraxe: +19 vs AC; 20 Damage
- ☐ ⤴ Crossbow: (nearest) +14 vs AC; 15 Damage
- ☐ ⬇ Drive into Peril: +19 vs AC; 30 Damage AND push target up to 2 squares; an ally can make a free basic attack against that target if adjacent to it after push; RECHARGE when 2 or more enemies are adjacent to this creature at end of its turn



ABILITIES

Good • Dwarf
+4 DEF (Fort)

CHAMPION 3

- Use when an ally's attack roll is a natural 18+. That attack becomes a critical.
- Use when this champion is the first creature you activate in a round. All Dwarf creatures in your warband get +2 Speed and +2 Attack this round.

LEVEL
12AC
26DEF
24SPEED
5HP
80

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ELF WARLOCK

ATTACK ACTIONS

- ⬇ Soul Blast: +4 vs DEF (Fort); 5 Damage
- ⤴ Eldritch Blast: (range 10) +6 vs DEF (Ref); 10 Damage
- ☐ ⤴ Bloodfang Beast Curse: (range 6) +6 vs DEF (Ref); target takes 10 Damage after it hits with any ⬇ attack; effect ends when this creature is eliminated



ABILITIES

Elf • Warlock
+4 DEF (Ref)

SPECIAL POWERS

- ☐ Dimension Leap: As a move action, place this creature up to 3 squares away within line of sight.

LEVEL
4AC
17DEF
16SPEED
7HP
35

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DEFIANT RAKE

ATTACK ACTIONS

- ⬇ Rapier: +10 vs AC; 10 Damage
- ⤴ Hand Crossbow: (range 10) +12 vs AC; 10 Damage



ABILITIES

Human • Rogue
+4 DEF (Ref)

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

SPECIAL POWERS

- ☐ Wicked Dodge: When an attack roll against this creature is natural 9 or below, the attack automatically misses. You can choose to have the attack rerolled against a different target within the attacker's Reach.

"Ouch! How unlucky for your friend. And I thought you were aiming at me."

LEVEL
5AC
19DEF
16SPEED
6HP
40

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CLERIC OF PELOR

ATTACK ACTIONS

- ⬇ Shining Mace: +15 vs AC; 15 radiant Damage



ABILITIES

Good • Human • Divine

SPECIAL POWERS

- Combat Healing: Whenever a living ally within 5 squares makes a ⬇ attack roll of natural 16+, it heals 15 HP.
- Aura of Radiance: Allies within 5 squares get +5 radiant Damage to ⬇ attacks.

CHAMPION 3

- Use when a living ally ends its turn in one of your victory areas. That ally heals 15 HP.
- Use when an enemy attacks this champion. Your warband gets +2 Attack against that enemy until end of battle.

LEVEL
8AC
22DEF
20SPEED
6HP
55

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24

HUMAN FIGHTER

ATTACK ACTIONS

- ⬇ Greatsword: +13 vs AC; 15 Damage
- ⬇ Confidence-Building Strike: +13 vs AC; 15 Damage; +1 cumulative Attack on miss
- ☐ ⬇ Death Blow: Bloodied target only, +13 vs AC; 30 Damage; RECHARGE when this creature causes an enemy to become Bloodied



ABILITIES

Human • Fighter
+4 DEF (Fort)

A skilled fighter is to a common soldier what a tiger is to a housecat.

LEVEL
7AC
22DEF
17SPEED
5HP
55

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DEFIANT RAKE

MEDIUM NATURAL HUMANOID

LEVEL 5 SKIRMISHER

AC
21

INIT +7 SPD 6

Senses Perception +2

ATTACKS: ⊕ Rapier +11 vs AC; 1d8+5

➤ Hand Crossbow Rg 10/20; +11 vs AC; 1d6+5

Sneak Attack +2d6 dmg with cbt adv

LIMITED POWERS: Snap Shot Minor; hand crossbow atk. Rchg 5.

Wicked Dodge Reaction, when target of ⊕ atk; +9 vs Will; atk automatically misses OR instead targets any other creature within attacker's reach (your choice). Rchg 5.

SKILLS: Bluff +11, Stealth +12, Thievery +12

FORT
13

REF
17

WILL
16

HP/Bloodied
45/22

STR +2 (10) CON +3 (12) DEX +7 (20) INT +3 (12) WIS +2 (10) CHA +6 (18)

D&D ROLEPLAYING STATS

Illus. Ralph Horsley



HUMAN FIGHTER

MEDIUM NATURAL HUMANOID

LEVEL 7 SOLDIER

AC
25

INIT +10 SPD 5

Senses Perception +4

ATTACKS: ⊕ +2 greatsword +13 vs AC; 2d6+5

⊕ Positioning Strike +13 vs AC; 2d6+5 AND push 1

LIMITED POWERS: ⊕ Stern Reply Standard, only when Bloodied or prone; stand up AND +13 vs AC; 4d6+5 AND Dazed 1 rd. Rchg 6.

FORT
21

REF
17

WILL
16

HP/Bloodied
65/32

STR +7 (18) CON +5 (15) DEX +5 (15) INT +3 (10) WIS +4 (13) CHA +3 (10)

D&D ROLEPLAYING STATS

Illus. David Griffith



ELF WARLOCK

• For your first battle using this creature, just use the Soul Blast and Eldritch Blast attacks.

• Ranged attacks, marked with the ➤ icon, can attack creatures that are not beside the Elf Warlock. (For example, Eldritch Blast works against enemies up to 10 squares away.) The Elf Warlock is not very strong in melee combat, so use its ➤ attacks whenever you can.

• Once per battle, the Elf Warlock can magically move 3 squares without provoking opportunity attacks.

• Once per battle, the Elf Warlock can use Bloodfang Beast Curse to make an enemy hurt itself with its own attacks. This attack can affect an enemy within 6 squares and targets DEF instead of AC. If it hits, that enemy takes 10 Damage every time it hits with its own ⊕ attacks.



Illus. Adam Gillespie

CLERIC OF PELOR

MEDIUM NATURAL HUMANOID

LEVEL 8 CONTROLLER (LEADER)

AC
24

INIT +4 SPD 6

Senses Perception +9

ATTACKS: ⊕ +2 mace +13 vs AC; 1d8+8

LIMITED POWERS: ➤ Heal Ally Standard; rg 5; healing surge + 2d12 hp. Rchg 5.

➤ Hold Rg 10; +8 vs Will; Immobilized (save ends). Rchg 4.

➤ Radiant Beacon Minor; rg 10; bright light, target and space; +2 atk against target, -5 Stealth. Lasts until used again. Rchg 3.

SKILLS: Heal +14, Insight +14

FORT
16

REF
16

WILL
19

HP/Bloodied
58/29

STR +6 (14) CON +4 (10) DEX +4 (10) INT +6 (14) WIS +9 (20) CHA +6 (14)

D&D ROLEPLAYING STATS

Illus. Steve Prescott



DWARF WARLORD

MEDIUM NATURAL HUMANOID

LEVEL 12 SOLDIER (LEADER)

AC
28

INIT +11 SPD 5

Senses Perception +11

ATTACKS: ⊕ +3 battleaxe +17 vs AC; 1d12+8

➤ +3 crossbow Rg 15/30; +15 vs AC; 1d8+3

LIMITED POWERS: ⊕ Drive into Peril +17 vs AC; 1d12+8 AND push 3 (no dmg, push 1 on miss). If enemy ends adj to ally (not you), that ally can make immed ⊕ atk against it. Rchg 4.

⊕ Hold the Line Burst 5; allies get +4 AC until end of this creature's next turn. Rchg 6.

Rally the Troops Immed, ally within 5; healing surge. Rchg 4.

SKILLS: Endurance +10

FORT
23

REF
21

WILL
17

HP/Bloodied
83/41

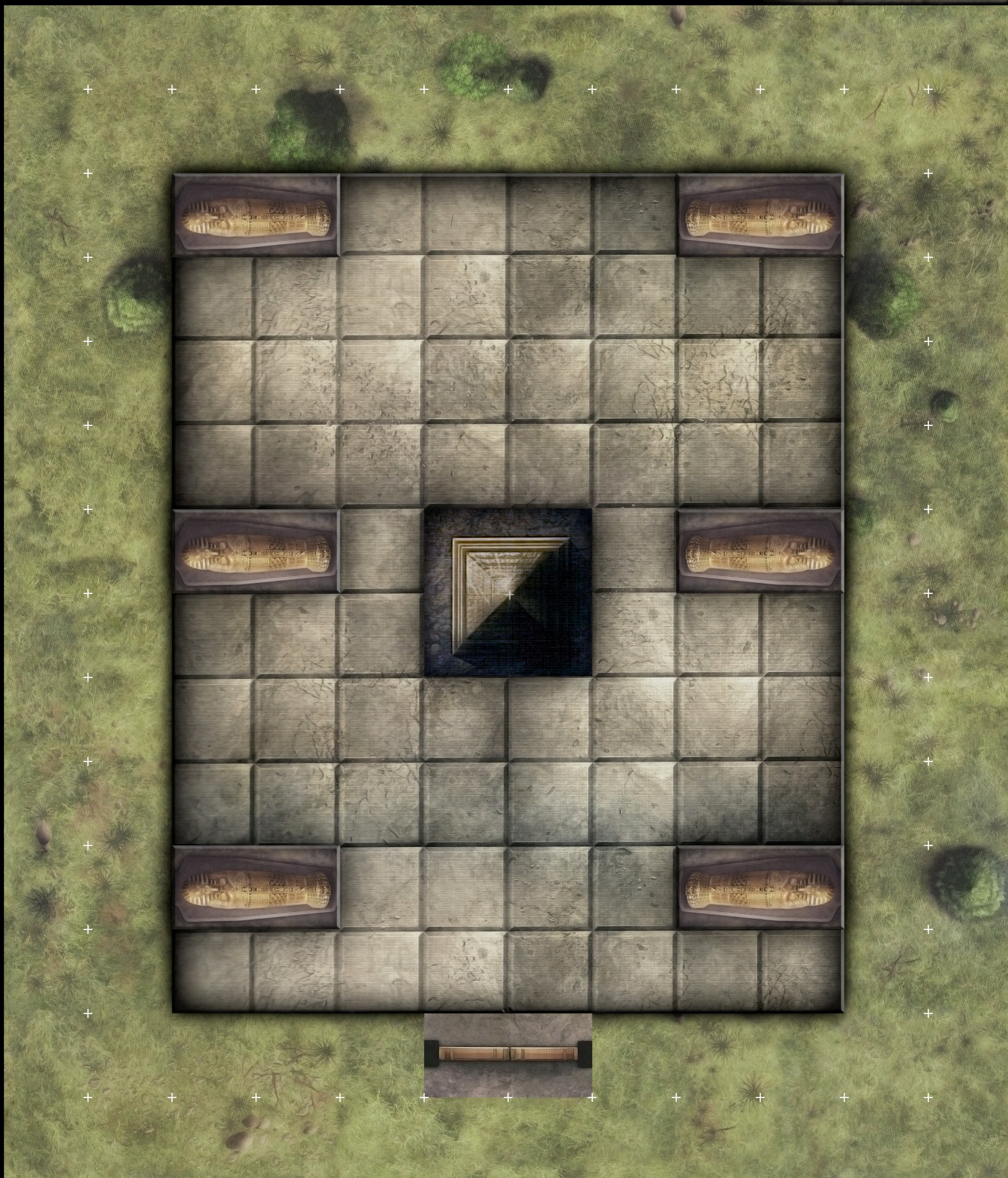
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D&D ROLEPLAYING STATS

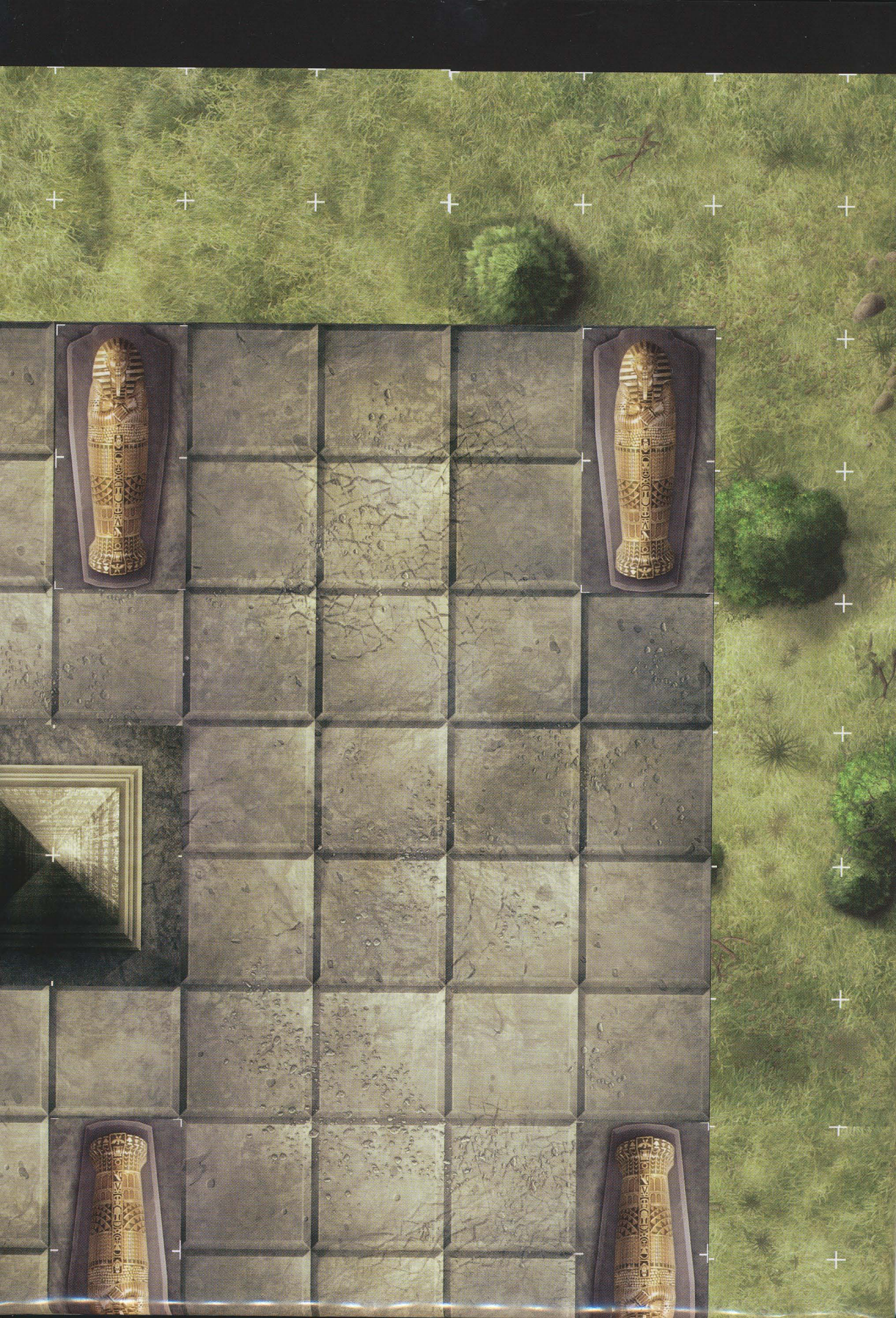
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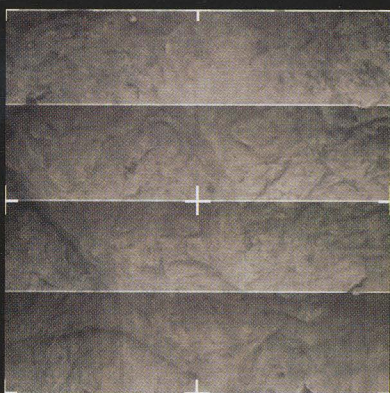


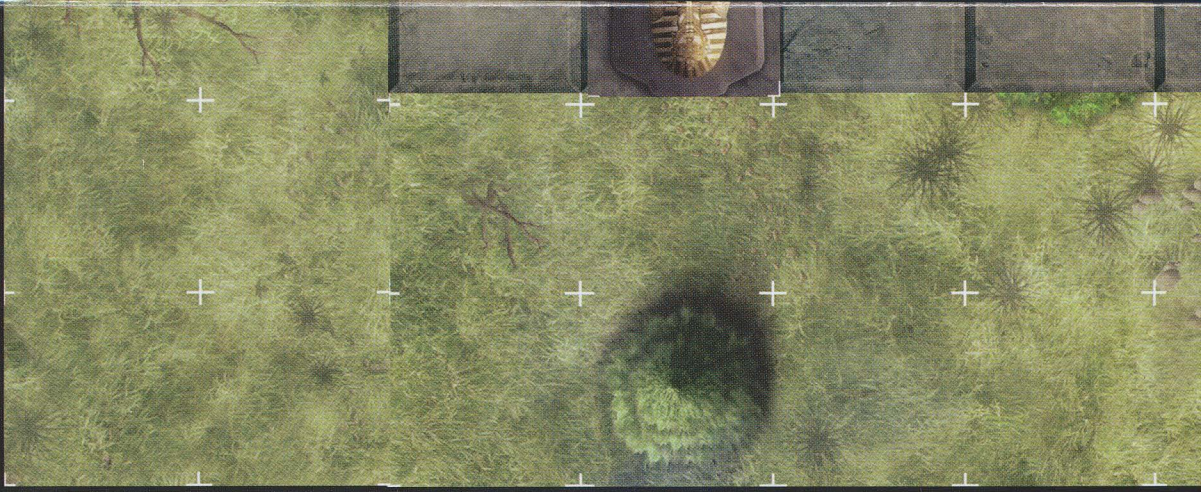
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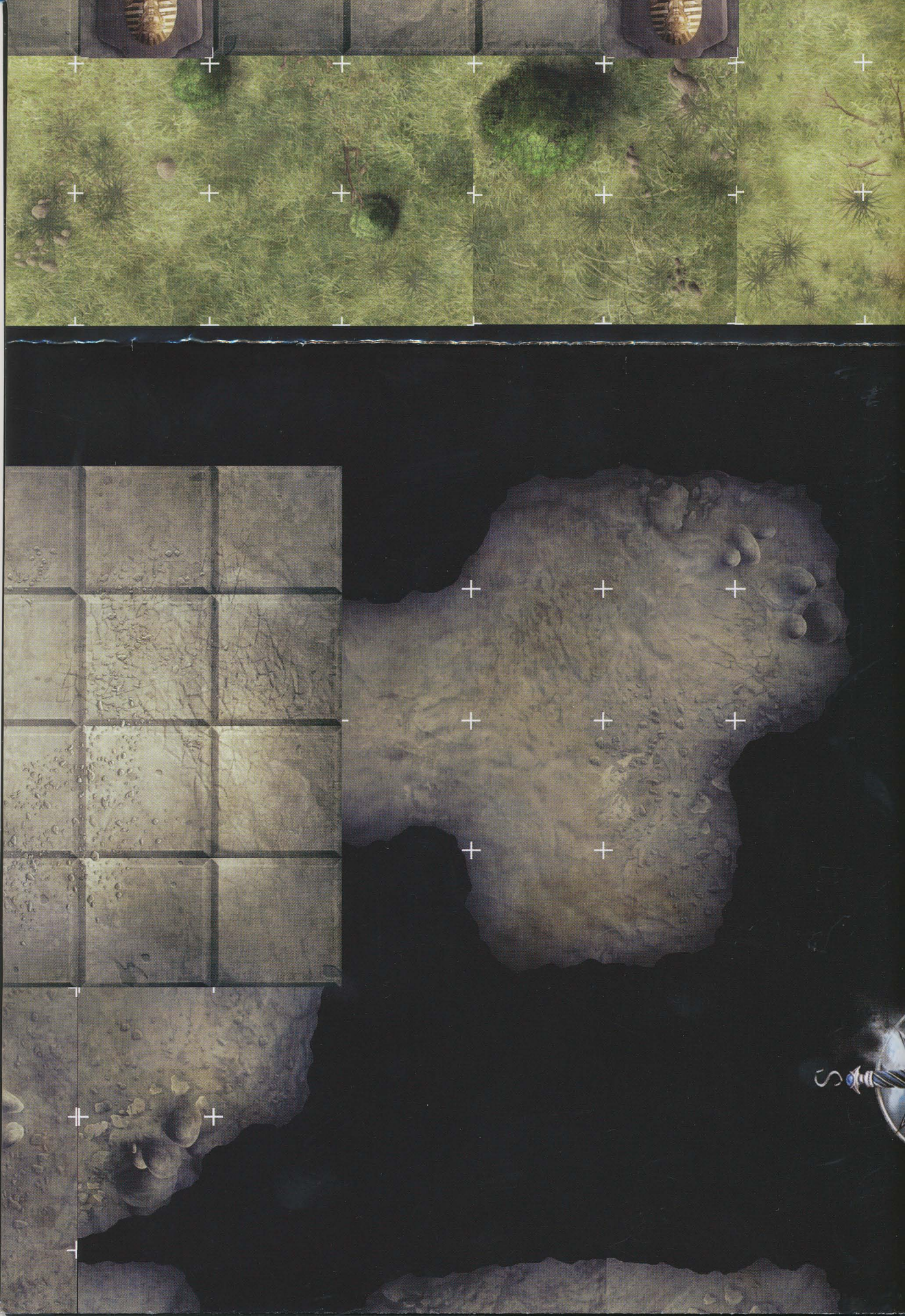


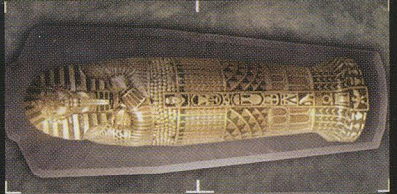
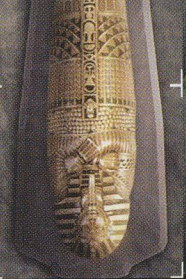
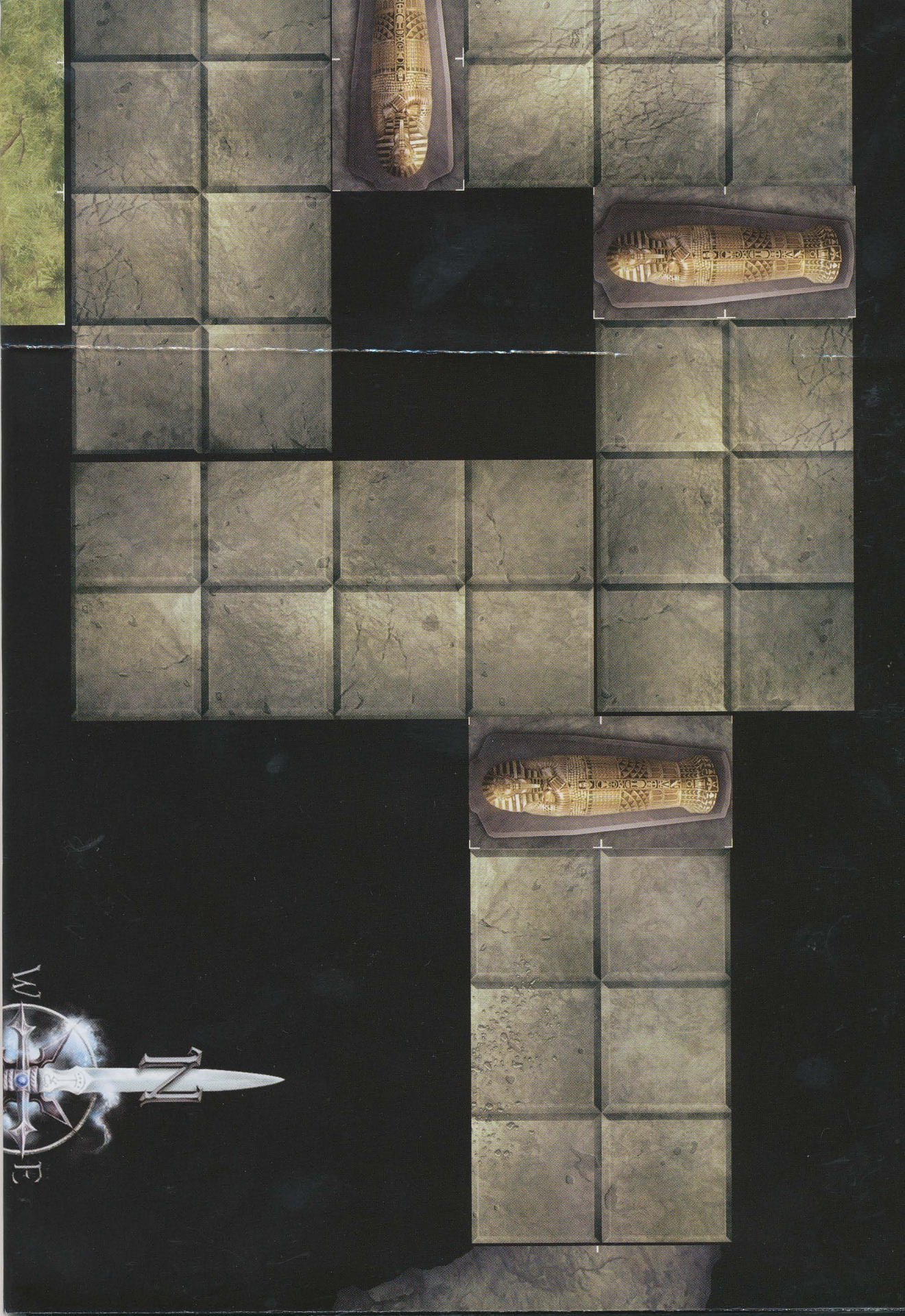












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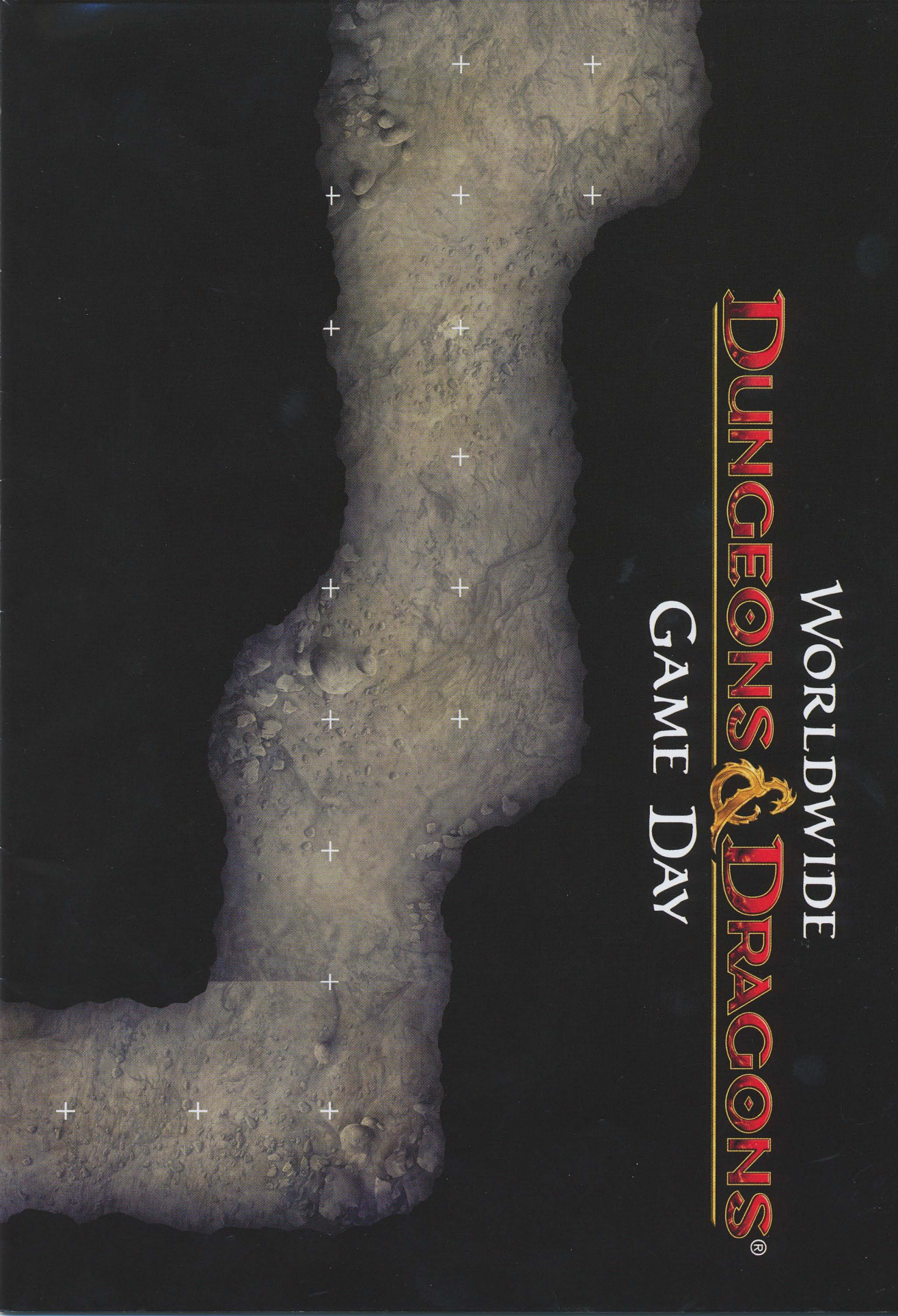
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GAME DAY





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