

ESCAPE FROM SEMBLIA



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By Chris Tulach

You weren't looking for trouble in civilized lands, just some good adventuring leads. Before you knew what was really happening, you wound up in the middle of an information exchange, and now you have to escape from the lands of Sembia to preserve your very lives! Off the beaten path to shake any pursuers, you take to the wilds in the hope that you'll reach a safe haven before you're captured.

Escape from Sembia is a Forgotten Realms adventure for five 1st-level characters and is a preview of the 4th Edition D&D game. The adventure has several decision points, but mostly consists of linear encounters that allow players to try out their characters' abilities and learn the game.

PREPARING TO PLAY

If you're running this adventure to preview the 4th Edition Dungeons & Dragons game, *Keep on the Shadowfell* contains all the rules you need to get started, along with sample characters.

To get the most out of this adventure, you'll want the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. All three will be released in June 2008.

If you're going to be a player in this adventure, stop reading here. If you're going to be the DM, make sure to read each encounter thoroughly, particularly paying attention to an encounter's terrain and other situational elements. Making this adventure work relies on bringing the individual encounters to life. In particular, the skill challenge and the final encounter need special attention, since you, as the DM, need to decide how best to customize them based on the player characters' actions.

ADVENTURE BACKGROUND

Sembia is a peaceful land of mercantile activity where the folk are relatively safe from the problems that plague many other realms in Faerûn. However, the land of Sembia is controlled by the Empire of Netheril, a once-lost civilization that returned to Toril over a century ago. The Netherese have a dark and powerful history with strong ties to the Shadowfell. Their main goal is to unite the entire world under their rule.

Netheril does whatever it can to preserve the peace and prosperity of Sembian cities, since Sembia is their primary trade link with the rest of the world. While most citizens of Sembia have grown comfortable with this arrangement, there are a few determined cells of resistance. If a resistance cell is found by Netheril, it is swiftly crushed. As a result, those who resist Netherese rule are careful to hide their cells' existence. They often employ unwitting accomplices to help achieve their aims. The player characters happen to be perfect for this.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

It's been slow. Real slow. Sembia, the merchant-controlled land you're in, is known for being peaceful and relatively safe, and you assumed that their emphasis on trade would bring you some good adventuring leads. That hasn't happened, and you started running out of coin. Now you need something—anything—to tide you over until your next foray into danger.

When in the city of Saerloon, you ran into an eladrin merchant who guaranteed you some good coin for a delivery assignment, so you took it. He paid you half up front and promised the other half when you reached your contact in Saerb, a town in northern Sembia.

You were handed a vellum scroll sealed with a purple wax symbol of a griffon rampant. The nameless merchant instructed you to keep the seal intact; he told you the scroll was enchanted to combust should it be opened in the wrong hands. The eladrin instructed you to deliver it to Inius Olger, a cobbler who lives in Saerb. You were to wait in the tavern across the street from his place, waiting for him to exit his shop at dusk to light a torch. That was the signal that it was clear to approach him to hand off the message and receive your final payment.

Now you wait in the tavern as dusk approaches. If you get this over and done with quickly, you can get back to some real adventuring!

RUNNING FOR FOUR PCs

If you have four player characters, instead of five, make the following changes to the encounters.

Encounter 1:

Reduce the number of human guards to three.

Encounter 3:

Reduce the number of hobgoblin archers to one.

Encounter 4:

Reduce the number of skeleton warriors to two.

Encounter 5:

Reduce the number of human berserkers to two.

Encounter Level 2 (625 XP)

SETUP

4 human guards (G)

1 human bandit (A)

Inius Olger (IO)

In this encounter, the PCs witness an altercation between their contact, Inius Olger, and some nefarious individuals. The PCs need to think fast to determine whether to save Inius's life from the corrupt guards and the Netherese agent, a human bandit.

At dusk, read the following: *A pasty, balding man exits the cobbler's shop and lights a torch outside. At that moment, you hear an authoritative voice call out to him, and you see several armed guards making their way up the street toward the shop.*

Perception Check

DC 12: *You see a man in a heavy black cloak among the guards.*

DC 16: *The cloaked man is brandishing a dagger.*

Now the PCs have to decide what to do. They can fight the guards right now or continue to watch, either entering combat later or leaving the area. If they enter combat, go right to initiative.

TACTICS

The guards move to intercept the PCs and keep them busy while the Netherese agent attempts to kill Inius Olger. To kill Inius, the agent needs only to hit him. If Inius dies, the agent joins the fight against the PCs. He attempts to flee if he is bloodied.

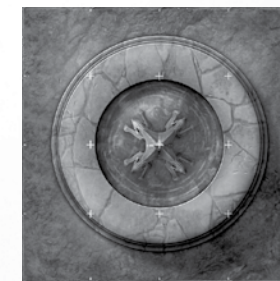
The guards use *powerful strike* to slow the PCs down. When the first guard is bloodied, he calls out for help. The guards withdraw if they're close to 0 hit points.

Inius's initiative count is 1, and he has a speed of 6. On his turn, he double moves to get back into his shop and hides behind the counter.

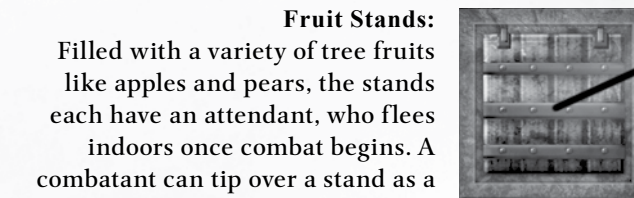
The first time a PC reduces a guard to 0 hit points, remind the player that he or she can choose to knock the guard unconscious instead of killing him. If the PCs kill any guards (the agent doesn't count as a guard), note it, since it has repercussions in the next encounter.

FEATURES OF THE AREA

Bakery Cart: Stacked with bread loaves and bags of flour, the cart has a baker attending it who hides underneath the cart at the first sign of combat. Each of the cart's squares contains a bag of flour, and a combatant can cut open a bag as a minor action and create a cloud of particles in the bag's square and all squares adjacent to it. The particles provide concealment until the end of the cutter's next turn.



Fountains: The fountains' squares are considered difficult terrain.



Fruit Stands: Filled with a variety of tree fruits like apples and pears, the stands each have an attendant, who flees indoors once combat begins. A combatant can tip over a stand as a standard action, spilling fruit in all adjacent squares. Those squares are then considered difficult terrain.

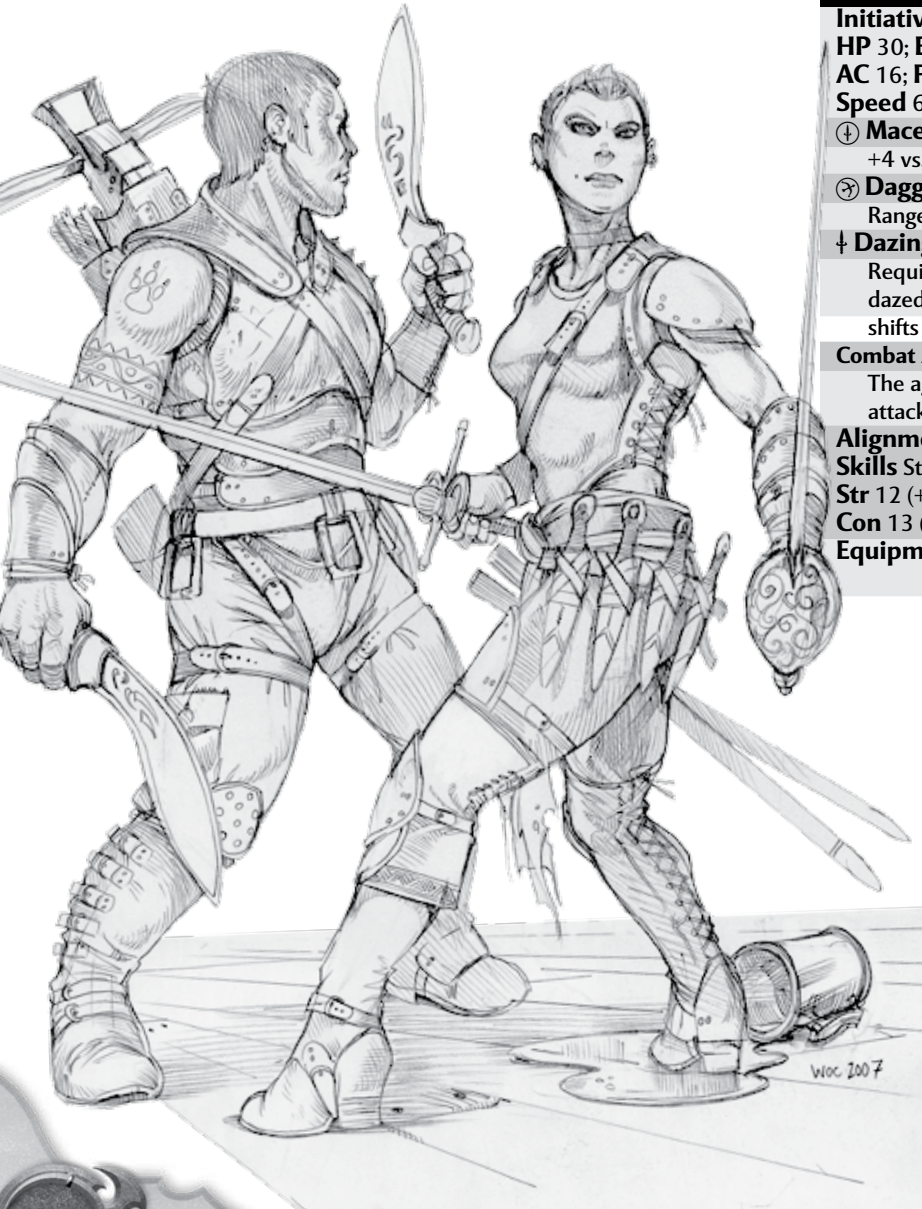
ENDING THE ENCOUNTER

The encounter has two possible outcomes depending on whether the PCs fight the guards. Both outcomes assume the PCs live.

The PCs Fight the Agent and the Guards: If Inius is still alive after the battle, he tells the PCs to hold on to the scroll, get out of town as soon as possible, and find a safe haven (he suggests either Cormyr or the Dalelands). He also gives 50 gp to each of them. A PC who picks up the dagger of the Netherese agent notices the blade is etched with a symbol of a clenched fist crushing a dove.

The PCs Leave without Fighting: Avoiding the fight might seem like a good option, but unless the PCs are very careful about where they exit, they are noticed by a guard who calls for help.

No matter what happens, the PCs need to flee the town and get to a safe haven. Most likely, a chase is on as the PCs move through Saerb, attempting to exit the town before the guards catch up to them. Go to the next encounter.



4 Human Guards (G) Level 2 Soldier
XP 125 each
Medium natural humanoid

Initiative +5 **Senses** Perception +6
HP 39; **Bloodied** 19
AC 17; **Fortitude** 15, **Reflex** 14, **Will** 13
Speed 5

⊕ **Halberd** (standard; at-will) • **Weapon**
Reach 2; +9 vs. AC; 1d10 + 3 damage, and the target is marked until the end of the human guard's next turn.

⊖ **Powerful Strike** (standard; recharge ⓧⓧ) • **Weapon**
Requires halberd; reach 2; +9 vs. AC; 1d10 + 7 damage, and the target is knocked prone.

➤ **Crossbow** (standard; at-will) • **Weapon**
Range 15/30; +8 vs. AC; 1d8 + 2 damage.

Alignment Unaligned **Languages** Common
Skills Streetwise +7
Str 16 (+4) **Dex** 14 (+3) **Wis** 11 (+1)
Con 15 (+3) **Int** 10 (+1) **Cha** 12 (+2)
Equipment chainmail, halberd, crossbow with 20 bolts

Human Bandit (A) Level 2 Skirmisher
XP 125
Medium natural humanoid

Initiative +6 **Senses** Perception +1
HP 30; **Bloodied** 15
AC 16; **Fortitude** 12, **Reflex** 14, **Will** 12
Speed 6

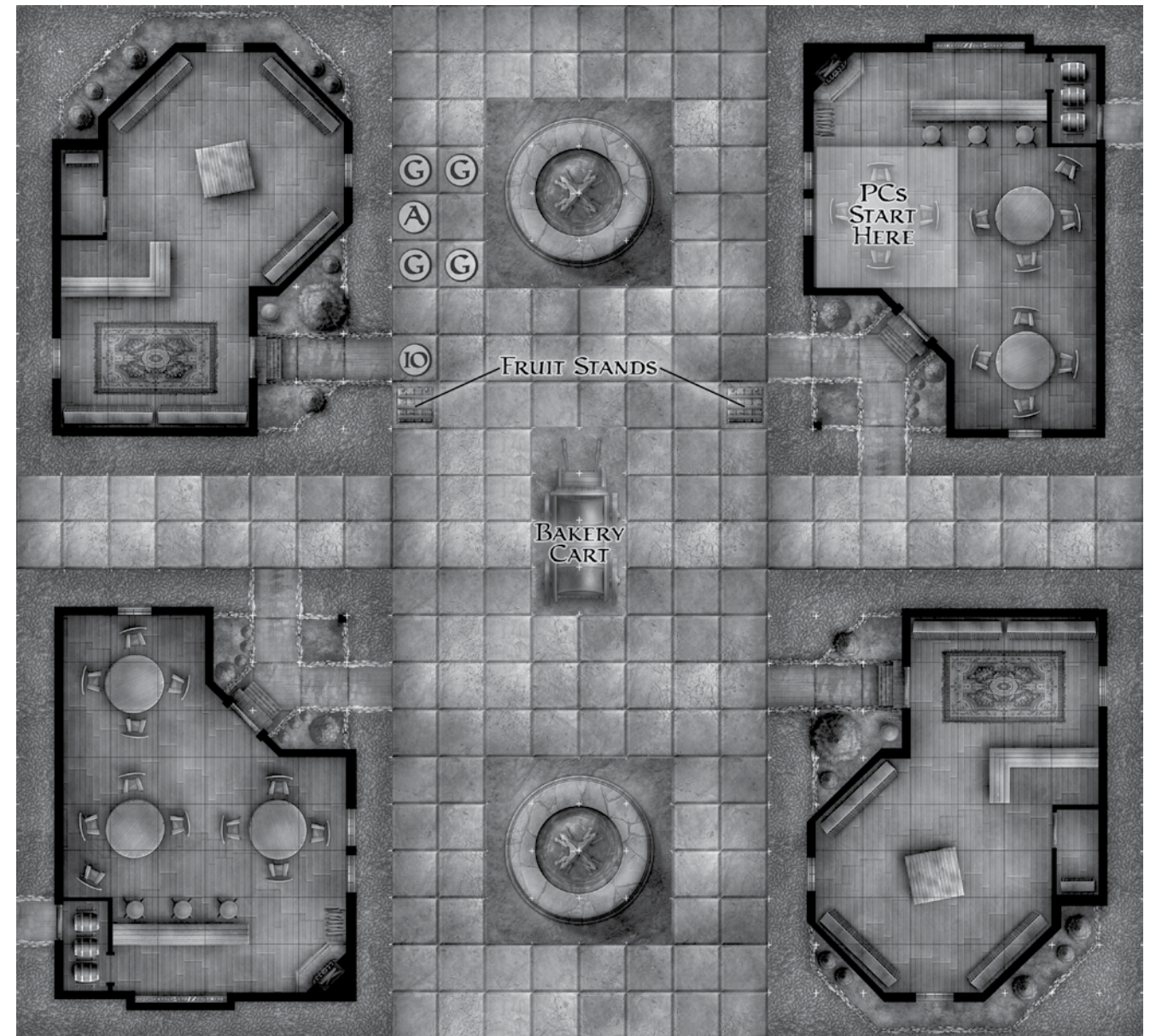
⊕ **Mace** (standard; at-will) • **Weapon**
+4 vs. AC; 1d8 + 1 damage, and the agent shifts 1 square.

⊕ **Dagger** (standard; at-will) • **Weapon**
Range 5/10; +6 vs. AC; 1d4 + 3 damage.

⊖ **Dazing Strike** (standard; encounter) • **Weapon**
Requires mace; +4 vs. AC; 1d8 + 1 damage, the target is dazed until the end of the agent's next turn, and the agent shifts 1 square.

Combat Advantage
The agent deals an extra 1d6 damage on melee and ranged attacks against any target he has combat advantage against.

Alignment Evil **Languages** Common
Skills Stealth +9, Streetwise +7, Thievery +9
Str 12 (+2) **Dex** 17 (+4) **Wis** 11 (+1)
Con 13 (+2) **Int** 10 (+1) **Cha** 12 (+2)
Equipment leather armor, mace, 4 daggers



The map uses tiles from the first *D&D Dungeon Tiles* set.

Tile	Size	Number
Cave/Floor	4 x 8	2
Crevasse/Floor	4 x 2	1
Crevasse/Floor	8 x 2	2
Dragon Statues / Floor	8 x 2	2
Ruins/Floor	4 x 8	2
Shop/Floor	8 x 10	2
Tavern/Floor	8 x 10	2
Trapdoor/Floor	1 x 1	2
Wall/Floor	4 x 2	1
Fountain / Magic Circle	4 x 4	2

The map also uses a tile from the *Ruins of the Wild* set of *D&D Dungeon Tiles*.

Tile	Size	Number
Wagon / Field with Log	4 x 2	1

ENCOUNTER 2: RUN!

Encounter Level 1 (300 XP)

SETUP

No matter how encounter 1 ends, the guards in Saerb are alerted to the PCs' presence in town and are hot on their heels.

Read the following:

The trill of a whistle pierces the air. From down the street, you see a large group of guards moving quickly your way. For the moment, the path appears clear in the opposite direction. You're going to need to make a break for it!

SKILL CHALLENGE

The PCs engage in a skill challenge to try to escape the town before the guards get a good look at them. In a skill challenge, the PCs make a series of skill checks, trying to make a certain number of successful skill checks before a certain number of failures. In this encounter, the PCs want to achieve eight successes before four failures.

The group will most likely be together at the beginning of the encounter. Describe the scene to them, ask them what they do, translate their actions into skill checks, and then describe the next scene. Continue this process until the group has achieved eight successes or four failures.

The players might ask questions about the environment; describe the town's streets so that they understand how they can use their skills. If the PCs split up, describe the environment for each group of characters separately. Keep the action flowing, making sure you keep the guards on the PCs' trail until the skill challenge is over (at which point the PCs escape immediate danger and are outside the town).

The following scenes are provided as examples. Feel free to customize them based on what the PCs do, and give hints to the PCs about what skills might be useful if they're having trouble deciding what to do.

SCENE 1

To the east you see an alley crowded with crates and boxes piled almost to the roofs. The buildings on either side of the alley appear to be warehouses.

Athletics (DC 12): Run through the alley, jump on the boxes, and climb up to a rooftop. On a failure, a PC strains an arm or a leg and loses a healing surge. If a PC's check result is 20 or higher, the PC manages to scatter boxes to trip up the guards and gains a +3 bonus to his or her next Acrobatics or Athletics check.

Perception (DC 12): Notice that a warehouse door is ajar and duck inside. On a failure, a PC runs into a dead end and must immediately succeed on a DC 22 Acrobatics

or Athletics check or lose one success in the skill challenge. If a PC's check result is 20 or higher, the PC finds a particularly good hiding place and can immediately make a DC 15 Stealth check to score an additional success.

Stealth (DC 12): Hide in a partly opened crate while the guards pass by. On a failure, a PC gets stuck inside and must immediately succeed on a DC 22 Acrobatics or Athletics check or lose one success in the skill challenge. If a PC's check result is 20 or higher, the PC finds a particularly good vantage point and can immediately make a DC 15 Perception check to score an additional success.

SCENE 2

Down the street to the west you see a marketplace. Merchants are packing up their carts and putting their wares away in nearby tents as evening approaches.

Acrobatics (DC 12): Dodge through the crowd. On a failure, a PC stumbles and loses a healing surge. If a PC's check result is 20 or higher, the PC gains extra ground and a +3 bonus to his or her next Acrobatics, Athletics, or Stealth check in the skill challenge.

Athletics (DC 12): Push over some carts to slow down the guards. On a failure, a PC strains an arm and loses a healing surge. If a PC's check result is 20 or higher, the PC manages to scatter the carts particularly well, tripping up the guards, and gains a +3 bonus to his or her next Acrobatics or Athletics check.

Perception (DC 12): Spot a shortcut through a few tents. On a failure, a PC runs into a dead end and must immediately succeed on a DC 22 Acrobatics or Athletics check or lose one success in the skill challenge. If a PC's check result is 20 or higher, the PC finds a particularly good shortcut and can immediately make a DC 15 Stealth check to score an additional success.

Stealth (DC 12): Blend in with the crowd or hide in a cart or a tent. On a failure, a PC gets stuck in the crowd or in a hiding place and must immediately succeed on a DC 22 Acrobatics or Athletics check or lose one success in the skill challenge. If a PC's check result is 20 or higher, the PC finds a particularly good vantage point and can immediately make a DC 15 Perception check to score an additional success.

Streetwise (DC 12): Pay a merchant to create a distraction for you. On a failure, a PC runs into two muggers and must immediately try to talk his or her way past them by succeeding on a DC 18 Bluff, Diplomacy, or Intimidate check or lose one success in the skill challenge. If a PC's check result is 20 or higher, the PC receives a tip about a shortcut and gains one additional success (only one additional success can be gained through Streetwise in the skill challenge).

SCENE 3

To the south you see a street with a number of carousing tavern-goers, already well in their cups. The lights of a tavern glow warmly through open windows.

Acrobatics (DC 12): Dive through a tavern window. On a failure, a PC stumbles and loses a healing surge. If a PC's check result is 20 or higher, the PC gains extra ground and a +3 bonus to his or her next Acrobatics, Athletics, or Stealth check in the skill challenge.

Athletics (DC 12): Push past the drunk townsfolk. On a failure, a PC is tripped by a drunk and loses a healing surge. If a PC's check result is 20 or higher, the PC manages to trip several of the drunks, who delay the guards, and gains a +3 bonus to his or her next Acrobatics or Athletics check.

Perception (DC 12): Notice a stable to hide in next to the tavern. On a failure, a PC runs into a dead end and must immediately succeed on a DC 22 Acrobatics or Athletics check or lose one success in the skill challenge. If a PC's check result is 20 or higher, the PC finds a particularly good shortcut on the other side of the stable and can immediately make a DC 15 Stealth check to score an additional success.

Streetwise (DC 12): Get a tip from one of the drunks on a good hiding place in the back of the tavern. On a failure, a PC runs into two belligerent drunks and must immediately try to talk his or her way past them by succeeding on a DC 18 Bluff, Diplomacy, or Intimidate check or lose one success in the skill challenge. If a PC's check result is 20 or higher, the PC receives a tip about a shortcut behind the tavern and gains one additional success (only one additional success can be gained through Streetwise in the skill challenge).

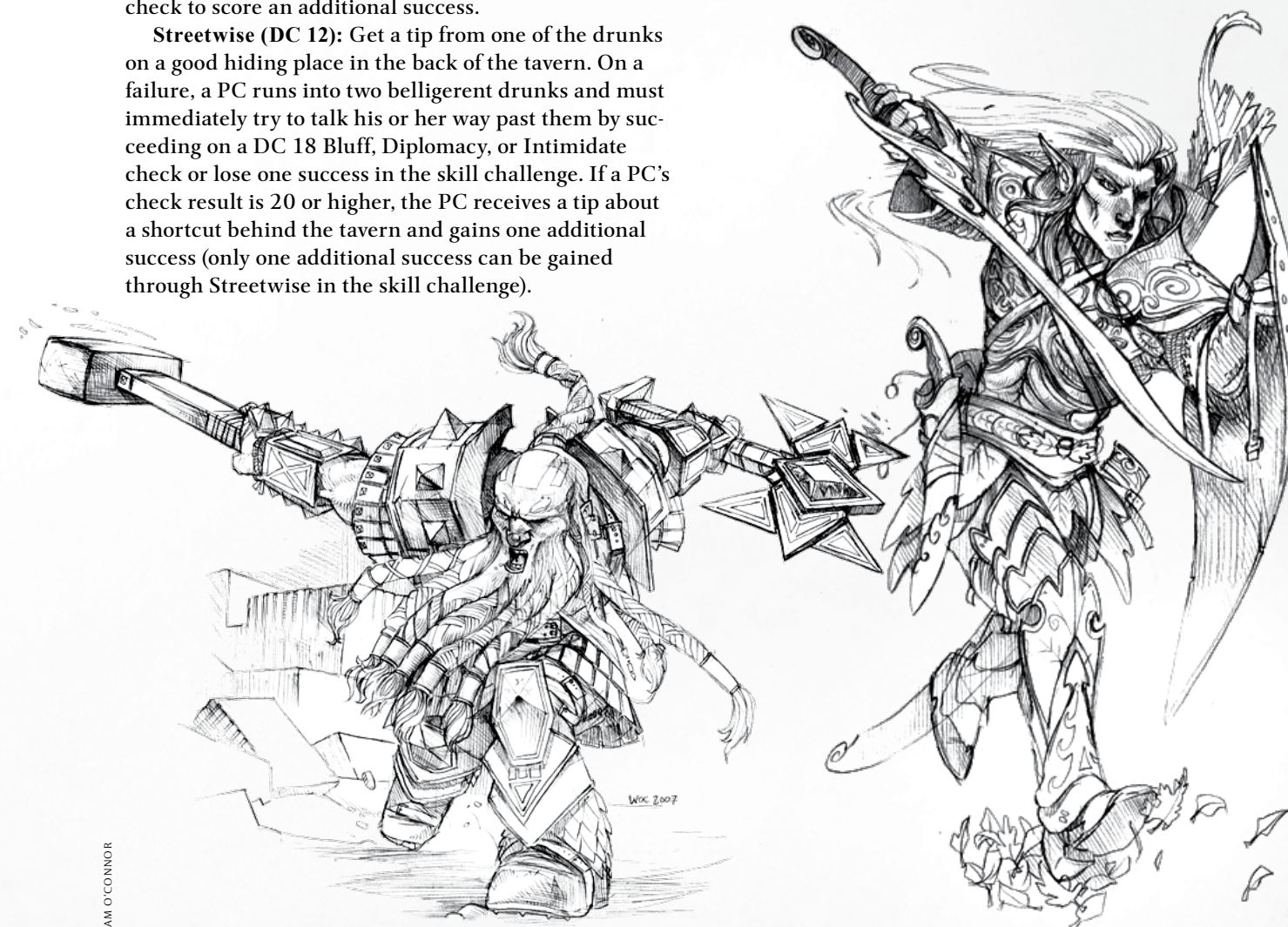
ENDING THE ENCOUNTER

Completing the skill challenge takes the PCs about 10 minutes. Whether or not the PCs succeed at the challenge, they escape Saerb. What's important is whether they were observed long enough for the guards to gain an accurate description of them.

If the PCs succeed at the skill challenge, the guards didn't get a good look at them. This makes the final encounter a little easier.

If the PCs fail, the guards were close enough on their tail to get a good look at most of them and probably had a few scuffles with them. Each PC loses 2 healing surges. Their failure also makes the final encounter a little harder.

If this is the PCs' second encounter without an extended rest, they each gain an action point.



WILLIAM O'CONNOR

ENCOUNTER 3: UNEXPECTED VISITORS

Encounter Level 3 (750 XP)

SETUP

- 2 hobgoblin soldiers (S)
- 2 hobgoblin archers (A)
- 1 hobgoblin warcaster (W)

After making it out of the town of Saerb, the PCs find themselves in the wilderness after dark. They'll need to make some decisions on where to go and what to do next.

Read the following:

You were able to put some ground behind you and the pursuing guards. Darkness is settling in, and those guards will probably gather others to hunt you down.

Let the players know that waiting around close to town isn't a good idea. They'll need to get farther away from roads and travel cross-country if they want to avoid patrols that on the lookout for them. The PCs are acquainted with Sembia well enough to avoid getting lost (there are numerous roads and farmsteads in the countryside).

Once the PCs continue on, read the following:

After traveling for an hour, you find a small wood that looks like a good enough place to take a breather and discuss further plans. The moon is out and close to full. You can see the silhouette of a ruined tower just ahead and a small fire flickering at the tower's base. You hear talking in the harsh language of Goblin and see human-sized forms moving about.

A PC who speaks Goblin can make a DC 12 Perception check to make out snippets of the hobgoblins' conversation. The hobgoblins are conversing about which farm to attack in a few hours and the merits of one over the other. "They have delicious pigs at the bald farmer's place," one says. "But the fat human used to be an adventurer and might have some treasure," says another, and so on.

The PCs are free to slip away if they choose, but they have an opportunity now to take care of what's probably a threat to nearby farmers. If the PCs want to fight, they can get the drop on the hobgoblins by dousing their lights and sneaking toward them, making DC 18 Stealth checks. Any PC who succeeds on the Stealth check can take one action during the resulting surprise round.

TACTICS

Once the hobgoblins are alerted to the PCs' presence, they keep a tight defensive formation near the ruined tower. They fight smart and fight to the death.

The hobgoblin soldiers attempt to stay next to each other to gain the benefits of *phalanx soldier*. They also attempt to block the PCs from attacking the archers but try to keep an opening for the warcaster to use his powers.

The archers retreat deeper into the tower, but they attempt to stay within 5 squares of each other to maximize their longbow attacks.

The warcaster leads off with *force lure*, and then attempts to get close enough to use his other rechargeable powers.

FEATURES OF THE AREA

Illumination: The hobgoblins camp at the base of the tower and have a small fire on the broken door lying outside the tower. The fire provides bright light within 10 squares. All other areas are in dim light unless a light source is present. Dim light doesn't affect creatures with low-light vision, but creatures with normal vision have a hard time seeing; their targets have concealment (-2 to melee attack rolls and ranged attack rolls against that target).

Boulders: Squares with large boulders in them count as blocking terrain. A combatant can jump on top of a boulder by making a DC 20 Athletics check or a DC 10 Athletics check with a running start.

Trees: Any square that contains mostly foliage in it counts as covering terrain. The center square of the big trees (where the trunk is located) counts as blocking terrain.

Pond: Pond squares count as difficult terrain.

Statue: The upright statue just outside and to the right of the tower is blocking terrain.

Treasure: The hobgoblins have a small sack containing 80 gp, looted from around the countryside. The hobgoblins also have five riding horses tethered behind the tower. If the PCs treat the horses well, the animals can be used as mounts.

ENDING THE ENCOUNTER

Once the PCs defeat the hobgoblins, they can take shelter in the ruined tower. They have no further encounters in the Sembian wilderness. Proceed to the next encounter once the players are ready.

Hobgoblin Warcaster (W) Level 3 Controller (Leader) Medium natural humanoid (goblin) XP 150

Initiative +5 **Senses** Perception +4; low-light vision
HP 40; **Bloodied** 20
AC 17; **Fortitude** 13, **Reflex** 15, **Will** 14
Speed 6

⊕ **Staff** (standard; at-will) • **Weapon**
+8 vs. AC; 1d8 + 1 damage.

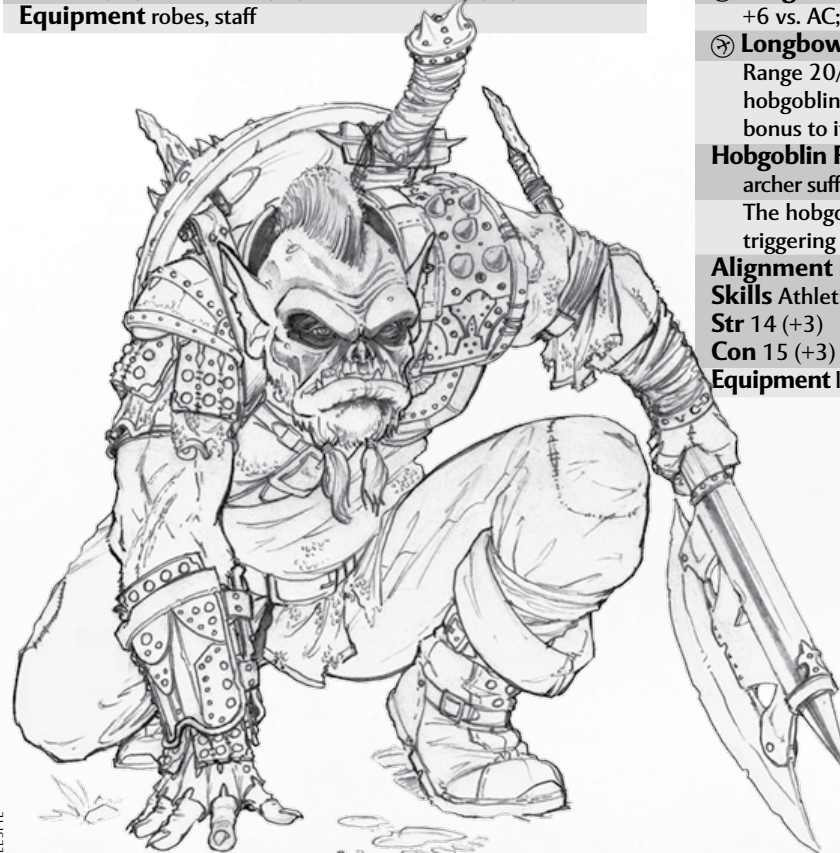
⚡ **Shock Staff** (standard; recharge ☹☹☹) • **Lightning, Weapon**
+8 vs. AC; 2d10 + 4 lightning damage, and the target is dazed until the end of the hobgoblin warcaster's next turn.

↻ **Force Lure** (standard; recharge ☹☹) • **Force**
Range 5; +7 vs. Fortitude; 2d6 + 4 force damage, and the target slides 3 squares.

⬅ **Force Pulse** (standard; recharge ☹☹) • **Force**
Close blast 5; +7 vs. Reflex; 2d8 + 4 force damage, and the target is pushed 1 square and knocked prone. **Miss:** Half damage, and the target is neither pushed nor knocked prone.

Hobgoblin Resilience (immediate reaction, when the hobgoblin warcaster suffers an effect that a save can end; encounter)
The hobgoblin warcaster makes a saving throw against the triggering effect.

Alignment Evil **Languages** Common, Goblin
Skills Arcana +10, Athletics +4, Stealth +10
Str 13 (+2) **Dex** 14 (+3) **Wis** 16 (+4)
Con 14 (+3) **Int** 19 (+5) **Cha** 13 (+2)
Equipment robes, staff



ADAM GILLESPIE

2 Hobgoblin Soldiers (S) Level 3 Soldier Medium natural humanoid (goblin) XP 150 each

Initiative +7 **Senses** Perception +3; low-light vision
HP 40; **Bloodied** 20
AC 20 (22 with *phalanx soldier*); **Fortitude** 18, **Reflex** 16, **Will** 15
Speed 5

⊕ **Flail** (standard; at-will) • **Weapon**
+7 vs. AC; 1d10 + 4 damage, and the target is marked and slowed until the end of the hobgoblin soldier's next turn.

⚔ **Formation Strike** (standard; at-will) • **Weapon**
Requires flail; +7 vs. AC; 1d10 + 4 damage, and the hobgoblin soldier shifts 1 square provided it ends in a space adjacent to another hobgoblin.

Hobgoblin Resilience (immediate reaction, when the hobgoblin soldier suffers an effect that a save can end; encounter)
The hobgoblin soldier makes a saving throw against the effect.

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

Alignment Evil **Languages** Common, Goblin
Skills Athletics +12, Stealth +10
Str 19 (+5) **Dex** 14 (+3) **Wis** 14 (+3)
Con 15 (+3) **Int** 11 (+1) **Cha** 10 (+1)
Equipment scale armor, heavy shield, flail

2 Hobgoblin Archers (A) Level 3 Artillery Medium natural humanoid (goblin) XP 150 each

Initiative +7 **Senses** Perception +8; low-light vision
HP 30; **Bloodied** 15
AC 17; **Fortitude** 13, **Reflex** 15, **Will** 13
Speed 6

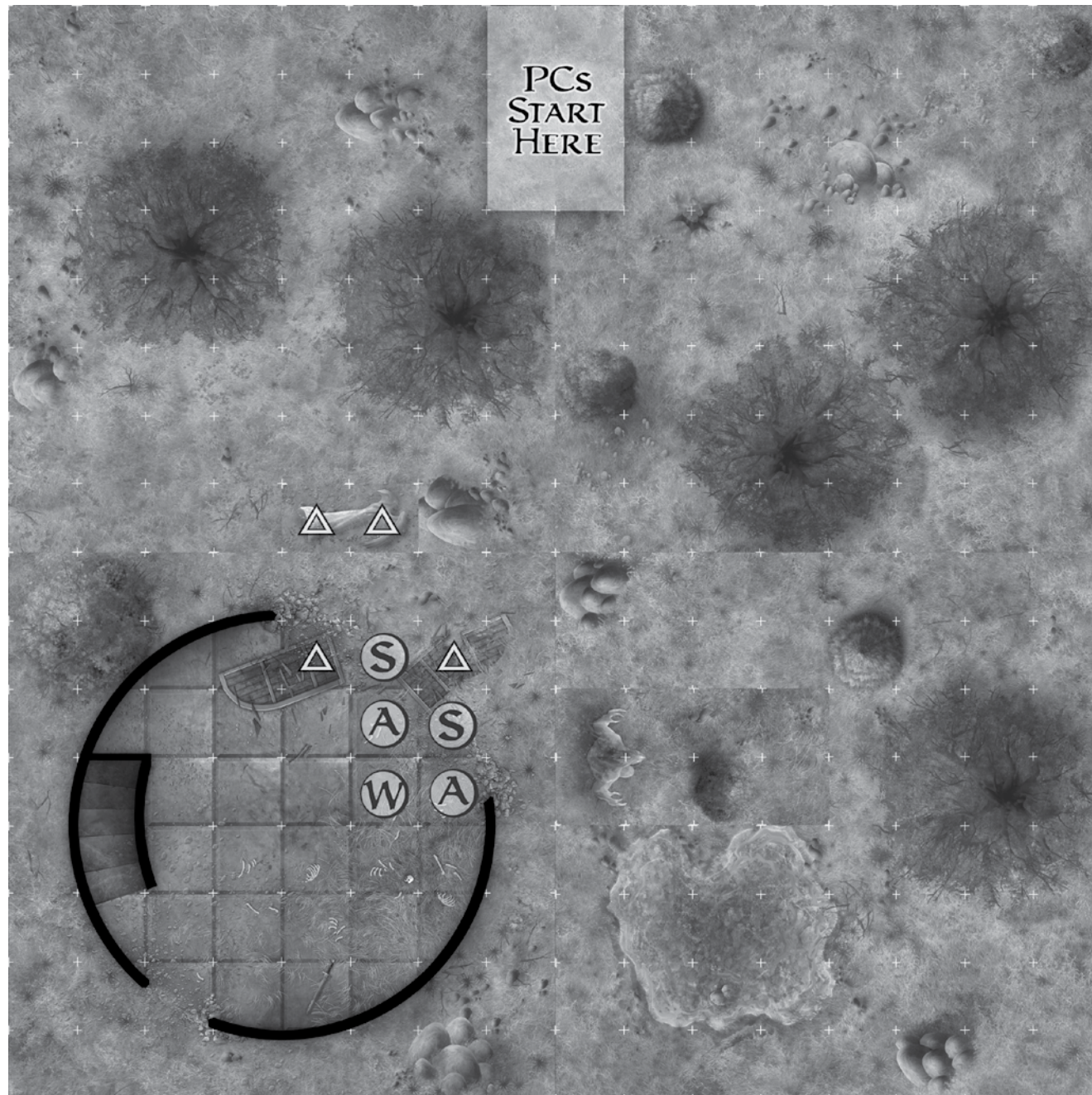
⊕ **Longsword** (standard; at-will) • **Weapon**
+6 vs. AC; 1d8 + 2 damage.

↻ **Longbow** (standard; at-will) • **Weapon**
Range 20/40; +9 vs. AC; 1d10 + 4 damage, and the hobgoblin archer grants an ally within 5 squares of it a +2 bonus to its next ranged attack roll against the same target.

Hobgoblin Resilience (immediate reaction, when the hobgoblin archer suffers an effect that a save can end; encounter)
The hobgoblin archer makes a saving throw against the triggering effect.

Alignment Evil **Languages** Common, Goblin
Skills Athletics +5, Stealth +12
Str 14 (+3) **Dex** 19 (+5) **Wis** 14 (+3)
Con 15 (+3) **Int** 11 (+1) **Cha** 10 (+1)
Equipment leather armor, longsword, longbow, quiver of 30 arrows

ENCOUNTER 4: INTO THE HILLS



PCs
START
HERE

The map uses tiles from the *Ruins of the Wild* set of *D&D Dungeon Tiles*.

△ = Difficult Terrain

Tile	Size	Number
Cabin / Field with Trees	8 x 8	1
Stonehenge / Field with Pond	8 x 8	1
Ruined Tower / Field with Trees	8 x 8	2
Fallen Statue / Mud Puddle	2 x 1	1
Field with Statue / Muddy Pond	4 x 2	1

Encounter Level 4 (850 XP)

SETUP

- 3 skeleton warriors (SW)
- 1 blazing skeleton (BL)
- 1 boneshard skeleton (BS)

At this point, the PCs need to make a choice. They know that Sembia is not safe for them. It's obvious that whatever the contents of the scroll, they're probably being hunted by agents of Netheril. They need to find a safe haven.

Two paths exist, both within a days' travel by horse: (1) The PCs can head west to the kingdom of Cormyr. This is a strong land that is ruled by a line of just kings and that opposes the expansion of Netheril at every turn. (2) The PCs can head north to the Dalelands. The Dalelands are a confederation of independent towns and villages that have constantly rebuffed attempts to be subsumed by other lands. Either path leads through the Thunder Peaks, a mountain range that separates Sembia from both Cormyr and the Dalelands. While the main mountain passes are probably too well traveled, there might be some trails in the foothills that would allow the PCs undetected passage.

Once the PCs have made their choice, read the following: *After traveling for many hours, you reach the Thunder Peaks without incident. Navigating through some old trails in the foothills, you reach a pass just as lightning streaks across the sky and thunder booms. The path ahead is littered with the remains of the dead, bones and rusted weapons scattered across the trail and near a sheer drop-off to your left. To the right of the trail, the terrain slopes steeply upward and then flattens out before ending at a cliff face that creates a natural wall.*

If the PCs chose Cormyr as their route, read the following: *The trail and grassy rise to the right are stained a reddish brown.*

Place the PCs on the map. Have them move across the map as a group. As they approach the center of the map, skeletal creatures rise from the remains to once again do battle. The skeletons rise up slowly enough that the PCs are not surprised. If a skeleton cannot rise in its marked location, it appears in the nearest unoccupied square.

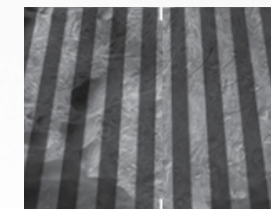
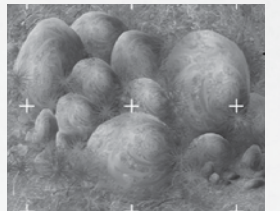
TACTICS

The skeleton warriors and boneshard skeleton surround the PCs in melee. They have only a vestigial memory of good tactics. The blazing skeleton use *flame orb* from its higher point until it is engaged in melee. It then switches to melee attacks. All the skeletons fight until destroyed.

FEATURES OF THE AREA

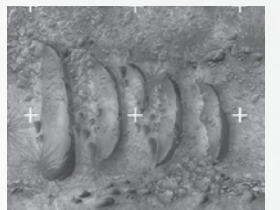
Blood Rock (Cormyr Path Only): The entire pass is permeated with the essence of bloody death from a past battle. Combatants score critical hits on a natural roll of 19 or 20.

Boulders: Squares with large boulders in them count as blocking terrain. A combatant can jump on top of a boulder by making a DC 20 Athletics check or a DC 10 Athletics check with a running start.

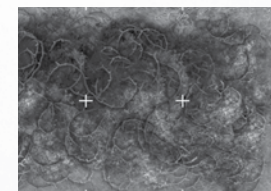


Cliff: The cliff drops 30 feet to the ground below. A creature that falls over the edge takes 3d10 damage and lands prone below. If a power or a bull rush forces a creature over the edge, the creature can immediately

attempt a saving throw to catch hold of the edge. A successful saving throw means the creature lands prone in the space nearest the edge and the forced movement ends.



Slope: Going up or down the slope to the top of the path is treated as difficult terrain.



Thick Foliage: A square that contains thick foliage blocks line of sight. Entering such a square costs 2 extra squares of movement.

ENDING THE ENCOUNTER

When the PCs defeat the skeletons, they are able to travel through the rest of the pass without incident.

If this is the PCs' fourth encounter without an extended rest, they each gain an action point.

3 Skeleton Warriors (SW) **Level 3 Soldier**
 Medium natural animate (undead) XP 150 each

Initiative +6 **Senses** Perception +3; darkvision
HP 37; **Bloodied** 18
AC 18; **Fortitude** 15, **Reflex** 16, **Will** 15
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
Speed 5

⊕ **Longsword** (standard; at-will) • **Weapon**
 +10 vs. AC; 1d8 + 2 damage, and the target is marked until the end of the skeleton warrior's next turn; see also *speed of the dead*.

Speed of the Dead
 When making an opportunity attack, the skeleton warrior gains a +2 bonus to the attack roll and deals an extra 1d6 damage.

Alignment Unaligned **Languages** –
Str 15 (+3) **Dex** 17 (+4) **Wis** 14 (+3)
Con 13 (+2) **Int** 3 (-3) **Cha** 3 (-3)
Equipment chainmail, light shield, longsword

Blazing Skeleton (BL) **Level 5 Artillery**
 Medium natural animate (undead) XP 200

Initiative +6 **Senses** Perception +4; darkvision
Fiery Aura (Fire) aura 1; any creature starts its turn in the aura takes 5 fire damage.
HP 40; **Bloodied** 20
AC 19; **Fortitude** 15, **Reflex** 18, **Will** 16
Immune disease, poison; **Resist** 10 fire, 10 necrotic;
Vulnerable 5 radiant
Speed 6

⊕ **Blazing Claw** (standard; at-will) • **Fire**
 +8 vs. AC; 1d4 + 1 damage, and ongoing 5 fire damage (save ends).

⊕ **Flame Orb** (standard; at-will) • **Fire**
 Range 10; +8 vs. Reflex; 2d4 + 4 fire damage, and ongoing 5 fire damage (save ends).

Alignment Unaligned **Languages** –
Str 13 (+3) **Dex** 18 (+6) **Wis** 15 (+4)
Con 17 (+5) **Int** 4 (-1) **Cha** 6 (+0)

Boneshard Skeleton (BS) **Level 5 Brute**
 Medium natural animate (undead) XP 200

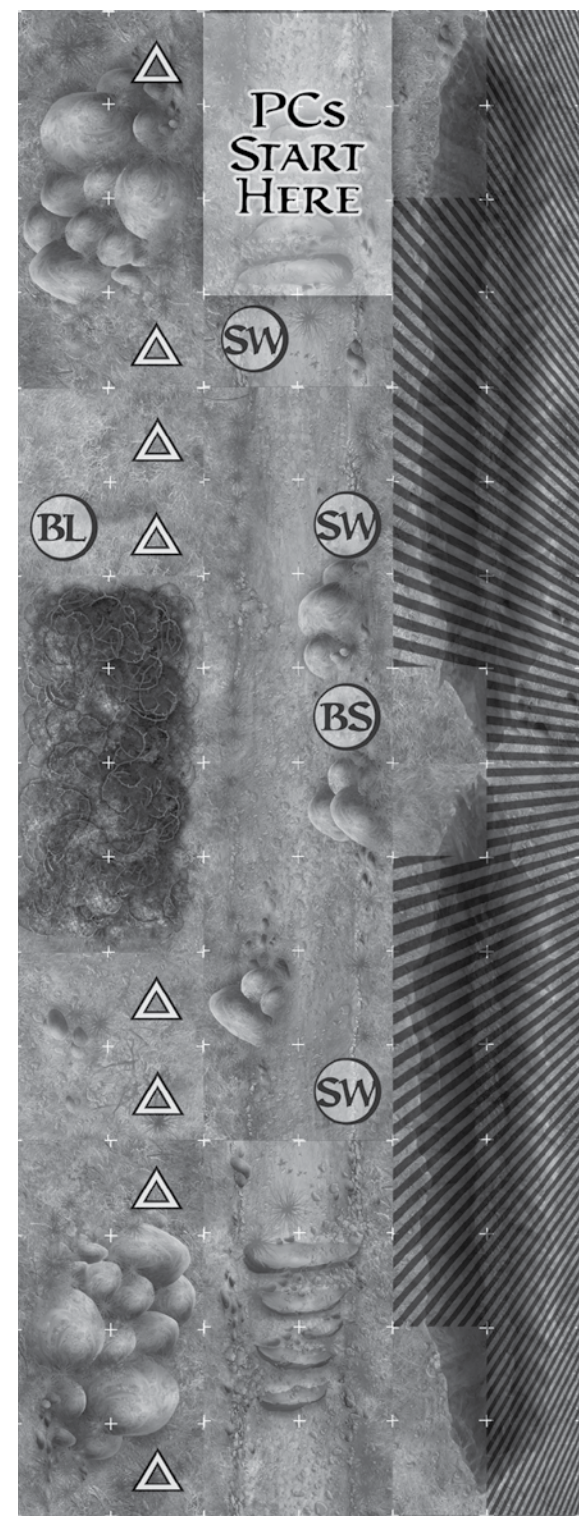
Initiative +5 **Senses** Perception +4; darkvision
HP 65; **Bloodied** 32; see also *boneshard burst*
AC 17; **Fortitude** 16, **Reflex** 16, **Will** 15
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
Speed 6

⊕ **Scimitar** (standard; at-will) • **Necrotic, Weapon**
 +9 vs. AC; 1d8 + 3 damage (crit 1d8 + 11) plus 5 necrotic damage.

⊕ **Boneshard** (standard; at-will) • **Necrotic**
 +9 vs. AC; 1d4 + 3 damage, and ongoing 5 necrotic damage (save ends).

⚡ **Boneshard Burst** (immediate reaction, when first bloodied and again when the boneshard skeleton is reduced to 0 hit points) • **Necrotic**
 Close burst 3; +8 vs. Reflex; 2d6 + 3 necrotic damage.

Alignment Unaligned **Languages** –
Str 16 (+5) **Dex** 16 (+5) **Wis** 14 (+4)
Con 17 (+5) **Int** 3 (-2) **Cha** 3 (-2)
Equipment scimitar



The map uses tiles from the *Ruins of the Wild* set of D&D Dungeon Tiles.

Tile	Size	Number
Stream/Crevasse	8 x 2	2
Ruined Wagon / Briar	4 x 2	1
Field / Rock Outcropping	4 x 2	2
Road with Steps / Fallen Pillar	4 x 2	2
Field/Road	8 x 2	3

ENCOUNTER 5: ALMOST THERE

Encounter Level 5 (950 XP)

SETUP

- 3 human berserkers (B)
- 1 human mage (M)
- 1 shadar-kai chainfighter (SC)

The PCs have almost made it to their safe haven. They're in either Cormyr or the Dalelands now, but a Netherese agent—a human mage—has tracked them down and is preparing for one final attempt at capturing them.

Read the following:
You're now beyond the Thunder Peaks and are nearing your safe haven. Coming out of thick woods and rounding a bend, you see a bridge across a fast-running stream. On the bridge are three rough-looking men carrying greataxes. Behind thick brush just past the bridge stands a robed woman holding a staff and a pale-skinned elflike man absently twirling a spiked chain.

If the PCs succeeded in the skill challenge in encounter 2, the guards in Saerb didn't get a good enough look at them, and the agent and her warriors aren't sure if the PCs are coming this way. As a result, the PCs gain a surprise round against their foes.

If the PCs failed the skill challenge in encounter 2, they were identified and local folk were shown drawings of them and instructed to look out for them. Messages were relayed to the group at the bridge, who are ready for the PCs. The agent's forces gain a +2 bonus to their first attack rolls made against the PCs, because they've put together a good plan of attack.

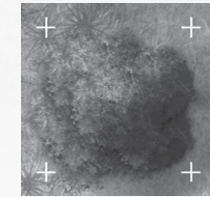
TACTICS

The berserkers move in to hold the bridge and attack the PCs savagely. They are undisciplined; they leave their positions on the bridge to flank a target, for example.

The Netherese mage stays on her side of the bridge, near the thick foliage so as to minimize the potential of being flanked. She uses her encounter powers when it is most advantageous and otherwise relies on *magic missile*. She attempts to flee if she becomes bloodied.

The shadar-kai chainfighter uses move actions and *shadow jaunt* to position for *dance of death*. He concentrates on attacking controllers and leaders, and he fights to the death.

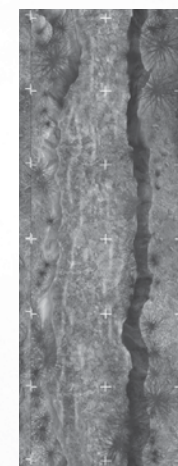
FEATURES OF THE AREA



Small Trees: A small tree can provide cover to a creature that is in the same or an adjacent square.

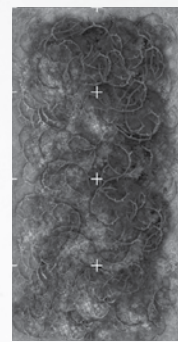
Stone Bridge:

The stone bridge is 10 feet above the stream. Creatures that fall over the edge take 1d6 damage and land prone in the stream. They then slide 2 squares toward the bottom of the map. If a power or a bull rush forces a combatant over the edge, the combatant can attempt a saving throw to catch hold of the bridge. A successful saving throw means the combatant lands prone in the space nearest the edge and the forced movement ends.



Stream: Any combatant who ends a move in the stream slides 1 square toward the bottom of the map (or 2 squares if the combatant is prone). Jumping over the stream requires a DC 20 Athletics check (or DC 10 if the jumper has a running start).

Thick Foliage: A square that contains thick foliage blocks line of sight. Entering such a square costs 2 extra squares of movement.



Wooden Bridge (Dalelands Path): The bridge on this path follows the rules for the stone bridge, but it is made of wood and lashed together with rope. It's also rickety; a combatant who takes damage while on the bridge must succeed on a DC 10 Acrobatics check or fall into the stream.

Treasure: The mercenaries brought along their loot sacks, which contain some magic items (see "Magic Items").

ENDING THE ENCOUNTER

If the PCs knock the mage or the shadar-kai unconscious and later interrogate either of them, the PCs learn that the agent was ordered by her superiors to capture the PCs and take the scroll. The scroll has some important information, but neither of them knows the specifics. The berserkers are mercenaries and know nothing relevant.

After the battle, the PCs make it to their safe haven.

Read the following:

You've finally made it to the safety of friendlier lands. Now you'll need to ask around to see if anyone can help you find a suitable recipient for the scroll. But that's a story for another time.



3 Human Berserkers (B) **Level 4 Brute**
Medium natural humanoid XP 175 each

Initiative +3 **Senses** Perception +2
HP 56; **Bloodied** 28; see also *battle fury*
AC 15; **Fortitude** 15, **Reflex** 14, **Will** 14
Speed 7

⊕ **Greataxe** (standard; at-will) • **Weapon**
+7 vs. AC; 1d12 + 4 damage (crit 1d12 + 16).

↓ **Battle Fury** (immediate reaction, when first bloodied; encounter)
The human berserker makes a melee basic attack with a +4 bonus to the attack roll and deals an extra 1d6 damage on a hit.

↘ **Handaxe** (standard; at-will) • **Weapon**
Range 5/10; +5 vs. AC; 1d6 + 3 damage.

Alignment Unaligned **Languages** Common
Skills Athletics +10, Endurance +10
Str 17 (+5) **Dex** 12 (+3) **Wis** 11 (+2)
Con 16 (+5) **Int** 10 (+2) **Cha** 12 (+3)
Equipment leather armor, greataxe, 2 handaxes

Human Mage (M) **Level 4 Artillery (Leader)**
Medium natural humanoid XP 175

Initiative +4 **Senses** Perception +5
HP 32; **Bloodied** 16
AC 17; **Fortitude** 13, **Reflex** 14, **Will** 15
Speed 6

⊕ **Quarterstaff** (standard; at-will) • **Weapon**
+4 vs. AC; 1d8 damage.

⊕ **Magic Missile** (standard; at-will) • **Force**
Range 20; +7 vs. Reflex; 2d4 + 4 force damage.

↘ **Dancing Lightning** (standard; encounter) • **Lightning**
The mage makes a separate attack against 3 different targets: range 10; +7 vs. Reflex; 1d6 + 4 lightning damage.

✱ **Thunder Burst** (standard; encounter) • **Thunder**
Area burst 1 within 10; +7 vs. Fortitude; 1d8 + 4 thunder damage, and the target is dazed (save ends).

Alignment Unaligned **Languages** Common
Skills Arcana +11
Str 10 (+2) **Dex** 14 (+4) **Wis** 17 (+5)
Con 12 (+3) **Int** 18 (+6) **Cha** 12 (+3)
Equipment robes, quarterstaff, wand

Shadar-kai Chainfighter (SC) **Level 6 Skirmisher**
Medium shadow humanoid XP 250

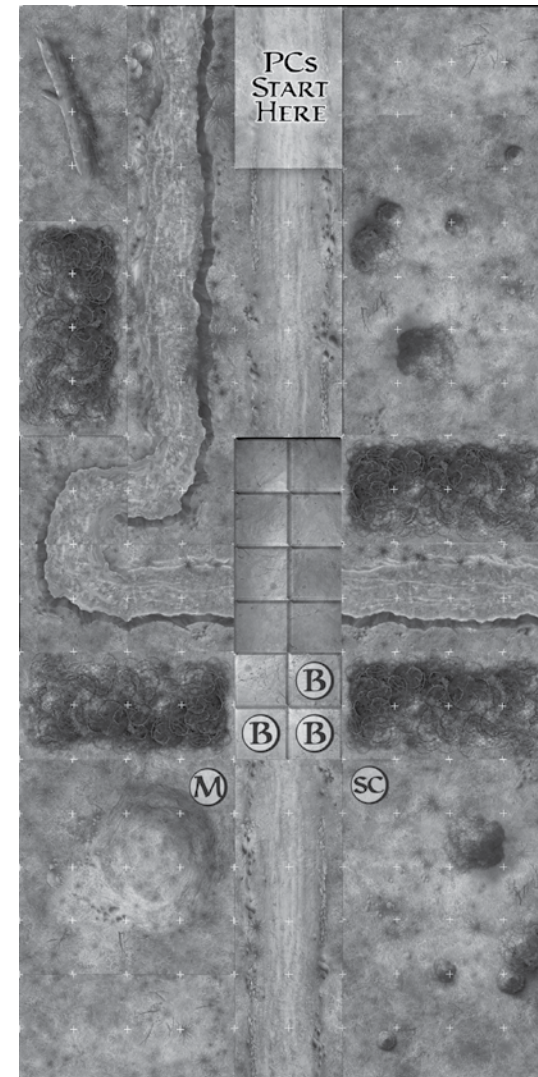
Initiative +9 **Senses** Perception +5; low-light vision
HP 54; **Bloodied** 27
AC 20; **Fortitude** 19, **Reflex** 19, **Will** 17
Speed 6; see also *dance of death* and *shadow jaunt*

⊕ **Spiked Chain** (standard; at-will) • **Weapon**
Reach 2; +11 vs. AC; 2d4 + 3 damage.

↓ **Dance of Death** (standard; recharge [E]) • **Necrotic, Weapon**
The shadar-kai chainfighter shifts 6 squares and makes 3 spiked chain attacks at any points during his move. He can only attack a given enemy once, but he deals an extra 1d6 necrotic damage with each successful hit.

Shadow Jaunt (move; encounter) • **Teleportation**
The shadar-kai chainfighter teleports 3 squares and becomes insubstantial until the start of his next turn.

Alignment Unaligned **Languages** Common
Skills Acrobatics +14, Stealth +14
Str 17 (+6) **Dex** 18 (+7) **Wis** 14 (+5)
Con 12 (+4) **Int** 10 (+3) **Cha** 11 (+3)
Equipment leather armor, spiked chain



The map uses tiles from the first set of *D&D Dungeon Tiles*.

Tile	Size	Number
Ground/Floor	2 x 2	2
Obelisk/Floor	2 x 2	1
Pit/Floor	2 x 2	1

The map also uses tiles from the *Ruins of the Wild* set of *D&D Dungeon Tiles*.

Tile	Size	Number
Stream/Crevasse	8 x 2	1
Road/Crevasse	8 x 2	2
Stream/Road	8 x 2	1
Field/Skeleton	4 x 8	2
Graves/Briar	4 x 2	2
Mound / Hillside Door	4 x 4	1
Ruined Wagon / Briar	4 x 2	2
Stream Bend / Horse	2 x 2	2
Stream Bend / Road Bend	2 x 2	1
Covered Wagon / Field with Log	4 x 2	1
Field / Rock Outcropping	4 x 2	2

MAGIC ITEMS

If the PCs completed the final encounter successfully, each of them can pick a magic item from the following selection.

Vicious Longbow **Level 2**
This weapon is good for a ranger to wield.
Enhancement: +1 enhancement bonus to attack rolls and damage rolls using the weapon
Critical: +1d12 damage on a critical hit

Symbol of Life **Level 2**
This is a perfect implement for a cleric to use.
Implement (Holy Symbol)
Enhancement: +1 enhancement bonus to attack rolls and damage rolls using the implement
Critical: +1d6 damage on a critical hit using the implement
Power (Daily ♦ Healing): Minor Action.
Until the end of your turn, any character healed by one of your encounter powers or daily powers regains an additional 1d6 hit points.

Dwarven Plate Armor **Level 2**
This armor is good for a paladin.
Enhancement: +1 enhancement bonus to AC
Property: +1 item bonus to Endurance checks.
Power (Daily ♦ Healing): Free Action.
Regain hit points as if you had spent a healing surge.

Cloak of Resistance **Level 2**
This cloak is suitable for a character of any class.
Item Slot: Neck
Enhancement: +1 enhancement bonus to Fortitude, Reflex, and Will defenses
Power (Daily): Minor Action. Gain resist 5 to all damage until the start of your next turn.

Belt of Vigor **Level 2**
This belt is suitable for a character of any class.
Item Slot: Waist
Property: You gain a +1 item bonus to your healing surge value.

Heavy Shield of Protection **Level 3**
This shield is good for a fighter or a paladin to use.
Item Slot: Arms
Power (Daily): Standard Action. You and an adjacent ally gain resist 10 to all damage until the end of your next turn.



CORRIN REEDSON

MALE HALFLING PALADIN

LEVEL 1 GOOD

"May the luck of Tymora guide my hand!"



Ability Score	Value	Modifier		
STRENGTH	14	+2	ARMOR CLASS	20
CONSTITUTION	12	+1	FORTITUDE DEFENSE	13
DEXTERITY	12	+1	REFLEX DEFENSE	14
INTELLIGENCE	9	-1	WILL DEFENSE	14
WISDOM	16	+3	INITIATIVE	+1
CHARISMA	16	+3	SPEED (SQUARES)	5

HIT POINTS	27	HEALING SURGE HP HEALED	6	SECOND WIND	<input type="checkbox"/>
BLOODIED	13	HEALING SURGES/DAY	11	(Use second wind up to 1/encounter)	

Current Hit Points

Current Surge Uses

Basic Attack Name	Attack Bonus	Damage	Range/Properties
Short sword	+5 vs. AC	1d6+2	
Throwing hammer	+4 vs. AC (+3 thrown)	1d6+2	5 squares normal/10 squares max

FEATS

Lost in the Crowd (+2 AC when adjacent to two larger enemies)

SKILLS

Passive Insight	18
Passive Perception	13
Acrobatics	-1
Athletics	-2
Diplomacy	+8
Heal	+8
Insight	+8
Perception	+3
Religion	+4
Stealth	-3

PRAYERS (Divine Powers)

See back of character sheet.

EQUIPMENT

Plate armor, heavy shield, short sword, 2 throwing hammers, holy symbol, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

Small Size (already added; for feat reference)

Bold (+5 to saving throws vs. fear)

Nimble Reaction (+2 AC against opportunity attacks)

Second Chance (see back)

Channel Divinity: Divine Mettle (see back)

Channel Divinity: Divine Strength (see back)

Lay on Hands (see back)

Languages: Common and Elven

Normal Vision

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

PRAYERS (DIVINE POWERS)

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

At-Will Powers

Bolstering Strike

Paladin Attack 1

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

At-Will ◆ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +6 vs. AC (+5 with throwing hammer)

Hit: 1d6 + 3 damage, and you gain 3 temporary hit points.

Divine Challenge

Paladin Feature

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

At-Will ◆ Divine, Radiant

Minor Action Close burst 5

Target: One creature in burst

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

While a target is marked, it takes a –2 penalty to attack rolls for any attack that doesn’t include you as a target. Also, it takes 6 radiant damage the first time it makes an attack that doesn’t include you as a target before the start of your next turn.

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

You can use *divine challenge* once per turn.

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

Holy Strike

Paladin Attack 1

You strike an enemy with your weapon, which ignites with holy light.

At-Will ◆ Divine, Radiant, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +5 vs. AC (+4 with throwing hammer)

Hit: 1d6 + 2 radiant damage. If you marked the target, you gain a +3 bonus to the damage roll.

Lay on Hands

Paladin Feature

Your divine touch instantly heals wounds.

At-Will (Special) ◆ Divine, Healing

Special: You can use this power 3 times per day, but only once per round.

Minor Action Melee touch

Target: One creature

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

Encounter Powers

Channel Divinity: Divine Mettle

Paladin Feature

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

Encounter ◆ Divine

Special: You can use *divine mettle* or *divine strength* once per encounter, but not two or more of these in the same encounter.

Minor Action Close burst 10

Target: One creature in burst

Effect: The target makes a saving throw with a +3 bonus.

Channel Divinity: Divine Strength

Paladin Feature

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

Encounter ◆ Divine

Special: You can use *divine mettle* or *divine strength* once per encounter, but not two or more of these in the same encounter.

Minor Action Personal

Effect: Gain +2 to damage on your next attack this turn.

Second Chance

Halfling Racial Power

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

Encounter

Immediate Interrupt Personal

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

Shielding Smite

Paladin Attack 1

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

Encounter ◆ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +6 vs. AC (+5 with throwing hammer)

Hit: 2d6 + 3 damage.

Effect: Until the end of your next turn, one ally within 5 squares of you gains a +3 power bonus to AC.

Daily Power

On Pain of Death

Paladin Attack 1

You invoke a prayer that wracks your foe with terrible pain and causes further pain whenever he makes an attack.

Daily ◆ Divine, Implement

Standard Action Ranged 5

Target: One creature

Attack: +3 vs. Will

Hit: 3d8 + 3 damage. Once per round, the target takes 1d8 damage after making any attacks on its turn (save ends).

Miss: Half damage. Once per round, the target takes 1d4 damage after making any attacks on its turn (save ends).



ERAS THE SUNLORD

MALE HUMAN CLERIC

LEVEL 1 UNALIGNED



"The power of Amaunator cuts through the darkness!"

Ability Score	Value	Modifier		
STRENGTH	14	+2	ARMOR CLASS	16
CONSTITUTION	12	+1	FORTITUDE DEFENSE	13
DEXTERITY	10	+0	REFLEX DEFENSE	12
INTELLIGENCE	12	+1	WILL DEFENSE	17
WISDOM	18	+4	INITIATIVE	+0
CHARISMA	12	+1	SPEED (SQUARES)	5
HIT POINTS	24		HEALING SURGE HP HEALED	6
BLOODIED	12		HEALING SURGES/DAY	8
			SECOND WIND	<input type="checkbox"/>

(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

Basic Attack Name	Attack Bonus	Damage	Range/Properties
Mace	+4 vs. AC	1d8+2	Versatile (+1 damage when 2-handed)
Dagger	+5 vs. AC (+3 thrown)	1d4+2	5 squares normal/10 squares max

FEATS

Human Perseverance (+1 to saving throws)
 Channel Divinity: Power of Amaunator (see back)

RACE AND CLASS FEATURES

Channel Divinity: Divine Fortune (see back)
 Channel Divinity: Turn Undead (see back)
 Healing Word (see back)
 Ritual Casting (can use rituals)
 Languages: Common and Dwarven
 Normal Vision

SKILLS

Passive Insight	19
Passive Perception	14
Acrobatics	- 1
Athletics	+1
Arcana	+6
Heal	+9
History	+6
Insight	+9
Perception	+4
Religion	+6
Stealth	- 1

PRAYERS (Divine Powers)

See back of character sheet.

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

EQUIPMENT

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

PRAYERS (DIVINE POWERS)

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

At-Will Powers

Lance of Faith

Cleric Attack 1

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

At-Will ♦ Divine, Implement, Radiant

Standard Action Ranged 5

Target: One creature

Attack: +4 vs. Reflex

Hit: 1d8 + 4 radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target.

Priest’s Shield

Cleric Attack 1

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

At-Will ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +4 vs. AC

Hit: 1d8 + 2 damage (if using dagger 1d4 + 2 damage), and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn.

Sacred Flame

Cleric Attack 1

Sacred light shines from above, searing a single enemy with its radiance while at the same time aiding an ally with its beneficent power.

At-Will ♦ Divine, Implement, Radiant

Standard Action Ranged 5

Target: One creature

Attack: +4 vs. Reflex

Hit: 1d6 + 4 radiant damage, and one ally you can see chooses either to gain 2 temporary hit points or to make a saving throw.

Encounter Powers

Cause Fear

Cleric Attack 1

Your holy symbol ignites with the fury of your god. Uncontrollable terror grips your enemy, causing him to instantly recoil.

Encounter ♦ Divine, Fear, Implement

Standard Action Ranged 10

Target: One creature

Attack: +4 vs. Will

Hit: The target moves its speed + 2 squares away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

Encounter Powers (continued)

Channel Divinity: Divine Fortune

Cleric Feature

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

Encounter ♦ Divine

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

Free Action Personal

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

Channel Divinity: Power of Amaunator

Feat Power

Your prayer to Amaunator creates a white-hot surge of radiance.

Encounter ♦ Divine, Radiant

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

Free Action Personal

Trigger: You hit an enemy with a power with the radiant keyword.

Effect: Your power deals an extra 1d10 radiant damage to all targets hit by the power used. If a power deals half damage on a miss, you deal half of the extra damage as well.

Channel Divinity: Turn Undead

Cleric Feature

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

Encounter ♦ Divine, Implement, Radiant

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

Standard Action Close burst 2

Target: Each undead creature in burst

Attack: +4 vs. Will

Hit: 1d10 + 4 radiant damage, and you push the target 5 squares. The target is immobilized until the end of your next turn.

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

Healing Word

Cleric Feature

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

Encounter (Special) ♦ Divine, Healing

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

Minor Action Close burst 5

Target: You or one ally

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

Daily Power

Cascade of Light

Cleric Attack 1

A burst of divine radiance sears your foe.

Daily ♦ Divine, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: +4 vs. Will

Hit: 3d8 + 4 radiant damage, and the target gains vulnerability 5 to all your attacks (save ends).

Miss: Half damage, and the target gains no vulnerability.



KATHRA IRONFORGE

FEMALE DWARF FIGHTER



LEVEL 1 UNALIGNED

"Happiness is breaking my enemies' bones."

Ability Score	Value	Modifier		
STRENGTH	16	+3	ARMOR CLASS	19
CONSTITUTION	18	+4	FORTITUDE DEFENSE	16
DEXTERITY	12	+1	REFLEX DEFENSE	13
INTELLIGENCE	10	+0	WILL DEFENSE	12
WISDOM	14	+2	INITIATIVE	+1
CHARISMA	8	-1	SPEED (SQUARES)	5

HIT POINTS	33	HEALING SURGE HP HEALED	8	SECOND WIND	<input type="checkbox"/>
BLOODIED	16	HEALING SURGES/DAY	13	(Use second wind up to 1/encounter)	

Current Hit Points

Current Surge Uses

Basic Attack Name	Attack Bonus	Damage	Range/Properties
Warhammer	+6 vs. AC	1d10+5	Versatile (+1 damage when 2-handed)
Handaxe	+6 vs. AC	1d6+5	5 squares normal/10 squares max

FEATS

Dwarven Weapon Training (already added)

SKILLS

Passive Insight	12
Passive Perception	12
Acrobatics	-1
Athletics	+6
Endurance	+9
Heal	+7
Insight	+2
Perception	+2
Stealth	-1
Streetwise	+4

EXPLOITS (Martial Powers)

See back of character sheet.

EQUIPMENT

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

RACE AND CLASS FEATURES

Cast-Iron Stomach (+5 to saving throws vs. poison)
 Dwarven Resilience (use second wind as a minor action)
 Stand Your Ground (move 1 square less when subject to a push, pull, or slide; when knocked prone make an immediate saving throw to stay standing)
 Combat Challenge (when you attack you may mark the enemy, giving a -2 to attack targets other than you, only one mark per enemy, new mark supersedes old one)
 Combat Challenge (when an adjacent enemy shifts, make an immediate melee basic attack against them)
 Combat Superiority (+2 to opportunity attacks and enemies hit stop moving if a move provoked the attack)
 Languages: Common and Dwarven
 Low-Light Vision

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

EXPLOITS (MARTIAL POWERS)

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

At-Will Powers

Cleave

Fighter Attack 1

You hit one enemy, then cleave into another.

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: +6 vs. AC

Hit: 1d10 + 5 damage (if using handaxe 1d6 + 5 damage), and an enemy adjacent to the target takes 3 damage.

Tide of Iron

Fighter Attack 1

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

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be using a shield.

Target: One creature

Attack: +6 vs. AC

Hit: 1d10 + 5 damage (if using handaxe 1d6 + 5 damage), and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied.

Encounter Power

Passing Attack

Fighter Attack 1

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

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Primary Target: One creature

Attack: +6 vs. AC

Hit: 1d10 + 5 damage (if using handaxe 1d6 + 5 damage), and you can shift 1 square. Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: +8 vs. AC

Hit: 1d10 + 5 damage (if using handaxe 1d6 + 5 damage).

Daily Power

Brute Strike

Fighter Attack 1

You shatter armor and bone with a ringing blow.

Daily ♦ Martial, Reliable, Weapon

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

Standard Action **Melee weapon**

Target: One creature

Attack: +6 vs. AC

Hit: 3d10 + 5 damage (if using handaxe 3d6 + 5 damage).



RIARDON BRIGHTVALE

MALE ELADRIN RANGER



LEVEL 1 GOOD

"I never lose my quarry."

Ability Score	Value	Modifier		
STRENGTH	14	+2	ARMOR CLASS	17
CONSTITUTION	11	+0	FORTITUDE DEFENSE	13
DEXTERITY	18	+4	REFLEX DEFENSE	15
INTELLIGENCE	12	+1	WILL DEFENSE	13
WISDOM	14	+2	INITIATIVE	+4
CHARISMA	10	+0	SPEED (SQUARES)	6

HIT POINTS	23	HEALING SURGE HP HEALED	5	SECOND WIND	<input type="checkbox"/>
BLOODIED	11	HEALING SURGES/DAY	6	(Use second wind up to 1/encounter)	

Current Hit Points

Current Surge Uses

Basic Attack Name	Attack Bonus	Damage	Range/Properties
Longbow	+6 vs. AC	1d10+4	20 squares normal/40 squares max; load free
Longsword	+4 vs. AC	1d8+2	Versatile (+1 damage when 2-handed)

FEATS

Defensive Mobility (+2 to AC against opportunity attacks)
Lethal Hunter (already added; see Hunter's Quarry)

SKILLS

Passive Insight	12
Passive Perception	17
Acrobatics	+9
Athletics	+7
History	+8
Insight	+2
Nature	+7
Perception	+7
Stealth	+9

EXPLOITS (Martial Powers)
See back of character sheet.

EQUIPMENT

Hide armor, longbow, longsword, quiver filled with arrows, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

Eladrin Will (+5 to saving throws vs. charm)
Fey Origin (considered a fey creature)
Trance (spend 4 hours in extended rest instead of 6; while taking an extended rest, you are fully aware of surroundings)
Fey Step (see back)
Hunter's Quarry (once per turn as a minor action, designate the nearest enemy your quarry; once per round do +1d8 damage against your quarry; remains active until quarry is defeated, encounter ends, or you switch your quarry; only 1 quarry at a time)
Languages: Common and Elven
Low-Light Vision

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

EXPLOITS (MARTIAL POWERS)

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

At-Will Powers

Careful Attack

Ranger Attack 1

You study the enemy, looking for a gap in his defenses. Only when you find it do you strike.

At-Will ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: +8 vs. AC

Hit: 1d10 damage.

Nimble Strike

Ranger Attack 1

You slink past your enemy’s guard to make your attack, or you make your attack and then withdraw to a more advantageous position.

At-Will ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Special: Shift 1 square before or after you attack

Attack: +6 vs. AC

Hit: 1d10 + 4 damage.

Encounter Powers

Fey Step

Eladrin Racial Power

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

Encounter ♦ Teleportation

Move Action Personal

Effect: Teleport up to 5 squares.

Fox’s Cunning

Ranger Attack 1

Using the momentum from your enemy’s blow to fall back or slip to one side, you make a sudden retaliatory attack as he stumbles to regain his composure.

Encounter ♦ Martial, Weapon

Immediate Reaction Melee or Ranged weapon

Trigger: An enemy makes a melee attack against you

Attack: You can shift 1 square, then make a basic attack against the enemy.

Special: Gain a +2 power bonus to your basic attack roll.

Daily Power

Split the Tree

Ranger Attack 1

You fire two arrows at once, which separate in mid-flight to strike two different targets.

Daily ♦ Martial, Weapon

Standard Action Ranged weapon

Targets: Two creatures within 3 squares of each other

Attack: +6 vs. AC. Make two attack rolls, take the better result, and apply it to both targets.

Hit: 2d10 + 4 damage.



SKAMOS REDMOON

MALE TIEFLING WIZARD

LEVEL 1 UNALIGNED



"This is much harder than it looks. I wouldn't expect you to understand."

Ability Score	Value	Modifier		
STRENGTH	10	+0	ARMOR CLASS	15
CONSTITUTION	10	+0	FORTITUDE DEFENSE	10
DEXTERITY	14	+2	REFLEX DEFENSE	15
INTELLIGENCE	20	+5	WILL DEFENSE	13
WISDOM	9	-1	INITIATIVE	+2
CHARISMA	12	+1	SPEED (SQUARES)	6
HIT POINTS	20		HEALING SURGE HP HEALED	5
BLOODIED	10		HEALING SURGES/DAY	6
			SECOND WIND	<input type="checkbox"/>

(Use second wind up to 1/encounter)

Current Hit Points	Current Surge Uses

Basic Attack Name	Attack Bonus	Damage	Range/Properties
Dagger	+3 vs. AC (+5 thrown)	1d4 (1d4+2 thrown)	5 squares normal/10 squares max
Magic Missile	+5 vs. Reflex	2d4+5	20 squares

FEATS

Skill Training: Stealth (already added)

SKILLS

Passive Insight	9
Passive Perception	9
Acrobatics	+2
Arcana	+10
Athletics	+0
History	+10
Insight	-1
Nature	+10
Perception	-1
Stealth	+9

SPELLS (Arcane Powers)

See back of character sheet.

EQUIPMENT

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

RACE AND CLASS FEATURES

Bloodhunt (+1 racial bonus to attacks vs. bloodied foes)

Fire Resistance (resist fire 5)

Infernal Wrath (see back)

Arcane Implement Mastery: Wand of Accuracy

(once per encounter as a free action, gain a +2 bonus to an attack roll; you must be wielding your wand)

Cantrips (see back)

Ritual Casting (can use rituals)

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

Languages: Common, Elven, and Goblin

Low-Light Vision

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

SPELLS (ARCANE POWERS)

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

At-Will Powers

Ghost Sound

Wizard Cantrip

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

At-Will ♦ Arcane, Illusion

Standard Action Ranged 10

Target: One object or unoccupied square

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

Magic Missile

Wizard Attack 1

You launch a silvery bolt of force at an enemy.

At-Will ♦ Arcane, Force, Implement

Standard Action Ranged 20

Target: One creature

Attack: +5 vs. Reflex

Hit: 2d4 + 5 force damage.

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

Light

Wizard Cantrip

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

At-Will ♦ Arcane

Minor Action Ranged 5

Target: One object or unoccupied square

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

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

Mage Hand

Wizard Cantrip

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

At-Will ♦ Arcane, Conjuration, Force

Minor Action Ranged 5

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

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

Sustain Minor: You can sustain the hand indefinitely.

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

Scorching Burst

Wizard Attack 1

A vertical column of golden flames burns all within.

At-Will ♦ Arcane, Fire, Implement

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: +5 vs. Reflex

Hit: 1d6 + 5 fire damage.

Encounter Power

Force Orb

Wizard Attack 1

You hurl an orb of magical force at an enemy. It bursts against the target and throws off razor-sharp shards of force that cut nearby enemies to ribbons.

Encounter ♦ Arcane, Force, Implement

Standard Action Ranged 20

Primary Target: One creature or object

Attack: +5 vs. Reflex

Hit: 2d8 + 5 force damage. Make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target

Secondary Attack: +5 vs. Reflex

Hit: 1d10 + 5 force damage.

Infernal Wrath

Tiefling Racial Power

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

Encounter

Minor Action Personal

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

Daily Powers (Pick One at Each Extended Rest)

Acid Arrow

Wizard Attack 1

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

Daily ♦ Acid, Arcane, Implement

Standard Action Ranged 20

Primary Target: One creature

Attack: +5 vs. Reflex

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

Secondary Target: Each creature adjacent to the primary target

Secondary Attack: +5 vs. Reflex

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

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

Sleep

Wizard Attack 1

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

Daily ♦ Arcane, Implement, Sleep

Standard Action Area burst 2 within 20 squares

Target: Each creature in burst

Attack: +5 vs. Will

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

Miss: The target is slowed (save ends).



TIRA DUSKMEADOW

FEMALE HALF-ELF WARLOCK



LEVEL 1 UNALIGNED

"My unseen masters whisper their secrets while I sleep."

Ability Score	Value	Modifier		
STRENGTH	10	+0	ARMOR CLASS	15
CONSTITUTION	16	+3	FORTITUDE DEFENSE	13
DEXTERITY	11	+0	REFLEX DEFENSE	13
INTELLIGENCE	15	+2	WILL DEFENSE	15
WISDOM	8	-1	INITIATIVE	+0
CHARISMA	18	+4	SPEED (SQUARES)	6

HIT POINTS	28	HEALING SURGE HP HEALED	7	SECOND WIND	<input type="checkbox"/>
BLOODIED	14	HEALING SURGES/DAY	9	(Use second wind up to 1/encounter)	

<i>Current Hit Points</i>	<i>Current Surge Uses</i>				
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Basic Attack Name	Attack Bonus	Damage	Range/Properties
Dagger	+3 vs. AC (+3 thrown)	1d4	5 squares normal/10 squares max
Eldritch blast	+4 vs. Reflex	1d10+4	10 squares

FEATS

Action Surge (+3 to attacks on actions gained from action points)

SKILLS

Passive Insight	16
Passive Perception	9
Acrobatics	+0
Athletics	+0
Bluff	+9
Insight	+6
Perception	-1
Stealth	+0
Streetwise	+9
Thievery	+5

SPELLS (Arcane Powers)

See back of character sheet.

EQUIPMENT

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

RACE AND CLASS FEATURES

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

Fey Pact (Misty Step - when you reduce an enemy under your Warlock's Curse to 0 hit points or fewer, you can teleport 3 squares as a free action)

Prime Shot (if none of your allies are nearer to your target than you are, gain a +1 to ranged attacks against the target)

Shadow Walk (move 3+ squares away on your turn, gain concealment until the end of your next turn)

Warlock's Curse (once per turn as a minor action, place a curse on the enemy nearest you; you do +1d6 damage on enemy; lasts until end of encounter or enemy is defeated)

Languages: Common, Elven, and Goblin

Low-Light Vision

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

SPELLS (ARCANES POWERS)

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

At-Will Powers

Eldritch Blast Warlock (All) Attack 1

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

At-Will ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: +4 vs. Reflex

Hit: 1d10 + 4 damage.

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

Eyebite Warlock (Fey) Attack 1

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

At-Will ♦ Arcane, Charm, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: +4 vs. Will

Hit: 1d6 + 4 psychic damage, and you are invisible to the target until the start of your next turn.

Encounter Powers

Ray of Frost Wizard Attack 1

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

At-Will ♦ Arcane, Cold, Implement

Standard Action Ranged 10

Target: One creature

Attack: +2 vs. Fortitude

Hit: 1d6 + 2 cold damage, and the target is slowed until the end of your next turn.

Witchfire Warlock (Fey) Attack 1

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

Encounter ♦ Arcane, Fire, Implement

Standard Action Ranged 10

Target: One creature

Attack: +4 vs. Reflex

Hit: 2d6 + 4 fire damage, and the target takes a -4 penalty to attack rolls until the end of your next turn.

Daily Power

Curse of the Dark Dream Warlock (Fey) Attack 1

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

Daily ♦ Arcane, Charm, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: +4 vs. Will

Hit: 3d8 + 4 psychic damage, and you slide the target 3 squares.

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