

A PARAGON TIER ADVENTURE

DUNGEONS & DRAGONS[®]

ONE DARK NIGHT IN WEEPING BRIAR



AN ADVENTURE FOR CHARACTERS OF 11TH LEVEL

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INTRODUCTION

One Dark Night in Weeping Briar is an adventure designed for five 11th-level player characters (PCs), and is part of the *Worldwide D&D Game Day*. The adventure takes place in the town of Weeping Briar on a dark and rainy night as infernal forces seek to sacrifice the residents to their dread lord, Tharizdun.

BACKGROUND

Centuries ago, before the town of Weeping Briar existed, there was little more than an encampment of barbaric savages that worship Tharizdun, the Chained God. When the land was settled, the cult was put to the torch, their foul rites passing beyond the memory of all but the savage humanoids of the hills.

Years passed and with civilization came trade and prosperity. The town grew and spread until one villager heard whispers. Solphi, the miller's daughter, was a sensitive girl who mostly kept to herself. When she began to complain to her father of strange voices whispering in the night and cries of pain echoing from the hills, he

ordered her silence, afraid that the other villagers might fear the taint of madness and refuse his business.

And so Solphi suffered quietly, tormented by voices with no apparent source. It was then that one voice began to offer her a way out. The voice claimed to be lost in a dark place, and if she could just help him get free, he could make the other voices stop. Leading the girl into the basement of the town's grain mill, the voice instructed the girl to dig through the floor and into a small, worked cavern below. Glowing runes barred her passage, but steeling her courage, Solphi continued, determined to make the voices stop. Once she passed the seal, the glowing runes dimmed and the creatures made themselves known. Flooding forth, the demonic creatures rapidly spread through the town, capturing all living creatures and dragging them back to their pit with plans of sacrifice.

In the confusion, Solphi fled and hid from the rampaging creatures, praying for someone to save her and rescue her family and friends. Providence has led the PCs to this very town, in Solphi's hour of need.



ENCOUNTER 1: TOWN SQUARE

The PCs have just arrived outside the town of Weeping Briar, traveling through a violent storm. Once the players are ready to begin play, read:

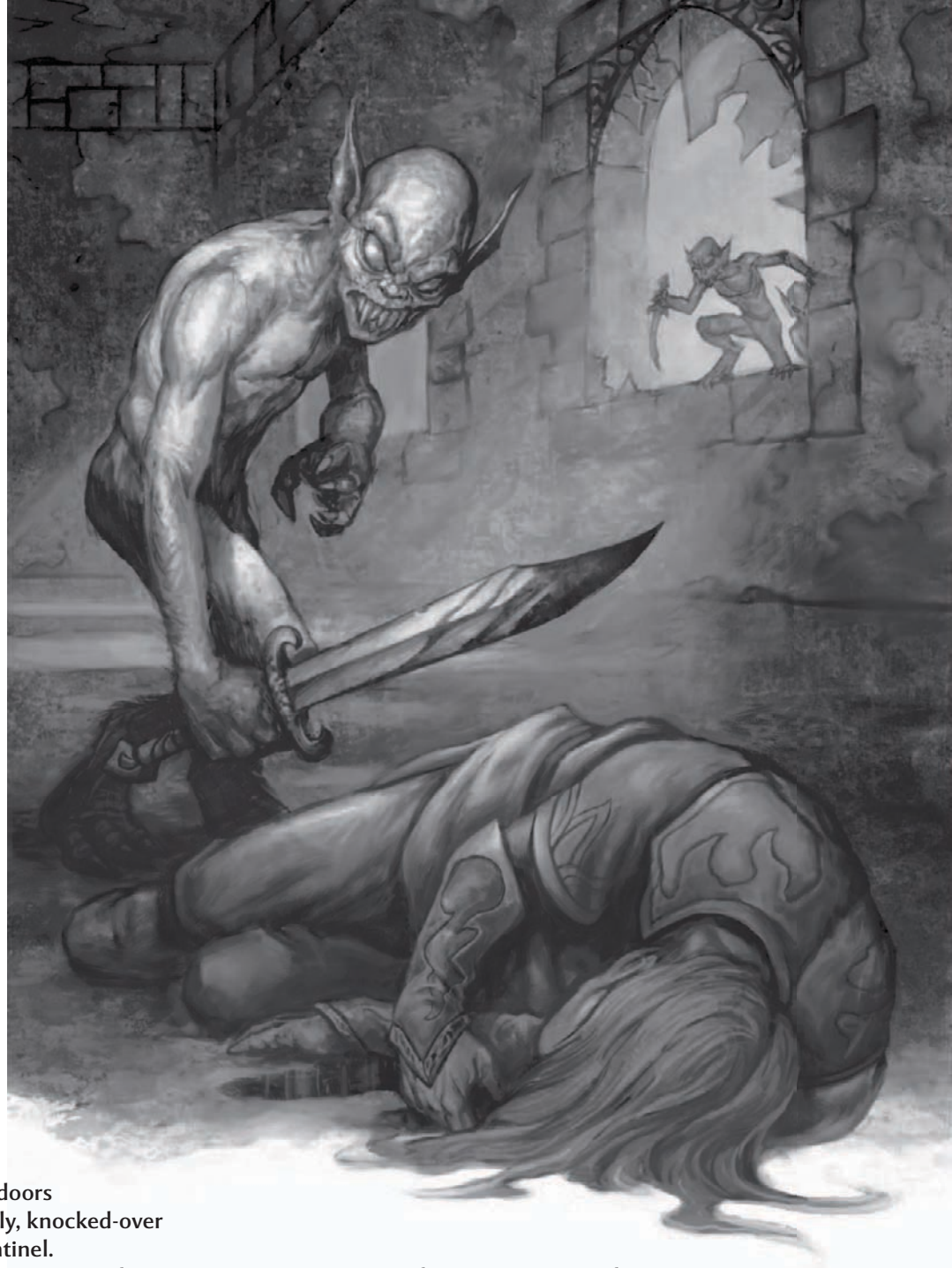
The rain is heavy, cold, and miserable, turning the already gloomy night to a nearly impenetrable blackness. Your group is returning to civilization after unsuccessfully hunting for a dragon rumored to haunt the nearby mountains. Ahead, the outlines of darkened buildings loom, marking the small frontier town of Weeping Briar and your only chance for a dry, warm bed.

The PCs are approaching the town of Weeping Briar, looking for a place to rest for the night. However, there are signs that something may be amiss. The DM should provide an atmosphere of mounting paranoia.

The PCs may notice any of the following as they approach the center of the village.

- The gate through the low, stone wall is unmanned. The wooden doors are open wide and a lonely, knocked-over stool is all that stands sentinel.
- There are no lights of any sort anywhere in the town; it is completely dark. Even in a small town, it is not unusual to see at least one or two windows glowing with candle-light late into the night.
- **Perception (DC 10):** The PC notices a stable is silent, despite the violent storm that would normally disturb the horses within. Anyone checking inside finds the stable empty and in violent disarray. Stalls are smashed and there are several splashes of blood across the walls and pooled on the ground.
- **Perception (DC 16):** The PC notices an alley cat apparently sleeping in a puddle. Closer inspection reveals that the cat appears to have been drowned.
- PCs who grow concerned may attempt to knock on doors or force their way into homes. All of the houses are empty and it appears that whoever lived there has left recently. Food is left out, now grown cold, but not yet picked over by scavengers.

It is clear from the buildings near the gate that something is amiss and no one can be seen to offer an explanation. Once the PCs decide to look further or perhaps find a place to hole up for the evening, proceed to Tactical Encounter 1: Town Square.



ENCOUNTER 2: CHILDISH FEARS

Following the timely arrival of the PCs, Solphi tries to flee from them, uncertain who they are and afraid that they are somehow connected to all of the horrors. The PCs will have to catch her and calm her down if they are to learn what's going on in Weeping Briar. Read the following text after the PCs finish Encounter 1.

When you turn your attention back to the little girl, her eyes grow wide with fear and she flees into the village! If you have any hope of finding out what has happened to the villagers of Weeping Briar, you will have find out what the girl knows.

SKILL CHALLENGE: CALMING SOLPHI

Setup: Solphi knows the town better than the PCs and is able to squeeze into hiding places where most PCs can't follow. The PCs must work together to catch her and calm her down enough to speak with her.

Below are a number of sample DCs for various uses of skills. Use these as guidelines for the PCs' attempts. Tell the players the number of successes they need before failures, and feel free to offer suggestions for how various PCs might get involved. If certain PCs are dominating the interaction, feel free to engage other PCs with direct challenges from NPCs.

Level: 11 (3000 xp)

Complexity: 3 (8 successes before 3 failures); All skill DCs are 16; after 5 successes, the PCs corner Solphi and some skills (Acrobatics, Athletics, Endurance, Perception, Stealth and Streetwise) may no longer be used.

Acrobatics: The PC attempts to follow Solphi as she squeezes through a small space or leaps up to the rooftops in order to get a better view of her route.

Athletics: The PC tries to outrun Solphi.

Bluff: The PC lies to Solphi, telling her that he/she knows what's happened and everything will be okay or that her parents sent for the PCs to look out for her. Multiple PCs can use the Aid Another action for this skill. Offering food as a bribe gives a +2 bonus to this skill. If this skill check is failed, it cannot be used again as they have lost whatever trust Solphi might have had.

Diplomacy: The PC offers soothing words as he/she attempts to convince Solphi that he/she is here to help her. Multiple PCs can use the aid another action for this skill. Offering food as a bribe gives a +2 bonus to this skill.

Endurance: The PC tries to outlast Solphi as she runs through town.

Insight: The PC tries to guess which way Solphi will run or determine which words will help calm her. This skill does not give a success or failure but if successful, gives a +2 bonus to the next Bluff, Diplomacy, Perception, or Streetwise skill check.

Intimidation: The PC raises his/her voice in an attempt to frighten Solphi into stopping and telling the

party what's going on. Using this skill imposes a -2 penalty on any subsequent Bluff and Diplomacy skill checks.

Perception: The PC tries to spot which way Solphi ran through the rain. PCs can use the Aid Another action with this skill, but it provides a +2 bonus to another PC's Acrobatics, Athletics, Endurance, Stealth, or Streetwise check.

Stealth: The PC lies in wait for Solphi to run past, catching her by surprise and cornering her. Multiple PCs can use the aid another action for this skill.

Streetwise: The PC uses his/her knowledge of how towns tend to be laid out to choose a shorter route and get ahead of Solphi.

Success: The PCs manage to calm Solphi down and she tells her tale. See "Solphi Tells All" below.

Failure: Solphi screams and struggles, and refuses to aid the PCs in any way. Eventually, with tears streaming down her frightened face, she points in the direction of the mill, but offers no other aid. The PCs' frantic attempts to catch and calm Solphi alert the enemies in the mill (Encounter 3), who have time to prepare an ambush for the PCs. The creatures in that encounter gain surprise.

SOLPHI TELLS ALL

Once the PCs have successfully caught up with Solphi and convinced her that they are here to aid the town, she breaks down and spills forth her story in a torrent of emotion.

Through a torrent of tears that rivals the storm, the little girl launches into a fantastical explanation between sobs and sniffles. "It's all my fault! I heard the voices and Da told me that I'm too old to hear voices, but I still heard them and they whispered such awful things. I told Ma, but she got real afraid and said I wuz getting the crazy like happened to old Stiela before they stoned her for the madness. And she died, so Ma says that I wuz never to speak about what I heard in my head ever again.

So I wuz all alone and the nasty voices wouldn't go away. But then I heard the other voice. He wuzn't like the others. And he said his name wuz Rastiel and he said that if I just came to him he would help me. He said that mean people had buried him the ground long ago before the town wuz here, and he wuz trapped in a cave beneath Da's mill. So I went into the mill and dug a little hole in the floor where the voice said it would be weakest and I saw the strangest thing.

Inside, there wuz pretty pictures on the walls of the cave below. They were all glowy and they made me feel funny inside. It made my head get all dizzy. Rastiel said he wuz just out of sight and I just had to drop into the hole and help him, so I did. But when I dropped to the floor, the glow went all away. In the last moment as the light went away, I saw horrible things. Monsters with teeth and claws and covered in black fire... And there wuz one who just looked at me and smiled. It had a head

like a bug, and it talked with Rastiel's whispering voice. He just said, "Thank you."

Then the light faded away and I wuz in the darkness. I felt the things run past me, flooding out of the hole and up into the town. I heard one of them say, "Grab the girl", and I knew I had to run. I runned into town and hid, but there were lots of screams. The monsters took everyone away and drugged them down beneath the mill a few hours ago, maybe around dinner time. I been hiding ever since. Sometimes I hear them looking for me, but I just hide real good. Won't you go save my Ma and Da from the monsters?"

Solphi is clearly shaken by her ordeal and feels guilt over the townfolk's fate. She pleads with the PCs to help her, and if the PCs succeed in the Skill challenge, she is willing to answer some additional questions.

- How many people were taken? **"I'm not sure. Maybe everyone and all the livestock too. Everything alive got taken for the monsters' sacker-face that they said they gonna need to do before dawn."**
- Can you describe the creatures? **"There were so many and they all looked horrible. Rastiel wuz the one I remember the best. It looked like a big old potato bug, but walked on two legs like a man. He had four arms, two with big claws and the other two carried a big pitchfork. He also had big, green eyes."** (A DC 20 Arcana check identifies the description of Rastiel as possibly fitting a Mezzodemon. Mezzodemons are moderately powerful demons that are cautious soldiers who fight with a trident and have a poisonous breath weapon.)

- What do you know about the mill? **"The mill is where my Da does all his work. My great grand-pappy built it before I wuz born in the center of town 'cause there wuz already an old cellar someone had built there. It's always really dark there cuz you can't have no fire or it'll burn real bad cause of all the grain dust."**
- How did you manage to hide from the monsters? **"I think they caught most folk by surprise. It's only on account of me being small and knowing that the monsters were out there that I wuz able to hide."**
- What should we do? **"Save my Ma and Da! Bring 'em back outta the mill!"**

WHAT TO DO WITH SOLPHI?

The party will likely decide that they have to investigate but that brings up the question of what to do with Solphi. Heroes can hardly bring the girl with them and thrust her back into danger. Even if they do plan to do just that, Solphi is terrified of going back to the inn and refuses to do so. Being powerful adventure's, they could force her compliance, but the DM should feel free to hamper the party's assault, due to caring for an innocent girl. Penalties to Stealth rolls and creatures trying to attack the child are all appropriate challenges for the PCs to deal with.

If the PCs do not choose to bring Solphi with them, what will they do? Leaving someone behind to watch over her is probably wisest, but removes one player from the action. Solphi is happy to hide somewhere and wait for the PCs to return. She knows a number of out-of-the-way places around town she might hide and be safe while the PCs finish saving the townsfolk.

In the end, it is up to the players to decide how to proceed. But it is your job as the DM to make sure all the players still have fun.



ENCOUNTER 3: INTO THE MILL

Ultimately, the PCs will be drawn to the town's mill to deal with the evil that lairs there and rescue the townsfolk within.

In a flash of lightning, the sails of the windmill sway violently in the storm as if to ward you away from the dark, yawning portal that seems to be the only way inside. The mud in front of the mill is churned from the passing of many feet. The debris from the mill's broken door floats in shallow puddles of rising rain water.

The mill has two ways in. The door at ground level lies smashed open by the passage of the infernal horde that Solphi released.

A second door used to access the roof from the inside (noticed with a DC 10 Perception check) is hidden behind one of the blades of the windmill 30 feet up. A DC 20 Athletics check is required to climb the outside of the mill to reach the door. Once there, the unlocked door leads to the balcony inside.

A ramp at the rear of the room, meant for carts laden with grain, leads down to the basement.

When the PCs enter the mill, proceed to Tactical Encounter 3: Into the Mill.

ENCOUNTER 4: THE STORM BENEATH

Once the PCs have defeated the raiders and demonic foes in the mill, they can follow Solphi's description into the mill's basement. Read the following text when the PCs proceed down the ramp into the basement.

The basement beneath the mill displays ancient stonework much older than the construction above it. Barrels of milled flour are stacked to one side and sacks of raw grain are on the other. Blood is mixed in the dirt, marking a trail leading towards the far corner where a small hole has been dug. The sounds of dripping water, weeping, and foul chanting rise from below.

Looking down the hole, it is difficult for the PCs to see much aside from some rubble below. There are symbols etched into all available surfaces, which appear freshly scorched. A DC 16 Arcana check suggests the sigils are related to a ritual for binding demons or devils. The symbols no longer radiate magic. A foul smell of slaughter also emanates from the hole.

The PCs can easily drop down to the tunnel below which leads towards a larger cavern. When they do so, proceed to Tactical Encounter 4: The Storm Beneath.

ENDING THE ADVENTURE

With the townsfolk saved and the demonic horde vanquished, the PCs are heroes! The villagers organize a celebration in their honor. Solphi, overjoyed that her parents have been rescued, treats each PC to a large hug and a wide smile.



ENCOUNTER 1: TOWN SQUARE

Encounter Level 11 (3000 XP)

SETUP

- 1 **dire bear (D)** (level 11 elite brute)
- 1 **quickling jack (Q)** (level 11 skirmisher)
- 2 **troglodyte bruisers (T)** (level 11 brutes)

A band of humanoid raiders have come down from the hills, hoping to make off with some livestock. Unable to locate any farm animals or townsfolk, they have ventured into town looking for easy booty. As they wear markings of Tharzidun, the demons have left them alone, content to toy with the captured villagers.

When the party arrives, the raiders have caught sight of Solphi running from one hiding place to another and they have just begun searching for her in earnest. The quickling jack is astride the dire bear near the fountain and each troglodyte bruiser is in one of the stalls.

As the adventurers enter the town square, read:

A small, high-pitched voice echoes from the town square up ahead. "Come out, come out and play, little girl. We know you're there. Don't be scared..."
A small, gray humanoid creature with large eyes and wicked teeth sits astride a great bear in the middle of the square, looking around. Noting your approach, the creature gives you a toothy grin, "You're not a little girl, but I suppose you'll do!"

Before rolling initiative there are a number of things the PCs might notice.

- **Arcana (DC 15):** The creature riding the bear is a quickling. Quicklings are devious and cruel fey that rely on their speed and wits to overcome their prey and elude their enemies.
- **Perception (DC 12):** Two medium-sized lizard creatures are digging through the stalls as if searching for something.
- **Perception (DC 18):** A small-sized creature is watching you from the shadows of some nearby crates.
- **Perception (DC 23):** The creature behind the crate is a wide-eyed, human girl of less than twelve summers.
- **Religion (DC 35):** The quickling has a spiral tattoo on his forehead - the holy symbol of the obscure deity of madness known as Tharzidun.

FEATURES OF THE AREA

Illumination: It is late at night and the moon is obscured by the driving rain. The entire area should be considered dim illumination due to the lack of light. Even if the characters should produce light or possess low-light vision, the rain continues to provide concealment. The heavy rain automatically douses any non-magical, exposed flames, such as a torch.

Crates: Spread throughout the square are several crates. Each is about 3-ft. high and can be used to take cover. If pried open, a variety of produce can be found inside.

Fountain: The fountain is overflowing with rain water due to the storm, causing each adjacent square to become slick and behave as the puddles described below. In addition, anyone who hides behind or inside the fountain gains cover.

Puddles: The rain is driving and the cobblestone square is uneven in many places. Any PC moving through a square containing one of the puddles depicted on the map passes through an area where the footing is particularly treacherous. The PC must attempt a DC 20 Acrobatics check. If the PC fails by 4 or less, he/she slips, but remains standing, and grant combat advantage until the end of their turn. If the PC fails by 5 or more, he/she falls prone in that square and loses the rest of his/her move action.

Stalls: Two stalls are on opposite sides of the square. Their cloth shells provide concealment to anyone hiding within them. While their proprietors are nowhere to be seen, their goods are still on display. One displays farm implements and the other offers a nice selection of fruit. Either stall can be tipped over to create an area of difficult terrain in a 2 square burst.

Wagon: A wagon loaded with three barrels is present behind the fruit stall. Each barrel is filled with more fruit. Tack hangs from the wagon, but no horse is to be found. The wagon can be moved with a DC 21 Strength check, causing it to roll forward. If used as part of a bull rush, the wagon grants the PC a +4 bonus on the Strength attack. The wagon can be used to take cover.



TACTICS

When the PCs approach, the quickling jack dismounts and uses *quick cuts* to attack the same target twice, preferring to focus on the same target as the dire bear. The dire bear moves to the nearest foe and uses *maul*. If it successfully grabs, the dire bear spends an action point to use its *ursine crush* immediately.

The troglodyte bruisers approach from opposite sides, trying to get the party in their aura while avoiding their allies. They use their *tooth and claw* attacks whenever possible.

All of the raiders are zealots and fight to the death.

ENDING THE ENCOUNTER

The encounter ends when all of the raiders are either unconscious or dead.

If the PCs keep any of the raiders alive for questioning, they are uncooperative, to say the least, mocking the PCs for their weakness. A DC 16 Insight check reveals that the raiders don't actually have any idea what's going on and they are just as confused as the PCs. In addition to the information provided above, the raiders can tell the PCs that they came to Weeping Briar with three other members of their tribe (two more troglodytes and a minotaur), but they got separated while searching for loot. The raiders are all devout, bloodthirsty followers of Tharzidun.

TREASURE

The raiders carry some treasure which they picked up while looting the town: 500 gp and one *potion of vitality*.

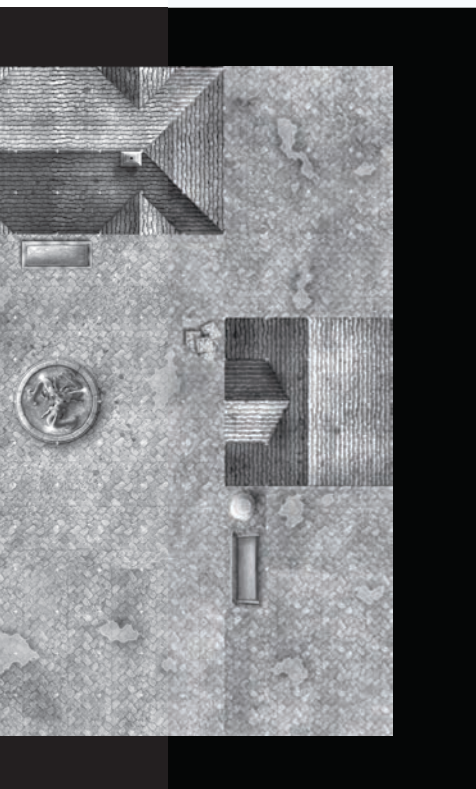
ADJUSTING THE ENCOUNTERS

While this adventure is designed to be played with 5 11th-level characters, you can make some simple adjustments to account for 4 or 6 11th-level characters. Simply remove or add one troglodyte bruiser to account for the missing or extra PC.

Dire Bear (D)		Level 11 Elite Brute
Large natural beast		XP 1,200
Initiative +8	Senses Perception +9	
HP 276; Bloodied 138		
AC 25; Fortitude 25, Reflex 22, Will 23		
Saving Throws +2		
Speed 8		
Action Points 1		
⊕ Claw (standard; at-will)		
Reach 2; +15 vs. AC; 2d8 + 6 damage.		
⊖ Maul (standard; at-will)		
The dire bear makes two claw attacks. If both claw attacks hit the same target, the dire bear makes a secondary attack against the target. <i>Secondary Attack</i> : +13 vs. AC; the target is grabbed (until escape).		
⊖ Ursine Crush (standard; at-will)		
The dire bear deals 4d8 + 6 damage to a grabbed creature (no attack roll required).		
Alignment Unaligned	Languages –	
Str 23 (+11)	Dex 16 (+8)	Wis 18 (+9)
Con 18 (+9)	Int 2 (+1)	Cha 16 (+8)

Quickling Jack (Q)		Level 11 Lurker
Small fey humanoid		XP 600
Initiative +14	Senses Perception +8; low-light vision	
HP 112; Bloodied 56		
AC 26 (30 against opportunity attacks); Fortitude 22, Reflex 26, Will 22		
Speed 12, climb 6; see also <i>fey shift</i> and <i>quick cuts</i>		
⊕ Short Sword (standard; at-will) ◆ Weapon		
+16 vs. AC; 1d6 + 8 damage.		
⊖ Quick Cuts (standard; at-will) ◆ Weapon		
The quickling moves its speed. At any two points during its move, the quickling makes a melee basic attack at a -2 penalty. The quickling cannot use this power while immobilized or slowed.		
Fey Shift (standard; encounter)		
The quickling runner shifts 10 squares.		
Maintain Mobility (minor; recharge ☐☐☐☐☐)		
An immobilized quickling runner is no longer immobilized.		
Alignment Evil	Languages Elven	
Skills Acrobatics +22, Bluff +10, Stealth +17		
Str 9 (+4)	Dex 24 (+12)	Wis 17 (+8)
Con 16 (+8)	Int 14 (+7)	Cha 10 (+5)
Equipment short sword		

Troglodyte Bruiser (T)		Level 11 Brute
Medium natural humanoid (reptilian)		XP 600
Initiative +7	Senses Perception +8; darkvision	
Troglodyte Stench aura 1; living enemies in the aura take a -2 penalty to attack rolls.		
HP 140; Bloodied 70		
AC 23; Fortitude 23, Reflex 19, Will 21		
Speed 5		
⊕ Claws (standard; at-will)		
+14 vs. AC; 3d6 + 6 damage.		
⊖ Tooth and Claw (standard; at-will)		
2 attacks, +14 vs. AC each; 1d6 + 6 damage. If the target is bloodied by this attack, the troglodyte brute can make a claw attack against it.		
Alignment Chaotic Evil	Languages Draconic	
Str 18 (+9)	Dex 15 (+7)	Wis 16 (+8)
Con 20 (+10)	Int 4 (+2)	Cha 11 (+5)



ENCOUNTER 3: INTO THE MILL

Encounter Level 12 (3570 XP)

SETUP

- 2 **infernal battle armors** (A) (level 8 minions)
- 1 **minotaur berserker** (M) (level 12 soldier)
- 2 **runespiral demon netherflames** (N) (level 10 artileries)
- 1 **scythejaw construct** (S) (level 9 lurker)
- 2 **troglodyte bruisers** (T) (level 11 brutes)

When the PCs arrive, the last three raiders have just encountered the demons within the mill. Encountering the agents of Tharizdun, the demons quickly formed an alliance in the dark god's name.

If the PCs failed the skill challenge in Encounter 2, the monsters are prepared for their arrival and lie in wait, gaining surprise. If the PCs succeeded, the two groups are still speaking and are just as surprised at the PCs arrival as the PCs are at finding them there. Roll initiative normally.

As the adventurers enter the area, read:

The mill is dark inside, but the musty smell of grain dust is overpowering. A flash of lightning briefly illuminates the whirling millstone in the center of the room and a great man with a bull's head as he hefts a battle axe and charges you!

FEATURES OF THE AREA

Illumination: The room is not lit. The room is considered to have dim illumination due to the flashes of lightning from outside, giving all inside concealment from anyone who does not have low-light vision, darkvision, or blindsight.

Balcony: Two ladders lead up thirty feet above the door to a narrow balcony. On the balcony, there is a door to the roof outside. Anyone on the balcony has cover from those below.

Barrels and Crates: The two large barrels at the rear of the room are 5-feet high. They can be climbed with a DC 15 Athletics check or jumped onto (with a running start) with a DC 25 Athletics check. The crates are 3-feet high and can be used to take cover.

Fire-Based Attacks: The air in the mill is laden with extremely flammable grain dust. Attacks with the Fire keyword do an additional point of damage per die. On a critical hit, the attack does an additional 1d8+5 points of fire damage. On a natural 1, the mill explodes in fire, causing 4d10+5 points of fire damage to all inside. In each succeeding round, anyone inside suffers a +10 vs. Reflex attack for 1d8+5 fire damage at the beginning of their turn. In addition, the air rapidly fills with smoke and creatures that breathe may suffocate. At the end of each round, each creature must make a DC 20 Endurance check or lose a healing surge. A character out of healing surges takes damage equal to their level instead.

Mill Stone: The mill stone currently grinds uncontrollably due to the strong winds of the storm. Anyone entering a square occupied by the stone risks being crushed beneath it. To climb or jump up onto the stone safely, an individual must succeed in a DC 23 Acrobatics check to avoid the whirling stone as it continues its circuit. Failure means the character has been run over by the stone, taking 3d8+5 points of damage and knocked prone.

Shelf: The free-standing shelf is heavy and precariously balanced, with replacement parts for the mill stacked on it. If a character squeezes behind the shelf or reaches across from atop the barrels, it can be tipped over on enemies by making a Strength vs. Reflex attack against anyone in a blast 2 in front of it. Those hit take 2d6+5 points of damage and are knocked prone. The area becomes difficult terrain after the shelf is knocked over.

TACTICS

The minotaur charges the nearest foe and angrily fights to the death. The troglodytes move to assist their clanmate, while trying to avoid catching him in their aura. The infernal armors take total cover from those on the floor, blocking access to the balcony from the ladders and attacking anyone who comes up, while the runespiral demons attack from range. The scythejaw hides within one of the crates, waiting for someone to pass by in order to attack by surprise. All of the monsters fight to the death.



ENDING THE ENCOUNTER

The encounter ends when the PCs have defeated the all of their foes and proceed into the mill's basement.

Runespiral Demon Netherflame (N) Level 10 Artillery

Small elemental magical beast (demon) XP 500

Initiative +9 **Senses** Perception +8; darkvision

HP 81; **Bloodied** 40;

AC 22; **Fortitude** 21, **Reflex** 23, **Will** 22

Resist 10 variable (1/encounter)

Speed 7

⊕ **Bite** (standard; at-will)

+15 vs. AC; 1d4 + 6 damage

⊥ **Fell Arc** (immediate interrupt, when an enemy moves adjacent to this creature; at will; recharge 5/6) ♦ **Necrotic**, **Fire**

+17 vs. Reflex; 1d6 + 6 necrotic and fire damage.

↘ **Focused Strike** (standard; at-will) ♦ **Necrotic**, **Fire**

Ranged 10; +17 vs. Reflex; 2d6 + 6 necrotic and fire damage

✱ **Fell Burst** (standard; at-will) ♦ **Necrotic**, **Fire**

Area burst 2 within 10; +15 vs. Reflex; 1d6 + 6 necrotic and fire damage, and this attack deals an additional 1 fire damage for each creature in the burst.

⚡ **Bloodied Shock** (no action, use when first bloodied; encounter)

Close burst 1; +15 vs. Reflex; 1d6 + 6 necrotic and fire damage and daze.

Alignment Chaotic Evil **Languages** Abyssal

Str 13 (+6) **Dex** 19 (+9) **Wis** 16 (+8)

Con 15 (+7) **Int** 5 (+2) **Cha** 12 (+6)

Scythejaw (S) Level 9 Lurker

Medium natural animate (construct) XP 400

Initiative +9; see also lie in wait **Senses** Perception +12; blind, blindsight 10

HP 82; **Bloodied** 41; see also clampdown

AC 23; **Fortitude** 22, **Reflex** 21, **Will** 21; see also clampdown

Immune disease, poison

Speed 5

⊕ **Iron Jaws** (standard; at-will)

+14 vs. AC; 1d12 + 6 damage.

⊥ **Clampdown** (immediate reaction, when an adjacent enemy misses with a melee attack; recharge when first bloodied)

+16 vs. Reflex; 2d12 + 6 damage, and the target is grabbed. The grab ends if the scythejaw attacks. While it has a target grabbed, the scythejaw gains a +4 bonus to all defenses.

Vicious Jaws

The scythejaw deals an extra 1d8 damage on melee attacks against any target it has combat advantage against, and an extra 1d8 damage on opportunity attacks.

Lie in Wait

At the start of combat, a scythejaw hides behind a false floor or wall panel. In this state, it gains a +5 bonus to Stealth. It readies, then attacks when a creature moves into reach.

Alignment Unaligned **Languages** –

Skills Stealth +10

Str 14 (+6) **Dex** 12 (+5) **Wis** 17 (+7)

Con 22 (+10) **Int** 1 (-1) **Cha** 12 (+5)

Infernal Battle Armor (A) Level 8 minion

Medium immortal animate (devil, undead) XP 88

Initiative +6 **Senses** Perception +4; Darkvision

Bloodlust aura 2; non-minion devils in the aura gain a +1 bonus to damage. This bonus is cumulative, so a devil within the aura of 4 infernal armors deals 4 additional points of damage per attack.

HP 1; a missed attack never damages a minion.

AC 20; **Fortitude** 21, **Reflex** 20, **Will** 19

Resist 5 fire

Speed 6

⊕ **Club** (standard; at-will) ♦ **Necrotic**

+13 vs. AC; 7 damage.

Transference

When an infernal armor dies, it transfers its essence to the nearest non-minion devil within 5 squares. That devil regains 15 hit points.

Alignment Evil **Languages** Understands Common, Supernal

Str 19 (+8) **Dex** 14 (+6) **Wis** 10 (+4)

Con 15 (+6) **Int** 8 (+3) **Cha** 11 (+4)

Equipment club

Troglodyte Bruiser (T) Level 11 Brute

Medium natural humanoid (reptilian) XP 600

Initiative +7 **Senses** Perception +8; darkvision

Troglodyte Stench aura 1; living enemies in the aura take a

-2 penalty to attack rolls.

HP 140; **Bloodied** 70

AC 23; **Fortitude** 23, **Reflex** 19, **Will** 21

Speed 5

⊕ **Claws** (standard; at-will)

+14 vs. AC; 3d6 + 6 damage.

⊥ **Tooth and Claw** (standard; at-will)

2 attacks, +14 vs. AC each; 1d6 + 6 damage. If the target is bloodied by this attack, the troglodyte brute can make a claw attack against it.

Alignment Chaotic Evil **Languages** Draconic

Str 18 (+9) **Dex** 15 (+7) **Wis** 16 (+8)

Con 20 (+10) **Int** 4 (+2) **Cha** 11 (+5)

Minotaur Berserker (M) Level 12 Soldier

Medium natural humanoid XP 700

Initiative +8 **Senses** Perception +15

HP 122; **Bloodied** 61; see also *ferocity*

AC 28; **Fortitude** 29, **Reflex** 23, **Will** 25

Speed 5

⊕ **Battleaxe** (standard; at-will) ♦ **Weapon**

+18 vs. AC; 1d10 + 7 damage, and the target is marked until the end of the minotaur warrior's next turn.

⊥ **Goring Charge** (standard; at-will)

The minotaur warrior makes a charge attack: +19 vs. AC; 1d6 + 7 damage, and the target is knocked prone.

Ferocity (when reduced to 0 hit points)

The minotaur warrior makes a melee basic attack.

Alignment Any **Languages** Common

Skills Dungeoneering +13, Intimidate +12, Nature +10

Str 23 (+12) **Dex** 10 (+6) **Wis** 14 (+8)

Con 18 (+10) **Int** 9 (+5) **Cha** 13 (+7)

Equipment scale armor, heavy shield, battleaxe

ENCOUNTER 4: THE STORM BENEATH

Encounter Level 13 (4000 XP)

SETUP

- 1 bearded devil (B) (level 13 soldier)
- 1 gloomfell floor trap (G) (level 11 obstacle)
- 1 Rastiel the Mezzodemon (R) (level 15 soldier)
- 2 runespiral demon netherflames (N) (level 10 artilleries)

When the party enters the cavern, the demons are in the process sacrificing the townsfolk in a dark ritual. Their devil slave, having finished killing all of the animals in town, has just thrown his first human victim into the pool.

As the adventurers enter the area, read:

Arcane symbols, now apparently bereft of power, are burned in to the floor, walls, and ceiling. Dozens of people are cowed in the corner by wicked suits of plate armor. A mound of dead animals drip their remaining blood into a green glowing pool in the center of the room. Foul creatures chant and caper around the pool of ichor; one of the creatures throws a screaming man into the pool and stabs him with a glaive.

Before rolling initiative, there are several things the PCs may notice.

- **Arcana (DC 30):** The creatures are performing a divine ritual that will open a portal to another plane, possibly to summon something through it.
- **Perception (DC 16):** The character notices that bearded devil has a silver collar around his throat and that the skin touching it seems blackened or burned. A thin, silver chain runs down from the devil and connects to the mezzodemon's belt. No matter where they move, the chain seems to stretch.
- **Arcana (DC 35; only if the Perception check is made):** The symbols on the devil's collar suggest a forcible binding.

FEATURES OF THE AREA

Illumination: The room is brightly lit by a green glow forming from the swirling blood and fluids. It illuminates the room well enough for all to see.

Altar: An altar to Tharzidun is in the rear of the room. Any worshipper of the dread god that stands upon it gains a +2 bonus to attack rolls. Non-worshippers standing upon the altar hear a whispering voice their ear saying "Accept my gift." A non-worshipper then takes ongoing 5 necrotic damage, but automatically bypasses all resistances of the demons and devils here until the end of their next turn.

Corpse Piles: There are several piles of corpses in the northwest corner. Each pile is difficult terrain and is high enough that it could be used to take cover.

Gloomfell Trap: The squares marked on the map have accumulated demonic energy over the centuries of the infernals' imprisonment. They harm any non-demon (including the devil) that step on them. The devil knows which squares are dangerous and tries to avoid them.

Pool: Thick, murky fluids drip slowly into the pool and the channels around it. It is 5-ft. deep in the channels with a 10-ft. pool in the intersection. Anyone totally submerged gains concealment. A DC 10 Athletics check is required to swim through the fluids and a DC 15 Athletics check is required to climb out of the fluids and onto a ledge.

Townsfolk: The townsfolk are cowed and lay or cower in their corner refusing to move or respond until all the infernals have been destroyed.

TACTICS

The demons are fanatically trying to summon more of their kind and appease their dark master. They do not take kindly to the party's interruption and decide to add the PCs to their sacrifice. They try to use the terrain to their advantage, attacking from range until melee becomes necessary. Even then, they try to bottleneck the PCs and

only fight one or two at a time. Having nowhere to go, they fight to the death.

The bearded devil was enslaved by Rastiel with a magical silvery collar that cannot be removed. The devil is forced to do as his demonic tormentor requires while the collar is in place. Should the PCs destroy the collar or the chain (treat as one object with AC 10, Reflex 10, Fortitude 5, 50 hit points), the bearded devil immediately stops attacking, curses the demons for enslaving him, and attempts to flee while the party fights the demons.

ENDING THE ENCOUNTER

The encounter ends when the PCs have defeated Rastiel and the other infernal foes and free the townsfolk.

TREASURE

If the PCs have defeated Rastiel, they may claim his glowing +3 *lifedrinker trident*.

Runespiral Demon Netherflame (N) Level 10 Artillery

Small elemental magical beast (demon) XP 500

Initiative +9 **Senses** Perception +8; darkvision

HP 81; **Bloodied** 40;

AC 22; **Fortitude** 21, **Reflex** 23, **Will** 22

Resist 10 variable (1/encounter)

Speed 7

⊕ **Bite** (standard; at-will)

+15 vs. AC; 1d4 + 6 damage

⊕ **Fell Arc** (immediate interrupt, when an enemy moves adjacent to this creature; at will; recharge 5/6) ♦ **Necrotic, Fire**

+17 vs. Reflex; 1d6 + 6 necrotic and fire damage.

↘ **Focused Strike** (standard; at-will) ♦ **Necrotic, Fire**

Ranged 10; +17 vs. Reflex; 2d6 + 6 necrotic and fire damage

✱ **Fell Burst** (standard; at-will) ♦ **Necrotic, Fire**

Area burst 2 within 10; +15 vs. Reflex; 1d6 + 6 necrotic and fire damage, and this attack deals an additional 1 fire damage for each creature in the burst.

⚡ **Bloodied Shock** (no action, use when first bloodied; encounter)

Close burst 1; +15 vs. Reflex; 1d6 + 6 necrotic and fire damage and daze.

Alignment Chaotic Evil **Languages** Abyssal

Str 13 (+6) **Dex** 19 (+9) **Wis** 16 (+8)

Con 15 (+7) **Int** 5 (+2) **Cha** 12 (+6)

Rastiel the Mezzodemon (R) Level 15 Soldier

Large elemental humanoid (demon) XP 1200

Initiative +11 **Senses** Perception +15; darkvision

HP 145; **Bloodied** 72

AC 31; **Fortitude** 29, **Reflex** 26, **Will** 27

Resist 20 poison, 10 variable (2/encounter)

Speed 6

⊕ **Trident** (standard; at-will) ♦ **Weapon**

Requires trident; reach 2; +22 vs. AC; 1d8 + 7 damage.

⊕ **Skewering Tines** (standard; at-will) ♦ **Weapon**

Reach 2; +22 vs. AC; 1d8 + 7 damage, ongoing 5 damage and the target is restrained (save ends both). While the target is restrained, the mezzodemon can't make trident attacks.

⚡ **Poison Breath** (standard; recharge 2/3) ♦ **Poison**

Close blast 3; targets enemies; +20 vs. Fortitude; 2d6 + 5 poison damage, and ongoing 5 poison damage (save ends).

⚡ **Poison Breath** (standard; recharge 2/3) ♦ **Poison**

Close blast 3; targets enemies; +20 vs. Fortitude; 2d6 + 5 poison damage, and ongoing 5 poison damage (save ends).

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Close blast 3; targets enemies; +20 vs. Fortitude; 2d6 + 5 poison damage, and ongoing 5 poison damage (save ends).

⚡ **Poison Breath** (standard; recharge 2/3) ♦ **Poison**

Close blast 3; targets enemies; +20 vs. Fortitude; 2d6 + 5 poison damage, and ongoing 5 poison damage (save ends).

⚡ **Poison Breath** (standard; recharge 2/3) ♦ **Poison**

Close blast 3; targets enemies; +20 vs. Fortitude; 2d6 + 5 poison damage, and ongoing 5 poison damage (save ends).

⚡ **Poison Breath** (standard; recharge 2/3) ♦ **Poison**

Close blast 3; targets enemies; +20 vs. Fortitude; 2d6 + 5 poison damage, and ongoing 5 poison damage (save ends).

⚡ **Poison Breath** (standard; recharge 2/3) ♦ **Poison**

Close blast 3; targets enemies; +20 vs. Fortitude; 2d6 + 5 poison damage, and ongoing 5 poison damage (save ends).

Barbazu the Bearded Devil (B)

Level 13 Soldier

Medium immortal humanoid (devil) XP 800

Initiative +10 **Senses** Perception +14; darkvision

Beard Tendrils aura 1; enemies that begin their turns adjacent to the bearded devil take 5 damage.

HP 129; **Bloodied** 64; see also *battle frenzy*

AC 29; **Fortitude** 25, **Reflex** 22, **Will** 23

Resist 20 fire

Speed 6

⊕ **Glaive** (standard; at-will) ♦ **Weapon**

Reach 2; +18 vs. AC; 2d4 + 5 damage, and the target is marked until the end of the bearded devil's next turn and takes ongoing 5 damage (save ends).

⊕ **Claw** (standard; at-will)

+18 vs. AC; 1d6 + 5 damage.

Battle Frenzy

While the bearded devil is bloodied, it gains a +2 bonus to attack rolls and deals an extra 5 damage with its melee attacks.

Devilish Teamwork

Allies adjacent to the bearded devil gain a +2 power bonus to AC.

Alignment Evil **Languages** Supernal

Skills Intimidate +11

Str 20 (+11) **Dex** 15 (+8) **Wis** 16 (+9)

Con 17 (+9) **Int** 10 (+6) **Cha** 11 (+6)

Equipment glaive

Gloomfell Floor (G)

Level 10 Elite Obstacle

Hazard XP 1000

Hazard: This hazard consists of 10 randomly positioned squares that contain concentrated necrotic energy that affects those without the demon subtype. When the hazard is triggered, it attacks every round someone is standing on a necrotic tile.

Perception

♦ DC 28: The character can discern if any adjacent squares contain necrotic tiles.

Additional Skill: Arcana

♦ DC 22: The character's knowledge provides a +2 bonus to Thievery checks to disable a tile.

Trigger

When a creature enters or begins its turn in a necrotic square, the hazard attacks that creature.

Attack

Opportunity Action **Melee** 1

Target: Creature in a hazard square

Attack: +14 vs. Fortitude

Hit: 3d10 + 6 necrotic damage, and a non-demon target is stunned (save ends).

Miss: Half damage.

Countermeasures

♦ A character who makes a successful Athletics check (DC 6 or DC 11 without a running start) can jump over a single hazardous square.

♦ An adjacent character can disable a tile with a DC 28 Thievery check.

HOOKS FOR FUTURE ADVENTURES

The adventures for your PCs do not have to end with the rescue of the townsfolk. If you would like to play *One Dark Night in Weeping Briar* as part of an ongoing campaign, here are some additional adventure hooks you might use to continue the fun:

- **Sensitive Solphi:** The girl, Solphi, was able to hear the thoughts of the infernal horde beneath the village. Inquiring adventurers might wonder how this was even possible and what other powers the young girl might develop. Before they can explore this further, members of the cult of Tharzidun spirit the girl away to a large city, intent on using her gifts for their own nefarious plots. If the PCs are to understand the girl's gifts and thwart the cult, they must rescue the girl before she becomes corrupted into a tool of evil!
- **The Clans Rise:** The humanoid clans are a constant threat to the village and with the disappearance of their latest raiding party, they begin to organize. A young but powerful priest of Tharzidun convinces the feuding savages to unite and seek revenge against the town of Weeping Briar. The party is all that stands in their way, and the eventual attack on the rest of the kingdom!
- **Bulma, the Wizard-King:** Research into the infernal prison below Weeping Briar turns up legends of an ancient archmage. An iron-fisted ruler, the archmage was responsible for binding the demons and ending their reign of terror. The legends also mention that a grateful people laid him to rest in a mountainside barrow alongside his many great and powerful treasures. Adventurers seeking his lost knowledge, or his unguarded treasure, might try to infiltrate the final resting place of the Wizard-King!
- **Chains of the Devil Lord:** After witnessing the silver chain that bound the bearded devil, news comes of an entire army of devils massing in the lower planes, preparing for an invasion of this world. Stories say that each is bound by a silver collar with a chain that stretches off to the horizon. Realizing that the collar that bound the bearded devil was likely similar, the PCs might seek out possible connections in order to defeat the Devil Lord and put a stop to the invasion before it begins!

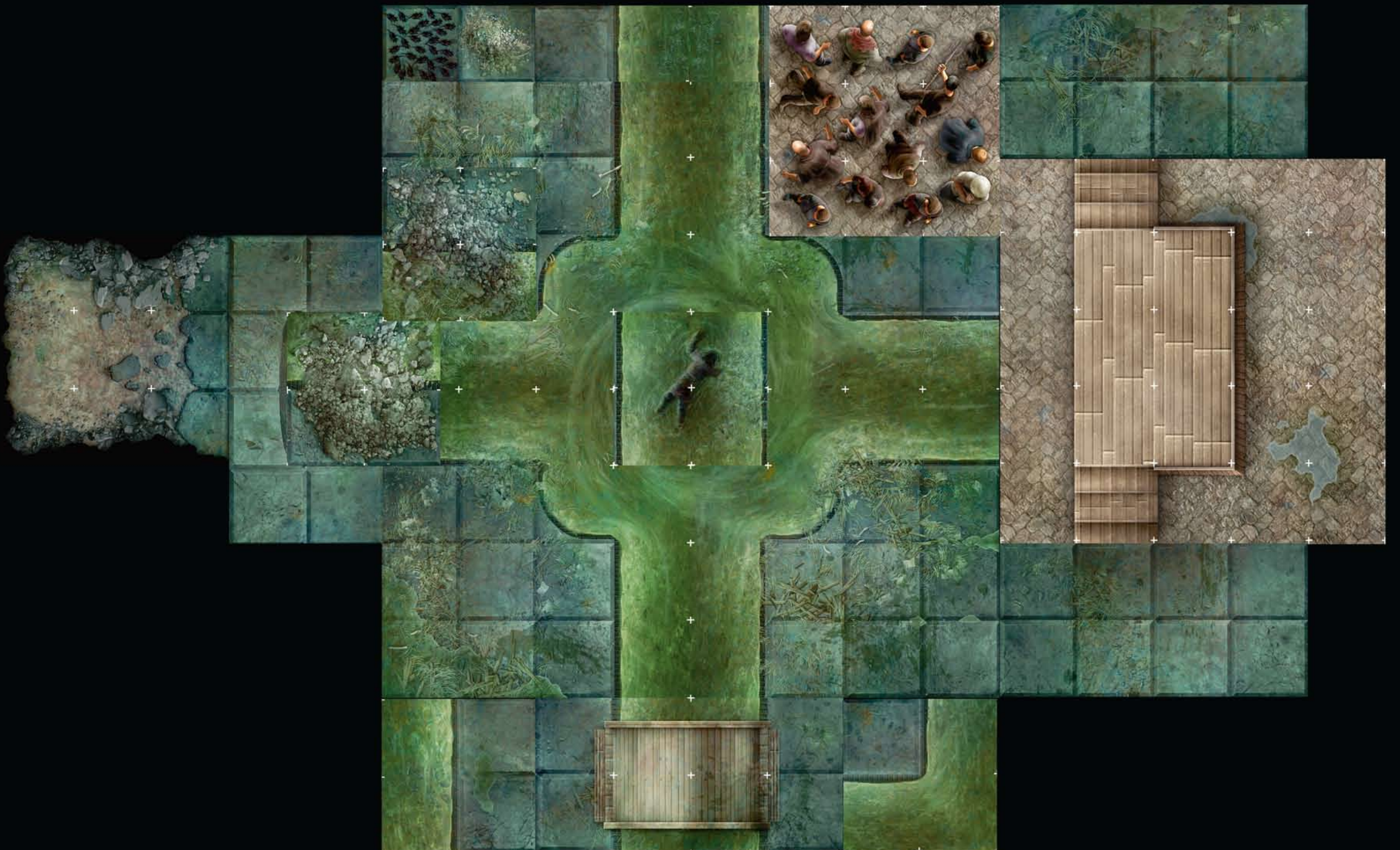
VINCENT PROCE



WORLDWIDE DUNGEONS & DRAGONS® GAME DAY

— PLAYER'S HANDBOOK® 2 —





PLAYER'S HANDBOOK 2 WORLDWIDE D&D GAME DAY

INSTRUCTIONS

GET READY FOR ADVENTURE!

Inside this kit, you'll have all the materials you need to run an exciting day of D&D adventure. This instruction sheet will outline the contents of your kit and give you tips on setting up your event.

KIT CONTENT DESCRIPTION

Your kit contains the following materials:

- **An adventure entitled "One Dark Night in Weeping Briar" (3 copies).** The focal point of the event, the adventure is designed to be played in about 2-3 hours. Give this adventure to the Dungeon Masters (DMs) that will be running the adventure.
- **A double-sided poster map detailing all of the combat encounter locations in the adventure (3 copies).** These maps are all to scale, making it very easy for the DM to get right to the action with minimal set-up. Give these to the DMs that will be running the adventure.
- **5 pregenerated character sheets to play with the adventure (3 copies of each).** Four of these 11th-level characters feature new rules from *Player's Handbook 2*; the dragonborn paladin character instead features new rules from *Divine Power*, out in July 2009. Give these out to the players when they sit down to play the adventure; photocopy more sheets if you need them.
- **Monster miniatures for all the foes in the adventure (3 packs).** All the monsters encountered in the adventure are present in the pack. Give these packs to the DMs running the adventure.
- **5 player character miniatures for the adventurers (3 of each).** These miniatures go with the character pictured on the character sheet. Hand these out to the players of the appropriate characters.
- **Flyers promoting the next Game Day event and upcoming D&D releases (50 copies).** Hand these out to anyone at your location, whether they're playing the adventure or just showing up to hang out.

- **This instruction and trivia sheet.** Make photocopies of the trivia sheet and hand them out to everyone at your event. People can work on the trivia when they're not playing the adventure.

GAME DAY EVENT TIPS

Here are a few tips to help you get the most out of your event and give your participants a great day of D&D gaming.

- **Give the adventure/map/monster minis to your DMs as soon as you get this kit.** Your DMs will need to read and prepare the adventure, so you'll want to give them at least a few days to do so.
- **Let the players and DMs keep the materials they use.** A great way to say "thank you" to the DMs is to give them the cool materials they used to run the game, and similarly, the players should be thanked for attending by walking away with the miniature of their character and their character sheet. If you have more players than you have miniatures throughout the day, consider alternate means of distributing the character minis, but still ensure that each player gets to keep their character sheet.
- **Make a game out of the trivia sheet.** You could have a contest to award a special prize to the person with the most right answers, or let the participants divide up into teams and award the best team a prize or recognition.

MAY 23 – MONSTER MANUAL 2 DAY

Monster Manual 2 Worldwide D&D Game Day is just around the corner. Sign-ups for the event will be starting very soon, so keep an eye on your email inbox and our website at www.wizards.com/rpga. Remind your players to come back for more fun on May 23!

Game Day Trivia Answers

D, B, C, A, A, C, B, A, A, C, A, D, D, B, A, D, C, C

D&D TRIVIA: A TOUR THROUGH 4TH EDITION

Which of the below goblins makes an appearance in *Keep on the Shadowfell*?

- A: Snig
- B: Grubnik
- C: Meepo
- D: Irontooth

What power source has the most classes representing it in the *Player's Handbook*?

- A: Arcane
- B: Martial
- C: Divine
- D: Primal

Which of the following is not a monster role in the *Dungeon Master's Guide*?

- A: Skirmisher
- B: Controller
- C: Defender
- D: Brute

Which of the races below found in the *Monster Manual* is also in *Player's Handbook 2*?

- A: Shifter
- B: Warforged
- C: Deva
- D: Half-orc

Thunderspire Labyrinth features the return of what monster race to 4th Edition?

- A: Duergar
- B: Minotaur
- C: Deep gnome
- D: Doppelganger

How many panels does the *Dungeon Master's Screen* have?

- A: 2
- B: 3
- C: 4
- D: 5

Karavakos' life force splintered into how many parts in *Pyramid of Shadows*?

- A: 2
- B: 3
- C: 6
- D: 7

What is the current year in the *Forgotten Realms Campaign Guide*?

- A: 1479 DR
- B: 1385 DR
- C: 1372 DR
- D: 1400 DR

Which new class was introduced in the *Forgotten Realms Player's Guide*?

- A: Swordmage
- B: Artificer
- C: Bard
- D: Monk

Which of the following is a new weapon property in *Adventurer's Vault*?

- A: Versatile
- B: Off-hand
- C: Brutal
- D: Exotic

The Fallen Lands, featured in *Scepter Tower of Spellgard*, is nearest to which region?

- A: Gray Vale
- B: Baldur's Gate
- C: Cormyr
- D: Amn

What is the name of the new ranger build in *Martial Power*?

- A: Archer
- B: Hunter
- C: Two-blade
- D: Beastmaster

In *King of the Trollhaunt Warrens*, Skalmad's left eye is replaced with what?

- A: Eye of Vecna
- B: Nothing; it is an empty socket
- C: A diamond
- D: Moran's Eye

Which of the following is the highest level dragon featured in *Draconomicon: Chromatic Dragons*?

- A: Gulgol
- B: Dragotha
- C: Aspect of Tiamat
- D: Rime

What is the name of the creature pictured on the front of *Manual of the Planes*?

- A: Astral Dreadnought
- B: Solamith
- C: Keeper
- D: Raavasta

Which undead villain is featured in *Open Grave*?

- A: Azalin
- B: Orcus
- C: Keraptis
- D: Strahd

Which one of the following is a playable race featured in *Dragon Magazine*?

- A: Gnome
- B: Genasi
- C: Minotaur
- D: Goliath

What is the name of the RPGA's 4th Edition campaign?

- A: Living Greyhawk
- B: Living Eberron
- C: Living Forgotten Realms



ROSWYN

FEMALE GNOME BARD (SUMMER RHYMER)

LEVEL 11 GOOD

"The entire world sings its songs, and I can name the tunes."



<i>Ability Score</i>	<i>Value</i>	<i>Modifier + ½ level</i>		
STRENGTH	9	+4	ARMOR CLASS	26
CONSTITUTION	14	+7	FORTITUDE DEFENSE	21
DEXTERITY	12	+6	REFLEX DEFENSE	26
INTELLIGENCE	20	+10	WILL DEFENSE	25
WISDOM	12	+6	INITIATIVE	+6
CHARISMA	21	+10	SPEED (SQUARES)	4
HIT POINTS	76		HEALING SURGE HP HEALED	19
BLOODIED	38		HEALING SURGES/DAY	9
			SECOND WIND	<input type="checkbox"/>
				(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

<i>Basic Attack Name</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range/Properties</i>
Short sword	+7 vs. AC	1d6 - 1	-
+2 <i>magic shortbow</i>	+10 vs. AC	1d8 + 3	Load free; 15 /30 squares

FEATS

Linguist, Implement Expertise (Wand), Jack of All Trades, Pact Initiate (Fey Pact), Arcane Initiate, Paragon Defenses, Timely Respite (when you take the second wind or total defense action, you may make a saving throw)

SKILLS (For skills not listed, bonus is ability modifier + 8)

Passive Insight	21
Passive Perception	19
Arcana	+17
Bluff	+15
Diplomacy	+15
Heal	+11
Insight	+11
Perception	+9
Streetwise	+15
Stealth	+11

EQUIPMENT

+3 *magic wand*, +3 *magic braidmail armor* (skill check penalty -1), +2 *magic shortbow*, +3 *elven cloak*, *boots of dancing*, quiver with 20 arrows, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

Trickster's Cunning (+5 to saving throws vs. illusions)
 Master Trickster (use *ghost sound*; see back)
 Reactive Stealth (if you have any cover or concealment when rolling initiative, you can make a Stealth check)
 Fade Away (use *fade away*; see back)
 Virtue of Cunning (once per round, when an enemy misses an ally within 10 squares of you, slide the ally 1 square as a free action)
 Song of Rest (allies heal +5 hit points when they spend healing surges during short rests)
 Feypath (when you spend an action point, teleport yourself or an adjacent ally 5 squares as a free action)
 Languages: Common, Elven, Supernal, Abyssal, Draconic
 Low-Light Vision

Level-based bonuses, feat bonuses, magic item bonuses, and some race and class features have already been added and are not otherwise called out on this sheet.

POWERS

Misdirected Mark Bard Attack 1

You conceal your arcane attack, tricking your foe into thinking the attack came from one of your allies.

At-Will ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: +14 vs. Reflex

Hit: 1d8 + 8 damage, and the target is marked by an ally within 5 squares of you until the end of your next turn.

Vicious Mockery Bard Attack 1

You unleash a string of insults at your foe, weaving them with bardic magic to send the creature into a blind rage.

At-Will ♦ Arcane, Charm, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: +14 vs. Will

Hit: 1d6 + 8 psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Fade Away Gnome Racial Power

You turn invisible in response to harm.

Encounter ♦ Illusion

Immediate Reaction Personal

Trigger: You take damage

Effect: You are invisible until you attack or until the end of your next turn.

Ghost Sound Gnome Racial Power

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

Encounter ♦ Arcane, Illusion

Minor 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.

Majestic Word Bard Feature

You utter words laden with preternatural inspiration, restoring your ally's stamina and making wounds seem insignificant.

Encounter (Special) ♦ Arcane, Healing

Minor Action Close burst 10

Target: You or one ally in burst

Effect: The target can spend a healing surge and regain 2d6 + 10 additional hit points. You also slide the target 1 square.

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

Words of Friendship Bard Feature

You infuse your words with arcane power, transforming even the simplest speech into compelling oratory.

Encounter ♦ Arcane

Minor Action Personal

Effect: You gain a +5 power bonus to the next Diplomacy check you make before the end of your next turn.

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: +14 vs. Will

Hit: 1d6 + 8 psychic damage, and you are invisible to the target until the start of your next turn.

Thunderwave Wizard Attack 1

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

Encounter ♦ Arcane, Implement, Thunder

Standard Action Close blast 3

Target: Each creature in blast

Attack: +14 vs. Fortitude

Hit: 1d6 + 8 thunder damage, and you push the target 1 square.

Fast Friends Bard Attack 1

You sing a tune of false friendship, leaving your foe in a reverie.

Encounter ♦ Arcane, Charm, Implement

Standard Action Ranged 5

Target: One creature

Attack: +14 vs. Will

Hit: Choose yourself or an ally. The target cannot attack that character until the end of your next turn or until you or one of your allies attacks the target.

Impelling Force Bard Attack 3

A bolt of force shoves your foe next to one of your allies.

Encounter ♦ Arcane, Force, Implement

Standard Action Ranged 10

Target: One creature

Attack: +14 vs. Fortitude

Hit: 1d10 + 8 force damage, and you slide the target 5 squares to a space adjacent to one of your allies.

Unluck **Bard Attack 7**

You manipulate what was once an ode to fate, speaking it in reverse and warping the weave of fortune.

Encounter ♦ Arcane, Implement, Necrotic

Standard Action Ranged 5

Target: One creature

Attack: +14 vs. Reflex

Hit: 1d8 + 8 necrotic damage. The next time the target makes an attack roll before the end of your next turn, you roll a d20 and can replace the target's roll with yours. In addition, choose an ally within 5 squares of you. The next time that ally attacks the target before the end of your next turn, you roll a d20 and can replace the ally's roll with yours.

Illusory Erasure **Bard Utility 10**

Your magic song makes an ally abruptly disappear, giving him or her a chance to sneak up on foes.

Encounter ♦ Arcane, Illusion

Minor Action Ranged 10

Target: One ally

Effect: The target becomes invisible until the end of your next turn, and you slide the target 2 squares.

Song of the Queen's Protection **Summer Rhymer Attack 11**

You sing a melody of eldritch quality that assaults your foe's senses while causing wisps of light to blur the outlines of your allies.

Encounter ♦ Arcane, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: +14 vs. Will

Hit: 2d10 + 8 psychic damage, and until the end of your next turn, any ally within 10 squares of you gains concealment until the end of his or her next turn.

Stirring Shout **Bard Attack 1**

Your shout of wrath stabs into your foe's mind. Each time your allies hit that foe, they draw strength from its weakness.

Daily ♦ Arcane, Healing, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: +14 vs. Will

Hit: 2d6 + 8 psychic damage.

Effect: Until the end of the encounter, whenever an ally hits the target, that ally regains 10 hit points.

Song of Defense **Bard Utility 2**

You intone a few notes from a battle hymn, and your magic bolsters your allies' ability to parry attacks.

Daily ♦ Arcane, Zone

Minor Action Close burst 5

Effect: The burst creates a zone of bolstering song that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, any ally gains a +1 power bonus to AC.

Sustain Minor: The zone persists.

Song of Discord **Bard Attack 5**

You foster distrust in one of your foes, causing it to strike out at its allies.

Daily ♦ Arcane, Charm, Implement

Standard Action Ranged 10

Target: One creature

Attack: +14 vs. Will

Hit: The target is dominated until the end of your next turn.

Effect: The target makes a basic attack against an enemy of your choice as a free action.

Allegro **Bard Utility 6**

You drum out a hasty rhythm that infuses you and your comrades with magical speed.

Daily ♦ Arcane

Minor Action Close burst 10

Target: You and each ally in burst

Effect: You slide each target 2 squares.

Hideous Laughter **Bard Attack 9**

Horrible convulsions seize your foe in a terrible mockery of laughter.

Daily ♦ Arcane, Charm, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: +14 vs. Will

Hit: 3d8 + 8 psychic damage, and the target can't take opportunity actions and takes a -2 penalty to attack rolls (save ends both).

Aftereffect: The target can't take opportunity actions (save ends).

Miss: Half damage, and the target can't take opportunity actions until the end of your next turn.

+2 Magic Shortbow **Level 6**

A basic enchanted weapon.

Critical: +2d6 damage

+3 Magic Wand **Level 11**

A basic enchanted wand.

Critical: +3d6 damage

+3 Elven Cloak **Level 12**

This cloak of swirling leaves, crafted in the elven tradition, increases your stealth.

Property: Gain a +3 item bonus to Stealth (already added).

Boots of Dancing **Level 11**

These ornate boots send you spinning and leaping out of danger.

Property: Gain a +1 bonus to Reflex defense (already added).

Property: You do not grant combat advantage while you are dazed.

Power (Daily): Minor Action. Gain a +5 power bonus to Acrobatics and Athletics checks until the end of your next turn.



MARKARIA

FEMALE TIEFLING INVOKER (BLIGHTSPEAKER)

LEVEL 11 UNALIGNED

"I send you to the Raven Queen to await her judgement!"



Ability Score	Value	Modifier + ½ level		
STRENGTH	11	+5	ARMOR CLASS	26
CONSTITUTION	15	+7	FORTITUDE DEFENSE	21
DEXTERITY	9	+4	REFLEX DEFENSE	23
INTELLIGENCE	18	+9	WILL DEFENSE	26
WISDOM	20	+10	INITIATIVE	+4
CHARISMA	13	+6	SPEED (SQUARES)	5

HIT POINTS	65	HEALING SURGE HP HEALED	16	SECOND WIND	<input type="checkbox"/>
BLOODIED	32	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
Mace	+7 vs. AC	1d8	-
Sun strike	+13 vs. Reflex	1d8 + 8 radiant	On a hit, slide target 1 square

FEATS

Insightful Preservation, Implement Expertise (Rod),
Coordinated Explosion (+1 to hit targets when ally is within blast/burst),
Hellfire Blood, Alertness (no combat advantage when surprised)
Raven Queen's Blessing, Iron Will

SKILLS (For skills not listed, bonus is ability modifier + 5)

Passive Insight	25
Passive Perception	22
Arcana	+14
Bluff	+8
History	+14
Insight	+15
Perception	+12
Religion	+14
Stealth	+6

RACE AND CLASS FEATURES

Channel Divinity (1/per encounter, you can use any one of *preserver's rebuke*, *Raven Queen's blessing*, or *rebuke undead*)
Covenant Manifestation (when you use a divine encounter or daily attack power on your turn, slide an ally within 10 squares 1 square)
Bloodhunt (+1 bonus to attack bloodied enemies)
Resist Fire 10
Dissolution's Call (when you score a critical hit with a divine power, regain 10 hit points)
Blighting Action (when you spend an action point to take an extra action, each enemy within 5 squares of you gains vulnerable 5 necrotic until the end of your next turn and all your damage this turn is necrotic plus other damage types)
Languages: Common and Giant
Low-Light Vision

Level-based bonuses, feat bonuses, magic item bonuses, and some race and class features have already been added and are not otherwise called out on this sheet.

EQUIPMENT

+3 rod of binding awe, +3 summoned braidmail armor (skill check penalty -1), antipathy gloves, +3 amulet of protection, backpack, belt pouch, bedroll, flint and steel, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

POWERS

Grasping Shards Invoker Attack 1

You hurl a crystalline sphere of magic at your foes. On impact, it splinters into hundreds of tiny, radiant blades, which slice into your enemies and slow their movement.

At-Will ◆ Divine, Implement, Radiant

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: +14 vs. Fortitude

Hit: 5 radiant damage, and the target is slowed until the end of your next turn.

Sun Strike Invoker Attack 1

A beam of radiant energy extends from your hands to bathe a foe in searing light and force it to move.

At-Will ◆ Divine, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: +14 vs. Reflex

Hit: 1d8 + 8 radiant damage, and you slide the target 1 square.

Special: You can use this power as a ranged basic attack.

Channel Divinity: Preserver's Rebuke Invoker Feature

You call upon the gods to punish the enemy that dares harm those entrusted to your care.

Encounter ◆ Divine

Immediate Reaction Personal

Trigger: An enemy within 10 squares of you hits your ally

Effect: Before the end of your next turn, you gain a +4 bonus to your next attack roll against the triggering enemy. Your ally gains 7 temporary hit points.

Channel Divinity: Raven Queen's Blessing Feat Power

The Raven Queen grants a boon to those who send the dead on their way.

Encounter ◆ Divine, Healing

Free Action Ranged 10

Trigger: Your attack drops an enemy within range to 0 hit points or fewer

Effect: You or an ally within 5 squares of the enemy can spend a healing surge.

Channel Divinity: Rebuke Undead Invoker Feature

Undead flee and then cower in your presence, their bodies seared by divine light.

Encounter ◆ Divine, Implement, Radiant

Standard Action Close blast 5

Target: Each undead creature in blast

Attack: +14 vs. Will

Hit: 3d10 + 8 radiant damage. You push the target 2 squares, and it is dazed until the end of your next turn.

Miss: Half damage.

Infernal Wrath Tiefling Racial Power

You call upon your furious nature to improve your odds of harming your foe.

Encounter

Minor Action Personal

Effect: You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add 1 as extra damage.

Astral Terror Invoker Attack 1

Astral energy surges through you, transforming you into a beacon of divine terror that sends your foes reeling.

Encounter ◆ Divine, Fear, Implement, Psychic

Standard Action Close burst 3

Target: Each enemy in burst

Attack: +15 vs. Will

Hit: 1d6 + 9 psychic damage, and you push the target 2 squares.

Glyph of Imprisonment Invoker Attack 3

A divine glyph of censure forms around your foes, searing them and glowing with radiant power. If they move from their positions, the glyph flares with searing light.

Encounter ◆ Divine, Implement, Radiant

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: +14 vs. Will

Hit: 1d8 + 8 radiant damage. If the target moves before the end of its next turn, the target takes 5 radiant damage.

Demand Justice Invoker Utility 6

Whether an ally labors under a deadly effect or a foe seeks to escape the just end wrought by your magic, you tilt fate in your favor.

Encounter ◆ Divine

Immediate Interrupt Ranged 10

Trigger: A creature within 10 squares of you makes a saving throw

Target: The triggering creature

Effect: The target rerolls the saving throw and must use the new result.

Baleful Eye of Judgment Invoker Attack 7

You fix your wrathful glare upon a group of enemies, filling them with awe and terror.

Encounter ◆ Divine, Fear, Implement, Psychic

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: +15 vs. Will

Hit: 2d8 + 9 psychic damage, and the target takes a -2 penalty to attack rolls until the end of its next turn.

Angelic Visage Invoker Utility 10

As your foe attacks, you transform into the image of a death angel. Filled with terror, the foe backs away.

Encounter ♦ Divine, Fear

Immediate Interrupt Close burst 5

Trigger: An enemy within 5 squares of you makes an attack roll against you

Target: The triggering enemy

Effect: The target takes a -2 penalty to the triggering attack roll. After the attack is resolved, you push the target 3 squares.

Chains of Death Blightspeaker Attack 11

Deadly necrotic energy binds your foe where it stands.

Encounter ♦ Divine, Implement, Necrotic

Standard Action Ranged 10

Target: One creature

Attack: +14 vs. Will

Hit: 2d6 + 8 necrotic damage, and the target is restrained until the end of your next turn.

Binding Invocation of Chains Invoker Attack 1

You whisper ancient words of binding, invoking the power of the gods to hinder your foes' movement with spectral chains.

Daily ♦ Divine, Implement

Standard Action Close burst 10

Target: Each enemy in burst

Attack: +14 vs. Reflex

Hit: The target is slowed (save ends).

Miss: The target is slowed until the end of your next turn.

Shroud of Warning Invoker Utility 2

You invoke the gods' protection, allowing you and your allies to act a moment sooner when combat erupts.

Daily ♦ Divine

No Action Close burst 10

Trigger: You and your allies roll initiative at the beginning of an encounter

Target: You and each ally in burst

Effect: Each target gains a +6 bonus to the initiative check.

Searing Orb Invoker Attack 5

A miniature sun appears amid your foes, blinding them with divine radiance.

Daily ♦ Divine, Implement, Radiant

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: +14 vs. Fortitude

Hit: 1d8 + 8 radiant damage, and the target is blinded (save ends) and dazed until the end of your next turn.

Miss: Half damage, and the target is blinded until the end of your next turn.

Fourfold Invocation of Doom Invoker Attack 9

As you speak the four verses of doom, your foes wilt in fear, their enthusiasm for the battle doused.

Daily ♦ Divine, Fear, Implement, Psychic

Standard Action Close burst 10

Target: Each enemy in burst

Attack: +15 vs. Will

Hit: The target is dazed (save ends).

Miss: The target is dazed until the end of your next turn.

Effect: Until the end of the encounter, any creature that hits or misses you takes 5 psychic damage.

+3 Rod of Binding Awe Level 12

Divine power channeled through this rod overwhelms your foe with awe, rooting it in place.

Critical: +3d6 damage

Power (Daily): Free Action. **Trigger:** You hit an enemy with an invoker attack power. **Effect:** That enemy is immobilized until the end of its next turn.

+3 Summoned Braidmail Armor Level 11

One need never worry about being caught unarmored while possessing this extraordinary armor.

Power (At-Will): Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

Antipathy Gloves Level 10

Use these gloves to keep your enemies at bay.

Property: An enemy must spend 1 extra square of movement to enter a square adjacent to you. An enemy that is pulled, pushed, or slid moves through those squares as normal.

Power (Daily): Standard Action. Make an attack: Ranged 10; +13 vs. Reflex; on a hit, the target is restrained (save ends).



ILIVARRA

FEMALE DROW AVENGER (ZEALOUS ASSASSIN)

LEVEL 11 UNALIGNED
 "My blade is guided by Sehanine's whim."



Ability Score	Value	Modifier + ½ level		
STRENGTH	12	+6	ARMOR CLASS	29
CONSTITUTION	13	+6	FORTITUDE DEFENSE	20
DEXTERITY	19	+9	REFLEX DEFENSE	24
INTELLIGENCE	14	+7	WILL DEFENSE	23
WISDOM	19	+9	INITIATIVE	+13
CHARISMA	13	+6	SPEED (SQUARES)	6

HIT POINTS	97	HEALING SURGE HP HEALED	24	SECOND WIND	<input type="checkbox"/>
BLOODIED	48	HEALING SURGES/DAY	8	(Use second wind up to 1/encounter)	

Current Hit Points	Current Surge Uses
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Basic Attack Name	Attack Bonus	Damage	Range/Properties
+3 spiderkissed falchion	+15 vs. AC	2d4 + 5	High crit
Crossbow	+11 vs. AC	1d8 + 4	15 squares normal / 30 squares max

FEATS

Melee Training, Improved Initiative, Toughness, Improved Armor of Faith, Weapon Focus (Heavy Blades), Armor Proficiency (Leather), Devastating Critical (+1d10 damage on critical hits)

SKILLS (For skills not listed, bonus is ability modifier + 5)

Passive Insight	19
Passive Perception	24
Acrobatics	+14
Intimidate	+8
Insight	+9
Perception	+14
Religion	+12
Stealth	+16

RACE AND CLASS FEATURES

Channel Divinity (once per encounter, you can use either *abjure undead* or *divine guidance*; see back)
 Censure of Pursuit (if your *oath of enmity* target moves away from you willingly, gain a +8 damage bonus vs. target until end of your next turn)
 Lolthtouched (once per encounter, you can use either *cloud of darkness* or *darkfire*; see back)
 Divine Shroud Action (when you spend an action point to take an extra action, you gain concealment until end of your next turn and can teleport 3 squares as a free action before or after the extra action)
 Finishing Technique (when you hit a bloodied target granting you combat advantage, do +1d6 damage)
 Languages: Common and Elven
 Darkvision

Level-based bonuses, feat bonuses, magic item bonuses, and some race and class features have already been added and are not otherwise called out on this sheet.

EQUIPMENT

+3 spiderkissed falchion, +3 magic drowmesh armor, bloodsoaked bracers, +3 amulet of protection, crossbow, 20 crossbow bolts, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

POWERS

Bond of Pursuit Avenger Attack 1

With your attack, you utter a promise to follow your enemy if it tries to escape.

At-Will ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. AC

Hit: 2d4 + 8 damage. If the target doesn't end its next turn adjacent to you, you can shift 5 squares as a free action, and you must end that shift closer to the target.

Overwhelming Strike Avenger Attack 1

As you attack, you maneuver around your foe, forcing it to move with you.

At-Will ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. AC

Hit: 2d4 + 8 damage. You shift 1 square and slide the target 1 square into the space you occupied.

Oath of Enmity Avenger Feature

You focus your wrath on a single foe, giving your attacks against it extraordinary accuracy.

Encounter (Special) ♦ Divine

Minor Action Close burst 10

Target: One enemy you can see in burst

Effect: When you make a melee attack against the target and the target is the only enemy adjacent to you, you make two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point you regain the use of this power.

If another effect lets you roll twice and use the higher result when making an attack roll, this power has no effect on that attack. If an effect forces you to roll twice and use the lower result when making an attack roll, this power has no effect on that attack either.

If an effect lets you reroll an attack roll and you rolled twice because of this power, you reroll both dice.

Channel Divinity: Abjure Undead Avenger Feature

You send a brilliant ray of radiant power at an undead foe, compelling it to stagger toward you.

Encounter ♦ Divine, Implement, Radiant

Standard Action Close burst 5

Target: One undead creature in burst

Attack: +9 vs. Will

Hit: 5d10 + 4 radiant damage, and you pull the target 5 squares. The target is also immobilized until the end of your next turn.

Miss: Half damage, and you pull the target 1 square.

Special: You can use either *abjure undead* or *divine guidance* once per encounter, but not both in the same encounter.

Channel Divinity: Divine Guidance Avenger Feature

You lend your deity's guidance to an ally's attack against your foe.

Encounter ♦ Divine

Immediate Interrupt Close burst 10

Trigger: An ally within 10 squares of you makes an attack roll against your *oath of enmity* target

Target: The triggering ally

Effect: The target makes a second attack roll and uses either result.

Special: You can use either *abjure undead* or *divine guidance* once per encounter, but not both in the same encounter.

Cloud of Darkness Drow Racial Power

A shroud of blackness descends around you, hiding you from sight.

Encounter

Minor Action Close burst 1

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

Special: You can use either *cloud of darkness* or *darkfire* once per encounter, but not both in the same encounter.

Darkfire Drow Racial Power

A flickering halo of purple light surrounds the target, making it easier to hit.

Encounter

Minor Action Ranged 10

Target: One creature

Attack: +15 vs. Reflex

Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.

Special: You can use either *cloud of darkness* or *darkfire* once per encounter, but not both in the same encounter.

Angelic Alacrity Avenger Attack 1

You focus divine energy through your body to gain uncanny speed as you make your attack.

Encounter ♦ Divine, Weapon

Standard Action Melee weapon

Effect: Before the attack, you shift 5 squares.

Target: One creature

Attack: +15 vs. AC

Hit: 4d4 + 8 damage.

Resonant Escape Avenger Utility 2

A quick prayer as you dodge calls forth divine power, which carries you a short distance away.

Encounter ♦ Divine, Teleportation

Immediate Reaction Personal

Trigger: An enemy hits or misses you with a melee attack

Effect: You teleport 3 squares.

Sequestering Strike Avenger Attack 3

Your attack slices into your foe and through the fabric of space, hurtling both you and that foe a short distance away.

Encounter ♦ Divine, Teleportation, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. AC

Hit: 4d4 + 8 damage, and you teleport the target 5 squares. You then teleport to a space adjacent to the target.

Aspect of Agility Avenger Utility 6

You move with the speed of the west wind, leaving your foes with little chance of striking you.

Encounter ♦ Divine

Move Action Personal

Effect: You shift 5 squares, and you gain a +2 bonus to AC and Reflex until the end of your next turn.

Inexorable Pursuit Avenger Attack 7

Shrouded in divine mist, you stride through any obstacle to reach your foe, then smite it with the wrath of your god.

Encounter ♦ Divine, Weapon

Standard Action Melee weapon

Effect: Before the attack, you gain phasing until the end of your turn, and you shift 3 squares.

Censure of Pursuit: The number of squares you shift equals 2 + your Dexterity modifier.

Target: One creature

Attack: +15 vs. AC

Hit: 4d4 + 8 damage.

Strike from Empty Air Zealous Assassin Attack 11

You teleport to the perfect position to deliver a deadly strike against your foe.

Encounter ♦ Divine, Teleportation, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. AC

Hit: 6d4 + 8 damage. If you have combat advantage against the target, the attack deals 2d4 extra damage.

Effect: Before or after the attack, you teleport 2 squares.

Temple of Light Avenger Attack 1

Your weapon strike creates a field of searing energy around an enemy. The energy burns any foe you hit that is within the field.

Daily ♦ Divine, Radiant, Weapon, Zone

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. AC

Hit: 4d4 + 8 radiant damage.

Effect: The attack creates a zone of radiant energy in a burst 2 centered on the target. The zone lasts until the end of the encounter. When the target moves, the zone moves with it, remaining centered on it. Whenever you hit a creature that is within the zone, that attack deals 1d6 extra radiant damage.

Bond of Foresight Avenger Attack 5

A bond of fate links you to your enemy, giving you the ability to foresee its every move. Whenever it moves or attacks you, you're ready.

Daily ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. AC

Hit: 4d4 + 8 damage.

Miss: Half damage.

Effect: When the target hits or misses you or shifts, the target provokes an opportunity attack from you (save ends).

Enduring Strike Avenger Attack 9

As you strike at your foe, you call on your god to cast away an effect that plagues you.

Daily ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. AC

Hit: 6d4 + 8 damage, and you make a saving throw with a +5 bonus.

Miss: Half damage, and you make a saving throw.

Avenger's Readiness Avenger Utility 10

As your opponents prepare to strike, you make a sudden move to spoil their plans.

Daily ♦ Divine

No Action Personal

Trigger: You roll initiative at the beginning of an encounter

Effect: You gain a +5 power bonus to the initiative check. You shift 3 squares as a free action when the first creature in the initiative order starts its turn, even if you're surprised.

+3 Spiderkissed Falchion Level 12

The weapon's surface is covered in faint lines evocative of a spider's web.

Critical: +3d6 poison damage

Power (At-Will ♦ Poison): Free Action. All damage dealt by this weapon is poison damage. Another free action returns the damage to normal.

Power (Daily): Free Action. Use this power when you hit with the weapon. The target is slowed (save ends). First Failed Save: The target is immobilized (save ends).

Bloodsoaked Bracers Level 10

Your spilled blood causes these studded leather bracers to tremble with power.

Power (Daily): Minor Action. Use this power while you are bloodied. Gain a +5 power bonus to melee damage rolls until the end of the encounter or until you are no longer bloodied, whichever comes first.



BALASAR OF BAHAMUT

MALE DRAGONBORN PALADIN (FAITHFUL SHIELD)

LEVEL 11 LAWFUL GOOD

“Get behind me! I’ll protect you!”



<i>Ability Score</i>	<i>Value</i>	<i>Modifier + ½ level</i>		
STRENGTH	21	+10	ARMOR CLASS	30
CONSTITUTION	12	+6	FORTITUDE DEFENSE	23
DEXTERITY	11	+5	REFLEX DEFENSE	21
INTELLIGENCE	9	+4	WILL DEFENSE	23
WISDOM	14	+7	INITIATIVE	+5
CHARISMA	21	+10	SPEED (SQUARES)	5
HIT POINTS	97		HEALING SURGE HP HEALED	24
BLOODIED	48		HEALING SURGES/DAY	8
			SECOND WIND	<input type="checkbox"/>

(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

<i>Basic Attack Name</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range/Properties</i>
+3 <i>reproachful longsword</i>	+16 vs. AC	1d8 + 9	Versatile
Throwing hammer	+12 vs. AC	1d6 + 5	5 squares normal / 10 squares max

FEATS

Dragonborn Senses, Dragonborn Frenzy, Toughness
 Healing Hands (+5 to damage healed with *lay on hands*),
 Channel Divinity: Sure Protection,
 Weapon Focus (Heavy Blades),
 Touch of Salvation (when you use *lay on hands*, ally gets a saving throw with a +5 bonus)

SKILLS (For skills not listed, bonus is ability modifier + 5)

Passive Insight	17
Passive Perception	18
Diplomacy	+15
Heal	+12
History	+6
Intimidate	+17
Insight	+7
Perception	+8
Religion	+12

EQUIPMENT

+3 *reproachful longsword*, +3 *magic gith plate armor* (skill check penalty -4 total with shield), *heavy healer’s shield*, +3 *amulet of protection*, 2 throwing hammers, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days’ trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

Dragonborn Fury (+2 to attacks while bloodied)
 Dragon Breath: Cold (use *dragon breath*; see back)
 Channel Divinity (once per encounter, you can use any one of *divine mettle*, *divine strength*, or *sure protection*; see back)
 Sheltering Hands (when you use *lay on hands*, the target gains a +2 power bonus to all defenses until the start of its next turn)
 Shielding Action (when you spend an action point to take an extra action, you and all allies within 5 squares gain a +2 bonus to AC and Reflex until the start of your next turn)
 Languages: Common and Draconic
 Low-Light Vision

Level-based bonuses, feat bonuses, magic item bonuses, and some race and class features have already been added and are not otherwise called out on this sheet.

POWERS

Divine Challenge Paladin Feature

You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.

At-Will ♦ **Divine, Radiant**

Minor Action Close burst 5

Target: One creature in burst

Effect: You mark the target. The target remains marked until you use this power against another target, or if you fail to engage the target (see below). A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

While a target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. Also, it takes 11 radiant damage the first time it makes an attack that doesn't include you as a target before the start of your next turn.

On your turn, you must engage the target you challenged or challenge a different target. To engage the target, you must either attack it or end your turn adjacent to it. If none of these events occur by the end of your turn, the marked condition ends and you can't use *divine challenge* on your next turn.

You can use *divine challenge* once per turn.

Special: Even though this ability is called a challenge, it doesn't rely on the intelligence or language ability of the target. It's a magical compulsion that affects the creature's behavior, regardless of the creature's nature. You can't place a divine challenge on a creature that is already affected by your or another character's divine challenge.

Lay on Hands Paladin Feature

Your divine touch instantly heals wounds.

At-Will (Special) ♦ **Divine, Healing**

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

Minor Action Melee touch

Target: One creature

Effect: You spend a healing surge but regain no hit points. Instead, the target regains hit points as if it had spent a healing surge + 5 extra hit points. You must have at least one healing surge remaining to use this power.

Bolstering Strike Paladin Attack 1

You attack your foe without mercy or reprieve, and your accuracy is rewarded with a divine gift of vigor.

At-Will ♦ **Divine, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: +16 vs. AC

Hit: 1d8 + 9 damage, and you gain 2 temporary hit points

Enfeebling Strike Paladin Attack 1

Your brutal weapon attack leaves your foe weakened.

At-Will ♦ **Divine, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: +16 vs. AC

Hit: 1d8 + 9 damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn.

Channel Divinity: Divine Mettle Paladin Feature

Your unswerving faith in your deity empowers a nearby creature to resist a debilitating affliction.

Encounter ♦ **Divine**

Minor Action Close burst 10

Target: One creature in burst

Effect: The target makes a saving throw with a +5 bonus.

Channel Divinity: Divine Strength Paladin Feature

You petition your deity for the divine strength to lay low your enemies.

Encounter ♦ **Divine**

Minor Action Personal

Effect: Gain +5 to damage on your next attack this turn.

Channel Divinity: Sure Protection Feat Power

With a sweep of your palm, you ensure that a moment of respite is not interrupted.

Encounter • **Divine**

Free Action Close burst 5

Trigger: You or an ally takes its second wind.

Target: The triggering creature

Effect: The target gains a +3 power bonus to defenses until the start of its next turn.

Dragon Breath Dragonborn Racial Power

As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.

Encounter ♦ **Cold**

Minor Action Close blast 3

Targets: All creatures in area

Attack: +14 vs. Reflex

Hit: 2d6 + 1 cold damage.

Shielding Smite Paladin Attack 1

A translucent golden shield forms in front of a nearby ally as you attack with your weapon.

Encounter ♦ **Divine, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: +16 vs. AC

Hit: 2d8 + 9 damage.

Effect: Until the end of your next turn, one ally within 5 squares of you gains a +2 power bonus to AC.

Paladin's Call Paladin Attack 3

You lead your foes to the ground where you want to fight.

Encounter ♦ **Divine, Weapon**

Standard Action Close burst 5

Target: One creature marked by you

Primary Attack: +16 vs. Will

Hit: You pull the target to a space adjacent to you, then make a secondary attack against it that is a melee weapon attack.

Secondary Attack: +18 vs. AC

Hit: 2[W] + Charisma modifier damage

Shield of Discipline **Paladin Utility 6**

Years of rigorous self-discipline stand you in good stead against your enemies' attacks.

Encounter ✦ **Divine**

Minor Action **Personal**

Effect: Until the end of your next turn, you gain resistance 5 to all damage.

Blade of Light **Paladin Attack 7**

A golden light envelops your weapon. In its warm glow you are fortified against the powers of darkness and fear.

Encounter ✦ **Divine, Radiant, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +16 vs. AC

Hit: 3d8 + 9 radiant damage. Until the end of your next turn, you gain a +2 bonus to all defenses against fear or necrotic effects.

Special: When charging, you can use this power in place of a melee basic attack.

Cleansing Spirit **Paladin Utility 10**

A translucent outline briefly appears above the creature you designate. The divine spirit gestures, relieving some of the creature's suffering, then fades instantly away.

Encounter ✦ **Divine**

Minor Action **Ranged 5**

Target: You or one ally

Effect: The target makes a saving throw with a +2 bonus.

Protecting Smite **Faithful Shield Attack 11**

A decisive strike to your enemy gives your allies a chance to rally and see to their own defenses.

Encounter ✦ **Divine, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +16 vs. AC

Hit: 1d8 + 9 damage, and each ally within 5 squares of you gains a +2 power bonus to all defenses until the start of your next turn.

Paladin's Judgment **Paladin Attack 1**

Your melee attack punishes your enemy and heals an ally.

Daily ✦ **Divine, Healing, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +16 vs. AC

Hit: 3d8 + 9 damage, and one ally within 5 squares of you can spend a healing surge.

Miss: One ally within 5 squares of you can spend a healing surge.

Martyr's Blessing **Paladin Utility 2**

You step into an attack made against an adjacent ally to save your comrade.

Daily ✦ **Divine**

Immediate Interrupt **Close burst 1**

Trigger: An adjacent ally is hit by a melee or a ranged attack

Effect: You are hit by the attack instead.

Martyr's Retribution **Paladin Attack 5**

Divine light engulfs your weapon as you sacrifice your ability to heal in order to strike down your enemy.

Daily ✦ **Divine, Radiant, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +16 vs. AC, and you must spend a healing surge without regaining any hit points

Hit: 4d8 + 9 radiant damage.

Miss: Half damage.

Shackles of Justice **Paladin Attack 9**

Phantom shackles of golden light form around the enemy you smite, ensuring that your foe pays whenever he would harm another.

Daily ✦ **Divine, Radiant, Weapon**

Standard Action **Melee weapon**

Primary Target: One creature

Primary Attack: +16 vs. AC

Hit: 2d8 + 9 damage. Make a secondary attack against the target.

Secondary Attack: +16 vs. Will

Hit: Whenever the target deals damage, it takes 2d6 radiant damage (save ends).

+3 Reproachful Longsword **Level 12**

A strike from this weapon renders your enemy less able to respond.

Critical: +3d6 damage

Power (Daily): Free Action. Use this power when you hit with the weapon. Your target takes a -2 penalty to its attack rolls (save ends).

Heavy Healer's Shield **Level 10**

This shield shores healing powers as well as blocks enemy blows.

Power (Daily ✦ Healing): Free Action. Use this power when you or an ally within line of sight regains hit points. You or the ally regains hit points equal to the maximum possible result of the healing effect and also regains 5 additional hit points



SQUEAKS

WARFORGED BARBARIAN (FRENZIED BERSERKER)

LEVEL 11 UNALIGNED

"Gimme some oil before I tear your head off."



<i>Ability Score</i>	<i>Value</i>	<i>Modifier + ½ level</i>		
STRENGTH	21	+10	ARMOR CLASS	24
CONSTITUTION	21	+10	FORTITUDE DEFENSE	26
DEXTERITY	12	+6	REFLEX DEFENSE	20
INTELLIGENCE	9	+4	WILL DEFENSE	21
WISDOM	11	+5	INITIATIVE	+6
CHARISMA	14	+7	SPEED (SQUARES)	6
HIT POINTS	106	HEALING SURGE HP HEALED	26	SECOND WIND <input type="checkbox"/>
BLOODIED	53	HEALING SURGES/DAY	13	(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>
+3 <i>jagged halberd</i>	+15 vs. AC	1d10 + 9	Reach
Handaxe	+12 vs. AC	1d6 + 5	5 squares normal / 10 squares max

FEATS

Improved Warforged Resolve, Toughness,
 Immutability (when you use *warforged resolve*, also make a saving throw against a condition or ongoing damage)
 Weapon Focus (Axes), Power Attack (-2 attack for +6 damage)
 Powerful Charge (+2 damage on charges, +2 to bull rushes)
 Rising Fury (reduce an enemy to 0 hit points, gain +3 feat bonus to damage until the end of your next turn)

SKILLS (For skills not listed, bonus is ability modifier + 5)

Passive Insight	15
Passive Perception	20
Athletics	+14
Endurance	+16
Intimidate	+9
Insight	+5
Perception	+10

EQUIPMENT

+3 *jagged halberd*, +3 *magic earthhide armor* (skill check penalty -1), *strikebacks*, +3 *amulet of protection*, 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

Living Construct (+2 to ongoing damage saving throws)
 Living Construct (take 10 or die roll - death saving throws)
 Rageblood Vigor (when you reduce an enemy to 0 hit points, gain 10 temporary hit points)
 Rampage (once per round, when you crit, make a melee basic attack against any target in range)
 Frenzied Blood (if you spend an action point to make a melee attack and it misses, you deal half damage)
 Warpath (+2 damage on melee attacks while raging and when you start your turn adjacent to at least one enemy you must use a melee or close attack against them or be stunned until the end of your next turn)
 Languages: Common
 Normal Vision

Level-based bonuses, feat bonuses, magic item bonuses, and some race and class features have already been added and are not otherwise called out on this sheet.

POWERS

Devastating Strike Barbarian Attack 1

You strike with awesome power, more concerned with offensive strength than defensive posturing.

At-Will ♦ Primal, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a two-handed weapon.

Target: One creature

Attack: +15 vs. AC

Hit: 2d10 + 1d8 + 9 damage.

Effect: Until the start of your next turn, any attacker gains a +2 bonus to attack rolls against you. If you are raging, attackers do not gain this bonus.

Howling Strike Barbarian Attack 1

With a blood-freezing scream, you throw yourself into the fray.

At-Will ♦ Primal, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a two-handed weapon.

Target: One creature

Attack: Strength vs. AC

Hit: 1d10 + 2d6 + 9 damage.

Special: When charging, you can use this power in place of a melee basic attack. If you are raging, you can move 2 extra squares as part of the charge.

Swift Charge Barbarian Feature

As your foe falls, you rush toward your next victim.

Encounter ♦ Primal

Free Action Personal

Trigger: Your attack reduces an enemy to 0 hit points

Effect: You charge an enemy.

Avalanche Strike Barbarian Attack 1

You drop your guard and put all your strength into a devastating overhead swing.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. AC

Hit: 3d10 + 14 damage.

Effect: Until the start of your next turn, any attacker gains a +4 bonus to attack rolls against you.

Combat Sprint Barbarian Utility 2

Having saved a bit of strength for just this moment, you burst across the battlefield.

Encounter ♦ Primal

Move Action Personal

Effect: You move your speed + 4. You gain a +4 bonus to all defenses against any opportunity attack you provoke with this movement.

Hammer Fall Barbarian Attack 3

You swing your weapon in a great underhand arc, and the impact lifts your target off its feet and sends it crashing to the ground.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. Fortitude

Hit: 2d10 + 9 damage, and you knock the target prone.

Tide of Blood Barbarian Attack 7

Your anger sweeps over every nearby enemy, drawing blood to fuel the tide of your assault on one of them.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. AC

Hit: 2d10 + 9 damage. The attack deals 1 extra damage for each enemy within 5 squares of you.

Persistent Frenzy Frenzied Berserker Attack 11

Caught up in the madness of your wrath, you swing your weapon again and again.

Encounter ♦ Primal, Weapon

Standard Action Close burst 1

Target: Each creature in burst you can see

Attack: +15 vs. AC

Hit: 1d10 + 9 damage.

Special: If you use this power while you are raging, roll a d20. On a 10 or higher, you retain the use of this power.

Cleansing Spirit Paladin Utility 10

A translucent outline briefly appears above the creature you designate. The divine spirit gestures, relieving some of the creature's suffering, then fades instantly away.

Encounter ♦ Divine

Minor Action Ranged 5

Target: You or one ally

Effect: The target makes a saving throw with a +2 bonus.

Rage Strike Barbarian Feature

You channel your primal rage into a devastating attack.

Daily (Special) ♦ Primal, Weapon

Standard Action Melee weapon

Requirement: You must be raging and have at least one unused barbarian rage power.

Target: One creature

Attack: +15 vs. AC. To make this attack, you expend an unused barbarian rage power.

Hit: You deal damage based on the level of the rage power you expend:

1st level 3d10 + 9

5th level 4d10 + 9

9th level 5d10 + 9

Miss: Half damage.

Special: You can use this power twice per day.

Bloodhunt Rage **Barbarian Attack 1**

Your rage surges up from the depths of your pain to bring pain to the wounded.

Daily ♦ Primal, Rage, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. AC

Hit: 3d10 + 9 damage.

Miss: Half damage.

Effect: You enter the rage of the bloodhunt. Until the rage ends, you gain a +5 bonus to melee damage rolls if either you or your target is bloodied.

Thunder Hawk Rage **Barbarian Attack 5**

Your thunderous attack dazes your foe as you channel the great spirit hawk whose wings rumble across the sky. Your screaming charge blasts your enemies with thunder.

Daily ♦ Primal, Rage, Thunder, Weapon

Standard Action Melee weapon

Primary Target: One creature

Primary Attack: +15 vs. AC

Hit: 2d10 + 9 thunder damage, and the primary target is dazed (save ends).

Miss: Half damage.

Effect: You enter the rage of the thunder hawk. Until the rage ends, you can make the following secondary attack once during each of your turns.

Free Action **Melee 1**

Secondary Target: One creature

Secondary Attack: +15 vs. Fortitude

Hit: You knock the secondary target prone.

Combat Surge **Barbarian Utility 6**

As your attack goes awry, you react from the heat of your rage, without pause or thought, reversing your weapon and striking again.

Daily ♦ Primal

Free Action Personal

Trigger: You miss with an attack

Requirement: You must be raging.

Effect: You reroll the attack.

Stone Bear Rage **Barbarian Attack 9**

The spirit of the stone bear that hunts at the mountains' roots courses through you, and its fury blunts the pain of your wounds.

Daily ♦ Primal, Rage, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. AC

Hit: 3d10 + 9 damage.

Miss: Half damage.

Effect: You enter the rage of the stone bear. Until the rage ends, you gain resistance 5 to all damage.

Mountain Roots **Barbarian Utility 10**

You sink your spirit into the earth to stand your ground.

Daily ♦ Primal, Stance

Immediate Interrupt Personal

Trigger: You are pulled, pushed, or slid

Effect: You negate the forced movement. Until the stance ends, you can negate forced movement against you.

+3 Jagged Halberd**Level 12**

This weapon is pitted, scarred, and unadorned, but it deals grievous wounds.

Critical: Ongoing 10 damage

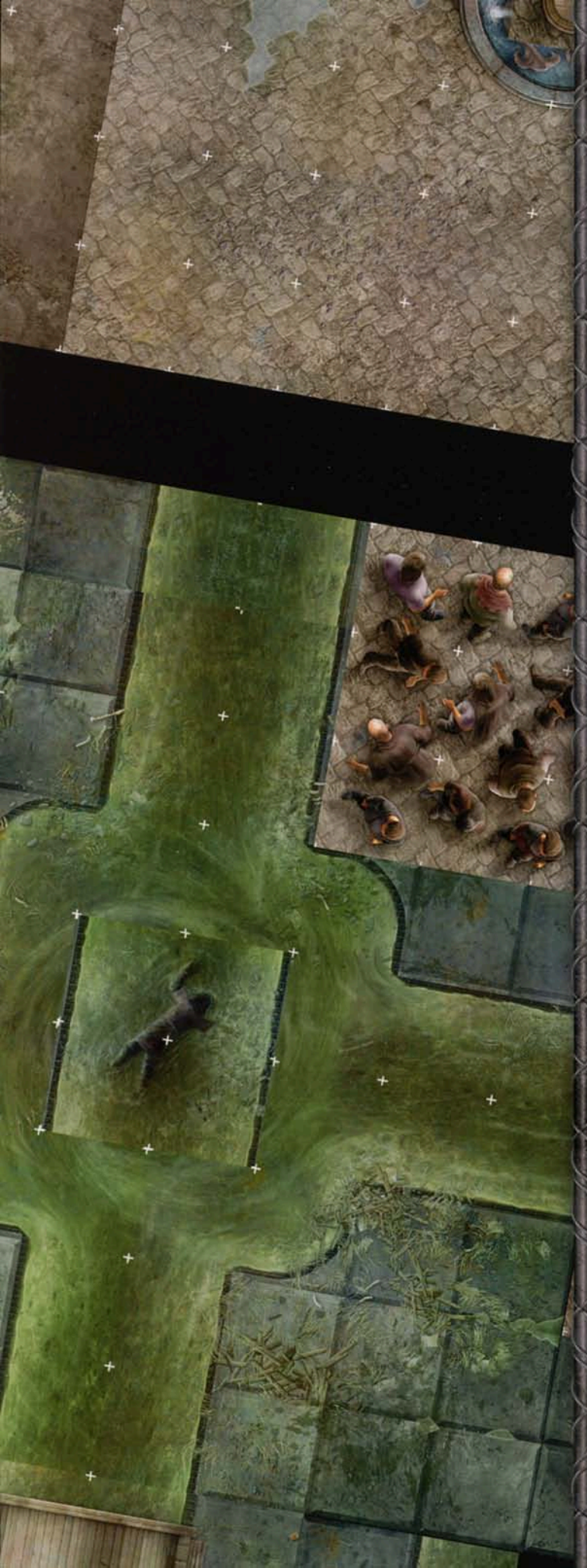
Property: This weapon scores critical hits on a 19 or 20.

Strikebacks**Level 10**

Backed with spikes, these vicious gauntlets hurt those who hurt you.

Property: Gain a +1 item bonus to opportunity attacks.

Power (Encounter): Immediate Reaction. Use this power when an adjacent enemy hits you. Make a melee basic attack against that enemy.



DARK DEEDS ON A STORMY NIGHT

A fierce nighttime storm drives you to the lonely farming community of Weeping Briar in search of shelter, but the town is suspiciously empty. A small girl holds the key to the mass disappearance, if you can rescue her from what prowls the streets and lairs beneath the town before it's too late!

This Dungeons and Dragons adventure is designed for five characters of 11th level, but contains notes on adjusting the adventure for groups of four or six characters. Specifically created for Worldwide D&D Game Day, this adventure includes a full-color poster map, encounter write-ups, monster stat blocks, enemy tactics, and even stats for new monsters to be released in the upcoming *Monster Manual 2*.

For use with these 4th Edition DUNGEONS & DRAGONS® core products:

Player's Handbook® *Monster Manual*®
Dungeon Master's Guide® *D&D™ Dungeon Tiles*
D&D® Miniatures

