

KALAREL'S REVENGE

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INTRODUCTION

Kalarel's Revenge is a DUNGEONS & DRAGONS® adventure for five or six characters of 4th level, written for D&D® Experience 2011. It uses material from the *Caverns of Icedale*™ set of Dungeon Tiles, the *Player's Option: Heroes of Shadow*™ supplement, and the *Monster Vault™: Threats to the Nentir Vale*™ supplement, but you don't need these products to play or run the adventure.

This adventure uses pregenerated characters that are designed to have direct connections to the plot and to one another. The players should study their characters' backgrounds and keep that information secret from the rest of the group. The motivations and goals of the characters inform their choices in the adventure, and those choices can affect play significantly.

Adventure Background

Some time ago, the evil priest Kalarel tried to open portals to the Shadowfell throughout the Nentir Vale, hoping to gain great power from the negative energy that would be released. Fortunately for the residents of the vale, adventurers killed the priest before he could open the main portal—a rift that had been sealed inside the Keep on the Shadowfell.

However, the heroes didn't wipe out all of Kalarel's forces. In addition to the many dedicated members of his death cult, the priest had hired muscle from the Company of the Iron Gauntlet, a hobgoblin mercenary group. Many of these mercenaries fought and died honorably, but some fled Shadowfell Keep, leaving Kalarel to his fate. The deserters took refuge at an abandoned mine in the Cairngorm Peaks, where they now bide their time and seek new recruits to replenish their ranks.

The hobgoblins were not the only forces that remained after Kalarel was slain. Before the Keep's portal was fully sealed, evil spirits from the Shadowfell escaped into the Nentir Vale. They were drawn to Kalarel's own dark soul, which remained in the mortal world thanks to a spirit-orb the priest had created to prevent him from moving on after death.

The presence of these malignant spirits caught the attention of a frost witch called the Rime Mistress and her followers—unaligned territorial beasts—who rose up to defend their domain. The Rime Mistress knows that the spirits present a greater threat than the hobgoblins do, so she and Prang, the Iron Gauntlet leader, have agreed to an uneasy truce. Thus, the hobgoblins and the creatures of the Cairngorm Peaks are united in their struggle against Kalarel's spirit army.

Adventure Synopsis

Kalarel's Revenge begins with the characters meeting for the first time in a cave in the Cairngorm Peaks, a day's journey north of the village of Winterhaven. A dangerous winter storm has forced them to seek refuge in the cave, along with Yohannus, a halfling merchant who was traveling to Winterhaven from a dwarven mining colony in the northern portion of the Cairngorms.

When the adventurers leave the cave, they are confronted by a hobgoblin patrol. The Iron Gauntlet mercenaries have been tracking the halfling and plan to take his diamonds—and his life, if necessary. The characters can fight the hobgoblins, hand over Yohannus, or try to make a deal. If the adventurers negotiate, the hobgoblins are willing to take them to meet their leader, Prang.

The group travels north toward the Iron Gauntlet's hideout. During the journey, the characters find the remnants of a battle between the forces of the Rime Mistress and Kalarel's spirit army. If the adventurers investigate the scene, they can learn more about the threat they face. Depending on how they handled the previous encounter with the hobgoblin patrol, they might also have to fend off some angry animal spirits.

Once they arrive at the mine, the characters can interact with Prang. Some might want to kill him, and others might try to negotiate with him. As tensions rise, the Rime Mistress and her followers enter the hideout. The adventurers learn about the alliance against the spirits and realize that if they attack the hobgoblins, they also must fight the Rime Mistress and her forces. Depending on the choices the adventurers make, the climactic confrontation can unfold in one of several ways.

If the characters attack Prang, the battle might go against them at first. However, the evil spirits led by Kalarel's terrible soul remnant enter the mine and kill many of the hobgoblins, giving the adventurers a better chance at victory.

If, instead, the characters negotiate a peaceful compromise with Prang, Kalarel leads his spirit army to attack all living creatures in the mine.

One way or another, the encounter in the mine concludes, and the adventurers head back toward civilization.

Preparing the Adventure

Before running this adventure, you, the Dungeon Master (DM), should become familiar with the background and goals of the pregenerated characters and understand how their motivations affect the plot.

If conflict occurs between the adventurers during the game, gauge the reactions of the players to see how they handle in-character tension. If they are comfortable with it, let the roleplaying occur. But if the clashes spill over to the players at the table, make adjustments to keep the characters working toward the same goal. The best way to do that is to threaten them as a group with the hobgoblins, the Rime Mistress, and the spirits.

Another way to tone down unwanted player tension is to provide solutions that make all the characters happy. Although the players might be split on whether to negotiate or fight with Prang, you can help them come to the same decision. For example, adventurers who want treasure that the hobgoblins stole from Kalarel might acquire those items easily, eliminating the need to haggle with Prang. Playing the hobgoblin leader as totally unsympathetic and unlikely also helps push the characters into attacking.

On the other hand, playing Prang as a sympathetic or reasonable figure gives the adventurers less reason to want him dead. To quell Volondra's desire for revenge, the hobgoblin could offer her something tangible, such as Kalarel's notes about his plans to strengthen his death cult.

If a character dies during the adventure, you have an option for keeping that player in the game. Due to the presence of Kalarel's spirit-orb, souls have a harder time leaving the mortal world. A dead character's spirit can rise in the round after death, and the player can continue the game as a trapped spirit. Give the player one of the trapped spirit statistics blocks presented on the next page.

If it reduced to 0 hit points, a trapped spirit disappears and reforms at the end of the encounter. At the conclusion of the adventure, all trapped spirits vanish.

Trapped Spirit	Level 4 Defender
Medium shadow humanoid (undead)	XP –
HP 33; Bloodied 16; Healing Surges 0	Initiative +4
AC 21, Fortitude 17, Reflex 17, Will 17	Perception +6
Speed 6; phasing	
Vulnerable 5 radiant	
TRAITS	
Bodiless	
The spirit ignores difficult terrain and cannot hold or manipulate solid objects.	
Insubstantial	
The spirit takes half damage from any damage source, except those that deal force damage. When it takes radiant damage, it loses this trait until the start of its next turn.	
STANDARD ACTIONS	
⊕ Spectral Touch (necrotic) ♦ At-Will	
<i>Attack:</i> Melee 1 (one creature); +6 vs. Fortitude	
<i>Hit:</i> 1d10 + 4 necrotic damage, and the target cannot shift until the end of the spirit's next turn.	
↔ Frightful Keening (psychic) ♦ Recharge [3]	
<i>Attack:</i> Close burst 1 (enemies in the burst); +6 vs. Will	
<i>Hit:</i> 2d10 + 4 psychic damage, and the target is immobilized until the end of the trapped spirit's next turn.	
Spirit Infusion ♦ Encounter	
<i>Effect:</i> One bloodied ally adjacent to the spirit gains 10 temporary hit points.	
Skills as per character	
Ability Scores as per character	
Alignment as per character Languages as per character	

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Medium shadow humanoid (undead)	XP –
HP 33; Bloodied 16; Healing Surges 0	Initiative +4
AC 21, Fortitude 17, Reflex 17, Will 17	Perception +6
Speed 6; phasing	
Vulnerable 5 radiant	
TRAITS	
Bodiless	
The spirit ignores difficult terrain and cannot hold or manipulate solid objects.	
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ENCOUNTER 1: THE DISTRAUGHT MERCHANT

ROLEPLAYING ENCOUNTER

This encounter begins with the characters and the halfling Yohannus taking refuge in a cave in the Cairngorm Peaks. Other than Zorag and Arykor, who belong to the same mercenary company, the characters do not know one another. Each of them had his or her own reason for heading north from Winterhaven into the mountains. To roleplay effectively, the players need to know their characters' backgrounds, which are provided on the pregenerated character sheets.

While the adventurers were traveling north, Yohannus was heading south toward the village after unloading equipment at a dwarven mining colony. A treacherous winter storm cut their journeys short and forced everyone to take shelter in a cave.

When all the players are ready to begin, read the following text aloud:

Each of you was heading north through the Cairngorm Peaks, pursuing your own quests, when a cruel winter storm forced you to take refuge in a cave not far off the beaten path. You shared the cave with several strangers, all of whom have their own reasons for being here.

Morning comes, and the storm has finally abated, making it safe to leave the shelter of the cave. A halfling merchant named Yohannus wrings his hands and paces nervously at the edge of the cave mouth, shielding his eyes from the bright light reflecting off the snow. "Is there any way I can convince one or more of you to escort me safely to Winterhaven? It's only a day's journey south of here."

Have the players describe what their characters look like so that everyone knows who is who. The adventurers can converse with Yohannus and one another, drawing on their backgrounds.

Escorting Yohannus south to Winterhaven would take the adventurers back the way they came, but it's little more than an inconvenience. If asked, Yohannus claims that he was returning from a trade mission when he lost his caravan and guards in an avalanche. If the characters analyze his story and observe his behavior, they can attempt a DC 10 Insight check to realize that his avalanche claim is false; in addition, a character who rolls 14 or higher on the Insight check realizes that Yohannus is concealing something in his left boot, just by the way he walks. By making a DC 14 Diplomacy or Intimidate check, they can convince Yohannus to reveal the truth (as detailed in the sidebar), or at least part of it.

The halfling does his best to hide the fact that he's concealing a small pouch of diamonds in his left boot. The diamonds represent his worldly possessions, and

part of him would rather die than lose this wealth. Yohannus fears that if the characters learned about the gems, they might rob or kill him.

This encounter is a chance for the characters to learn about one another and Yohannus through roleplaying. As the DM, you can determine what information the halfling provides. If the characters poke holes in his avalanche story, Yohannus might admit that his group was attacked by hobgoblins but claim that the marauders stole everything as he escaped. If the adventurers press him on that story, too, he might say that the hobgoblins want to kill him to eliminate the only witness to their massacre.

Development

After the adventurers talk to one another and to Yohannus, they should be ready to leave the cave and march deeper into the Cairngorm Peaks. If none of the characters agrees to help the halfling, he sighs in resignation and plans to move as quickly as possible toward Winterhaven. If the adventurers are taken in by his story, they might be tempted to help him return to his village. Regardless, when they leave the cave at the beginning of Encounter 2, they are confronted by the hobgoblins that have been looking for the halfling.

Yohannus

As a successful merchant, Yohannus is usually well dressed and well groomed, with an impeccable demeanor. However, his current situation has left him distraught and disheveled. His finely tailored clothes are torn, dirty, and bloody.

THE TRUTH

Yohannus, a resident of Winterhaven, learned that a remote dwarven mining colony in the Cairngorm Peaks (far north of the locations in this adventure) was rich in diamonds. However, the dwarves lacked the equipment needed to take advantage of their find. Yohannus borrowed money from unsavory types and put together a caravan to transport the necessary equipment to the colony. The trip was successful, and the halfling's speculation paid off—the dwarves paid him a small fortune in diamonds (the equivalent of 6,000 gp per character).

Yohannus was returning to Winterhaven with his guards when they were set upon by hobgoblins from the Company of the Iron Gauntlet, who had taken up residence in an abandoned mine nearby. The halfling suspects that an informant told the mercenaries about his journey—and about the diamonds he was carrying. The hobgoblins killed the guards, but Yohannus escaped and found refuge in the cave, where he met the adventurers.

Key Traits: Normally calm and composed, Yohannus is panicked by his circumstances. Although he begins the encounter with an air of control, he becomes more anxious if events do not go his way. He talks quickly and frantically, often stopping to take a deep, calming breath when he starts to lose control.

Motivation: Yohannus wants to make it back to Winterhaven with his diamonds. He made a risky business venture that paid off, and now he is carrying a fortune in his left boot. He is willing to do almost anything to safeguard his wealth.

Fears: Yohannus funded his expedition to the dwarven colony with money borrowed from dangerous people in Winterhaven. He fears that even if he makes it back to his village safely, he won't last long if he loses the diamonds and cannot repay the loan.

Using Yohannus: The halfling is a wild card throughout this adventure. His fate rests squarely with the characters, and some of them (particularly Arykor and Croog) might want to keep him safe. In addition, the adventurers can try to use the diamonds as a means of achieving their personal goals. Regardless of the circumstances, any time that Yohannus is alive but not in possession of his diamonds, he plots to stay close to the gems until he sees a chance to steal them back.

If the characters do not give Yohannus a reason to distrust them, he might assist them in battle—at least until he is in a position to grab his diamonds and escape. For example, if he stays with the party until the end of the adventure, he might use the final fight as a diversion so that he can sneak up and pick a character's pocket using his Thievery skill.

As the DM, you can also use Yohannus to help balance combat. If a battle seems too difficult for the adventurers, Yohannus might draw enemy fire or administer first aid to allow the characters to use their second winds.

Yohannus		Level 3 Striker
Small natural humanoid, halfling		XP –
HP 34; Bloodied 17; Healing Surges 7		Initiative +5
AC 18, Fortitude 15, Reflex 18, Will 17		Perception +2
Speed 6		
TRAITS		
Second Chance		
Once per encounter, if Yohannus is hit by an enemy, the enemy must reroll the attack and use the second roll.		
STANDARD ACTIONS		
⊕ Punch ♦ At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d4 damage.		
✂ Distracting Rock ♦ At-Will		
Attack: Ranged 10 (one creature); +5 vs. Will		
Hit: The target grants combat advantage until the end of the encounter or until a creature attacks it.		
Skills Acrobatics +7, Bluff +9, Diplomacy +9, Insight +7, Stealth +10, Thievery +12		
Str 10 (+1)	Dex 18 (+5)	Wis 12 (+2)
Con 12 (+2)	Int 14 (+3)	Cha 16 (+4)
Alignment unaligned		Languages Common, Dwarven

BALANCING ENCOUNTERS

Most of the combat encounters in this adventure are of a higher level than the party. That's because D&D encounters generally assume a party of five player characters, and this adventure includes six pregenerated characters. A level 5 or 6 encounter should be a fair challenge for six 4th-level characters. If you are running this adventure for only four or five player characters, consider removing the following monsters from each of the combat encounters:

Encounter 2: Remove a hobgoblin battle guard.

Encounter 3: Remove a winter wolf zombie.

Encounter 4: Remove a hobgoblin battle guard.

Encounter 5: No change.

Encounter 6: Remove the third ghoul.

Features of the Area

Illumination: Bright light.

Campfire: A creature that starts its turn in this square takes 1d6 fire damage.

Ice Shards: The storm has created patches of ice shards near the cave. A creature that enters a square of ice shards takes 1d6 cold damage.

Mountainside: The right edge of the map represents sheer ice cliffs that are impassible and cannot be climbed.

Snowdrifts: The squares marked with triangles are difficult terrain, and a Medium or smaller creature standing in a snowdrift has partial concealment.

Trees: The tree squares on the map provide partial concealment to anyone standing within them, but they are not difficult terrain.



ENCOUNTER 2: BARGAINING FOR A MERCHANT'S LIFE

TACTICAL ENCOUNTER LEVEL 5 (1,175 XP)

Setup

- 3 hobgoblin battle guards (H)
- 2 bugbear backstabbers (B)
- Frubog, hobgoblin commander (C)

If there are six characters in the party, add one more hobgoblin battle guard.

The Iron Gauntlet mercenaries that attacked Yohannus took shelter during the storm, and now they have tracked the halfling to the cave.

Read the following text when the adventurers emerge from the cave:

The sun reflects off the deep snow and shines through ice-covered trees. Four armored hobgoblins trudge through the soft snow toward the cave.

If one or more of the adventurers succeed at a DC 21 Perception check, add:

You also spot a pair of bugbears hiding behind snowdrifts.

If the hobgoblins can see Yohannus, add:

The hobgoblin leader levels his spear at Yohannus and says, in Common, "Our sneaky little friend! Did you think you could get by without paying the toll?"

The adventurers do not recognize any of the hobgoblins, but their helms incorporate the holy symbol of Bane and their shields bear the emblem of the Iron Gauntlet (a clenched black gauntlet).

The hobgoblins don't care about the adventurers; they just want the halfling's diamonds. Initially, Yohannus denies having any wealth, but he grows increasingly anxious. If the characters are unaware that he has the diamonds, they might use Diplomacy or Intimidate to learn the truth, or they might search him and find the pouch in his boot.

Yohannus becomes desperate and begs the characters to protect him. As a last resort, he offers them half the value of his gems (3,000 gp per character) if they defeat the hobgoblins and escort him to Winterhaven. He will not offer more because he needs the rest to pay off his loan.

The characters can avoid combat if they hand over Yohannus or his diamonds to the hobgoblins. However, they cannot buy off the hobgoblins. The diamonds are worth much more than the total wealth of the party, so the adventurers have nothing of comparable value to offer in trade.

Tactics

The Iron Gauntlet mercenaries are trained to fight as a squad, and their behavior suggests strict military training and organization. If the characters make any attempt to bargain, Commander Frubog listens to what they have to say.

Hobgoblin Battle Guards: The guards remain adjacent to one another, so that they benefit from their *phalanx movement* and *share shield* powers.

Bugbear Backstabbers: These new recruits crouch behind snowdrifts. If none of the adventurers spot them, they gain the benefit of being invisible.

Hobgoblin Commander: Frubog keeps his distance while negotiating with the party. If hostilities break out, he charges forward to assist the battle guards in melee. He orders his troops to knock enemies unconscious rather than kill them.

Features of the Area

Illumination: Bright light.

Campfire: A creature that starts its turn in this square takes 1d6 fire damage.

Ice Shards: The storm has created patches of ice shards near the cave. A creature that enters a square of ice shards takes 1d6 cold damage.

Mountainside: The right edge of the map represents sheer ice cliffs that are impassible and cannot be climbed.

Snowdrifts: The squares marked with triangles are difficult terrain, and a Medium or smaller creature standing in a snowdrift has partial concealment.

Trees: The tree squares on the map provide partial concealment to anyone standing within them, but they are not difficult terrain.

3 Hobgoblin Battle Guards (H)	Level 3 Soldier
Medium natural humanoid	XP 150 each
HP 49; Bloodied 24	Initiative +5
AC 19, Fortitude 17, Reflex 15, Will 15	Perception +8
Speed 6	Low-light vision
STANDARD ACTIONS	
⚔ Flail (weapon) ♦ At-Will	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 1d10 + 5 damage, and the hobgoblin marks the target until the start of the hobgoblin's next turn.	
MOVE ACTIONS	
♦ Phalanx Movement ♦ At-Will	
<i>Effect:</i> Close burst 1 (allies in the burst). The hobgoblin and each target can shift 1 square as a free action. The target must shift to a square adjacent to the hobgoblin.	
TRIGGERED ACTIONS	
♦ Share Shield ♦ At-Will	
<i>Trigger:</i> An adjacent ally is hit by an attack against AC or Reflex.	
<i>Effect (Immediate Interrupt):</i> The ally gains a +2 bonus to AC and Reflex against the triggering attack.	
Str 19 (+5)	Dex 14 (+3)
Con 17 (+4)	Int 10 (+1)
	Wis 15 (+3)
	Cha 10 (+1)
Alignment evil	Languages Common, Goblin
Equipment chainmail, heavy shield, flail	

2 Bugbear Backstabbers (B)		Level 5 Skirmisher	
Medium natural humanoid		XP 200 each	
HP 63; Bloodied 31		Initiative +9	
AC 19, Fortitude 18, Reflex 18, Will 15		Perception +8	
Speed 6		Low-light vision	
TRAITS			
Bushwhack			
The bugbear gains a +4 bonus to attack rolls against a creature that has no allies adjacent to it.			
Expert Ambusher			
If the bugbear is hidden from its target when it makes an attack, the attack deals 5 extra damage.			
STANDARD ACTIONS			
⊕ Greatsword (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +10 vs. AC			
Hit: 1d10 + 6 damage.			
↘ Handaxe (weapon) ◆ At-Will			
Attack: Ranged 10 (one creature); +10 vs. AC			
Hit: 2d6 + 5 damage.			
MOVE ACTIONS			
Stealthy Positioning ◆ At-Will			
Effect: The bugbear shifts up to its speed. If it has any cover at the end of the move, it can make a Stealth check to become hidden, with no penalty for movement.			
Skills Stealth +12			
Str 20 (+7)	Dex 20 (+7)	Wis 13 (+3)	
Con 15 (+4)	Int 8 (+1)	Cha 10 (+2)	
Alignment evil		Languages Common, Goblin	
Equipment leather armor, greatsword, 4 handaxes			

Hobgoblin Commander (C)		Level 5 Soldier (Leader)	
Medium natural humanoid		XP 200	
HP 64; Bloodied 32		Initiative +6	
AC 21, Fortitude 21, Reflex 18, Will 19		Perception +5	
Speed 5		Low-light vision	
TRAITS			
Lead from the Front			
When the hobgoblin hits an enemy with a melee attack, the hobgoblin's allies gain a +2 bonus to attack rolls and damage rolls against that enemy until the end of the hobgoblin's next turn.			
STANDARD ACTIONS			
⊕ Spear (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +10 vs. AC			
Hit: 2d8 + 4 damage.			
Effect: The hobgoblin marks the target until the end of the hobgoblin's next turn.			
MINOR ACTIONS			
↶ Tactical Deployment ◆ Recharge ☼ ☼ ☼			
Effect: Close burst 5 (allies in the burst). Each target can shift up to 3 squares.			
TRIGGERED ACTIONS			
Hobgoblin Resilience ◆ Encounter			
Trigger: The hobgoblin is subject to an effect that a save can end.			
Effect (Immediate Reaction): The hobgoblin can make a saving throw against the triggering effect.			
Str 20 (+7)	Dex 14 (+4)	Wis 16 (+5)	
Con 16 (+5)	Int 12 (+3)	Cha 10 (+2)	
Alignment evil		Languages Common, Goblin	
Equipment scale armor, heavy shield, spear			

Development

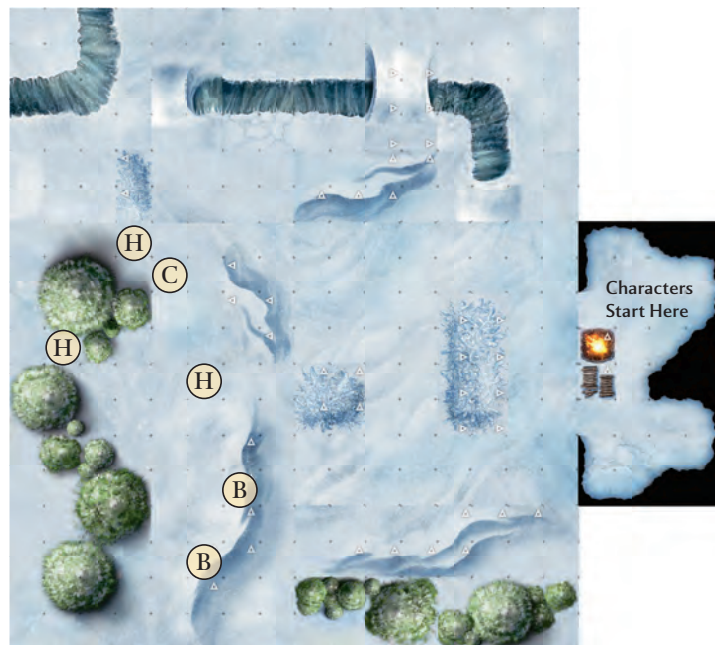
Frubog has orders to take the diamonds, which Prang plans to use to pay his troops and hire more. Frubog had expected to face only Yohannus. He is not eager to fight the adventurers, but he does not want to return to Prang empty-handed. The characters might concoct a scheme to use Yohannus or the gems to gain an audience with Prang. Frubog is happy to go along with such a plan as long as he is shown the diamonds and knows exactly where they are.

If the characters defeat the mercenaries, they can escort Yohannus back to Winterhaven or let him go and resume their individual quests. If they choose to escort Yohannus, the journey back to Winterhaven is uneventful, but poor weather besets the heroes as they head back north into the Cairngorm Peaks, negating the benefits of their extended rests. Proceed with Encounter 3.

If the adventurers are defeated, the mercenaries leave them unconscious in the snow and take both Yohannus and the diamonds back to Prang. When they regain consciousness, the adventurers can easily follow the mercenaries' trail in the snow, in which case proceed with Encounter 3.

Treasure

Frubog wears a +2 *amulet of protection* shaped like a symbol of Bane. If the adventurers defeat him, they can take the magic item. If one of them wears the amulet openly, Prang notices it in Encounter 4 and reacts accordingly.



ENCOUNTER 3: COLD BATTLEGROUND

ROLEPLAYING ENCOUNTER PLUS
OPTIONAL TACTICAL ENCOUNTER LEVEL 5 (1,000 XP)

The journey from the cave to the abandoned mine takes about 6 hours on foot. This encounter occurs on a mountainside anywhere in between. The cold weather and lack of shelter prevent anyone from taking an extended rest during the trip.

If they are present, Frubog and his squad march in formation and remain stoic throughout the journey. Although the mercenaries are freezing, hungry, and tired, they mock the characters or Yohannus for complaining about the weather or travel difficulties.

If Yohannus is present, he whines about the conditions and pleads to be allowed to return to Winterhaven with his diamonds. He relates sad stories about how his wife and children will be tortured and killed if he does not repay his business partners. (The heart-tugging tales are untrue; Yohannus has no family in the village.)

As the group travels north toward its destination, it comes across the remnants of a terrible battle between Kalarel's evil spirits and the forces of the Rime Mistress.

Read the following text aloud:

The march north into the higher mountains of the Cairngorm Peaks gets more difficult with deeper snow, stronger winds, and colder temperatures. In a place where the trail passes between two smaller peaks, you find numerous corpses of beasts native to the area—winter wolves, bears, and other mountain creatures.

If the mercenaries from Encounter 2 are present, add the following:

The scene unsettles the hobgoblins and bugbears. They gather for a quick conference, speaking in Goblin.

Any character who eavesdrops on the mercenaries' conversation and speaks Goblin learns the following information: The Iron Gauntlet has forged an alliance with a "witch," and the mercenaries believe the dead beasts are allies of hers. Armed with this information, a character can make a DC 14 History or Nature check to recall lore about the Rime Mistress (see "Studying the Area" below). A DC 14 Insight check reveals that Frubog is not a fan of the alliance with the Rime Mistress and would like to see the alliance sundered.

Give the characters time to investigate the scene and roleplay as much or as little as they wish. The characters can use their skills to learn about the battle that took place here. What they discover might help them in upcoming encounters.

Studying the Area

By making any of the skill checks below, the adventurers learn the corresponding information. This encounter is not considered a skill challenge, and a character cannot retry a skill check that he or she has failed.

Arcana (trained only; DC 14): By concentrating on the area around the corpses, the character senses that a great deal of necromantic energy was released here recently.

Heal (trained only; DC 14): It's obvious that none of the beasts died from physical wounds. The character finds evidence that the beasts died from taking necrotic damage. They have been dead for less than a day.

History or Nature (DC 14): The character has heard tales of the Rime Mistress, a frost witch. According to legends, when winter storms come to the Cairngorm Peaks, the Rime Mistress appears to protect the indigenous beasts from unnatural threats. These stories also say that the Rime Mistress has the ability to command creatures under her care.

Perception (DC 10): Drifting snow has covered most of the tracks in this area. The tracks that are still readable belong only to the creatures that died here.

Religion (DC 14): The party must succeed at an Arcana and Heal check (see above) before attempting this check. The character realizes that the beasts might have been killed by insubstantial undead creatures.

Questioning the Mercenaries

If any hobgoblins or bugbears are present, the adventurers can attempt to use the following skills as well.

Insight (DC 14): Questions about what happened here are met with shrugs. However, some of the hobgoblins' and bugbears' faces reveal that they know more than they are saying. If the adventurers ask Frubog about the Rime Mistress, his cold sneer suggests that he doesn't like or trust her very much.

Diplomacy or Intimidate (DC 14): The party must make a successful Insight check before attempting this Diplomacy or Intimidate check. On a success, the character presses the hobgoblins and bugbears for more information, and the mercenaries admit that something weird came to the area in the past few weeks. Iron Gauntlet patrols returning to their lair reported seeing spirits or ghosts haunting the Cairngorm Peaks, and these sightings have gradually moved closer to the mine. Additionally, some of the local beasts have begun acting strangely—animals have been spotted in areas where they do not usually appear, and natural enemies have congregated without attacking one another. Frubog's group has been away from the mine for several days, so the hobgoblins cannot say what has been happening there.

Balgron's Spirit

After the characters have learned what they can from the scene of the battle, a dreadful, icy gale blows through the pass. Read the following text aloud:

A hissing sound fills your ears, and after a heartbeat, the noise swells into a roar as a terrible wind whips through the area. Sharp ice crystals tear at your exposed flesh.

The wind then moves in an unnatural fashion, coalescing into a near-physical form and slamming into one of the dead bears. The frozen carcass twitches for a moment, then it raises its ice-encrusted head. A voice like a growl emerges from its muzzle. "You have entered a place of death. Turn back now or be slain along with the traitors."

The spirit possessing the bear belongs to Balgron, a goblin lieutenant of Kalarel's. Balgron's spirit is too weak to do anything more than speak through the dead bear, so it poses no threat.

Yohannus, spooked by the message, redoubles his efforts to convince the group to head back toward Winterhaven. The hobgoblins try to mask their anxiety and insist that the group press on to the mine.

If the characters speak to Balgron's spirit, they can learn the following information:

- ◆ The spirit was once a powerful goblin leader known as Balgron the Fat. (A DC 14 History or Religion check reveals that Balgron served Kalarel and perished along with the evil priest at the Keep on the Shadowfell. Balgron does not know Volondra.)
- ◆ Balgron says that when he died, his spirit rose from his body and became encased in some kind of silvery globe. He does not know how long he was in the globe, but recently, his spirit was released. (A DC 14 Religion check confirms that Balgron fell victim to Kalarel's spirit-orb.)

BINDING BALGRON'S SPIRIT

Lorel realizes that Balgron is one of spirits that she has been seeking. Inform Lorel's player that a DC 14 Arcana check can bind the spirit.

If the check succeeds, Lorel binds the spirit. While the spirit is bound, once per encounter, Lorel deals 1d6 extra damage on a successful attack. Each time that Lorel deals this extra damage, she must make a DC 21 Arcana check. A failed check releases Balgron's spirit, and Lorel is dazed until the end of her next turn.

If the initial check to bind the spirit fails, Lorel loses a healing surge and the spirit escapes. If Balgron has already revealed everything the characters need to know, the spirit leaves the area. Otherwise, you can have Balgron remain in the bear or possess a different animal.

- ◆ Balgron's spirit and countless other spirits are searching for hobgoblins in the area. Balgron curses them as traitors and has a burning desire to kill them. (If any hobgoblins are present, the bear snarls and growls at them ferociously, although it can do no more than lift its head.)
- ◆ Some of the mountain beasts have attacked the spirits over the past few weeks. Several battles such as this one have taken place throughout the region.

If anyone attacks the bear's corpse, the icy wind swirls around again and possesses a different animal. Balgron's spirit continues to warn the travelers that if they do not turn back, their frozen corpses will haunt the Cairngorm Peaks for all eternity.

After the characters are done questioning Balgron and investigating the area, they can continue north to the abandoned mine claimed by the hobgoblins.

Optional Encounter Set-Up

5 winter wolf zombies

Feel free to use this optional tactical encounter if the players are spoiling for a fight.

Offended by the presence of the adventurers and their apparent allies (Frubog and his squad), evil spirits allied with Balgron animate five dead winter wolves lying in the snow nearby.

Read or paraphrase the following:

Five winter wolf carcasses begin to twitch in the snow. A moment later, they rise unsteadily to their feet, bare their icy teeth, and growl hatefully. Cold mist rises from their backs.

You will need to improvise a map for the snow-covered mountainside. Place Frubog and his followers in a tight group, and place the wolf zombies wherever you see fit. The Iron Gauntlet mercenaries join the battle against the wolf zombies and focus their attacks on one zombie at a time. Feel free to add more zombies if the adventurers are having an easy time.

5 Winter Wolf Zombies		Level 5 Brute
Medium natural magical beast (undead)		XP 200 each
HP 78; Bloodied 39		Initiative +4
AC 19, Fortitude 19, Reflex 17, Will 15		Perception +7
Speed 6		Darkvision
TRAITS		
Icy Rend (cold)		
The winter wolf zombie deals 1d8 extra cold damage with its bite against any creature taking ongoing cold damage.		
STANDARD ACTIONS		
⊕ Bite (cold) ◆ At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 1d10 + 6 damage, and ongoing 5 cold damage (save ends).		
Str 17 (+5)	Dex 14 (+4)	Wis 10 (+2)
Con 18 (+6)	Int 1 (-3)	Cha 1 (-3)
Alignment unaligned		Languages –

ENCOUNTER 4: THE IRON GAUNTLET

ENCOUNTER LEVEL 5 (1,000 XP)

Setup

Prang, hobgoblin dreadblade (D)

Rage drake (R)

4 hobgoblin battle guards (H)

The adventurers reach the old mine that serves as the lair of the Iron Gauntlet. If Frubog and his mercenaries accompany the party, place them on the map as you see fit if and when combat erupts.

Read the following text aloud:

Icicles hang from the mouth of a wide cave carved into the mountainside, giving it the appearance of a fanged maw. Four hobgoblins with ivory horns hanging from their belts block the entrance and stand watch.

The hobgoblin battle guards in the cave entrance blow their horns as soon as they see the adventurers, alerting Prang. If the adventurers are accompanied by one or more members of Frubog's squad, the guards allow them to enter the cave. Otherwise, the guards refuse to let them in. If the characters ask to speak to Prang and make a convincing case, they are allowed inside for an audience. If they try to fight their way in, roll initiative.

When the adventurers enter the cave, read the following:

A short, icy passage opens into an icy cave with a 30-foot-high ceiling festooned with icicles and illuminated by torches and a campfire. Rough-hewn steps at the back of the cave ascend into darkness. Emerging from a crude hut near the campfire is a broad-shouldered hobgoblin, and standing nearby is a monstrous rage drake.

The entry cave acts as a buffer between the outside world and a deeper part of the mine (accessed via the stairs) where most of the Iron Gauntlet hobgoblins live. Prang knows that his forces are thinning and that a mysterious threat from the spirit world is looming, but his treaty with the Rime Mistress emboldens him to stand proud and strong before the party. Still, he does not want to tempt fate by fighting the characters unless he has to.

If one of the adventurers is openly wearing the +2 *amulet of protection* that belonged to Frubog, Prang notices it and realizes that the party attacked his troops. Unless appeased with the diamonds or the promise of a powerful new alliance, Prang attacks.

If the adventurers have given Yohannus or the diamonds to the hobgoblins, Prang listens to their wishes

and demands. If instead they use the halfling or the gems as leverage, Prang negotiates to give the adventurers what they want (as detailed on the character sheets). Prang needs the diamonds to pay his troops and gladly relinquishes Kalarel's research notes in trade. He is willing to relinquish the spirit-orb only to someone he considers an ally in the battle against Kalarel's spirit army. Lorel, Zorag, and Arykor must convince him that they are worthy allies.

Let the roleplaying continue for as long as the players have fun with it. Portray Prang as a pompous, egotistical leader who has what the characters want and makes sure that they know it, too.

If Volondra or another character attacks Prang, all deals are off. Prang and his rage drake fight until slain. If Frubog and his squad are present, they join in the battle against the adventurers.

Tactics

Prang: Prang relies on his *combat superiority* trait to set up his *dread blade* attack.

Rage Drake: The rage drake uses *raking charge* and then *bite*.

Hobgoblin Battle Guards: The battle guards enable Prang's *combat superiority* trait while protecting their leader and each other with *share shield*.

Frubog's Squad: If the adventurers have gained their trust and respect, Frubog and his squad convince Prang that the adventurers are worth more alive than dead. Consequently, adventurers reduced to 0 hit points are knocked unconscious rather than killed.

Yohannus: The halfling tries to hide in the hut. If his diamonds were taken and he has a chance to retrieve them, Yohannus risks coming out of hiding.

KALAREL'S TREASURE

The Iron Gauntlet mercenaries stole treasure from Kalarel when they abandoned him at the Keep on the Shadowfell. Some of the adventurers seek specific items of this treasure, as detailed on the character sheets.

Croog wants the spirit-orb that Kalarel created to keep his soul in the mortal world upon his death. The orb can be used to trap the evil priest's spirit.

Shadowbane wants to read Kalarel's notes about his necromantic rituals. By spending a few minutes reviewing the notes, Shadowbane can learn how to capture a spirit in the orb.

Lorel's knowledge of the spirit world gives her the ability to be the final conduit who can trap the priest in the spirit-orb.

The characters can obtain the orb and Kalarel's notes by negotiating with or defeating Prang.

Development

Once the adventurers obtain Kalarel's spirit-orb and research notes, continue with Encounter 5. If combat erupts and the adventurers are defeated, they are tied up, placed under guard, and awakened by the arrival of the Rime Mistress; continue with Encounter 5.

Hobgoblin Dreadblade (D)	Level 5 Brute
Medium natural humanoid	XP 200
HP 76; Bloodied 38	Initiative +6
AC 17, Fortitude 18, Reflex 15, Will 16	Perception +4
Speed 6	Low-light vision
TRAITS	
Combat Superiority	
The dreadblade gains combat advantage against any creature adjacent to it and one or more of the dreadblade's allies.	
STANDARD ACTIONS	
⊕ Greatsword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d10 + 5 damage.	
↓ Dread Blade (weapon) ♦ At-Will	
Attack: Melee 1 (one creature granting combat advantage to the dreadblade); +10 vs. AC	
Hit: 2d10 + 8 damage.	
Miss: Half damage.	
TRIGGERED ACTIONS	
Blood for Blood ♦ At-Will	
Trigger: An enemy hits the dreadblade with an attack.	
Attack (Immediate Reaction): The dreadblade deals 3 damage to all enemies adjacent to him.	
Str 20 (+7)	Dex 15 (+4)
Con 16 (+5)	Int 11 (+2)
Wis 14 (+4)	Cha 16 (+5)
Alignment evil	Languages Common, Goblin
Equipment chainmail, greatsword	

Rage Drake (R)	Level 5 Brute
Large natural beast (mount, reptile)	XP 200
HP 77; Bloodied 38	Initiative +3
AC 17, Fortitude 18, Reflex 15, Will 16	Perception +4
Speed 8	
TRAITS	
Raging Mount (mount)	
While the drake is bloodied, its rider gains a +2 bonus to attack rolls and damage rolls with melee attacks.	
STANDARD ACTIONS	
⊕ Bite ♦ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC, or +12 vs. AC while the drake is bloodied	
Hit: 2d10 + 5 damage, or 2d10 + 7 while the drake is bloodied.	
↓ Raking Charge ♦ At-Will	
Effect: The drake charges and makes the following attack twice against the target of its charge in place of a melee basic attack.	
Attack: Melee 1 (one creature); +10 vs. AC, or +12 vs. AC while the drake is bloodied	
Hit: 1d6 + 4 damage, or 1d6 + 6 while the drake is bloodied.	
Str 19 (+6)	Dex 13 (+3)
Con 17 (+5)	Int 3 (-2)
Wis 14 (+4)	Cha 12 (+3)
Alignment unaligned	Languages -

4 Hobgoblin Battle Guards (H)	Level 3 Soldier
Medium natural humanoid	XP 150 each
HP 49; Bloodied 24	Initiative +5
AC 19, Fortitude 17, Reflex 15, Will 15	Perception +8
Speed 6	Low-light vision
STANDARD ACTIONS	
⊕ Flail (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d10 + 5 damage, and the hobgoblin marks the target until the start of the hobgoblin's next turn.	
MOVE ACTIONS	
Phalanx Movement ♦ At-Will	
Effect: Close burst 1 (allies in the burst). The hobgoblin and each target can shift 1 square as a free action. The target must shift to a square adjacent to the hobgoblin.	
TRIGGERED ACTIONS	
Share Shield ♦ At-Will	
Trigger: An adjacent ally is hit by an attack against AC or Reflex.	
Effect (Immediate Interrupt): The ally gains a +2 bonus to AC and Reflex against the triggering attack.	
Str 19 (+5)	Dex 14 (+3)
Con 17 (+4)	Int 10 (+1)
Wis 15 (+3)	Cha 10 (+1)
Alignment evil	Languages Common, Goblin
Equipment chainmail, heavy shield, flail	

ENCOUNTER 4: THE IRON GAUNTLET

Features of the Area

Illumination: Bright light.

Campfire: A creature that starts its turn in this square takes 1d6 fire damage.

Hut: The hut is blocking terrain and contains Prang's personal belongings, but nothing of value.

Icy Floor: The icy sections of floor are difficult terrain. A creature on the ice can be moved 1 extra square when affected by forced movement.



ENCOUNTER 5: THE RIME MISTRESS

ROLEPLAYING ENCOUNTER OR
TACTICAL ENCOUNTER LEVEL 2 (700 XP)

Setup

The Rime Mistress, frost witch (F)
2 perytons (P)

The adventurers do not have time to take a short rest before this encounter begins. However, if they play their cards right, that shouldn't be a problem.

As the adventurers conclude their dealings with Prang or awaken after being defeated in the last encounter, the Rime Mistress arrives. She is not spoiling for a fight with the adventurers and attacks them only if provoked.

If Prang, Frubog, or any other members of the Iron Gauntlet survived Encounter 4, situate them about the cave as you see fit.

Begin the encounter by reading the following:

The sound of flapping wings heralds the arrival of two creatures that fly into the cave and settle on the icy floor. Each one blends the body and wings of a bird of prey with the head of a stag. Astride one of the beasts is a lithe, blue-skinned woman with a thick mane of frosty white hair, peasant's robes, and a staff with a softly glowing shard of ice at its tip. She casts her cold gaze about the cave, then dismounts.

The Rime Mistress considers her alliance with the Iron Gauntlet a convenience, and she doesn't shed a tear if Prang met his end at the adventurers' hands. The frost witch is more concerned about who has Kalarel's spirit-orb.

If the adventurers defeated Prang in Encounter 4, read the following:

"Evil spirits are drawing near," she says without a hint of emotion. "Do you have Kalarel's orb?"

If the adventurers allied with the Iron Gauntlet or are their prisoners, read the following instead:

The woman turns to her hobgoblin allies. "The evil spirits are drawing near. We must honor our truce and await their arrival."

If the adventurers forged an alliance with the Iron Gauntlet, the Rime Mistress is content to consider the adventurers her allies as well—at least until Kalarel is no longer a threat. If the adventurers defeated Prang in combat, the Rime Mistress explains that Kalarel's spirit and the evil spirits under his command have

2 Perytons (P)		Level 4 Skirmisher
Medium natural beast		XP 175 each
HP 54; Bloodied 27		Initiative +6
AC 18, Fortitude 17, Reflex 16, Will 15		Perception +9
Speed 2, fly 8		
TRAITS		
Peryton's Prey		
At the start of each of its turns, the peryton chooses one creature it can see. That creature is the peryton's prey until the start of the peryton's next turn.		
Unhindered		
When the peryton moves on its turn, it pulls with it any creature grabbed by it. The peryton can pull the creature vertically off a solid surface. During this movement, the creature remains grabbed, and this movement does not provoke an opportunity attack from the grabbed creature.		
STANDARD ACTIONS		
⬇ Antler Bash ⬆ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2d6 + 3 damage, or 2d6 + 8 against the creature designated as the peryton's prey. In addition, the target falls prone.		
⬇ Flyby Attack ⬆ At-Will		
Effect: The peryton flies up to its fly speed and uses <i>antler bash</i> once at any point during the movement. The peryton does not provoke opportunity attacks when moving away from the target of the attack.		
⬇ Claw Snatch ⬆ Recharge when first bloodied		
Effect: Before and after the attack, the peryton can fly up to half its fly speed.		
Attack: Melee 1 (one Medium or smaller creature designated as the peryton's prey); +7 vs. Reflex		
Hit: 2d8 + 6 damage, and the target is grabbed (escape DC 14) until the end of the peryton's next turn.		
⬇ Feast (healing) ⬆ Encounter		
Effect: Melee 1 (one dying humanoid). The target dies, and the peryton regains 15 hit points.		
Str 18 (+6)	Dex 15 (+4)	Wis 14 (+4)
Con 14 (+4)	Int 10 (+2)	Cha 8 (+1)
Alignment chaotic evil		Languages —

come for the spirit-orb, and she commands the adventurers to make a choice: Join her or oppose her.

How the rest of this encounter unfolds depends on how the adventurers respond to the Rime Mistress.

Option 1: Alliance!

If the adventurers join forces with the Rime Mistress against Kalarel, they have time to take a short rest before the evil spirits arrive and attack everyone in the cave. Proceed with Encounter 6.

While the adventurers await Kalarel's arrival, the Rime Mistress shares her plan with them:

"You will remain here and use the spirit-orb to lure Kalarel into the cave. My forces will keep the bulk of his spirit army occupied outside. Once you've trapped Kalarel's spirit in the orb, his army should disperse."

If Prang still has Kalarel's spirit-orb in his possession, he gives it to the adventurers (since they seem better equipped to use it).

Frost Witch (F)		Level 8 Controller
Medium natural humanoid, human		XP 350
HP 87; Bloodied 43	Initiative +6	
AC 22, Fortitude 20, Reflex 21, Will 21	Perception +12	
Speed 6 (ice walk)		
Resist 10 cold; Vulnerable 5 fire		
TRAITS		
☀ Frost Aura ◆ Aura 1		
Enemies gain vulnerable 5 cold while in the aura.		
STANDARD ACTIONS		
⚔ Frost Staff (cold, weapon) ◆ At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 3d6 + 3 cold damage, and the witch slides the target up to 2 squares.		
☹ Snow Blindness (cold, implement, radiant) ◆ At-Will		
Attack: Ranged 5 (one creature); +11 vs. Fortitude		
Hit: 3d6 + 6 cold and radiant damage, and the target can't see any creature that is more than 3 squares away from it (save ends).		
⚡ Icy Blast (cold, implement, zone) ◆ Encounter		
Attack: Close blast 5 (creatures in the blast); +11 vs. Fortitude		
Hit: 3d8 + 5 cold damage.		
Miss: Half damage.		
Effect: The blast creates a zone that lasts until the end of the witch's next turn. The ground of the zone is difficult terrain for creatures without ice walk.		
Sustain Minor: The zone persists until the end of the witch's next turn.		
Skills Arcana +12, Bluff +10, Diplomacy +10, Nature +12		
Str 14 (+6)	Dex 15 (+6)	Wis 16 (+7)
Con 15 (+6)	Int 17 (+7)	Cha 12 (+5)
Alignment evil		Languages Common, Elven, Primordial
Equipment staff		

The Rime Mistress, her peryton allies, and any surviving members of the Iron Gauntlet exit the cave and await the arrival of Kalarel's spirit army, hoping to keep the bulk of the evil spirits occupied while the adventurers remain in the cave to confront Kalarel.

The Rime Mistress is not interested in hearing other plans; she's resolved to this course of action and expects the adventurers to comply. If they refuse, she attacks them (see Option 2 below). If Prang lives, he sides with the Rime Mistress. If Prang is dead and Frubog is present, Frubog takes charge and sides with the adventurers against the Rime Mistress.

Option 2: Attack!

If the adventurers attack the Rime Mistress, she and her perytons respond in kind, bolstered by members of the Iron Gauntlet who survived the previous encounter.

If the adventurers attack the Rime Mistress or her allies, read the following:

The Rime Mistress brandishes her staff. "You have made a fatal mistake. Now feel the cold touch of death."

At the end of the battle, Kalarel's forces arrive and attack everyone in the chamber; proceed with Encounter 6. The adventurers have no time to take a short rest in between this encounter and the next one.

Tactics

Rime Mistress: The Rime Mistress tries to keep her distance, using *snow blindness* against single targets and *icy blast* against multiple foes (she avoids catching allies in the blast). If forced into melee combat, she uses the icy floor to push enemies extra squares.

Perytons: These creatures use their flight and mobility to stay out of reach of dangerous opponents.

The Iron Gauntlet: Prang and his cronies use the same tactics exercised in previous encounters.

Yohannus: The halfling tries to hide in the hut. If his diamonds were taken and he has a chance to retrieve them, Yohannus risks coming out of hiding.

Features of the Area

Illumination: Bright light.

Campfire: A creature that starts its turn in this square takes 1d6 fire damage.

Hut: The hut is blocking terrain and contains nothing of value.

Icy Floor: The icy sections of floor are difficult terrain. A creature on the ice can be moved 1 extra square when affected by forced movement.

Development

The adventurers have time to take a short rest before the final harrowing encounter with Kalarel. They also have time to figure out how to use the orb to bind Kalarel's spirit (see Encounter 6 for details).



ENCOUNTER 6: KALAREL

ENCOUNTER LEVEL 5 (1,154 XP)

Setup

Kalarel's spirit, mad wraith (K)

8 wraith figments (W)

3 ghouls (see Tactics)

The adventurers have time to take a short rest before this encounter begins. Have the players position their characters within the cave before placing any monsters on the map.

How the encounter proceeds depends on whether or not the adventurers allied with the Rime Mistress.

Option 1: Allies Aplenty

If the adventurers forged an alliance with the Rime Mistress and her allies, they can rely on the frost witch to keep the bulk of Kalarel's forces from reaching the cave.

Read the following to begin the encounter:

As the Rime Mistress and her allies collide with the dark army of spirits drawn to the cave, the wind carries the echoes of beastly snarls and dying screams. Suddenly, the cave is invaded by wraiths passing through the icy walls. One of them seems more powerful than the others. Maddening whispers gather around it, and beneath the folds of its shadowy cloak you see a haunting, terrible visage.

"Traitors and thieves!" it hisses.

Characters near the cave entrance can see the forces of the Rime Mistress defending the mountainside against Kalarel's army of wraiths, which is bolstered by a smattering of ghouls and skeletons. Mercenaries of the Iron Gauntlet form a line outside the cave, defending against the evil spirits that slip past the frost witch's forces. The Rime Mistress flies above the battlefield astride a peryton.

Place Kalarel's mad wraith and the wraith figments on the map as shown. The ghouls join the fight as the encounter progresses (see Tactics below).

Option 2: No Allies To Speak Of

If the adventurers fought and defeated both Prang and the Rime Mistress, they have no allies to hold off Kalarel's spirit army. The only thing protecting them is Kalarel's arrogance, which, even in death, could prove his undoing.

Read the following to begin the encounter:

The wind outside carries the whispers of evil approaching. An army of dark spirits bolstered by a smattering of ghouls and skeletons surrounds the cave, trapping you inside. There is nothing to hold back the tide. Suddenly, the cave is invaded by wraiths passing through the icy walls. One of them seems more powerful than the others. Maddening whispers gather around it, and beneath the folds of its shadowy cloak you see a haunting, terrible visage.

"Traitors and thieves!" it hisses.

Kalarel's spirit enters the cave, confident that he can wrest the orb from the meddlesome adventurers. At his command, the bulk of his army waits outside.

Place Kalarel's mad wraith and the wraith figments on the map as shown. The ghouls join the fight as the encounter progresses (see Tactics below).

Recognizing Kalarel

Volondra recognizes the mad wraith as Kalarel. She might try to reason with her former master, but the spirit does not listen. If she succeeds at a DC 15 Diplomacy check, the mad wraith does not attack her unless she takes possession of the spirit-orb or attacks Kalarel first.

Features of the Area

Illumination: Bright light.

Campfire: A creature that starts its turn in this square takes 1d6 fire damage.

Hut: The hut is blocking terrain and contains nothing of value.

Icy Floor: The icy sections of floor are difficult terrain. A creature on the ice can be moved 1 extra square when affected by forced movement.



TRAPPING KALAREL'S SPIRIT

If the characters have the spirit-orb and Kalarel's notes, they can work together to trap the priest's spirit in the orb. First, the character holding the spirit-orb must make a DC 21 Religion check to activate it (standard action). Next, a character who has reviewed Kalarel's notes can make a DC 21 Arcana check to utter the proper incantation (standard action). Finally, a character must succeed at a DC 21 Arcana or Religion check to bind the evil priest's soul into the orb (standard action).

If all three checks succeed, the orb captures Kalarel's spirit, and the mad wraith disappears from the battlefield.

Mad Wraith (K)		Level 6 Controller	
Medium shadow humanoid (undead)		XP 250	
HP 73; Bloodied 36		Initiative +8	
AC 20, Fortitude 16, Reflex 19, Will 18		Perception -1	
Speed 0, fly 6 (hover); phasing		Darkvision	
Immune disease, poison; Resist 10 necrotic			
TRAITS			
☀ Mad Whispers (psychic) ♦ Aura 3			
Any enemy that ends its turn in the aura takes 5 psychic damage, and the wraith slides it up to 2 squares.			
Insubstantial			
The wraith takes half damage from all attacks, except those that deal force damage. Whenever the wraith takes radiant damage, it loses this trait until the start of its next turn.			
Spawn Wraith			
When the wraith kills a humanoid, that humanoid becomes a wraith figment at the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square, and it rolls a new initiative check. The new wraith acts under the Dungeon Master's control.			
STANDARD ACTIONS			
⬇ Touch of Madness (psychic) ♦ At-Will			
Attack: Melee 1 (one creature); +9 vs. Will			
Hit: 2d6 + 7 psychic damage, and the target takes a -2 penalty to all defenses (save ends).			
⬇ Touch of Chaos (charm, psychic) ♦ Recharge ☼ ☼			
Attack: Melee 1 (one creature); +9 vs. Will			
Hit: 2d6 + 7 psychic damage, and the wraith slides the target up to 5 squares. The target must then use a free action to make a basic attack against its nearest ally.			
Miss: Half damage, and the wraith slides the target up to 2 squares.			
Skills Stealth +13			
Str 6 (+1)	Dex 20 (+8)	Wis 3 (-1)	
Con 17 (+6)	Int 11 (+3)	Cha 19 (+7)	
Alignment chaotic evil		Languages Common	

8 Wraith Figments (W)		Level 6 Minion Skirmisher	
Medium shadow humanoid (undead)		XP 63 each	
HP 1; a missed attack never damages a minion.		Initiative +7	
AC 18, Fortitude 16, Reflex 20, Will 17		Perception +2	
Immune disease, poison; Resist 10 necrotic		Darkvision	
Speed fly 6 (hover); phasing			
STANDARD ACTIONS			
⬇ Shadow Caress (necrotic) ♦ At-Will			
Attack: Melee 1 (one creature); +9 vs. Reflex			
Hit: 7 necrotic damage, and the target is slowed until the end of the wraith's next turn.			
MOVE ACTIONS			
☾ Shadow Glide ♦ Encounter			
Effect: The wraith figment shifts up to 6 squares.			
Skills Stealth +10			
Str 3 (-2)	Dex 17 (+5)	Wis 10 (+2)	
Con 13 (+3)	Int 4 (-1)	Cha 15 (+4)	
Alignment chaotic evil		Languages –	

3 Ghouls		Level 5 Soldier	
Medium natural humanoid (undead)		XP 200 each	
HP 63; Bloodied 31		Initiative +8	
AC 21, Fortitude 17, Reflex 19, Will 16		Perception +2	
Speed 8, climb 4		Darkvision	
Immune disease, poison; Resist 10 necrotic			
TRAITS			
Weakened Paralysis			
Whenever the ghoul takes radiant damage, one creature immobilized or stunned by the ghoul can make a saving throw against one of those effects.			
STANDARD ACTIONS			
⬇ Claws ♦ At-Will			
Attack: Melee 1 (one creature); +10 vs. AC			
Hit: 2d6 + 6 damage, and the target is immobilized (save ends).			
⬇ Ghoulish Bite ♦ At-Will			
Attack: Melee 1 (one immobilized, restrained, stunned, or unconscious creature); +10 vs. AC			
Hit: 4d6 + 6 damage, and the target is stunned (save ends).			
Skills Stealth +11			
Str 14 (+4)	Dex 19 (+6)	Wis 11 (+2)	
Con 15 (+4)	Int 10 (+2)	Cha 12 (+3)	
Alignment chaotic evil		Languages Common	

Tactics

Kalarel: The mad wraith uses its aura to move creatures around, particularly on the ice. It does not negotiate with the adventurers and fights until they're all turned into wraith figments. When the mad wraith is defeated, it dissipates and reforms in the cave entrance at the start end of its next turn. The only way to defeat Kalarel is to bind his spirit in the orb (see sidebar).

Wraith Figments: The figments spread out and attack as many different characters as possible, using *shadow glide* to negate opportunity attacks as they maneuver into position.

Ghouls: The ghouls appear one at a time on rounds 2, 4, and 6, respectively. On the ghouls' initiative count, place the new arrival at the mouth of the

cave at the start of its turn. Ghouls are undisciplined and simply attack the nearest enemy.

Yohannus: The halfling tries to hide in the hut. If his diamonds were taken and he has a chance to retrieve them, Yohannus risks coming out of hiding.

Development

Once Kalarel's spirit is trapped in the orb, read the following:

The wraith shrieks as it's drawn into the orb. The orb's silvery luster fades as it turns a dull shade of gray.

Any remaining wraith figments and ghouls fight until destroyed. Ghouls that have not yet entered play do not appear once Kalarel's spirit is bound. Continue with the Conclusion on the next page.

CONCLUSION

Once Kalarel's spirit is trapped inside the orb and the cave is cleared of threats, the adventurers can confront the rest of Kalarel's army. These lingering undead creatures are more cowardly than the ones who joined Kalarel in battle. They are so horrified by the sight of the orb that they dissipate or collapse into lifeless heaps. In short order, the evil army is laid to rest. Any adventurers who died and arose as trapped spirits (see Preparing the Adventure, page 2) are also released and vanish.

The Rime Mistress

If the adventurers forged an alliance with the Rime Mistress, read the following:

The Rime Mistress lands her mount. The stag-headed monster eyes you suspiciously as its rider surveys the carnage. "You've done well. As long as Kalarel's spirit remains trapped in the orb, we are safe. Guard it well. This alliance ends here. May you find your way home."

With that, the Rime Mistress alights. The remaining beasts under her command scatter, leaving the corpses of those that died cast upon the mountainside.

The Iron Gauntlet

If Prang is alive at the end of the adventure, read the following:

Prang salutes your courage and gathers his remaining forces. "Unlike some, the Company of the Iron Gauntlet values its alliances. There are many common threats. Perhaps we will fight side-by-side again soon."

If Prang is dead but Frubog survives the adventure, Frubog takes charge of the Iron Gauntlet. Use the text above but replace Prang's name with Frubog's.

If Zorag and/or Arykor made a deal with Prang or his replacement, the Company of the Iron Gauntlet gathers its strength and shows up outside Winterhaven several weeks later, eager to offer its mercenary services to the Bloody Order of Harkenwold.

Yohannus

If Yohannus is still with the party and has most or all of his diamonds, read the following:

Yohannus shivers in the cold. "Perhaps now's a good time to return to the warm hearths of Winterhaven! I'll gladly pay your food and lodging for as long as you choose to stay in town. It's the least I can do."

If the heroes deprived Yohannus of his diamonds but he's still around, read the following instead:

Yohannus shivers in the cold. "Can we head back to Winterhaven now, please?"

VOLONDRA (ASSASSIN)

Your master Kalarel had devised a beautiful plan to simultaneously open several portals to the Shadowfell at various locations in the Nentir Vale. From the negative energy that flowed through the portals, Kalarel and his followers in the death cult would gain an enormous amount of power. Alas, a group of adventurers learned of Kalarel's presence at the Keep on the Shadowfell, where he worked to unseal the most important portal to the other plane. They slew your master just before he completed the task.

One of the major reasons that Kalarel failed was the treachery of a hobgoblin mercenary group called the Company of the Iron Gauntlet. Your master had hired them to fortify Shadowfell Keep while he performed the research and rituals needed to open the portal. The Iron Gauntlet mercenaries not only failed to stop the adventurers, but when it became obvious that their opponents were too strong, the traitorous hobgoblins stole some of Kalarel's treasure and fled.

Several of Kalarel's lieutenants, including you, decided that those responsible for his demise must suffer retribution. Some lieutenants seek the offending adventurers; others plan to make the residents of Winterhaven pay for their role in Kalarel's defeat. You have been tasked to hunt down and slay Prang, the leader of the Iron Gauntlet. You have learned that the faithless coward led the remaining members of his mercenary company to the Cairngorm Peaks.

You tracked the hobgoblins to an abandoned mine, but before you could reach it, a violent winter storm forced you to take shelter in a cave in the mountains. Other travelers, journeying between Winterhaven and the Cairngorm Peaks, also sought refuge in the cave. The storm is now abating, and you are preparing to continue your search for the Iron Gauntlet. You have not revealed the truth about your mission, even though some of the other travelers have shared a bit about themselves.

Roleplaying Notes: You are quiet and contemplative, but when you do speak, you don't mince words. Others might go as far as to call you "brooding," though not to your face.

Currently in the cave with you are the following people:

Yohannus (Male Halfling): This halfling introduced himself as a merchant. He wears fine clothes, but they are bloody and torn. He says that he was leading a caravan south from the Cairngorm Peaks toward Winterhaven when the sudden storm caused an avalanche that destroyed his wagons and guards. He managed to crawl out of the rubble and take refuge here from the storm. He wants to reach Winterhaven, where he plans to hire more help to head back north and recover his possessions.



ADAM GILLESPIE

Zorag (Male Dwarf): He carries himself with the air of someone who is used to being in charge. He proudly announced that he is a member of the Bloody Order of Harkenwold, a famous mercenary company. Zorag says that he is heading into the Cairngorm Peaks on a recruiting mission. His weaponry and armor indicate that he is some sort of fighter.

Shadowbane (Male Shade): Shadowbane is distant, aloof, and a little sarcastic. He claims that he came to the Cairngorm Peaks because the region has a vast store of magical knowledge. His equipment suggests that he wields magic.

Croog (Male Human): Croog is polite and talkative. He says that he has come to the Cairngorm Peaks to find an evil magic item that prevents spirits from moving on to their final resting places. He proudly displays a holy symbol of the Raven Queen, the god of death.

Lorel (Female Revenant): Lorel seems a bit . . . off. She is definitely an arcanist, and she often talks to things that are not present. She claims that a source of great power has come to the Cairngorm Peaks, and she wants to harness its might.

Arykor (Male Vryloka): This man appears to be subordinate to Zorag. He rarely speaks, and on most questions, he defers to Zorag.



ABILITIES AND SKILLS

10 Strength MISC. +0 CHECK +2

Strength measures your physical power.

Athletics Trained MISC. +7 CHECK

14 Constitution MISC. +2 CHECK +4

Constitution represents health, stamina, and vital force.

Endurance Trained MISC. +4 CHECK

19 Dexterity MISC. +4 CHECK +6

Dexterity measures coordination, agility, and balance.

Acrobatics Trained MISC. +11 CHECK

Stealth Trained MISC. +13 CHECK

Thievery Trained MISC. +11 CHECK

10 Intelligence MISC. +0 CHECK +2

Intelligence describes how well you learn and reason.

Arcana Trained MISC. +2 CHECK

History Trained MISC. +2 CHECK

Religion Trained MISC. +2 CHECK

11 Wisdom MISC. +0 CHECK +2

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering Trained MISC. +2 CHECK

Heal Trained MISC. +2 CHECK

Insight* Trained MISC. +2 CHECK

Nature Trained MISC. +2 CHECK

Perception* Trained MISC. +7 CHECK

17 Charisma MISC. +3 CHECK +5

Charisma measures force of personality and leadership.

Bluff Trained MISC. +5 CHECK

Diplomacy Trained MISC. +5 CHECK

Intimidate Trained MISC. +7 CHECK

Streetwise Trained MISC. +5 CHECK

CHARACTER NOTES

*Passive Insight 12
*Passive Perception 17

WEALTH

COMBAT STATISTICS

+6 Initiative **6** Speed

Roll initiative to determine the turn order in combat.

Your speed is the number of squares you can move with a move action.

DEFENSES

20 Armor Class (AC)

AC measures how hard it is to physically land an attack on you.

16 Fortitude

Fortitude measures your toughness and resilience.

17 Reflex

Reflex measures your ability to deflect or dodge attacks.

17 Will

Will measures your strength of will, self-discipline, and devotion.

Attack Bonus WEAPON / POWER DAMAGE

Attack Bonus WEAPON / POWER DAMAGE

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

41 Hit Points Bloodied **20**

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value **10**

Surges Per Day **9**

Second Wind Action Point

CURRENT HIT POINTS

Temporary Hit Points Surges Used

EQUIPMENT AND MAGIC ITEMS

+1 dagger, +1 garrote,
+1 ki focus, +1 leather armor,
light shield, +1 amulet of
protection, 2 doses of carrion
crawler brain juice, 1 dose of
bloodroot poison, poisoner's kit,
thieves' tools.

ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

- ◆ A standard action, which is usually an attack
- ◆ A move action, which involves movement
- ◆ A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

Class: Assassin (Executioner) Level: 4

Race: Drow Gender: Female

Alignment: Evil

Languages: Common, Elven

Darkvision

FEATS AND OTHER ABILITIES

Quick Swap: Once during each of your turns, you can draw or stow a weapon as a free action instead of a minor action.

Poison Use: You learn the recipes for two 1st-level assassin poisons of your choice. During an extended rest, you can prepare one vial of a 1st-level assassin poison. You must know the poison's recipe and have a poisoner's kit. The vial contains a single use of the poison, which expires if it isn't used before the start of your next extended rest. An item can benefit from the effects of only one assassin poison at a time. Only you can use your assassin poisons, and you are immune to the effects of those you create.

Death Attack: When you hit an enemy with a melee or a ranged attack that deals damage, you can choose to reduce the enemy to 0 hit points automatically if it has 10 hit points or fewer after the damage is dealt.

Trance: Rather than sleep, drow enter a meditative state known as trance. You need to spend four hours in this state to gain the same benefits other races gain from taking a six-hour extended rest. While in a trance, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Master at Arms: Bonuses to hit already included. Also you can use a minor action to sheathe a weapon and then draw a weapon.

Born of Shadow: Your origin changes to shadow, and you gain a +1 bonus to saving throws while you are in dim light or darkness.

Spectral Step: When you spend an action point to take an extra action, you also become insubstantial until the end of your current turn.

Shield Proficiency (Light): You have proficiency with a light shield.

Attack Finesse: You can use Dexterity instead of Strength for your melee basic attacks. In addition, once per turn you can deal 1d8 extra damage with a weapon attack using a one-handed weapon, a garrote, a blowgun, or a shortbow.

Nimble Drop: When you take falling damage, you can take a free action to reduce the damage by 6 + your level. If this reduces the damage to 0, you don't fall prone.

EXPERIENCE POINTS (XP)

XP for next level: _____

VOLONDRA'S POWERS

Garrote/Dagger Melee Basic Attack

At-Will ♦ **Weapon**
Standard Action Melee weapon
Target: One creature
Attack: 1d20 + 10 vs. AC
Hit: 1d4 + 5 damage.

Garrote Strangle Assassin Attack

You wait for the perfect moment when your foe is within reach, then strangle it with your garrote.

At-Will ♦ **Martial, Weapon**
Standard Action Melee weapon
Requirement: You must use this power with a garrote.
Effect: You shift up to 2 squares before the attack.
Target: One creature you are hidden from
Attack: 1d20 + 11 vs. Reflex
Hit: 2d4 + 5 damage, and the target is grabbed until the end of your next turn. While the grab persists, the target takes a -2 penalty to attack rolls against you and cannot speak, and you cannot make other attacks.
Sustain Standard: The grab persists, and the target takes 2d4 + 5 damage.

Poisoned Dagger Assassin Attack

Your piercing blade delivers poisons quickly and cleanly, making them difficult to shake off.

At-Will ♦ **Martial, Weapon**
Standard Action Melee weapon
Requirement: You must use this power with a dagger.
Target: One creature
Attack: 1d20 + 11 vs. AC
Hit: 1d4 + 5 damage. If you deliver an assassin poison with this attack, the target takes a -4 penalty to its first saving throw, if any, against the poison's effect.
Effect: If the dagger has an assassin poison on it that is normally delivered on a hit, you can deliver that poison to the target even if the attack misses.

Quick Lunge Assassin Attack

You lunge forward quickly, upending your foe with a kick and a thrust of your weapon.

At-Will ♦ **Martial, Weapon**
Standard Action Melee 1
Effect: You shift 1 square before the attack.
Target: One creature
Attack: 1d20 + 11 vs. AC
Hit: 1d4 damage, and you knock the target prone. You can then shift 1 square back to your starting position.

Silent Stalker Assassin Utility 2

You pad quietly toward your victim, unseen and unheard.

At-Will ♦ **Martial**
Move Action Personal
Requirement: You must be hidden.
Effect: You move up to your speed to a square within 2 squares of an enemy. You remain hidden until the end of this turn or until you make an attack.

Second Wind Utility

You can dig into your resolve and endurance to find an extra burst of vitality.

Encounter
Standard Action Personal
Effect: You spend a healing surge to regain hit points.

Assassin's Strike Assassin Attack

You strike with precision at the exact right moment, landing an attack that can be instantly fatal.

Encounter ♦ **Martial**
No Action Personal
Trigger: You hit a creature within 5 squares of you with an attack using a weapon.
Target: The creature you hit
Effect: The target takes 2d10 extra damage from the triggering attack. If the target is helpless, this damage is maximized.
Special: Only a short or an extended rest can allow you to regain the use of this power.

Cloud of Darkness Drow Racial Utility

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.

Greenblood Oil Assassin Poison 1

This thick, green oil has the consistency of blood and makes enemies more susceptible to grievous injuries.

Power (Consumable ♦ Poison): Minor Action. You apply the poison to your melee weapon or one piece of your ammunition. During this encounter, the next enemy you hit with a weapon attack using the poisoned item takes 10 extra poison damage, and it cannot regain hit points (save ends).

Power (Consumable ♦ Poison): Minor Action. You pour the poison into a drink or onto a plate of food. The first creature to consume the food or drink within the next hour takes a -4 penalty to saving throws and cannot regain hit points until the end of its next extended rest.

Bloodroot Poison Level 1

This crimson liquid causes fever and disorientation.

Assassin Poison

Power (Consumable ♦ Poison): Minor Action. You apply the poison to your melee weapon or one piece of your ammunition. During this encounter, the next creature you hit with a weapon attack using the poisoned item takes 5 extra poison damage, and it is dazed (save ends).

Power (Consumable ♦ Poison): Minor Action. You pour the poison into a drink or onto a plate of food. The first creature to consume the food or drink within the next hour is dazed until the end of its next extended rest.

ZORAG (PALADIN)

Your mercenary company, the Bloody Order of Harkenwold, is one of the most feared and respected group of sell-swords in the Nentir Vale. You are the second-in-command of the company and answer only to Guarn Logran, your leader. When news spread that the Company of the Iron Gauntlet, the only mercenary group more highly regarded than yours, recently suffered an embarrassing defeat, Guarn got a dumb idea. He decided that the remaining Iron Gauntlet mercenaries—all hobgoblins—might join forces with you, forming a united company that would be unmatched in power and reputation.

You have sworn to Guarn that you will find and speak to the leader of the Iron Gauntlet, a hobgoblin named Prang. Guarn sent a fighter named Arykor to assist you on your mission. However, your commander failed to consider that the hobgoblins are untrustworthy curs. It is rumored that rather than doing their job and protecting their employer at the Keep on the Shadowfell, they fled when confronted by a group of adventurers.

Your inquiries have led you to the Cairngorm Peaks, where the hobgoblin mercenaries have supposedly retreated to lick their wounds and wait for an opportunity to return to civilization. Secretly, you believe that if you strike Prang down in front of his troops, they will pledge their swords to you as their new leader. That turn of events might help you claim your rightful place as the head of the Bloody Order,



which would free you from Guarn's misguided leadership. You have not shared your plan with Arykor.

As you neared the abandoned mine where the Iron Gauntlet is regrouping, a violent winter storm forced you to take shelter in a cave in the mountains. Other travelers, journeying between Winterhaven and the Cairngorm Peaks, also sought refuge in the cave. The storm is now abating, and you are preparing to continue your mission. You have kept hidden your holy symbol of Bane, since some people do not understand your deity's dedication to military order and discipline. You have revealed only that you belong to the Bloody Order of Harkenwold and have come to the Cairngorm Peaks to recruit new members.

Roleplaying Notes: You speak with the voice of authority without coming across as arrogant, and you treat the Bloody Order of Harkenwold as your family. You fear nothing and no one.

The Others

Currently in the cave with you are the following people:

Yohannus (Male Halfling): This halfling introduced himself as a merchant. He wears fine clothes, but they are bloody and torn. He says that he was leading a caravan south from the Cairngorm Peaks toward Winterhaven when the sudden storm caused an avalanche that destroyed his wagons and guards. He managed to crawl out of the rubble and take refuge here from the storm. He wants to reach Winterhaven, where he plans to hire more help to head back north and recover his possessions.

Volondra (Female Drow): She has been mostly silent during your time together in the cave. While other travelers shared their stories, Volondra sat and stared into the fire. She wears well-used armor and carries weapons, but it is not easy to determine her experience or area of expertise.

Shadowbane (Male Shade): Shadowbane is distant, aloof, and a little sarcastic. He claims that he came to the Cairngorm Peaks because the region has a vast store of magical knowledge. His equipment suggests that he wields magic.

Croog (Male Human): Croog is polite and talkative. He says that he has come to the Cairngorm Peaks to find an evil magic item that prevents spirits from moving on to their final resting places. He proudly displays a holy symbol of the Raven Queen, the god of death.

Lorel (Female Revenant): Lorel seems a bit . . . off. She is definitely an arcanist, and she often talks to things that are not present. She claims that a source of great power has come to the Cairngorm Peaks, and she wants to harness its might.

Arykor (Male Vryloka): This man, a fellow member of the Bloody Order, is your subordinate. He rarely speaks, and on most questions, he defers to you.



ABILITIES AND SKILLS

19 Strength MISC. CHECK **+4** **+6**

Strength measures your physical power.

Athletics Trained MISC. CHECK **+7**

14 Constitution MISC. CHECK **+2** **+4**

Constitution represents health, stamina, and vital force.

Endurance Trained MISC. CHECK **+7**

11 Dexterity MISC. CHECK **+0** **+2**

Dexterity measures coordination, agility, and balance.

Acrobatics Trained MISC. CHECK **-2**

Stealth Trained MISC. CHECK **-2**

Thievery Trained MISC. CHECK **-2**

11 Intelligence MISC. CHECK **+0** **+2**

Intelligence describes how well you learn and reason.

Arcana Trained MISC. CHECK **+2**

History Trained MISC. CHECK **+2**

Religion Trained MISC. CHECK **+2**

8 Wisdom MISC. CHECK **+1** **+1**

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering Trained MISC. CHECK **+3**

Heal Trained MISC. CHECK **+1**

Insight * Trained MISC. CHECK **+1**

Nature Trained MISC. CHECK **+1**

Perception * Trained MISC. CHECK **+1**

17 Charisma MISC. CHECK **+3** **+5**

Charisma measures force of personality and leadership.

Bluff Trained MISC. CHECK **+10**

Diplomacy Trained MISC. CHECK **+5**

Intimidate Trained MISC. CHECK **+10**

Streetwise Trained MISC. CHECK **+5**

COMBAT STATISTICS

+2 Initiative **5 Speed**

Roll initiative to determine the turn order in combat.

Your speed is the number of squares you can move with a move action.

DEFENSES

23 Armor Class (AC)

AC measures how hard it is to physically land an attack on you.

18 Fortitude

Fortitude measures your toughness and resilience.

14 Reflex

Reflex measures your ability to deflect or dodge attacks.

17 Will

Will measures your strength of will, self-discipline, and devotion.

Attack Bonus WEAPON / POWER DAMAGE

Attack Bonus WEAPON / POWER DAMAGE

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

52 Hit Points **Bloodied** **26**

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value **13**

Surges Per Day **12**

Second Wind **Action Point**

CURRENT HIT POINTS

Temporary Hit Points Surges Used

EQUIPMENT AND MAGIC ITEMS

+1 longsword, +1 plate armor, heavy shield, +1 amulet of protection, thieves' tools.

ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

- ◆ A standard action, which is usually an attack
- ◆ A move action, which involves movement
- ◆ A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

Class: Paladin (Blackguard) Level: 4

Race: Dwarf Gender: Male

Alignment: Unaligned

Languages: Common, Dwarven

Low-light vision

FEATS AND OTHER ABILITIES

Dark Menace: Whenever you make a weapon attack against an enemy granting combat advantage to you, that enemy takes 3 extra damage.

Spirit of Vice: Once per round while you have temporary hit points, you can take a free action to deal 3 damage to yourself before making an attack roll against a target. You then gain a +3 bonus to the damage roll against the target.

Cast-Iron Stomach: You have a +5 racial bonus to saving throws against poison.

Stand Your Ground: When an effect forces you to move through a pull, a push, or a slide—you can move 1 square less than the effect specifies. This means an effect that normally pulls, pushes, or slides a target 1 square does not force you to move unless you want to. In addition, when an attack would knock you prone, you can make a saving throw to avoid falling prone.

Heavy Blade Expertise While wielding a heavy blade, you gain a +2 bonus to all defenses against opportunity attacks.

Disciple of Stone: When you spend a healing surge, you gain 5 temporary hit points.

Dwarven Resilience: You can use *second wind* as a minor action instead of a standard action.

Toughness: Bonus already included.

CHARACTER NOTES

*Passive Insight 11
*Passive Perception 11

WEALTH

EXPERIENCE POINTS (XP)

XP for next level: _____

ZORAG'S POWERS

Longsword Melee Basic Attack

At-Will **Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: 1d20 + 10 vs. AC
Hit: 1d8 + 5 damage.

Vengeance Strike Paladin Attack 1

As your enemies press in upon you, your soul is filled with vengeance, and you use that strength to lash out.

At-Will ♦ **Divine, Shadow, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: 1d20 + 10 vs. AC
Hit: 1d8 + 5 damage. You gain a power bonus to the damage roll equal to twice the number of enemies adjacent to you (maximum of +8).

Dominator's Strike Paladin Attack 1

You are toughened as you prove your superiority.

At-Will ♦ **Divine, Shadow, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: 1d20 + 10 vs. AC
Hit: 1d8 + 5 damage. You also gain 3 temporary hit points.

Dread Smite Paladin Attack

The dark coldness at the heart of your vice makes your strike all the more crippling.

Encounter ♦ **Cold, Divine, Necrotic, Shadow**
Free Action **Personal**
Trigger: You target an enemy with an at-will weapon attack power.
Effect: The target takes 5 cold and necrotic damage. If the triggering attack hits, the target also takes ongoing 5 cold and necrotic damage (save ends).
Special: You may use this power twice per encounter, but you can use it only once per turn.

Shroud of Shadow Paladin Utility

A misty cloud of gloom swirls about you, confounding your enemies and fortifying your resolve.

At-Will ♦ **Shadow**
Minor Action **Personal**
Effect: You gain partial concealment until the end of your next turn. You also gain 5 temporary hit points.

Vice's Reward Paladin Utility 2

Your vice buoys your heart, and you revel in the power it provides.

Encounter ♦ **Shadow**
Minor Action **Personal**
Effect: You gain 5 temporary hit points, and you can make a saving throw. In addition, you gain a +2 power bonus to all defenses until the end of your next turn.

Dwarven Resilience Dwarf Racial Utility

A combination of physical toughness and mental tenacity lets you ignore the pain of your wounds and fight on.

Encounter
Minor Action **Personal**
Effect: You use your second wind.

Second Wind Utility

You can dig into your resolve and endurance to find an extra burst of vitality.

Encounter
Standard Action **Personal**
Effect: You spend a healing surge to regain hit points.

Servant of Vice Paladin Utility 4

Acrid smoke disperses to reveal a creature called from the vice that dwells in your heart.

Daily ♦ **Conjuration, Shadow**
Minor Action **Close burst 2**
Effect: You conjure a Small servant in an unoccupied square in the burst. The servant lasts until the end of the encounter. The servant occupies its square and can be attacked. Its defenses equal yours, and it is destroyed if it is hit by an attack. Creatures other than you grant combat advantage while adjacent to the servant.
You can give the servant the following commands.
Move Action (Teleportation): The servant teleports up to 6 squares.
Minor Action: The servant tries to answer a question you pose to it. The DM determines a DC for the question, and you roll a d20 and add 9. For every daily magic item power sacrificed by you or an ally within 5 squares of the servant, the servant gains a +5 bonus to the check. You can take this minor action 3 times per day.

SHADOWBANE (WIZARD)

Those in the Nentir Vale who know anything about necromancy and the power of the Shadowfell know the name Kalarel. Whispers in the dark recesses of foul places say that the priest of Orcus was moments away from flooding the Nentir Vale with unimaginable necromantic power when he was slain by a group of meddling adventurers.

Although normally such a tale would end there, this one had a small silver lining for you. An associate of yours from Winterhaven, near where Kalarel met his demise in the Keep on the Shadowfell, claims that a band of hobgoblin mercenaries who worked for the priest escaped. Supposedly, the hobgoblins were able to rescue many of Kalarel's research notes, including some that spelled out the necromantic rituals he was using to gain power.

Your travels and studies have verified that these mercenaries did escape and currently reside in an abandoned mine in the Cairngorm Peaks. Although hobgoblins are not known for their honor, you believe that if you offer a fair price for the notes, which the dull-witted creatures certainly do not understand, you can acquire a vast reservoir of knowledge.

As you neared the mine, a violent winter storm forced you to take shelter in a cave in the mountains. Other travelers, journeying between Winterhaven and the Cairngorm Peaks, also sought refuge in the cave. The storm is now abating, and you are preparing to continue your mission. Some of the other travelers have revealed a bit about themselves, but you have said only that you are in the area seeking magical knowledge. You are not comfortable sharing too much information.

Roleplaying Notes: Others think of you as distant, aloof, and a little bit sarcastic, but you prefer the terms self-reliant, charismatic, and witty. Like many wizards, you crave magical lore, and you'll do almost anything short of sacrificing your own life to gain it. You can be very persuasive when you want to be, both with your words and your magic.

The Others

Currently in the cave with you are the following people:

Yohannus (Male Halfling): This halfling introduced himself as a merchant. He wears fine clothes, but they are bloody and torn. He says that he was leading a caravan south from the Cairngorm Peaks toward Winterhaven when the sudden storm caused an avalanche that destroyed his wagons and guards. He managed to crawl out of the rubble and take refuge here from the storm. He wants to reach Winterhaven, where he plans to hire more help to head back north and recover his possessions.



WES LOUIE

Volondra (Female Drow): She has been mostly silent during your time together in the cave. While other travelers shared their stories, Volondra sat and stared into the fire. She wears well-used armor and carries weapons, but it is not easy to determine her experience or area of expertise.

Zorag (Male Dwarf): He carries himself with the air of someone who is used to being in charge. He proudly announced that he is a member of the Bloody Order of Harkenwold, a famous mercenary company. Zorag says that he is heading into the Cairngorm Peaks on a recruiting mission. His weaponry and armor indicate that he is some sort of fighter.

Croog (Male Human): Croog is polite and talkative. He says that he has come to the Cairngorm Peaks to find an evil magic item that prevents spirits from moving on to their final resting places. He proudly displays a holy symbol of the Raven Queen, the god of death.

Lorel (Female Revenant): Lorel seems a bit . . . off. She is definitely an arcanist, and she often talks to things that are not present. She claims that a source of great power has come to the Cairngorm Peaks, and she wants to harness its might.

Arykor (Male Vryloka): This man appears to be subordinate to Zorag. He rarely speaks, and on most questions, he defers to Zorag.



ABILITIES AND SKILLS

10 Strength

Strength measures your physical power.

Athletics Trained

11 Constitution

Constitution represents health, stamina, and vital force.

Endurance Trained

15 Dexterity

Dexterity measures coordination, agility, and balance.

Acrobatics Trained

Stealth Trained

Thievery Trained

19 Intelligence

Intelligence describes how well you learn and reason.

Arcana Trained

History Trained

Religion Trained

10 Wisdom

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering Trained

Heal Trained

Insight * Trained

Nature Trained

Perception * Trained

16 Charisma

Charisma measures force of personality and leadership.

Bluff Trained

Diplomacy Trained

Intimidate Trained

Streetwise Trained

CHARACTER NOTES

*Passive Insight 12
*Passive Perception 12

WEALTH

COMBAT STATISTICS

+8 Initiative **6** Speed

Roll initiative to determine the turn order in combat.

Your speed is the number of squares you can move with a move action.

DEFENSES

17 Armor Class (AC)

AC measures how hard it is to physically land an attack on you.

13 Fortitude

Fortitude measures your toughness and resilience.

17 Reflex

Reflex measures your ability to deflect or dodge attacks.

18 Will

Will measures your strength of will, self-discipline, and devotion.

Attack Bonus

Attack Bonus

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

33 Hit Points **Bloodied**

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value

Surges Per Day

Second Wind Action Point

CURRENT HIT POINTS

Temporary Hit Points Surges Used

EQUIPMENT AND MAGIC ITEMS

+1 Staff, +1 cloth armor,
+1 amulet of protection.

ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

- ◆ A standard action, which is usually an attack
- ◆ A move action, which involves movement
- ◆ A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

Class: Shade Wizard (Mage, Nethermancy) Level: 4
Race: Dwarf Gender: Male
Alignment: Unaligned
Languages: Common, Dwarven
Darkvision

FEATS AND OTHER ABILITIES

Shadow Origin: The Shadowfell has left its mark on you, so you are considered a shadow creature for the purpose of effects that relate to creature origin.

Nethermancy Apprentice: Creatures hit by your arcane nethermancy attack powers treat enemies more than 2 squares away from them as having partial concealment until the end of your next turn.

Staff Expertise: When you make a ranged attack or an area attack with a staff as an implement, you don't provoke opportunity attacks for doing so. When you make a melee weapon attack with a staff, the weapon's reach for that attack increases by 1.

Improved Initiative: Bonus already included.

Durable: Bonus already included.

Use this space however you like: to record what happens on your adventures, track quests, describe your background and goals, note the names of the other characters in your party, or draw a picture of your character.

EXPERIENCE POINTS (XP)

XP for next level:

SHADOWBANE'S POWERS

Staff Melee Basic Attack

At-Will **Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: 1d20 + 6 vs. AC
Hit: 1d8 + 1 damage.

Magic Missile Wizard Attack 1

A glowing blue bolt of magical energy hurtles from your finger and unerringly strikes your target.

At-Will ♦ **Arcane, Evocation, Force, Implement**
Standard Action **Ranged 20**
Target: One creature
Effect: 7 force damage.
Special: You can use this power as a ranged basic attack.

Restless Dead Wizard Attack 1

Agitated bones break free from the ground to scabble and claw at your enemy.

At-Will ♦ **Arcane, Implement, Necromancy, Shadow, Zone**
Standard Action **Ranged 10**
Target: One nonflying creature
Attack: 1d20 + 8 vs. Reflex
Hit: 1d8 + 5 damage. The squares adjacent to the target become a zone that lasts until the end of your next turn. The ground of the zone is difficult terrain for your enemies.

Scare Wizard Attack 1

You blast an area, drawing resolve from your foes until they shrink back in abject terror.

At-Will ♦ **Arcane, Fear, Implement, Nethermancy, Psychic, Shadow**
Standard Action **Close blast 3**
Target: Each creature in the blast
Attack: 1d20 + 8 vs. Will
Hit: 1d8 + 5 modifier psychic damage, and the target cannot make opportunity attacks against you until the end of your next turn.

Disrupt Undead Wizard Utility

A simple gesture causes the darkness powering and protecting an undead creature to unravel.

At-Will ♦ **Arcane, Necromancy, Shadow**
Minor Action **Ranged 5**
Target: One undead creature
Effect: The target's necrotic resistance, if any, is reduced by 5 until the end of your turn.

Ghost Sound Wizard Utility

With a wink, you create an illusory sound that emanates from a distant location.

At-Will ♦ **Arcane, Illusion**
Standard Action **Ranged 10**
Target: One object or unoccupied square
Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

One with Shadow Shade Racial Utility

You fade into the darkness, becoming a part of the shadow that swirls around you.

At-Will ♦ **Shadow**
Standard Action **Personal**
Effect: Until the end of your next turn, you can make Stealth checks to become hidden when you have any cover or concealment. In addition, you can use cover from your allies to become hidden or to remain hidden.

Spook Wizard Utility

You gather the shadows to yourself, so that when you speak, your words drip with menace.

Encounter ♦ **Arcane, Nethermancy, Shadow**
Free Action **Personal**
Trigger: You would make an Intimidate check.
Effect: You instead make an Arcana check and use that result to determine the outcome of the Intimidate check.

Fleeting Shade Shade Utility 2

You cloak yourself with strands of shadow that allow you to fight unseen.

Encounter ♦ **Shadow**
Minor Action **Personal**
Effect: You become invisible until the end of your turn. In addition, you gain a +5 power bonus to Stealth checks until the end of your next turn.

Twilight Falls Wizard Attack 1

You weave draining shadow energy into an oppressive gloom that dims your enemies' senses.

Encounter ♦ **Arcane, Implement, Nethermancy, Psychic, Shadow, Zone**
Standard Action **Area burst 1 within 10 squares**

Target: Each enemy in the burst
Attack: 1d20 + 8 vs. Will
Hit: 1d6 + 5 psychic damage. If the target is in the origin square, the target is also dazed until the end of your next turn.
Effect: The burst creates a zone that lasts until the end of your next turn. When any enemy in the zone attacks a creature, the creature has partial concealment against that enemy.

Ebony Razors Wizard Attack 3

You hurl blinding shadows, then solidify them into warding shards of psychic energy.

Encounter ♦ **Arcane, Implement, Nethermancy, Psychic, Shadow**
Standard Action **Close blast 5**
Target: Each creature in the blast
Attack: 1d20 + 8 vs. Will
Hit: 2d8 + 5 psychic damage.
Effect: Until the end of your next turn, you have partial concealment, and when an adjacent enemy hits you with an attack, that enemy takes 5 psychic damage.

Second Wind Utility

You can dig into your resolve and endurance to find an extra burst of vitality.

Encounter
Standard Action **Personal**
Effect: You spend a healing surge to regain hit points.

Spirit Rend Wizard Attack 1

You weave a dire spell that tears at your enemies' spirits and holds the undead at bay.

Daily ♦ **Arcane, Implement, Necromancy, Necrotic, Shadow**
Standard Action **Area burst 1 within 10 squares**

Target: Each enemy in the burst
Attack: 1d20 + 8 vs. Will
Hit: 3d6 + 5 necrotic damage, and the target is immobilized (save ends). If the target is undead, the creature takes no damage and is not immobilized. Instead, the target must take a free action to move as far as its speed allows to a square farther away from you, and it is dazed (save ends).
Miss: Half damage.

Life Transference Wizard Utility 2

You crook your finger and snatch a soul as it struggles free from its body. It screams as you draw forth its energy.

Daily ♦ **Arcane, Necromancy, Shadow**
Immediate Reaction **Ranged 5**
Trigger: A nonminion living creature dies within 5 squares of you.
Target: You or one ally
Effect: The target gains temporary hit points equal to his or her healing surge value.

CROOG (CLERIC)

A respected elder member of your order recently passed on, joining your deity the Raven Queen—or so you thought. After the ceremonies your order performs to help souls pass on, you were visited by an apparition that looked like the deceased. Before you used your prayers to send the ghost on, it lamented that its passage to the Shadowfell was violently interrupted by an unknown force.

When your fellow priests learned of this claim, they performed rituals to uncover the truth. Indeed, some object imbued with power over spirits is interfering with their ability to pass on. The priests believe that the object is located somewhere in the Cairngorm Peaks. You conducted research and learned that the object is an orb created by Kalarel, a death priest of Orcus. Kalarel died at the hands of adventurers, but the orb was stolen by the Iron Gauntlet, a hobgoblin mercenary company that served the priest before his defeat. The hobgoblins are currently hiding in an abandoned mine in the Cairngorm Peaks.

The priests of your order have charged you with finding the orb and bringing it back for study. If the orb cannot be retrieved safely, your fallback goal is to destroy it so that no more spirits are prevented from passing on to the Shadowfell.

As you neared the mine, a violent winter storm forced you to take shelter in a cave in the mountains. Other travelers, journeying between Winterhaven and the Cairngorm Peaks, also sought refuge in the cave. The storm is now abating, and you are preparing to continue your mission. When the other travelers asked your purpose in coming to the region, you proudly replied that you sought an evil artifact that is interfering with the passage of certain spirits into the Shadowfell.

Roleplaying Notes: Most people expect servants of the Raven Queen to be sinister and brooding, but you're surprisingly polite and talkative. Sometimes people accuse you of talking too much. You are proud to serve the god of death and believe she has great things planned for you.

The Others

Currently in the cave with you are the following people:

Yohannus (Male Halfling): This halfling introduced himself as a merchant. He wears fine clothes, but they are bloody and torn. He says that he was leading a caravan south from the Cairngorm Peaks toward Winterhaven when the sudden storm caused an avalanche that destroyed his wagons and guards. He managed to crawl out of the rubble and take refuge here from the storm. He wants to reach Winterhaven, where he plans to hire more help to head back north and recover his possessions.



WARREN MAHY

Volondra (Female Drow): She has been mostly silent during your time together in the cave. While other travelers shared their stories, Volondra sat and stared into the fire. She wears well-used armor and carries weapons, but it is not easy to determine her experience or area of expertise.

Zorag (Male Dwarf): He carries himself with the air of someone who is used to being in charge. He proudly announced that he is a member of the Bloody Order of Harkenwold, a famous mercenary company. Zorag says that he is heading into the Cairngorm Peaks on a recruiting mission. His weaponry and armor indicate that he is some sort of fighter.

Shadowbane (Male Shade): Shadowbane is distant, aloof, and a little sarcastic. He claims that he came to the Cairngorm Peaks because the region has a vast store of magical knowledge. His equipment suggests that he wields magic.

Lorel (Female Revenant): Lorel seems a bit . . . off. She is definitely an arcanist, and she often talks to things that are not present. She claims that a source of great power has come to the Cairngorm Peaks, and she wants to harness its might.

Arykor (Male Vryloka): This man appears to be subordinate to Zorag. He rarely speaks, and on most questions, he defers to Zorag.



ABILITIES AND SKILLS

11 Strength

MODIFIER: +0 CHECK: +2

Strength measures your physical power.

Athletics

 Trained MISC. CHECK: +1**15** Constitution

MODIFIER: +2 CHECK: +4

Constitution represents health, stamina, and vital force.

Endurance

 Trained MISC. CHECK: +1**10** Dexterity

MODIFIER: +0 CHECK: +2

Dexterity measures coordination, agility, and balance.

Acrobatics

 Trained MISC. CHECK: +1

Stealth

 Trained MISC. CHECK: +1

Thievery

 Trained MISC. CHECK: +1**14** Intelligence

MODIFIER: +2 CHECK: +4

Intelligence describes how well you learn and reason.

Arcana

 Trained MISC. CHECK: +4

History

 Trained MISC. CHECK: +9

Religion

 Trained MISC. CHECK: +9**19** Wisdom

MODIFIER: +4 CHECK: +6

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering

 Trained MISC. CHECK: +6

Heal

 Trained MISC. CHECK: +11

Insight*

 Trained MISC. CHECK: +11

Nature

 Trained MISC. CHECK: +6

Perception*

 Trained MISC. CHECK: +6**10** Charisma

MODIFIER: +0 CHECK: +2

Charisma measures force of personality and leadership.

Bluff

 Trained MISC. CHECK: +2

Diplomacy

 Trained MISC. CHECK: +7

Intimidate

 Trained MISC. CHECK: +2

Streetwise

 Trained MISC. CHECK: +2

CHARACTER NOTES

*Passive Insight 21

*Passive Perception 16

WEALTH

COMBAT STATISTICS

+2 Initiative

Roll initiative to determine the turn order in combat.

5 Speed

Your speed is the number of squares you can move with a move action.

DEFENSES

21 Armor Class (AC)

AC measures how hard it is to physically land an attack on you.

17 Fortitude

Fortitude measures your toughness and resilience.

16 Reflex

Reflex measures your ability to deflect or dodge attacks.

19 Will

Will measures your strength of will, self-discipline, and devotion.

Attack Bonus WEAPON / POWER DAMAGE**Attack Bonus** WEAPON / POWER DAMAGE

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

47 Hit Points **Bloodied** 23

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

HP Healed Surges Per Day Second Wind Action Point

CURRENT HIT POINTS

Temporary Hit Points Surges Used

EQUIPMENT AND MAGIC ITEMS

+1 mace, +1 javelin,
+1 chainmail, heavy shield
+1 holy symbol, +1 amulet of
protection.

ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

- ◆ A standard action, which is usually an attack
- ◆ A move action, which involves movement
- ◆ A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

 Class: Cleric (Warpriest, Death) Level: 4
 Race: Human Gender: Male
 Alignment: Unaligned
 Languages: Common, Goblin

FEATS AND OTHER ABILITIES

Death Domain: You gain resist 5 necrotic.**Ghost Scorpion Strike:** Your necrotic attack powers and poison attack powers ignore the insubstantial quality.**Bludgeon Expertise:** Bonuses already included.**Toughness:** Bonus already included.**Durable:** Bonus already included.

EXPERIENCE POINTS (XP)

XP for next level:

CROOG'S POWERS

Mace Melee Basic Attack

At-Will **Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: 1d20 + 6 vs. AC
Hit: 1d8 + 1 damage.

Javelin Ranged Basic Attack

At-Will **Weapon**
Standard Action **Range 10/20**
Target: One creature
Attack: 1d20 + 5 vs. AC
Hit: 1d6 + 1 damage.

Death's Shadow Cleric Attack 1

Your attack identifies a creature as your enemy, leaving it vulnerable to further attack.

At-Will ♦ **Cold, Divine, Implement, Necrotic, Shadow**
Standard Action **Melee 1**
Target: One creature
Attack: 1d20 + 7 vs. Reflex
Hit: 1d8 + 5 cold and necrotic damage.
Effect: The target takes a -2 penalty to all defenses against the next attack made against it before the end of your next turn.

Tenebrous Blessing Cleric Attack 1

The symbol of your god flares upon the flesh of your enemies, inflicting a lingering anguish.

At-Will ♦ **Divine, Implement, Psychic, Shadow**
Standard Action **Melee 1**
Target: One creature
Attack: 1d20 + 7 vs. Will
Hit: 1d8 + 5 psychic damage.
Effect: Until the end of your next turn, the target takes a -2 penalty to damage rolls.

Healing Word Cleric Utility

You whisper a brief prayer as divine light washes over your ally, mending wounds and soothing the spirit.

Encounter (Special) ♦ **Healing**
Minor Action **Close burst 5**
Target: You or one ally in the burst
Effect: The target can spend a healing surge and regain 1d6 additional hit points. In addition, you gain 5 temporary hit points.
Special: You can use this power twice per encounter, but only once per round.

Eye of the Vulture Cleric Utility 1

Unseen energy lances out from you to your foes, granting you perception of the balance between life and death.

Encounter ♦ **Divine, Shadow**
Minor Action **Close burst 3**
Target: Each bloodied enemy in the burst
Effect: You learn which targets have current hit point totals lower than your healing surge value.

Inevitable Doom Cleric Attack 1

You tap into the threads of fate that surround an enemy, so that the next assault against that foe will hasten it to the grave.

Encounter ♦ **Divine, Shadow**
Standard Action **Melee 1**
Target: One enemy
Effect: The next attack made against the target before the end of your next turn deals 2d8 extra damage on a hit or a miss, even if the attack normally deals no damage on a miss. This extra damage cannot benefit from bonuses to damage rolls.

Death Surge Cleric Attack 3

The death of a nearby creature grants you the energy to scar the minds of your foes, and fuels your allies' grim determination.

Encounter ♦ **Divine, Implement, Psychic, Shadow**
Immediate Reaction **Close burst 3**
Trigger: A creature within 3 squares of you drops to 0 hit points.
Target: Each enemy in the burst
Attack: 1d20 + 7 vs. Fortitude
Hit: 1d8 + 5 psychic damage.
Effect: You and each ally in the burst gain a +2 power bonus to attack rolls until the end of your next turn, and gain 5 temporary hit points.

Channel Divinity: Stay the Hand of Death Cleric Utility 1

When grievous wounds hinder you or an ally, your power bestows a temporary surge of vitality.

Encounter ♦ **Channel Divinity, Divine, Shadow**
Minor Action **Close burst 2**
Target: You or one ally in the burst; the target must be bloodied
Effect: The target gains 5 temporary hit points.
Special: You can use only one channel divinity power per encounter.

Channel Divinity: Smite Undead Cleric Attack

You scorch an undead foe with your weapon, driving it back and then binding it in place.

Encounter ♦ **Channel Divinity, Divine, Radiant, Weapon**
Standard Action **Melee weapon**
Target: One undead creature
Attack: 1d20 + 10 vs. Will
Hit: 2d8 + 5 radiant damage, and you push the target 6 squares. The target is immobilized until the end of your next turn.
Miss: Half damage.
Special: You can use only one channel divinity power per encounter.

Heroic Effort Human Racial Utility

Your grim focus and unbridled energy means that failure is not an option.

Encounter
No Action **Personal**
Trigger: You miss with an attack or fail a saving throw.
Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

Second Wind Utility

You can dig into your resolve and endurance to find an extra burst of vitality.

Encounter
Standard Action **Personal**
Effect: You spend a healing surge to regain hit points.

Inflict Wounds Cleric Attack 1

With just a touch, your foe's body is rent by horrid wounds.

Daily ♦ **Divine, Implement, Necrotic, Shadow**
Standard Action **Melee 1**
Target: One creature
Effect: The target takes 3d6 + 5 necrotic damage.

Blackened Soul Cleric Utility 2

A pulse of shadow leaves your hands to seek your ally, granting vigor and strength but leaving a dark stain on that companion's soul.

Daily ♦ **Divine, Healing, Shadow**
Minor Action **Close burst 5**
Target: One dying ally in the burst
Effect: The target can spend up to two healing surges. Until the end of the encounter or until the target is restored to full hit points, the target gains a +2 power bonus to attack rolls and damage rolls but grants combat advantage.

LOREL (WARLOCK)

Several months ago, a priest of Orcus tried to open a portal to the Shadowfell at a ruined fort that was known as the Keep on the Shadowfell. Although the priest was killed by adventurers before he could complete his dark goal, you believe that spirits from the Shadowfell came through the portal before it was closed. If your divinations and calculations are correct, these spirits moved north from the keep and currently haunt a region of the Cairngorm Peaks. You think that you might be able to harness the power of your pact and bind some of these spirits.

As you gathered information about the mountains north of Winterhaven, you also learned that a group of hobgoblin mercenaries has settled in an abandoned mine in the area. In case the spirits turn out to be more of a challenge than you expect, perhaps you can strike a bargain with the hobgoblins. They are reputed to be mighty warriors, and maybe they can destroy whatever spirits you cannot bind. Unfortunately, rumors indicate that the mercenaries are less than honorable in their dealings with those who hire them. You had best be on your guard.

As you neared the area haunted by the spirits, a violent winter storm forced you to take shelter in a

cave in the mountains. Other travelers, journeying between Winterhaven and the Cairngorm Peaks, also sought refuge in the cave. The storm is now abating, and you are preparing to continue your mission. When the other travelers asked your purpose in coming to the region, you said only that you were searching for a source of power that you hoped to harness.

Roleplaying Notes: You are haunted by the voices of those you've slain. They manifest as hollow whispers, often urging you to do terrible things in your quest for power. You speak to these haunting echoes like they're all around you, even though no one else can hear them. They don't scare you, but they can be annoying.

The Others

Currently in the cave with you are the following people:

Yohannus (Male Halfling): This halfling introduced himself as a merchant. He wears fine clothes, but they are bloody and torn. He says that he was leading a caravan south from the Cairngorm Peaks toward Winterhaven when the sudden storm caused an avalanche that destroyed his wagons and guards. He managed to crawl out of the rubble and take refuge here from the storm. He wants to reach Winterhaven, where he plans to hire more help to head back north and recover his possessions.

Volondra (Female Drow): She has been mostly silent during your time together in the cave. While other travelers shared their stories, Volondra sat and stared into the fire. She wears well-used armor and carries weapons, but it is not easy to determine her experience or area of expertise.

Zorag (Male Dwarf): This dwarf carries himself with the air of someone who is used to being in charge. He proudly announced that he is a member of the Bloody Order of Harkenwold, a famous mercenary company. Zorag says that he is heading into the Cairngorm Peaks on a recruiting mission. His weaponry and armor indicate that he is some sort of fighter.

Shadowbane (Male Shade): Shadowbane is distant, aloof, and a little sarcastic. He claims that he came to the Cairngorm Peaks because the region has a vast store of magical knowledge. His equipment suggests that he wields magic.

Croog (Male Human): Croog is polite and talkative. He says that he has come to the Cairngorm Peaks to find an evil magic item that prevents spirits from moving on to their final resting places. He proudly displays a holy symbol of the Raven Queen, the god of death.

Arykor (Male Vryloka): This man appears to be subordinate to Zorag. He rarely speaks, and on most questions, he defers to Zorag.





ABILITIES AND SKILLS

10 Strength MODIFIER +0 CHECK +2

Strength measures your physical power.

Athletics Trained MISC. CHK +2

14 Constitution MODIFIER +2 CHECK +4

Constitution represents health, stamina, and vital force.

Endurance Trained MISC. CHK +6

17 Dexterity MODIFIER +3 CHECK +5

Dexterity measures coordination, agility, and balance.

Acrobatics Trained MISC. CHK +5

Stealth Trained MISC. CHK +5

Thievery Trained MISC. CHK +10

11 Intelligence MODIFIER +0 CHECK +2

Intelligence describes how well you learn and reason.

Arcana Trained MISC. CHK +2

History Trained MISC. CHK +2

Religion Trained MISC. CHK +7

10 Wisdom MODIFIER +0 CHECK +2

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering Trained MISC. CHK +2

Heal Trained MISC. CHK +2

Insight * Trained MISC. CHK +2

Nature Trained MISC. CHK +2

Perception * Trained MISC. CHK +2

19 Charisma MODIFIER +4 CHECK +6

Charisma measures force of personality and leadership.

Bluff Trained MISC. CHK +11

Diplomacy Trained MISC. CHK +6

Intimidate Trained MISC. CHK +13

Streetwise Trained MISC. CHK +6

COMBAT STATISTICS

+9 Initiative 6 Speed

Roll initiative to determine the turn order in combat.

Your speed is the number of squares you can move with a move action.

DEFENSES

19 Armor Class (AC)

AC measures how hard it is to physically land an attack on you.

15 Fortitude

Fortitude measures your toughness and resilience.

18 Reflex

Reflex measures your ability to deflect or dodge attacks.

18 Will

Will measures your strength of will, self-discipline, and devotion.

Attack Bonus WEAPON / POWER DAMAGE

Attack Bonus WEAPON / POWER DAMAGE

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

46 Hit Points Bloodied 23

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value 12

Surges Per Day 8

Second Wind Action Point

CURRENT HIT POINTS

Temporary Hit Points Surges Used

EQUIPMENT AND MAGIC ITEMS

+1 dagger, +1 leather armor,
+1 rod, +1 amulet of
protection, thieves' tools.

ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

- ◆ A standard action, which is usually an attack
- ◆ A move action, which involves movement
- ◆ A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

Class: Warlock (Binder) Level: 4

Race: Revenant (Elf) Gender: Female

Alignment: Unaligned

Languages: Common, Elven

Darkvision

FEATS AND OTHER ABILITIES

Shadow Twist: You gain a +1 bonus to ranged attack rolls and area attack rolls against any enemy that has no other creature adjacent to it.

Shadow Walk: During your turn, if you move 3 or more squares away from where you started your turn, you gain partial concealment until the end of your next turn.

Gloom Pact Lore: You gain darkvision and resist 5 necrotic. If you already have necrotic resistance of 5 or higher, that resistance instead increases by 5.

Undead: You are considered an undead creature for the purpose of effects that relate to the undead keyword. You are also considered a living creature.

Unnatural Vitality: When you drop to 0 hit points or fewer and are subjected to the dying condition, you can choose to be dazed, instead of falling unconscious. You make death saving throws as normal, and if you fail one, you fall unconscious instead of being dazed.

Rod Expertise: Bonuses already included.

Improved Initiative: Bonus already included.

Toughness: Bonus already included.

CHARACTER NOTES

*Passive Insight 12

*Passive Perception 12

WEALTH

EXPERIENCE POINTS (XP)

XP for next level: _____

LOREL'S POWERS

Dagger Melee Basic Attack

At-Will **Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: 1d20 + 6 vs. AC
Hit: 1d4 + 1 damage.

Shadow Claws Warlock Attack 1

A cloud of freezing shadow wraps around your foe, turning into a snarling beast that lashes out when that enemy tries to move.

At-Will ♦ **Arcane, Cold, Implement, Shadow**
Standard Action **Ranged 10**
Target: One creature
Attack: 1d20 + 8 vs. Fortitude
Hit: 1d10 + 5 cold damage.
Effect: If the target moves during its next turn, it takes 5 cold damage.

Echoing Dirge Warlock Attack

Shadows swirl around your foes, drawing forth dark memories that cause them to recoil in fear.

At-Will ♦ **Arcane, Fear, Implement, Psychic, Shadow**
Standard Action **Close blast 5**
Target: One or two creatures in the blast
Attack: 1d20 + 8 vs. Will
Hit: 1d8 + 5 psychic damage, and you push the target up to 2 squares.

Shadow Warp Warlock Utility

When a creature falls, you draw strength from its death to carry another creature across the battlefield.

At-Will ♦ **Arcane, Shadow**
Free Action **Close burst 5**
Trigger: You reduce a creature to 0 hit points, or an enemy adjacent to you drops to 0 hit points.
Target: You or one creature in the burst
Effect: You slide the target up to 3 squares.
Special: You can use this power only once per round.

Hound of Dark Omen Warlock Attack 1

Shadows and mist swirl around the target, coalescing into the form of a snarling hound that emits a dreadful howl.

Encounter ♦ **Arcane, Fear, Implement, Psychic, Shadow**
Standard Action **Ranged 10**
Target: One creature
Attack: 1d20 + 8 vs. Will
Hit: 2d8 + 5 psychic damage, and you push the target up to 2 squares.
Gloom Pact (Binder): The target takes 5 psychic damage if it doesn't move before the end of its next turn.

Ebon Claws Warlock Attack 3

At your command, clawed hands crafted from shadow wrap around your foe.

Encounter ♦ **Arcane, Implement, Necrotic, Shadow**
Standard Action **Ranged 10**
Target: One creature
Attack: 1d20 + 8 vs. Reflex
Hit: 2d8 + 5 necrotic damage, and the target is slowed until the end of your next turn.
Gloom Pact (Binder): Until the end of your turn, you can use a minor action to deal 3 necrotic damage to one creature adjacent to the target.

Spectral Fade Warlock Utility 2

You become misty and transparent, fading from your enemies' view for a moment.

Encounter ♦ **Arcane, Illusion**
Minor Action **Personal**
Effect: You become invisible until the end of your turn.

Dark Reaping Revenant Racial Utility

You use one death as the seed to sow more destruction.

Encounter ♦ **Necrotic**
Free Action
Trigger: A creature within 5 squares of you drops to 0 hit points.
Effect: One creature of your choice that you hit with an attack before the end of your next turn takes 1d8+2 extra necrotic damage.

Second Wind Utility

You can dig into your resolve and endurance to find an extra burst of vitality.

Encounter
Standard Action **Personal**
Effect: You spend a healing surge to regain hit points.

Hateful Shade Warlock Attack 1

With a gesture, you wrap your enemy with a dark shroud that threatens to choke the life out of it.

Daily ♦ **Arcane, Force, Implement, Shadow**
Standard Action **Ranged 10**
Target: One creature
Attack: 1d20 + 8 vs. Will
Hit: 3d8 + 5 force damage, and ongoing 5 force damage (save ends). The target can also take a move action to make an opposed Acrobatics check or Athletics check against you. If it succeeds, the ongoing damage ends.

ARYKOR (FIGHTER)

DERK VENNEMAN



As a valued member of a well-respected mercenary company called the Bloody Order of Harkenwold, you have earned the trust of your leader, Guarn Logran. He is working on a plan to unite your organization with a hobgoblin group known as the Company of the Iron Gauntlet. The hobgoblins have hit a rough spot, and it seems like an opportune time to approach them about joining forces.

Guarn has trusted one of your superiors, Zorag, to handle the initial meeting with Prang, the hobgoblin leader. However, Guarn fears that Zorag might have designs on usurping him and taking over the Bloody Order. Because of this concern, Guarn has asked you to accompany Zorag to the meeting. Guarn wants you to keep an eye on Zorag, and if he acts in a manner that is not in the best interest of the Bloody Order, you are to replace him in the negotiations—peacefully if possible, but violently if necessary.

The situation is more complicated than originally thought, however. It is rumored that the hobgoblins deserted their employer during their last job at the Keep on the Shadowfell. Supposedly, when confronted by a group of mighty adventurers, the hobgoblins fled to an abandoned mine in the Cairngorm Peaks to regain their numbers and wait for an opportunity to return to civilization.

As you and Zorag neared the mine, a violent winter storm forced you to take shelter in a cave in the mountains. Other travelers, journeying between Winterhaven and the Cairngorm Peaks, also sought refuge in the cave. The storm is now abating, and you are preparing to continue your mission. Zorag has ordered you to keep your mouth shut, and he has told the others only that you are in the area to recruit mercenaries into your company.

Roleplaying Notes: You're the strong, silent type. You rarely speak except to Zorag. You don't like bullies, and you don't like to see the strong prey on the weak. When confronted with someone too weak to protect themselves, you take it upon yourself to see that no harm befalls the useless sod.

The Others

Currently in the cave with you are the following people:

Yohannus (Male Halfling): This halfling introduced himself as a merchant. He wears fine clothes, but they are bloody and torn. He says that he was leading a caravan south from the Cairngorm Peaks toward Winterhaven when the sudden storm caused an avalanche that destroyed his wagons and guards. He managed to crawl out of the rubble and take refuge here from the storm. He wants to reach Winterhaven, where he plans to hire more help to head back north and recover his possessions.

Volondra (Female Drow): She has been mostly silent during your time together in the cave. While other travelers shared their stories, Volondra sat and stared into the fire. She wears well-used armor and carries weapons, but it is not easy to determine her experience or area of expertise.

Zorag (Male Dwarf): He carries himself with the air of someone who is used to being in charge. He proudly announced that he is a member of the Bloody Order of Harkenwold, a famous mercenary company. Zorag says that he is heading into the Cairngorm Peaks on a recruiting mission. His weaponry and armor indicate that he is some sort of fighter.

Shadowbane (Male Shade): Shadowbane is distant, aloof, and a little sarcastic. He claims that he came to the Cairngorm Peaks because the region has a vast store of magical knowledge. His equipment suggests that he wields magic.

Croog (Male Human): Croog is polite and talkative. He says that he has come to the Cairngorm Peaks to find an evil magic item that prevents spirits from moving on to their final resting places. He proudly displays a holy symbol of the Raven Queen, the god of death.

Lorel (Female Revenant): Lorel seems a bit . . . off. She is definitely an arcanist, and she often talks to things that are not present. She claims that a source of great power has come to the Cairngorm Peaks, and she wants to harness its might.



ABILITIES AND SKILLS

19 **Strength** MISC. +4 CHK +6

Strength measures your physical power.

Athletics Trained MISC. +7

15 **Constitution** MISC. +2 CHK +4

Constitution represents health, stamina, and vital force.

Endurance Trained MISC. +0

11 **Dexterity** MISC. +0 CHK +2

Dexterity measures coordination, agility, and balance.

Acrobatics Trained MISC. -2

Stealth Trained MISC. +0

Thievery Trained MISC. -2

10 **Intelligence** MISC. +0 CHK +2

Intelligence describes how well you learn and reason.

Arcana Trained MISC. +2

History Trained MISC. +2

Religion Trained MISC. +2

10 **Wisdom** MISC. +0 CHK +2

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering Trained MISC. +2

Heal Trained MISC. +2

Insight* Trained MISC. +2

Nature Trained MISC. +2

Perception* Trained MISC. +4

16 **Charisma** MISC. +3 CHK +5

Charisma measures force of personality and leadership.

Bluff Trained MISC. +5

Diplomacy Trained MISC. +10

Intimidate Trained MISC. +10

Streetwise Trained MISC. +5

COMBAT STATISTICS

+4 **Initiative** 6 **Speed**

Roll initiative to determine the turn order in combat.

Your speed is the number of squares you can move with a move action.

DEFENSES

23 **Armor Class (AC)**

AC measures how hard it is to physically land an attack on you.

19 **Fortitude**

Fortitude measures your toughness and resilience.

13 **Reflex**

Reflex measures your ability to deflect or dodge attacks.

17 **Will**

Will measures your strength of will, self-discipline, and devotion.

Attack Bonus WEAPON / POWER DAMAGE

Attack Bonus WEAPON / POWER DAMAGE

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

48 **Hit Points** Bloodied 24

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value 12

Surges Per Day 11

Second Wind **Action Point**

CURRENT HIT POINTS

Temporary Hit Points Surges Used

EQUIPMENT AND MAGIC ITEMS

+1 javelin, +1 warhammer,
heavy shield, +1 plate armor,
+1 amulet of protection.

ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

- ◆ A standard action, which is usually an attack
- ◆ A move action, which involves movement
- ◆ A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

Class: Fighter (Knight) Level: 4

Race: Vryloka Gender: Male

Alignment: Unaligned

Languages: Common, Elven

Low-light vision

FEATS AND OTHER ABILITIES

Blood Dependency: When you are bloodied, your healing surge value drops by 2.

Human Heritage: You gain a +5 racial bonus to Bluff checks made to pass as a human.

Living Dead: Because your soul is tainted by undeath, you are both living and undead.

If a power has different effects on living creatures and undead creatures, you choose which effect applies to you.

Necrotic Resistance: You gain resist 7 necrotic.

Bludgeon Expertise: Bonuses already included.

Tainted Wounds: If you hit an enemy with a melee weapon attack, it cannot regain hit points until the end of your next turn.

Frozen Soul: You gain resist 5 cold.

CHARACTER NOTES

*Passive Insight 12
*Passive Perception 12

WEALTH

EXPERIENCE POINTS (XP)

XP for next level: _____

ARYKOR'S POWERS

Warhammer Melee Basic Attack

At-Will **Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: 1d20 + 11 vs. AC
Hit: 1d10 + 5 damage.

Javelin Ranged Basic Attack

At-Will **Weapon**
Standard Action **Range 10/20**
Target: One creature
Attack: 1d20 + 10 vs. AC
Hit: 1d6 + 5 damage.

Defender Aura Fighter Utility

You work to occupy nearby foes using a combination of fighting skill and clever tactics to keep them distracted.

At-Will ♦ **Aura**
Minor Action **Personal**
Effect: You activate an aura 1 that lasts until you end it as a minor action or until you fall unconscious. While in the aura, any enemy takes a -2 penalty to attack rolls when it makes an attack that does not include among its targets either you or an ally of yours who has this aura active. Marked enemies are not subject to this aura.

Battle Guardian Fighter Attack

Ignoring you in battle leaves a foe open to a devastating assault.

At-Will ♦ **Martial**
Opportunity Action **Personal**
Trigger: An enemy subject to your defender aura either shifts or makes an attack that targets an ally of yours but not you or an ally who has an active defender aura.
Effect: You make a melee basic attack against the triggering enemy. If the attack misses, the enemy still takes 4 damage.

Hammer Hands Fighter Utility

You throw your weight into each attack, striking with such force that you drive your enemy before you.

At-Will ♦ **Martial, Stance**
Minor Action **Personal**
Effect: You assume the hammer hands stance. Until the stance ends, whenever you hit an enemy with a melee basic attack using a weapon, you can use a free action to push that enemy 2 squares and then shift the same distance to a square adjacent to the enemy.

Poised Assault Fighter Utility

You settle into an offensive stance, your poise and focus making every strike count.

At-Will ♦ **Martial, Stance**
Minor Action **Personal**
Effect: You assume the poised assault stance. Until the stance ends, you gain a +1 power bonus to the attack rolls of basic attacks using a weapon.

Power Strike Fighter Attack

By pushing yourself beyond your normal limits, you unleash your full wrath against a foe.

Encounter ♦ **Martial, Weapon**
Free Action **Personal**
Trigger: You hit an enemy with a melee basic attack using a weapon.
Target: The enemy you hit
Effect: The target takes 1d10 extra damage from the triggering attack.
Special: You may use of power strike twice per encounter, but you can still use it only once per turn

Lifblood Vryloka Racial Utility

An enemy's ebbing life grants you a surge of vitality.

Encounter
Free Action **Personal**
Trigger: You kill or bloody an enemy.
Effect: You gain one of the following benefits.
♦ You shift up to your speed.
♦ You gain 7 temporary hit points.
♦ You gain a +2 power bonus to attack rolls until the end of your next turn.

Second Wind Utility

You can dig into your resolve and endurance to find an extra burst of vitality.

Encounter
Standard Action **Personal**
Effect: You spend a healing surge to regain hit points.

Unnatural Vitality Vryloka Utility 2

You draw forth the life force of a fallen foe to gain sustenance and power.

Daily ♦ **Shadow**
Free Action **Personal**
Trigger: You kill a nonminion enemy with a melee attack.
Effect: You gain a +2 power bonus to death saving throws and to saving throws against ongoing damage. In addition, you don't need to eat, drink, or breathe, making you immune to starvation and suffocation. These effects last until the end of your next extended rest.