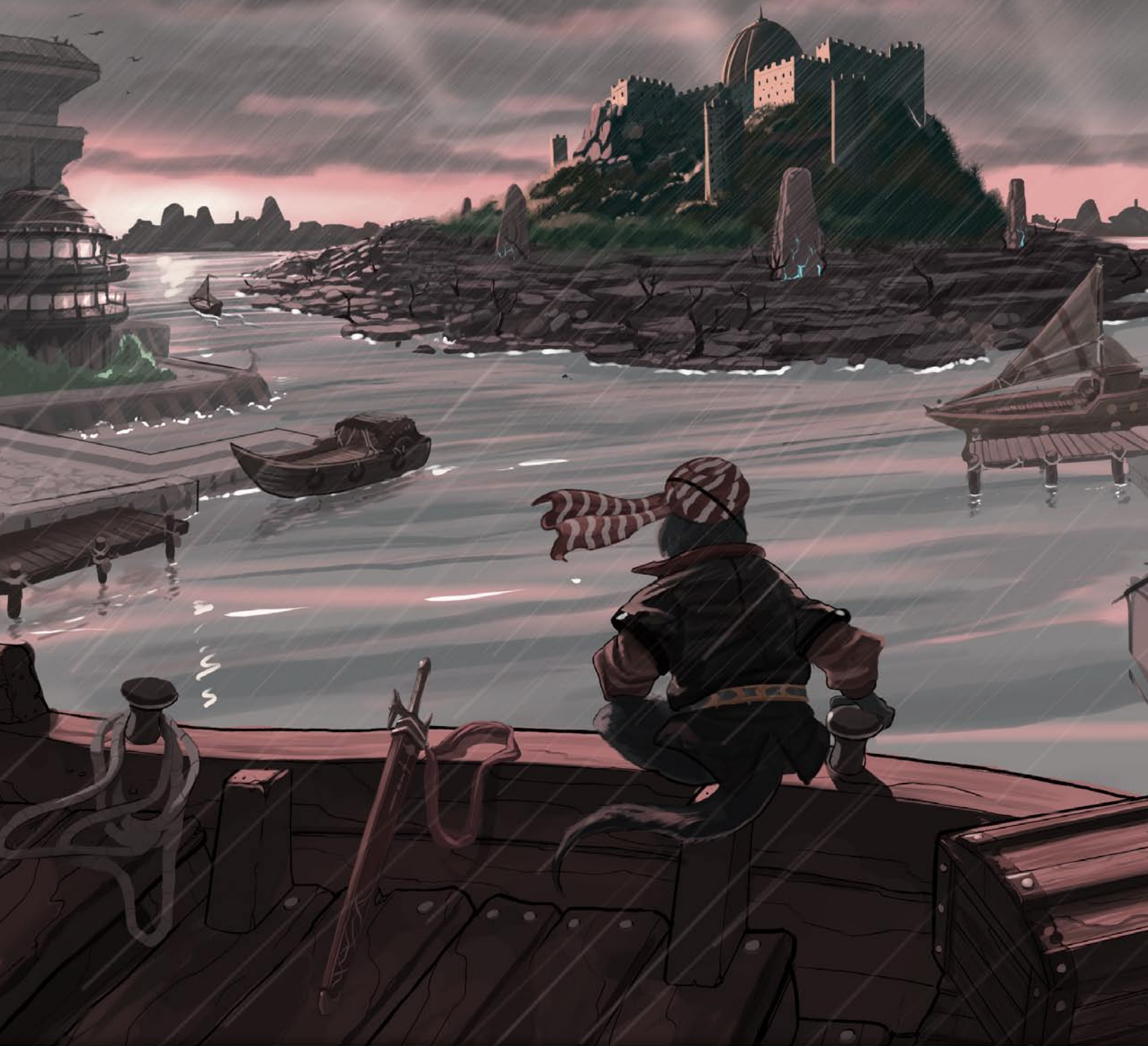


**4TH  
EDITION**  
SYSTEM COMPATIBLE

# Scarryport

**REALITY DEVIANT  
PUBLICATIONS**

## CITY OF SECRETS



MATTHEW J. HANSON, DAVID JARVIS, GRAYDON SCHLICHTER,  
GREG TITO, CHRISTOPHER URINKO

# SCARRPORT: CITY OF SECRETS

BY

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THIS BOOK IS DEDICATED TO DAVE ARNESON



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## INTRODUCTION

Campaign Cutouts introduce new material for players and game masters to use in their 4th Edition Dungeons and Dragons™ games. In each Campaign Cutout, you will find detailed information about the location and its inhabitants, new races, paragon paths, monsters, feats, magic items, region-specific hazards and much more!

The first Campaign Cutout introduces you to the infamous city of Scarrport, a seedy trade port on the banks of the mighty Torberyn River where it converges with the Wellspring River. Scarrport is widely known as the gateway to the Hellfury Peaks — a mysterious region where evil festers in every crag, its influence spreading across the region like a raging firestorm. Unholy hell spawn roam the rugged mountain range, preying on unwary travelers and adventurers who seek to make their fortunes exploring the countless ruins dotting the land. Dangerous cults who worship dark gods riddle Scarrport's four boroughs, using the city as a base of operations from which they spread their influence to other kingdoms. No place for the naive, the thieves and grifters of Scarrport lurk around every corner of this bustling city, preying on newcomers like a school of night fang eels on deep water trout. The unwary are soon parted with their money and possessions in this dangerous city or on the myriad riverboats that stop in Scarrport to offload goods and pick up passengers. Yet, despite its unsavory reputation, Scarrport is a magnet for heroes in search of adventure. From the brothels, drug houses and gambling dens of the Fens to the boats traveling the Torberyn and Wellspring Rivers, or beyond the city in the demon-infested Hellfury Peaks and the tangled Dark Wood, the possibilities for adventure are boundless.

### SCARRPORT IN YOUR WORLD

Like all gamers, you either are using a published game setting, or have created your own amazing “home brew” worlds to play in. So why bother with a new setting? Even the most intricate worlds have a few blank spaces on the map. Campaign Cutouts help you fill in those spaces, providing you with interesting locations for you to plug right into your game with little or no work on your part. Optimally, you can use each Campaign Cutout “right out of the box” for one-shot games or even a mini-campaign. Campaign Cutouts are designed to be setting neutral, providing you with just enough information about the region and its inhabitants to make the campaign cutout playable, but not so much that you feel like you would have to shoehorn the material to fit with your world. The following section examines each individual component of this campaign cutout and offers suggestions for using or discarding each element.

## THE CITY AND SURROUNDING AREAS

Scarrport works in any region where two rivers merge into one. This exciting river city can be plugged into such a region with very little work at all on your part. Indeed, you just might find that the element of river traffic provides an interesting dynamic for your games. Imagine a bustling city with all the intrigue and danger of a seaport, but set on a mighty, winding river flowing throughout the lands. Each day brings new people, whether they are adventurers, nobles, merchants or simple farmers from surrounding villages, bringing their crops to market.

Scarrport is the perfect setting for fantasy adventures and campaigns in the vein of Mark Twain's Tom Sawyer and Huckleberry Finn. Adventure waits just around the next bend in the river. Match blades with brigands who prey on river traffic. Outwit grifters who frequent luxury riverboats, seeking to separate people from their coin in games of chance or confidence schemes, or foil the plans of insidious cults. Of course, the four boroughs are a hotbed of intrigue for any adventurers brave enough to immerse themselves in the shady politics of the many nobles and emissaries who come to Scarrport from far off kingdoms, representing the interests of kings and queens.

While Scarrport works best as a city along a river deep inside a continent, you might also place it on the coast where a river empties into the sea. Surrounding areas such as the Hellfury peaks and Dark Wood can be moved to fit your world's landscape or discarded wholesale in favor of other geographic features which make the most sense for your game.

### THE RACES

Scarrport is home to three new races; the fearsome ghodon, pesky gremlins and free-spirited otterkin. You'll find that each race adds its own particular feel to Scarrport. Gremlins, with their strange gizmos, clockwork creatures, guns and explosives lend a decidedly steam-punkish feel to the city. Otterkin bring with them a buccaneer's love for adventure, and the mighty ghodon, with their elemental magic, strange customs and gruff mannerisms add a savage, primal element to the city. Add in other races from the core books such as gnomes, dwarves, humans, dragonborn, eladrin and tieflings, and you get this vibrant (and often explosive) melting pot of cultures from all corners of the known realms!

Of course, you may not want these new races in your campaign, and that's certainly fine. Scarrport isn't dependant on any one race to thrive in your campaign. Nothing is set in stone. Maybe you dislike the concept of gremlins, but think steam punk might be a lot of fun. Swap out the race with dwarves or gnomes, and suddenly you have an entirely new subculture, easily capable of creating guns, explosives and even clockwork machines that look and feel as if they were built deep in the mountain halls of an ancient dwarven kingdom, or, in the case of gnomes, a wild city built out of





gears and cogs that's powered by amazing steam devices.

Don't like the ghodon race? No problem. Humans are often nomadic and split into different tribes. If you feel that the ghodon are better suited as barbarian human tribes who inhabit the region around Scarrport, feel free to replace them. You might also consider the goliaths from the PHBII if you like the idea of larger creatures as a playable race.

Otterkin are easily replaced by halflings, should you want a free-spirited race that isn't so anthropomorphic.

## CLASS OPTIONS

Scarrport: City of Secrets introduces a new character class for you to enjoy, the elementalist. The elementalist character class, the five related paragon paths and epic destinies focus on a deeper relationship with the four primordial forces of nature, fire, air, earth and water. While many of the people who inhabit Scarrport and the surrounding areas are elementalists, this concept might not mesh with existing themes for your own campaign. In such cases, you might consider replacing the elementalist with druids, shamans, or even wizards and sorcerers, as the case may be.

The three other paragon paths: the grifter, thief catcher and gunslinger all have a roguish feel to them (though only the grifter and thief catcher have the rogue class as a prerequisite), and are available for you to use or discard as you see fit. If you don't allow guns in your game, then the gunslinger paragon path may not be for you. Consider replacing the gunslinger with a ranger paragon path or some other rogue paragon path if guns aren't used in your game.

## STEAMPUNK ELEMENTS

The steam punk elements you'll find in this book are probably the most divergent of all. While writing this book, we took great care to keep the existence of these items to a minimum. Instead, we focus on providing specific pieces of gear you can choose to either use in games involving Scarrport, or discard entirely. The campaign cutout can stand on its own without them or be further enriched by their presence; it just depends on the type of game you wish to run.

## CONCLUSION

OK, we've talked enough about how you can tweak this campaign cutout to suit your game. Always keep in mind that Scarrport is yours to do with as you please. I'll leave you with one last bit of advice, however. Before using this book, talk at length with your gaming group about the setting and the elements you'll find in these pages. Discuss which ones you should use and which ones to throw out. The key to running a fun game is to be sure everyone is on the same page, and that's the point, to have fun!

Now, read on, and discover the city of secrets...

--David Jarvis







## CHAPTER ONE: SCARRPORT

### FRESH OFF THE BOAT

*Welcome, traveler, to the city of secrets! I can tell you're fresh off the boat by that wide-eyed look on your face. There's much to take in, to be sure. But you'd best learn to survive Scarrport fast, otherwise you're sure to get taken in by scamps and grifters who wouldn't think twice about gutting you for that fat purse you're trying so hard to hide under your cloak. Mark my words, lad. Grow some steel in your spine an' eyes in the back o' yer head, or you'll be feeding the night fang eels in the river before the night is out.*

*Oh, don't get me wrong, a good many people you'll meet in the four boroughs are law-abiding citizens, content to live their lives and take what the river brings them. High Lord Kranak does a good enough job of runnin' the city, to be sure — even though he be dragonborn. I don't cotton to his kind meself, but I can no' fault him for the job he does. Truth be told, the high lord has put on a good showing fer himself in the past few years, compared to them that came before. High Lord Kranak cleaned up the rampant crime in Jharadin; made it a proper place for whorin' and drinkin' again. Oh, you don't cotton to that kind o' fun eh? Well, I dun' say as I blame ye. The burnin' ain't always worth the ticklin' if ye take my meanin. But ye'll find the best ale this side of the Hellfury Peaks in the taverns of Jharadin, and the gamblin' fair — for the most part.*

*Anyhow, Kranak forced them black-blooded Krugun Darkblades down into the Underwarren where they belong. Burned the Jharadin to the ground when the fever plague hit, callin' it a cleansing. Ahh, but that mess made him mighty unpopular in those days — as sure as the Torberyn'll flood its banks before Moonrun it did. Ol' Kranak had to duck and dodge more than a few crossbow bolts and gremlin bombs while he rebuilt Jharadin. In the end, though, after the red-skinned dragonborn compensated the townsfolk, innkeepers and merchants, most people stopped complainin' — though now and again you'll hear rumor of some wretch who lost everything in the fires lookin' fer some payback. It never ends well for them who go up against the Red Watch. I guess some people never learn.*

*Truth be told, Kranak saved the city. The fever plague burned its way through Jharadin. If he didn't raise the drawbridges and burn the district to the ground, it might have swept across the entire city and spread all throughout the realms. Jharadin looks much easier on the eyes now to be sure, though the smell of blood from the Ghodon slaughterhouses can make ye wanna stay indoors when the wind be right. Don't be fooled by the facelift, though lad.*

Crime was worse before the cleansin', but there still be plenty o' places in the borough even I wouldn't go at night. That said, it's much better than the Fens.

I try an' stay outta the Fens if I can. They say even Kranak's Red Watch won't go into that place without more'n thirty men. It be nothin' but slums — full o' thieves and murderers. Gangs control the Fens, fightin' each other block by block. Some say Kranak might send in a few companies to cleanse it soon, but I dunna believe the rumor. The Isle of Stone Dogs, now, this be a strange place at night.

What is The Isle of Stone Dogs you ask? Why, lad, ye be standin' on it! It's the near-five mile-long island in the center of the river; the place where river craft from all over the realms come to sell their cargo, take on passengers and make their way up the river to Winter's Heart or down stream to the gleaming city of Toryth. Travelers from all lands — East, West, North and South — converge on the Isle of Stone Dogs. Some are heroes seeking fame and fortune in the Hellfury Peaks, others are lords, ladies; even diplomats from distant lands come to negotiate trade agreements with the merchant council. But, whatever the reason, everyone comes to Scarrport eventually, and the Isle of Stone Dogs be where they take leave of their ships. If they be comin' overland to find passage on a river boat, then the Isle of Stone Dogs is where they reach their journey's end.

The Isle of Stone Dogs is the beating heart of Scarrport. When the first adventurers and explorers came here nearly two hundred years ago, the area was a great deserted ruin. Oh, to be sure, both sides of the river had their fair share of abandoned buildings, crumbling stone walls and watch towers guarding the ancient city, but the Isle had the largest concentration of them. Like a massive, walled city it was, with great stone towers, mysterious temples and other buildings spread all across the isle. Many o' them still are standin'. Ye can tell the old stonework from the new by the strange runes and carvings. The entire city has been rebuilt on top of the old, lad. Many of the remains have been preserved and are even used as apartments or shops. Even the High Lord's stronghold has been built on top of the old foundations! If I were making the decisions — and mind ye, nobody's asking my opinion — I think I'd have cleansed the place and started from scratch. Ye see, the Isle of Stone Dogs be haunted.

It's true! Burn yer black bones if ye don't believe me! Ye best be wary walkin' these streets at night, fer specters, ghouls and other dark fiends from the great beyond prowl the Isle of Stone Dogs. If I be lyin', may the mighty river sweep me down stream! Some say they be angry spirits summoned up by the isle itself to protect its secrets. Others claim they be the work of warlocks hired by the city watch to keep thieves and scamps from causin' trouble. But sure as the river runs, if you stay in Scarrport long enough, you'll be hearin' of some poor sap found dead, pale white as if some Hell Spawn from them blasted peaks to the west drained all the blood from his body. I hear tell High Lord Kranak is pondering raisin' the drawbridges at night and lockin' down the entire

Isle after dusk. He's already set a curfew to try and keep people safe. But that dunna work well when ye make your crust at night, if ye get my meanin'. Just as well, I say; the inns, taverns, spice houses and dancin' halls in Torrell be a better way to spend yer nights anyhow.

Torrell. Now there's a fun town. None of the stuffy types ye'll see here on the Isle or over in some of the tamer burbs in Jharadin. Most people are simple folk — dockworkers, fishermen, artisans, servants, players, musicians and the like. Not uppity lords and ladies, though ye can be sure to see a few o' them slummin', especially on festival days, like the Moonrun and Winter Night. Most of the Otter folk you'll find in the city live in Torrell. What's that? Ye've never heard of Otterkin!? Where ye from lad, the Tanshari Blight?

Otterkin be interesting creatures, friend. They look...well... like a silver-striped otter, if the critter were nearly three feet tall, stood on its hind legs and wore human clothes. Most speak the strange, squeaking language of their people exclusively, though enough speak common — especially the ones who work on the docks selling fish, crawdads, eel and the like. Others work patchin' holes in riverboats or piloting ships up and down the Torberyn. Oh, the ottarai — that be what they call themselves — are hands down the best pilots from here to Winter's Heart — no doubt about it. They can run the river blind, and their boats are the fastest craft on the river. Need to get some place in a hurry? Buy passage on an ottarai craft. My gold be on the Dartfin to win the Moonrun race this year. She's the fastest ship in the water, even without an air caller to fill her sails. Trust me, Dartfin'll beat whatever bucket them lunk-headed ghodon water shapers can put out into the currents, to be sure... Ok, then, I can tell by that blank look on yer face that ye've never heard of the ghodon either.

See that giant of a man with teal colored skin... Don't stare ye dung-brained fool!! The ghodon don't like to be stared at. That one'll pull out the mammoth battle maul slung across his back and squash ye like a bug if he thinks yer paying him too much attention. The ghodon tribes have been living in these parts for as long as anyone can remember. And before ye ask, no, even they don't know who built the ruins of Scarrport... Or if they do, they aren't tellin'. Now what was I sayin'? Oh, right. The ghodon tribes... Powerful dangerous they are, lad; powerful dangerous. Plain mean-spirited, too. They don't even seem to like each other half the time. Stay in Scarrport long enough and you'll catch wind of tribal wars in the foothills out West in the foothills. Lately there's been more an' more of them taking up residence in Scarrport, which is odd, as the ghodon are traditionally nomads... Not that I'm an expert on the ghodon, mind you. Also, they don't like gremlins. They seem to think the critters are food.

Yeah, don't think I haven't caught ye eyeballing the tinker down the street like he was some demon come down outta the Hellfury Peaks. He be a gremlin. So ye haven't seen one of his kind either? Bah! If I weren't so interested in yer pur...Ahh, safety... I'd have dunked ye in the river for gapin' like ye do. One thing ye need to understand, mate. People

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*in Scarrport, for all their variety, don't like people prying too close into their affairs. Keep staring at people the way ye been, and I can guarantee ye'll be fish food before the week's out. Oh, and close yer mouth while you're at it. Ye look like a slack-jawed yokel. There, that's better.*

*Now, gremlins, they might be small, but just one of 'em's got more brains in his wart-covered noggin than half the folk in Scarrport. Sure, folk are unsettled by that bumpy green skin, big ears, claws, and wild white hair, who wouldn't be? anyhow, most people who don't know any better think gremlins nothing but scamps and thieves. To be sure, the creatures like a bit of trickery and adventure from time to time, but even we humans have our fair share of scoundrels.*

*Gremlins, they can make things like gunpowder and the weapons to use it. They build things, too, complicated stuff, mind you, like the drawbridges linking Jharadin and Torrell to the Isle of Stone Dogs. That's gremlin work, lad! They stick together, too. Ye mess with one of 'em and you'll have the whole stack of barrels rollin' at ya. Most gremlins make their homes in the Underwarren where it is dark, cool and damp. They don't like folks sticking their noses into their business, either. There's many a fool who's stole a gremlin's invention and got himself killed fiddling with it. That be yer one warnin' boy. Don't mess with gremlin craft unless one of 'em teaches ye how to use it first.*

*Now, I could stand here all night tellin ye the ins and outs of Scarrport, but then I'd be late for a meeting at Jora's Smoke Shop in Torrell, and you'd still have that purse o' gold. Come on lad, part of ye must have known this was comin. Don't make me pull out my pistol and show you first hand what gremlin craft can do to a man. There, that's better...*

*There be no need fer violence between friends.*

Often referred to as the City of Secrets or the Gateway to the Hellfury Peaks, Scarrport is a bustling city comprised of four boroughs; Jharadin, the Isle of Stone Dogs, Torrell and The Fens. Scarrport has a population of roughly thirty five thousand souls of varying races and backgrounds. Those numbers can swell to nearly forty thousand people during festivals, and even higher throughout the harvest season when farmers bring crops to market and merchants transport the goods to faraway cities. Here, otter folk brush elbows with a myriad races including elves, dwarves, dragonborn, and mischievous gremlins. Ghodon tribesmen offload precious cargo from riverboats, and mysterious tiefling wizards frequent apothecaries in search of exotic ingredients for their dark spells and rituals.

Scarrport is alive with sound smell and color. In markets throughout the four boroughs, hawkers call out to passers-by, selling spices, weapons, bolts of silk and a plethora of other exotic and not-so-exotic goods under tents and carts arrayed in a rainbow of hues. Aromatic spices blend with fresh tobacco, coconut, oranges, plums, pineapples, tanned leather, smoked fish, fresh-baked bread and a variety of wines and ale. Minstrels play lively tunes for travelers in the taverns

and on street corners across the four boroughs. Lurking just below the hustle and bustle of this busy river port, however, is an undercurrent of danger.

Secret organizations plot against the High Lord Kranak Steel Scale and his counselors, seeking to remove them from power. Insidious demon cults with origins in the Hellfury Peaks spread their influence across the realms with each ship that leaves Scarrport's docks. Grifters and thieves prowl the streets, preying on the naïve and unwary. The rich and powerful vie for control of the lucrative drug trade, negotiating deals in smoke-filled drug parlors with river captains and merchants willing to smuggle their product into cities across the continent. Assassins prowl moonlit rooftops. Warlocks barter their souls with hell spawn in exchange for favors and power. Fortunes are won and lost in seedy gambling parlors throughout the city and on lavish, luxury riverboats cruising the Torberyn River. Spies lurk in every shadow, prying eyes watching the goings-on of aristocrats, wealthy merchants and diplomats, selling their secrets to the highest bidder.

The following chapter takes a deeper look at the four boroughs comprising the city of Scarrport, providing you with information about each district and its inhabitants.

## THE FOUR BOROUGHS

Scarrport is comprised of four major districts, called boroughs by the people who live here: Torrell on the Eastern bank, Jharadin on the West bank, the Fens to the North and in the center of it all, the mysterious Isle of Stone Dogs.

### TORRELL

Torrell lies on the eastern bank of the river. Largely a working class district, the borough is home to the people who do the grunt work which keeps Scarrport running smoothly. After High Lord Kranak cleansed Jharadin, Torrell saw a massive influx of people, many of whom lost everything and were forced to start over.

Although most of them are humble dock workers or tradesmen, the inhabitants of Torrell see themselves as above the seedy machinations of the rest of Scarrport. The district boasts most of the city's temples, churches and religious administrative buildings. Because so many more god-fearing people inhabit Torrell, it is believed that you can get an honest deal on most goods there, although the truth is that Torrellian merchants can drive as hard a bargain as the other districts. The district leaders, however, impose a substantial vice tax on any activity they deem untoward, such as whoring, gambling and imbibing excessive amounts of brandywine. The tax was conceived to drive out such activities but it has instead created the image that any vice operating in the district must be worth the extra price. This has led to the popular saying in Scarrport when describing good quality merchandise, "Cheap as a whore in Torrell."

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## A RIGHTEOUS TOWN

Many of its inhabitants still view Torrell as the most righteous part of the city and they chafe against many of High Lord Kranak's decrees. The burning of Jharadin was thought to be cruel and unjust, especially by many of those who were forced to settle there after their home was torched. There is no official capacity in which church leaders advise Kranak, but they often publicize their disapproval of his policies through their sermons. In general, they demand more regulation of the rampant crime and grifterism in the city, which they see as an embarrassment.

The cultural epicenter of the Torrell district is the broad avenue known as the Walk of the Gods, sometimes irreverently referred to as "Godway" by the rest of Scarrport. High Priest Callum Follerdan was a member of the first recorded expedition to the city and it was his idea to settle on the east bank of the river. A devout follower of The Torchbearer, he funded the construction of the first church in the area to the cuckold with his own gold. The Great Temple of the Torchbearer is the largest and most influential church in Torrell and its prominence at the head of the walk of the gods makes that clear.

Churches are the major political force in the district, although nothing is exactly official municipal law. The

heads of church meet semi-regularly to discuss far-ranging topics including High Lord Kranak's policies and the growing concern over the ghodon immigrants. The nominal head of this informal committee has always been the high priest of The Torchbearer, the office held by an ancient human male named Talfordinate Wicking for longer than many Scarrportians have been alive. High Priest Wicking runs the Torchbearerian church efficiently and smoothly. He abhors waste of any kind and his tirades against young priests for supposedly wasteful actions are legendary. Despite Wicking's reputation, or perhaps because of it, the priesthood has expanded tenfold during his tenure. He has made it the business of The Torchbearer to organize humanitarian missions to many of the settlements surrounding the city. Some whisper that the reason so many demi-humans are now in Scarrport is because of Talfordinate Wicking reaching out to them.

## DISSENSION IN THE CHURCH

Grace Jaggedblade is not whispering. A lesser elvish vicar of The Walker in Mist, Churchwoman Jaggedblade has been calling for Wicking's resignation this past year. She has been organizing out of The Rusty Cauldron, a tavern off of Godway which is a known hotbed for anti-establishment sentiment in Scarrport. In a new pamphlet each week, Jaggedblade accuses Wicking of nearly every offense imaginable, including — but not limited to — murder, kidnapping, usury, perversion, preying upon the young and robbing from the poor. Grace says that his church has undermined all that is good, decent and profitable in this city. Her group of sycophants — the Bladesmen — have led protests and demonstrations outside his church and on the walk of the gods. The followers of the Torchbearer vehemently deny her accusations and Wicking remains as popular as ever. The churches tolerate Jaggedblade because she does not advocate violence and she is one of their own. The High Vicarress of The Walker in Mist says that she is doing the will of her goddesses and High Lord Kranak won't interfere because he likes seeing the churches squirm. Most Torrellians laugh off her antics, but a few are beginning to wonder if there might be some truth to her ravings.

One of those is Raph Tonsilflare, a dark-haired human bachelor around thirty years of age. Raph runs the most well-known brothel in Torrell, the Golden Cup, which he inherited from his father. Before he died in the spring from consumption, Old Travis Tonsilflare told Raph that he would have one very special customer one day, and that he was to do whatever that customer asked and be paid very well for it. Last month, Raph was contacted by a man in black and told to send Lorelei, his best elvish girl, to the center of Pyrestone Bridge, alone, at midnight. Raph complied and received a fat sack of platinum in return. Five days later, otterkin found Lorelei's body washed up on the shore of the Isle of the Stone Dogs. Raph doesn't know who the mystery customer is but he has some ideas.



Most of the ferry services in the city operate out of Torrell, including the Blue Gull Ferryman. Ferries for hire in Scarrport are typically painted blue to distinguish them from private rowboats. Josua Kaldrek, an enterprising gremlin, bought up nearly every rowboat in the city a decade ago and he's been running the fleet flawlessly from his warehouse in the northern waterfront of Torrell. His Blue Gulls will take you anywhere on the rivers you want, for the right price. Recently, a new group of ferrymen, calling themselves the Yellow Fins, have flourished by undercutting Kaldrek's prices. The Yellow Fins won't say who their boss is, but many say they are run by an ex-employee of Kaldrek, the otterkin called Halua. There's been news that more bodies of dead otterkin are washing up on the shores than usual in Torrell. Most don't see a connection, but whispers on the docks can be heard that Kaldrek is unhappy.

The bridges of Scarrport were built when the city was settled, yet there is one that has stood for longer than history can tell us. The high-arched Pyrestone Bridge was built in the architectural style of the ruins which dot the city and it connects Torrell with the center of the Isle of Stone Dogs. Its white granite towers are marred by ugly black and brown stains which appear to have been made by a blaze across its span. What exactly caused the stains and how the bridge was constructed to span such a great distance are mysteries, the answers to which have been lost in time. But the Pyrestone Bridge remains an iconic image to all those who visit Scarrport and is a symbol of pride for the district of Torrell.

Torrell's markets and restaurants are not as flashy as the other districts and the mostly residential streets are generally quieter. There is less chance of getting knifed, and gunfights don't happen every day. The food is good and the beer runs clear. That is what the people of Torrell enjoy and it is why they live there.

## NON-PLAYER CHARACTERS

**Cardinal** Level 16 Minion  
Medium Humanoid (Any) XP 350

**Initiative** +9      **Senses** Perception +14  
**HP** 1: a missed attack never damages a minion  
**AC** 33; **Fortitude** 29, **Reflex** 28, **Will** 34  
**Resist** 5 thunder (or appropriate to deity)  
**Speed** 6

☞ **Holy Thunder** (standard; at-will)

Ranged 5; +23 vs. Reflex; 8 thunder damage

**Greater Vigor**

Allies regain 5 hit points for each cardinal that is adjacent to them at the start of their turn.

**Alignment** Good

**Skills** Religion +15

**Str** 17 (+11)      **Dex** 12 (+9)      **Wis** 22 (+14)

**Con** 14 (+10)      **Int** 14 (+10)      **Cha** 13 (+9)

**Equipment** scale armor, light shield, mace

**Talfordinate Wicking** Level 16 Controller (Leader)  
High Priest of The Torchbearer\*  
Medium Humanoid (Human) XP 1,400

**Initiative** +8      **Senses** Perception +11  
**Aura of the Torchbearer** Aura 5; all enemies in the aura gain vulnerable 5 thunder.

**HP** 131; **Bloodied** 66  
**AC** 28; **Fortitude** 28, **Reflex** 28, **Will** 33

**Resist** 10 thunder

**Speed** 6

**Action Points** 1

⚔ **Mace** (standard; at-will)

+23 vs. AC; 1d8 + 6

☞ **Holy Thunder** (standard; at-will) • Thunder

Ranged 5; +27 vs. Reflex; 1d6 + 12 thunder damage and the target is pushed 5 squares.

⚡ **Thunderbreak** (standard; encounter) • Thunder

Close burst 5 +27 vs. Will; 2d8 + 12 thunder damage, and the target is deafened and dazed until the end of Wicking's next turn.

⚡ **Purifying Lightning** (standard; daily) • Lightning

Area burst 2 within 10; +27 vs. Reflex; 3d10 + 12 lightning damage and ongoing 10 lightning (save ends). At the start of their turn, each ally adjacent to an enemy taking ongoing lightning damage may make a saving throw against an ongoing condition.

⚡ **Thunder Cloud** (standard; daily) • Thunder

Area burst 2 within 10; +27 vs. Reflex; 2d10 + 12 thunder damage and ongoing 5 thunder (save ends); Miss: half damage.

**Divine Fortune** (free; encounter)

(Cleric Class Feature; see the D&D 4E Player's Handbook)

⚡ **Healing Word** (minor; twice per encounter)

Close Burst 10; (Cleric Class Feature; see the D&D 4E Player's Handbook); +4d6

⚡ **Light the Way** (standard; encounter) \* Divine, Implement, Radiant, Zone

**Close Burst 8:** All allies in burst gain a +1 power bonus to their attacks until the end of Talfordinate's next turn.

**Special:** The burst creates a zone of holy ground that lasts until the end of Talfordinate's next turn. The zone is considered brightly lit by the Torchbearer's grace.

**Sustain Minor:** The illuminated zone persists.

⚡ **Mass Cure Light Wounds** (standard; daily)

Close Burst 5; (Level 10 Cleric Utility Prayer; see the D&D 4E Player's Handbook); +3

⚡ **Cure Serious Wounds** (standard; daily)

Melee touch; (Level 6 Cleric Utility Prayer; see the D&D 4E Player's Handbook)

**Alignment** Lawful Good

**Skills** Religion +15, Insight +18, Diplomacy +16, History +15

**Str** 14 (+10) **Dex** 11 (+8) \ **Wis** 21 (+13)

**Con** 14 (+10) **Int** 14 (+10) **Cha** 16 (+11)

**Equipment** robe of thunderbolts +4, symbol of the storm +6

\* See the **Gods of the Shroud** for more information on the Torchbearer.

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**Grace Jaggedblade** **Level 4 Controller (Leader)**  
 Lesser Vicar of The Walker in Mist\*  
 Medium Fey Humanoid (Elf) XP 175

**Initiative** +3 **Senses** Perception +8; low-light  
**HP** 38; **Bloodied** 19  
**AC** 17; **Fortitude** 14, **Reflex** 15, **Will** 19  
**Speed** 7

‡ **Longsword** (standard; at-will)

+7 vs. AC; 1d8 + 10

☞ **Lance of Faith** (standard; at-will) • Radiant

Range 5; +8 vs. Will; 1d8 + 6 radiant damage; (Level 1 Cleric Attack Prayer; see the D&D 4E Player's Handbook); +2

☞ **Command** (standard; encounter)

Ranged 10; +8 vs. Will; dazed and prone or slide 5 (Level 3 Cleric Attack Prayer; see the D&D 4E Player's Handbook)

⊕ **Avenging Flame** (standard; daily) • Fire

+8 vs. AC; 2d8 + 10 fire damage, and ongoing fire 5 (save ends). (Level 1 Cleric Attack Prayer; see the D&D 4E Player's Handbook)

**Elven Accuracy** (free; encounter)

(Elf Racial Power; see the D&D 4E Player's Handbook)

☞ **Healing Word** (minor; twice per encounter)

Close Burst 5; (Cleric Class Feature; see the D&D 4E Player's Handbook); +1d6

**Divine Fortune** (free; encounter)

(Cleric Class Feature; see the D&D 4E Player's Handbook)

☞ **The Walker's Great Stride** (Move; encounter) \* Divine

Ranged 5; Grace slides a bloodied ally 1 square. The target gains +1 to its speed until the end of its next turn.

**Alignment** Good

**Skills** Religion +9, Insight +11, Diplomacy +9, History +9

**Str** 12 (+3) **Dex** 12 (+3) **Wis** 18 (+6)

**Con** 11 (+2) **Int** 14 (+4) **Cha** 15 (+4)

**Equipment** scale armor, longsword +1, The Walker in Mist's discord +1

\* See the Gods of the Shroud for more information on The Walker in the Mist.

**Clergyman** **Level 4 Minion**  
 Medium Humanoid (Any) XP 44

**Initiative** +3 **Senses** Perception +11  
**HP** 1: a missed attack never damages a minion  
**AC** 20; **Fortitude** 16, **Reflex** 15, **Will** 20  
**Resist** 5 necrotic;  
**Speed** 6

‡ **Mace** (standard; at-will)

+7 vs. AC; 4 damage

**Lesser Vigor**

Allies regain 1 hit point for each clergyman that is adjacent to them at the start of their turn

**Alignment** Any

**Skills** Religion +7

**Str** 14 (+4) **Dex** 12 (+3) **Wis** 19 (+6)

**Con** 14 (+4) **Int** 11 (+2) **Cha** 10 (+2)

**Equipment** scale armor, light shield, mace

**Raph Tonsilflare** **Level 6 Soldier**  
 Medium Humanoid (Human) XP 250

**Initiative** +3 **Senses** Perception +8; low-light  
**HP** 61; **Bloodied** 30  
**AC** 21; **Fortitude** 23, **Reflex** 19, **Will** 19  
**Speed** 6

‡ **Quarterstaff** (standard; at-will)

+13 vs. AC; 1d8 + 7

☞ **Dagger** (standard; at-will)

Ranged 5/10; +11 vs. AC; 1d4 + 5 damage

‡ **Sure Strike** (standard; at-will) • Weapon

+15 vs. AC; 1d8 + 3 damage

⊕ **Precise Strike** (standard; encounter) • Weapon

+17 vs. AC; 1d8 + 7 damage

⊕ **Dizzying Blow** (standard; daily) • Reliable

+13 vs. AC; 3d8 + 9 damage, and immobilized (save ends).

**Unbreakable** (immediate reaction; when hit by an attack; encounter).

Raph reduces the damage by 8 hit points.

**Combat Challenge**

(Fighter Class Feature; see the D&D 4E Player's Handbook)

**Alignment** Unaligned

**Skills** Diplomacy +10, Endurance +10, Intimidate +10, Streetwise +10

**Str** 18 (+7) **Dex** 14 (+5) **Wis** 10 (+3)

**Con** 16 (+6) **Int** 12 (+4) **Cha** 14 (+5)

**Equipment** leather armor, quarterstaff + 2, belt of vigor



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**Josua Kaldrek** **Level 8 Skirmisher**  
Small Fey Humanoid (Gremlin) XP 350

**Initiative** +8 **Senses** Perception +11  
**HP** 61; **Bloodied** 30  
**AC** 24; **Fortitude** 19, **Reflex** 23, **Will** 20  
**Speed** 6

↓ **Dagger** (standard; at-will)

+12 vs. AC; 1d4 + 4

↘ **Single-action pistol** (standard; load minor, shot 6; at-will)

Ranged 10/20; +12 vs. AC; 1d8 + 7 damage

↓ or ↘ **Sly Flourish** (standard; at-will) • Weapon

+12 vs. AC; 1d4 (or 1d10) + 9 and target is marked.

Ⓣ or Ⓢ **Rogue's Luck** (standard; encounter)

+14 vs. AC; 2d4 (or 2d10) + 7, miss: secondary attack +17 vs. AC; 1d4 + 7

Ⓣ or Ⓢ **Walking Wounded** (standard; daily) • Weapon

+14 vs. AC; 2d4 (or 2d10) + 7 damage, and knocked prone. (Level 5 Rogue Attack Exploit; see the D&D 4E Player's Handbook)

**Combat Advantage**

(Rogue Class Feature; see the D&D 4E Player's Handbook); +2d6

**First Strike**

(Rogue Class Feature; see the D&D 4E Player's Handbook)

⊖ **Gremlin Fenzy** (standard; encounter)

Close burst 1; +8 vs. AC; 1d6 + 4 and the target is dazed until Kaldrek's next turn.

⊖ **Mob Mentality** (standard; encounter)

Close burst 10; (Level 6 Rogue Utility Exploit; see the D&D 4E Player's Handbook); +2

**Alignment** Unaligned

**Skills** Bluff +11, Intimidate +11, Stealth +13, Thievery +15

**Str** 14 (+6) **Dex** 18 (+8) **Wis** 11 (+4)

**Con** 14 (+6) **Int** 12 (+5) **Cha** 14 (+6)

**Equipment** evasion armor +2, single-action pistol

**Riverman** **Level 7 Minion**  
Small Humanoid (Any) XP 75

**Initiative** +4 **Senses** Perception +8  
**HP** 1; a missed attack never damages a minion  
**AC** 22; **Fortitude** 20, **Reflex** 20, **Will** 18  
**Speed** 5, Swim 8

↓ **Trident** (standard; at-will)

+10 vs. AC; 6 damage

**Amphibious**

The riverman gains a +2 bonus to all defenses while swimming or in a boat.

**Alignment** Any **Languages** Common

**Skills** Athletics +10

**Str** 14 (+4) **Dex** 12 (+3) **Wis** 19 (+6)

**Con** 14 (+4) **Int** 11 (+2) **Cha** 10 (+2)

**Equipment** hide armor, trident

**Halua** **Level 7 Skirmisher**  
Medium Humanoid (Otterkin) XP 300

**Initiative** +4 **Senses** Perception +9  
**HP** 56; **Bloodied** 28  
**AC** 23; **Fortitude** 21, **Reflex** 20, **Will** 17  
**Speed** 5, **Swim** 7

↓ **Spear** (standard; at-will) • Weapon

+13 vs. AC; 1d8 + 7 damage

↓ **Hit and Run** (standard; at-will) • Weapon

+13 vs. AC; 1d8 + 7 (Level 1 Ranger Attack Exploit; see the D&D 4E Player's Handbook)

Ⓣ **Claws of the Griffon** (standard; encounter) • Weapon

+13 vs. AC; 2d8 + 7 damage; and +13 vs. AC; 1d8 + 7 damage (Level 7 Ranger Attack Exploit; see the D&D 4E Player's Handbook).

Ⓣ **Frenzied Skirmish** (standard; daily) • Weapon

+13 vs. AC; 1d8 + 7 damage (Level 5 Ranger Attack Exploit; see the D&D 4E Player's Handbook)

**Hunter's Quarry** (free action; at-will)

(Ranger Class Feature; see the D&D 4E Player's Handbook); +1d6 damage

**Pack Fighting**

Halua gains a +1 bonus to melee attack rolls against flanked enemies.

**Weave Through the Fray**

(Level 6 Ranger Utility Exploit; see the D&D 4E Player's Handbook); 3

**Alignment** Unaligned

**Skills** Athletics +11, Heal +9, Nature +9

**Str** 18 (+7) **Dex** 16 (+6) **Wis** 13 (+4)

**Con** 14 (+5) **Int** 10 (+3) **Cha** 12 (+4)

**Equipment** bloodcut armor +1, vicious spear +2 X 2

**Workman** **Level 2 Minion**  
Medium Natural Humanoid (Human) XP 31

**Initiative** +3 **Senses** Perception +6  
**HP** 1; a missed attack never damages a minion.  
**AC** 12; **Fortitude** 16, **Reflex** 13, **Will** 12  
**Speed** 6

↓ **Club** (standard; at-will) • Weapon

+6 vs. AC; 4 damage.

**Strength in Numbers**

Creatures adjacent to two or more Workmen at the end of their turn are restrained until the end of their next turn.

**Alignment** Unaligned **Languages** Common

**Str** 15 (+4) **Dex** 13 (+3) **Wis** 11 (+2)

**Con** 12 (+3) **Int** 11 (+2) **Cha** 10 (+2)

**Equipment** club

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# JHARADIN

Jharadin is a district in transition. Situated on the west bank of the rivers, Jharadin was once the largest slum in the known world. Row upon row of dilapidated townhouses such as those found in Riverside Heights were considered the “good” neighborhoods, while *bad ones* were little more than ruined buildings and shacks. Tent cities were common as new immigrants to Scarrport knew they would not be turned away from west bank’s inauspicious neighborhoods. The waterfront held the worst maintained docks and piers in the city, and the few taverns able to operate were known to serve whatever yellow water they could find and call it beer. There can be no doubt, the large number of visitors and the unhealthy conditions were the main reasons the fever plague spread so quickly and devastatingly through Jharadin’s crooked streets. In hindsight, it’s a wonder people were able to survive in Jharadin at all.

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## THE FEVER PLAGUE

That all changed when people began coughing one winter day five years ago. The fever plague felt no different than any other cold or flu but not many got better once they fell ill. They just died. So many dead bodies were piled in the streets of Jharadin in such a short span of time that the corpses began to freeze together. When the air got warmer with the onset of spring, and cases of the fever began appearing in other parts of the city, High Lord Kranak made his fateful decision to cut off the district. There was little warning, but masked red watchmen on the bridges were able to get most of those still healthy out of Jharadin. Then Kranak’s fire mages shot their cleansing flame into every structure, street, and alleyway. The fires burned for days, and even those across the rivers in Torrell remember the bright smoke that filled the night sky and still try to forget the screams of pain and loss which echoed off the clouds.

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## RECONSTRUCTION

Since then, Kranak has made it his priority to rebuild Jharadin. He formed a lucrative alliance with the esteemed gremlin construction cartel, the Stonespinner. It was rumored that Kranak designed the look and feel of the new streets and civic buildings himself, but the Stonespinner masons were the real masterminds behind the new city plan. Building progressed quickly due to so much open space and the implicit sanction of the Red Watch, who served as security at the construction sites. Tokkarri-ghodon from near Winter’s Heart provided much of the raw stone, wood and other material needs of the project. Nary a day passed that didn’t see huge barges laden with timber moored in the district’s harbor.

The new Jharadin looks nothing like its predecessor. The new structures are clean, with beige stone and black trimmings favored over wood and thatch. New streets are freshly cobbled and rain and waste gutters keep much of the filth moving, if not exactly free of stench. The centerpiece of the new district is the Great Bathhouse.



## THE GREAT BATHHOUSE

To combat the filthy reputation of Jharadin, Kranak commissioned a huge public building on Water Street where everyone in the city would be able to clean themselves, enjoy a good steam, or merely dip their feet in the massive pool. The sweeping lines and simple beauty of the Great Bathhouse has made it a popular destination for young and old, rich and poor. Males and females of all races are chastely separated, but it is a common practice for the young to “go to the bath” for some stolen moments of privacy. The bathhouse is not without danger, as there have been several reported incidents of assault since it opened. While the Red Watch does its best to protect the bathers, they regard the post with disdain, a gateway to retirement for the old guards or punishment for young upstarts.

## NEW INNOVATIONS

Not all of the new construction is ostentatious; most of the city’s industry was centered in Jharadin and many of the factories and slaughterhouses needed to be rebuilt. Chief Foreman Halifax Stonespinner always had unconventional ideas about how factories were organized but he was never able to experiment with them on a large scale. Halifax is small, even for a gremlin, so he is unable to lift large ingots of metal, or hammer very hard on an anvil. Calling for help from some of the heavy-lifters slowed manufacturing down. But when he saw a ghodon village quickly crafting wool clothing while traveling many years ago, Halifax was



impressed. Each ghodon woman performed a specific task and passed the garment on to the next woman. No time was lost. Halifax Stonespinner, given the chance to build factories around this idea, has become somewhat of a local hero to the gremlin community. The weaker gremlin race now employs stronger-backed races to manufacture mundane crafted goods in their factories, while most gremlins are free to do more fine detail work such as jewelcrafting or tinkering with explosives. The factories are situated around Halifax Stonespinner's office and it is a bustling neighborhood filled with all manner of machine and worker.

## STRANGE GREMLIN TECHNOLOGY

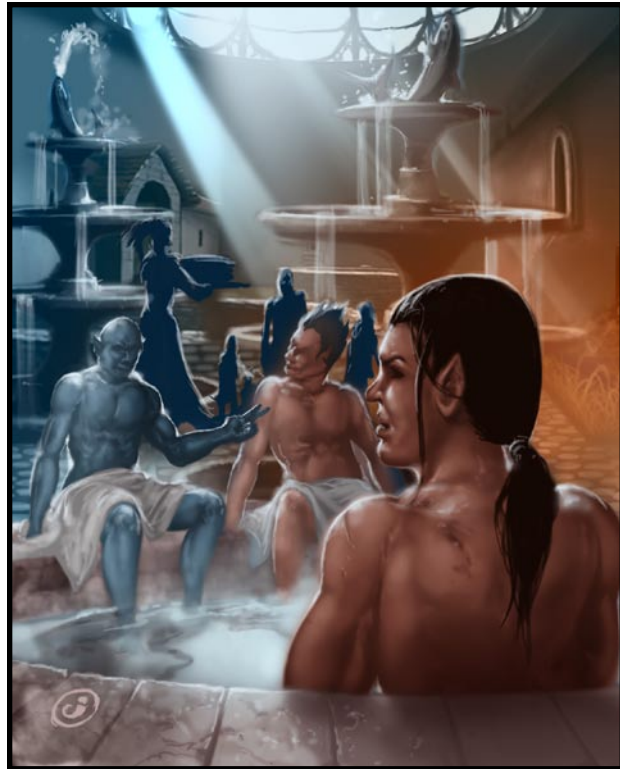
Most explosions heard in this area are not the disaster they would portend elsewhere. Invariably, they are the result of an experiment gone awry, or maybe even a success over at the Craftwerks. This large workshop is run by the gremlin genius, Babel Springstep, and specializes in creating gadgets never before seen in Scarrport. Babel is fascinated with a substance that gremlins have used for generations called earthfire. Earthfire stays strong and true as earth, until introduced to the heat of fire, which makes the powder burn bright. Babel Springstep has been importing earthfire mined in the Hellfury Peaks and mixing it with other compounds. He recently created a potent propellant that explodes with a merely a spark. By placing this propellant at the base of a hollow metal shaft and tamping a metal ball over it, Springstep shot the first bullet out of a gun (and punctured his foreman's lung in the process!). The old gremlin recovered, and Babel quickly adapted his design to be more easily aimed and loaded. Soon the Craftwerks were regularly producing Springstep revolvers. Happy with his success, there is a rumor that Springstep is experimenting with all manner of explosive devices using his refined earthfire including bombs, grenades and demolition sticks. There is even talk that he is harnessing the power of water and fire, to turn vast, complex things called engines.

## WEST GATE MARKET

West Gate Market has remained largely unchanged since the cleansing; it is still a large open space where imported foodstuffs are sold wholesale to the merchants of the city. The atmosphere during daylight is chaotic at best, with all manner of humanoid selling or buying sheep, cattle or deer. Farmers are typically happy to unload their harvest as soon as possible and spend their newfound cash at the Sheep's Udder tavern or the Mewling Mare, a cut-rate whorehouse. Ghodon herdsman bring their livestock to the West Gate Market to sell to the slaughterhouses run by their countrymen in Jharadin.

## A NEW HARBOR

The growth of big industry in Jharadin would not have been possible without a completely rehabilitated harbor. The riverbottom was dredged to accommodate bigger cargo ships. The quays and piers were widened so that the larger barges could easily dock and unload the materials



needed for so many construction projects. Overseeing this rejuvenation is Harbormaster Simon, a half-otterkin. Simon's father, Caliphan, was a riverman before him and the story of the long-unrequited love for his cook, a female ottarrai named Sandrine, is legendary amongst the otterkin. This is mostly because the story ended happily ever after with the unlikely marriage of human and otterkin after Caliphan courted her for many years. Simon, the offspring of Caliphan and Sandrine, holds the respect of both the otterkin and the human riverboat captains — a rarity in Scarrport. A Kranak appointee, Simon's intimate knowledge of the river's eddies and natural turbulence, as well as his thirty years of experience captaining his own riverboat, has also contributed to his successful tenure as harbormaster. But as Simon is now past middle age and he has yet to find the love that joined his parents in their unlikely union, he has taken to drink. A recently produced play on the Isle of Stone Dogs, Caliphan and Sandrine, may have contributed to his malaise.

Jharadin is a unique part of the city because of its current rebirth. The new tenement buildings are much cleaner and better designed than any other in Scarrport. New construction is still occurring all over the district. It is common to see work crews and scaffolding on every street. The pride of the Great Bathhouse and the Craftwerks as centers of community and industry are unmistakable. But the memory of disaster is still fresh in the residents' minds. Despite the newfound beauty, many still despise Kranak for burning their homes or forcing them to abandon their loved ones to the plague. There is a morbid sense of humor pervading those that are resettling in the district. They know that whatever they can build can be taken away from them. When someone in Jharadin sneezes, the residents say "Kranak burn you," and shake their heads.

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# NON-PLAYER CHARACTERS

## Halifax Stonespinner Level 11 Artillery (Leader) Small Fey Humanoid (Gremlin) XP 600

**Initiative** +11      **Senses** Perception +11

**HP** 74; **Bloodied** 37

**Crew Chief** aura 5; allies in area gain +2 to attack rolls.

**AC** 28; **Fortitude** 21, **Reflex** 28, **Will** 24

**Speed** 6

↓ **Dagger** (standard; at-will) • Weapon

+12 vs. AC; 1d4 + 3

↘ **Springstep Revolver** (standard; load free, shot 6; at-will) • Weapon, Firearm

Ranged 10/20; +19 vs. AC; 1d8 + 11 damage

↘ **Deft Strike** (standard; at-will) • Weapon

+19 vs. AC; 1d8 + 11 (Level 1 Rogue Attack Exploit; see the D&D 4E Player's Handbook)

☹ **Shoot From The Hip** (standard; encounter) • Weapon, Firearm

Range 20; +19 vs. Reflex; 3d12 + 11, add 1d12 if target is surprised.

☹ **Cloud of Steel** (standard; encounter) • Weapon

Close blast 5; +19 vs. AC; 1d8 + 11

☹ **Close Quarters Shot** (standard; daily) • Weapon

+19 vs. AC; 4d8 + 11 damage (Level 9 Rogue Attack Exploit; see the D&D 4E Player's Handbook)

### Combat Advantage

(Rogue Class Feature; see the D&D 4E Player's Handbook); +3d6

### First Strike

(Rogue Class Feature; see the D&D 4E Player's Handbook)

☹ **Gremlin Fenzy** (standard; encounter)

Close burst 1; +11 vs. AC; 2d6 + 6 and the target is dazed until Halifax's next turn.

**Shadow Stride** (move; at-will)

(Level 10 Rogue Utility Exploit; see the D&D 4E Player's Handbook)

☹ **Mob Mentality** (standard; encounter)

Close burst 10: (Level 6 Rogue Utility Exploit; see the D&D 4E Player's Handbook); +2

**Alignment** Unaligned

**Skills** Stealth +16, Thievery +18, Intimidate +13, Insight +11

**Str** 9 (+4)    **Dex** 22 (+11)    **Wis** 13 (+6)

**Con** 12 (+6)    **Int** 20 (+10)    **Cha** 16 (+8)

**Equipment** gremlin armor +2, springstep revolver +4

## Babel Springstep Level 8 Controller (Leader) Small Fey Humanoid (Gremlin) XP 350

**Initiative** +9      **Senses** Perception +9

**HP** 48; **Bloodied** 24

**Crew Chief** aura 5; allies in area gain +2 to attack rolls

**AC** 25; **Fortitude** 17, **Reflex** 24, **Will** 22

**Speed** 6

↓ **Dagger** (standard; at-will) • Weapon

+12 vs. AC; 1d4 + 3

↘ **Springstep revolver** (standard; load free, shot 6; at-will) • Weapon, Firearm

Ranged 10/20; +16 vs. AC; 1d8 + 7 damage

☹ **Gremlin Bomb** (standard; at-will) • Explosive, Fire

Area burst 1 within 10; +16 vs. Reflex; 1d6 + 9 fire damage

☹ **Big Bomb** (standard; encounter) • Explosive, Fire

Area burst 2 within 10; +16 vs. Reflex; 3d6 + 9 fire damage

☹ **Sticky Bomb** (standard; daily) • Explosive

Area burst 2 within 20; +16 vs. Reflex; immobilized (save ends). The burst creates a zone of difficult terrain which lasts until the end of the encounter and any creature which begins its turn in the zone is immobilized (save ends).

☹ **Gremlin Fenzy** (standard; encounter)

Close burst 1; +8 vs. AC; 1d6 + 4 and the target is dazed until Babel's next turn.

**Spring Catapult** (move; daily)

Babel shifts 10 squares.

**Alignment** Unaligned

**Skills** Arcana +18, History +18, Thievery +15

**Str** 10 (+4)    **Dex** 18 (+8)    **Wis** 10 (+4)

**Con** 10 (+4)    **Int** 24 (+7)    **Cha** 14 (+6)

**Equipment** gremlin armor +2, springstep revolver +3

## Gremlin Engineer Level 8 Minion Small Fey Humanoid (Gremlin) XP 88

**Initiative** +8      **Senses** Perception +13

**HP** 1: a missed attack never damages a minion

**AC** 23; **Fortitude** 20, **Reflex** 22, **Will** 22

**Speed** 6

↓ **Dagger** (standard; at-will) • Weapon

+9 vs. AC; 4 damage

↘ **Springstep revolver** (standard; load minor, shot 6; at-will) • Weapon, Firearm

Ranged 10/20; +12 vs. AC; 7 damage

**Engineer's Vex** (immediate interrupt; when attacked by a mechanical weapon such as crossbow, firearm or siege weapon; encounter)

The attack roll is reduced to 1.

**Alignment** Any

**Skills** Thievery +14

**Str** 12 (+5)

**Dex** 20 (+9)

**Wis** 13 (+5)

**Con** 14 (+6)

**Int** 15 (+6)

**Cha** 10 (+4)

**Equipment** leather armor, springstep revolver

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**Harold Palentino** Level 5 Controller  
Medium Humanoid (Human) XP 200

**Initiative** +3      **Senses** Perception +4  
**HP** 38; **Bloodied** 19  
**AC** 19; **Fortitude** 17, **Reflex** 20, **Will** 20  
**Speed** 6

‡ **Quarterstaff** (standard; at-will)

+8 vs. AC; 1d8 + 3

☞ **Gale Force** (standard; at-will) • Thunder

Ranged 20; +9 vs. Reflex; 1d4 + 9 thunder damage; Palentino may fly two squares before this attack.

☼ **Aerosol Breath** (standard; encounter) • Thunder, Poison

Area burst 1 within 10; +9 vs. Fortitude; 1d8 + 9 thunder and poison damage and 1d4 poison damage.

☼ **Bombing Run** (standard; sustain minor; daily) • Thunder

Palentino flies 6 squares and attacks three creatures in his path; +9 vs. Reflex; 2d8 + 9 thunder damage and knocked prone.

**Elemental Connection**

Once each turn, Palentino deals 1d4 thunder damage with one attack against one creature. The damage increases by 2 when Palentino has flown this turn.

**Warhorn** (move; encounter)

Palentino shifts 2 squares. This movement counts as flying.

**Flight of Fancy** (move; encounter)

Palentino flies 3 squares but must end his movement on solid ground.

**Alignment** Good

**Skills** Nature +9, History +11

**Str** 10 (+2)      **Dex** 13 (+3)      **Wis** 14 (+4)

**Con** 12 (+3)      **Int** 18 (+6)      **Cha** 13 (+4)

**Equipment** hide armor, warhorn

**Ghodon Tradesman** Level 5 Minion  
Medium Humanoid (Ghodon) XP 50

**Initiative** +3      **Senses** Perception +3  
**HP** 1: a missed attack never damages a minion  
**AC** 19; **Fortitude** 21, **Reflex** 17, **Will** 17  
**Speed** 7

‡ **Maul** (standard; at-will) • Weapon

+10 vs. AC; 6 damage

**Bear Hug** (immediate interrupt; when the ghodon tradesman is missed with a melee attack)

+8 vs. Reflex; 4 damage and grabbed

**Alignment** Any

**Skills** Athletics +11

**Str** 17 (+5)      **Dex** 13 (+3)      **Wis** 12 (+3)

**Con** 17 (+5)      **Int** 11 (+2)      **Cha** 10 (+2)

**Equipment** hide armor, maul

**Harbormaster Simon** Level 12 Skirmisher (Elite)  
Medium Humanoid (Otterkin) XP 1,400

**Initiative** +8      **Senses** Perception +6  
**HP** 216; **Bloodied** 108  
**AC** 29; **Fortitude** 26, **Reflex** 25, **Will** 21  
**Saving Throws** +2  
**Speed** 5, **Swim** 7  
**Action Point** 1

‡ **Trident** (standard; at-will)

+14 vs. AC; 1d8 + 7

☞ **Floodtide** (standard; at-will) • Cold

Ranged 5; +17 vs. Fortitude; 1d8 + 7 cold damage and slowed.

☹ **Flash Flood** (standard; encounter) • Cold

Close blast 2; +17 vs. Fortitude; 2d8 + 8 cold damage and knocked prone.

☞ **Storm Front** (standard; encounter) • Lightning, Thunder

Ranged 20; +17 vs. Reflex; 1d10 + 8 lightning damage and secondary attack; +19 vs. Reflex; 1d10 thunder damage.

☹ **Hail Spray** (standard; recharge 4 5 6) • Cold

Close Blast 3; +17 vs. Fortitude; 1d10 + 8 cold damage and dazed until the end of Simon's next turn. If Simon has combat advantage against the target, it is dazed (save ends).

**Elemental Connection**

Once per turn, Simon deals 2d4 cold damage with one attack against one creature. The damage increases by 4 when Simon is within 5 squares of a square which contains water.

**Trident** (minor; encounter)

Simon gains combat advantage against an adjacent target as if he were flanking. Creatures immune to flanking are immune to this ability.

**Pack Fighting**

Simon gains a +1 bonus to melee attack rolls against flanked enemies.

**Water Elemental** (minor; daily)

Simon conjures a water elemental that occupies 1 square and can move 6 squares as a move action. Any creature that ends its turn adjacent to the water elemental takes 1d6 cold damage.

**Slip and Slide** (move; encounter)

Simon shifts his speed and is able to pass through 1 square which contains an enemy during this movement.

**Alignment** Unaligned

**Skills** Acrobatics +14, Athletics +13, Nature +11

**Str** 16 (+9)      **Dex** 15 (+8)      **Wis** 11 (+6)

**Con** 16 (+9)      **Int** 20 (+11)      **Cha** 13 (+7)

**Equipment** waterdancer's armor +3, trident +3

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**Harbor Red watch** **Level 12 Soldier**  
XP 700  
Medium Humanoid (Dragonborn)

**Initiative** +8      **Senses** Perception +7  
**HP** 98; **Bloodied** 49  
**AC** 29; **Fortitude** 28, **Reflex** 23, **Will** 22  
**Speed** 5

↓ **Longsword** (standard; at-will)

+19 vs. AC (+20 when bloodied); 1d8 + 10 damage

☞ **Rifle** (standard; load minor, shot 10; at-will) • Weapon, Firearm

Range 20/40; +16 vs. AC (+17 when bloodied); 2d8 + 6 damage.

☞ **Dragon Breath** (minor action; encounter)

Close Blast 3; +15 vs. Reflex (+16 when bloodied); 2d6 + 3 fire damage

**Red watch Training**

The harbor red watch gains +2 bonus to its AC when adjacent to or flanking with any member of the red watch.

**Alignment** Any      **Languages:** Common, Draconic

**Skills** Athletics +14

**Str** 21 (+11)      **Dex** 14 (+8)      **Wis** 13 (+7)

**Con** 17 (+9)      **Int** 12 (+7)      **Cha** 13 (+7)

**Equipment** plate armor, springstep rifle

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## THE FENS

The Fens is the name given to the triangle of land formed by the intersection of the Torberyn and Wellspring rivers north of the Isle of Stone Dogs. When the city was newly settled, wetlands had overtaken whatever ruins remained. Standing on Harbor Rock, one could see swamps and marshes spreading north to the horizon. But when Scarrport's population continued to grow and the piers of the Isle of Stone Dogs became crowded, riverboat captains began dropping anchor by the Fens. Enterprising merchants built taverns and flophouses to accommodate them, and the Fens grew from there. Earth turners and wind callers were hired to make the land dry enough to support buildings. There is not much left of the wetlands now aside from a little flooding in the cellars and the name of the district: The Fens. The character of the Fens, however, is a direct result of its frontier and lawless beginnings.

Crime rules the Fens. Cutpurses and pickpockets ply their trade shamelessly upon whoever is unlucky enough to have their business take them there. Fights and duels are common amongst noble and peasant alike. Bodies bleeding from stab wounds to the chest or neck seemingly lay in every alley. Kranak's red watchmen do not tread there willingly, and come under direct attack from rotten tomatoes or sodden cabbage when they do. The criminal guilds are all headquartered in the Fens and they are the only organizations which provide any kind of order.

## SOUTH HARBOR

The Thieves Guild of Scarrport, also known as the Fendog Society, operates from the South Harbor. The guildhouse

used to be a large warehouse when Tyrell Chance began meeting with his gang there thirty years ago. The huge open area has since been cordoned off in a haphazard way, with many platforms and rooms connected by ladders, ropes and bridges. Whenever a new space was needed for storage or living quarters for someone living on the lam, it was erected with no plan or thought to how it would work. Tyrell Chance runs his guild the same way. Thieves cooperate on this job or that only in ways that benefit each of them, beyond that there are no rules of engagement. Chance's lieutenants know that they are only a quick knife thrust away from permanent demotion. The Fendogs are feared in the district because of their ruthlessness. Profitability is all that concerns Chance, and he offers the best leads in the city because he knows that will bring him the biggest cut.

## WEST HARBOR

On the West Harbor, the Loyal Brotherhood of Esteemed Assassins is run by William Atherton. The Brotherhood was formed when a sadistic High Lord of Scarrport, Salomine, was in power a little over thirty years ago. The ruthless High Lord had a reputation for arresting commoners for even the most insignificant of offenses. He is said to have arrested one poor sap for the mere *crime* of bringing stench to his nostrils. The screams of his captives' torture would fill the streets of the Isle of Stone Dogs for days. One noble, the honorable Philip Von Tresledane, met with several known hitmen in a bar in the West Harbor called the Stoned Pixie. Together they drew up the Concords for the Loyal Brotherhood of Esteemed Assassins.

The first contract was to kill High Lord Salomine.

Tresledane became the new High Lord and he ratified the Loyal Brotherhood as his first act. Since then, the Brotherhood has operated as an open organization of assassins-for-hire. The current Eldest Brother, Atherton, is enamored with the grand tradition of the Brotherhood and goes to great lengths to instill pomp and circumstance into every Brotherhoodmoot. Atherton has interpreted a clause in the Concords which discourages killing with no contract in place to apply to non-members of the guild, and instructs his members to actively prosecute murders that occur in West Harbor. Many times this means that the Brotherhood has targeted Fendogs, and Tyrell Chance is said to loudly call for Atherton's head. The Stoned Pixie still serves as the meetingplace of the Loyal Brotherhood and the streets are a modicum safer near its door.

## EAST HARBOR

Riverboat captains prefer to dock in the East Harbor, and moorings there are twice the price as the West. This is because many of the best brothels in Scarrport are near the Fen's East harbor, which in turn is because the Courtesan Union is based there. The Union organizes the oldest professionals in Scarrport and protects its members both financially and bodily. While not technically a whorehouse anymore, the Pink Stocking was one of the







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first built in the Fens and the debauchery that went on in its shadowy hallways and candlelit rooms is legendary. Jessica Tambermain’s office on the top floor is where the business of the Courtesan Union is conducted.

Tambermain, an ex-prostitute herself, was disgusted by the abuse sustained by the girls around her. Many whores had spoken of unionizing in the past, to gang up against the brothel owners in support of their rights, but none had had enough power to do so. Twenty years ago, Tambermain’s luxurious brown hair was immensely popular and she fetched a fortune from the city’s elite for the right to bed her. At the height of Tambermain’s celebrity, however, she withheld her services and persuaded every working girl in the city to join her strike. The Pink Stocking was the first brothel that pledged to become a union house by adhering to the Courtesan’s Bill of Rights. Many of the bordellos in Scarrport followed suit and work resumed. Jessica Tambermain is now past her prime and no longer plies her trade, except by special request. Instead, her time is spent negotiating with the remaining non-union brothels and relentlessly punishing scabs. She inherited the Pink Stocking from the old owner who doted on her. Its halls offer services to prostitutes including grooming, steam rooms, a safe place to sleep and relief from the complication of pregnancy.

## THE BOUNCERS GUILD

The Bouncers Guild is also in East Harbor. The Bouncers provide security to any event, building or place of business. The Chief Bouncer is a tall Ghodon named Torun Eyes Like Stone. For many years he was Jessica Tambermain’s

personal guard and accompanied her on her assignments. His strength of arm is undeniable, but he chose two rapiers as his weapons of choice because of their quickness. Torun never enjoyed using them but would do so at a moment’s notice if Tambermain was threatened. When she retired from active service, she encouraged him to organize the guards as she did the courtesans. Torun Eyes Like Stone’s Bouncers are now employed across the city and are known for respectful and thorough service. He regards the protection racket with honor, and he instills that ideal in every new recruit. They are always looking for and training new recruits. The Bouncers Guild’s power has increased recently, as more customers are paying security to protect their goods and selves from Tyrell Chance’s Fendogs. It’s rumored that open war between the two groups is imminent. Tambermain is also said to be attempting to broker an agreement between them.

## HARBOR ROCK

At the southern tip of the Fens — the exact point where the two rivers become one — there is a massive translucent stone four stories high, a relic from the city’s first inhabitants. It is called Harbor Rock and visitors have been known to climb it to get a view of the Fens to the south and the whole of Scarrport to the north. There is no record of what purpose the rock had, whether it was a natural or if it was put there as a monument of some kind. It seems to be made of clear quartz but it is cloudy beneath the surface. When the sun is low behind Harbor Rock, many people have claimed to have seen shapes moving within it.





## THE WATER HOUSE

1 The Waterhouse is in many ways the cornerstone of the Fens. The floating platform is permanently moored directly south of Harbor Rock, and is covered with booths and displays of every shape, size and color. The Waterhouse is one part casino, one part exotic marketplace and one part festival. The air is permanently scented by roasting meats with strong ghodon spices. Merchants display dazzling goods such as coats of fish scales made by otterkin or furs from the northern tundra, but as a rule of custom they never call out to passerbys. It is also considered rude to haggle at the Waterhouse, as much of the merchandise sold is rare and requires great investment. At the gaming tables, all manner of people bet against each other or the house in games of Set, Demon Bones or Arc Light. Representatives of each of the Fens major guilds are in evidence in the Waterhouse, with the Bouncers Guild providing security, the Brotherhood stalking their mark, the Fendogs stealing from unsuspecting patrons and members of the Courtesan's Union trying to seduce their own.

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4 The Fens is a pit. Might makes right, and the strong often prey on the weak. For some, the only way to survive is to join an organization to protect your common interests. In an irony not lost on the residents, the very lawlessness of the Fens has created a very rigid political structure. If any part of the structure were to lean too heavily on another so that it collapses, then the whole district will fall into chaos and anarchy. Not many people live in the Fens who are not a part of the structure, and those that do are constantly vigilant for its collapse.



## NON-PLAYER CHARACTERS

**Fendog** **Level 8 Minion**  
XP 88  
Medium Humanoid (Any)

**Initiative** +9      **Senses** Perception +4  
**HP** 1: a missed attack never damages a minion  
**AC** 24; **Fortitude** 20, **Reflex** 25, **Will** 18  
**Speed** 6

☞ **Dagger** (standard; at-will) • Weapon

+12 vs. AC; 4 damage (8 damage if the Fendog has combat advantage against the target)

**Rogue Tactics** (immediate interrupt, when the fendog is missed by a melee attack)

The fendog makes a basic attack against the target.

**Alignment** Evil      **Languages:** Common

**Skills** Thievery +14, Stealth 14  
**Str** 14 (+6)      **Dex** 20 (+9)      **Wis** 11 (+4)  
**Con** 14 (+6)      **Int** 13 (+5)      **Cha** 10 (+4)

**Equipment** leather armor, dagger

**Tyrell Chance, Fendog leader** **Level 9 Skirmisher**  
XP 400  
Medium Humanoid (Human)

**Initiative** +9      **Senses** Perception +8  
**HP** 66; **Bloodied** 33  
**AC** 25; **Fortitude** 20, **Reflex** 25, **Will** 21  
**Speed** 6

⬇ **Dagger** (standard; at-will)

+17 vs. AC; 1d8 + 10

☞ **Dagger** (standard; at-will)

Ranged 5/10; +17 vs. AC; 1d8 + 10 damage

⬇ or ☞ **Sly Flourish** (standard; at-will) • Weapon

+17 vs. AC; 1d8 + 13

⬇ **Sand in the Eyes** (standard; encounter) • Weapon

+17 vs. AC; 1d8 + 10 and blinded until the end of Tyrell's next turn.

⬇ **Knockout** (standard; daily) • Weapon

+17 vs. Fortitude; 2d8 + 10 damage, and unconscious (save ends).

**Combat Advantage**

(Rogue Class Feature; see the D&D 4E Player's Handbook); +2d6

**First Strike**

(Rogue Class Feature; see the D&D 4E Player's Handbook)

**Slippery Mind** (immediate interrupt; when hit by an attack against Will defense; encounter)

(Level 6 Rogue Utility Exploit; see the D&D 4E Player's Handbook); +2

**Alignment** Chaotic Evil      **Languages:** Common

**Skills** Bluff +12, Intimidate +12, Stealth +14  
**Str** 12 (+5)      **Dex** 20 (+9)      **Wis** 8 (+3)  
**Con** 13 (+6)      **Int** 11 (+4)      **Cha** 16 (+7)

**Equipment** stinkpot armor + 2, dagger + 3

**William Atherton** **Level 6 Soldier [Leader]**  
*Assassin Guild Master*  
 Medium Humanoid (Human) XP 250

**Initiative** +3      **Senses** Perception +4  
**Loyal Brothers** Aura 5; allies in the aura gain a +2 to all damage rolls.  
**HP** 49; **Bloodied** 24  
**AC** 24; **Fortitude** 22, **Reflex** 20, **Will** 20  
**Speed** 5

↓ **Morningstar** (standard; at-will)  
 +13 vs. AC; 1d10 + 8

↘ **Throwing Hammer** (standard; at-will)  
 Ranged 5/10; +12 vs. AC; 1d6 + 7 damage

↓ **Wolfpack Tactics** (standard; at-will) • Weapon  
 +13 vs. AC; 1d10 + 12; (Level 1 Warlord Attack Exploit; see the D&D 4E Player's Handbook)

⊕ **Hold the Line** (standard; encounter) • Weapon  
 +13 vs. AC; 1d10 + 8, (Level 3 Warlord Attack Exploit; see the D&D 4E Player's Handbook)

⊕ **Stand the Fallen** (standard; daily) • Weapon  
 +13 vs. AC; 2d10 + 8 damage; (Level 5 Warlord Attack Exploit; see the D&D 4E Player's Handbook) +2 hp

**Inspiring Reaction** (immediate reaction; you or an ally takes damage)  
 Ranged touch; (Level 6 Warlord Utility Exploit; see the D&D 4E Player's Handbook); +2

⊕ **Inspiring Word** (minor; recharge 5/6) • Healing  
 Close Burst 5; (Warlord Class Feature; see the D&D 4E Player's Handbook); +2d6

**Alignment** Lawful      **Languages:** Common  
**Skills** Diplomacy +10, Intimidate +10, History +10  
**Str** 19 (+7)      **Dex** 10 (+3)      **Wis** 12 (+4)  
**Con** 12 (+4)      **Int** 14 (+5)      **Cha** 14 (+5)

**Equipment** evasion scale armor + 2, morningstar + 2

**Loyal Brother** **Level 6 Minion**  
 Medium Humanoid (Any) XP 63

**Initiative** +5      **Senses** Perception +4  
**HP** 1: a missed attack never damages a minion  
**AC** 22; **Fortitude** 23, **Reflex** 19, **Will** 18  
**Speed** 6

↓ **Shortsword** (standard; at-will) • Weapon  
 +13 vs. AC; 3 damage (6 damage if the loyal brother has combat advantage against the target)

↓ **Tough Shove** (immediate interrupt, when the brother is missed by a melee attack)  
 The loyal brother makes the following attack against the attacker; +10 vs. Reflex; push the target 1 square.

**Alignment** Any      **Languages** Common  
**Skills** Athletics +11, Streetwise +8  
**Str** 18 (+7)      **Dex** 14 (+5)      **Wis** 12 (+4)  
**Con** 14 (+5)      **Int** 12 (+4)      **Cha** 10 (+3)

**Equipment** chain armor, shortsword

**Torun Eyes Like Stone** **Level 6 Skirmisher**  
*Bouncers Guild leader*  
 Medium Humanoid (Ghodon) XP 250

**Initiative** +6      **Senses** Perception +3  
**HP** 57; **Bloodied** 28  
**AC** 22; **Fortitude** 21, **Reflex** 20, **Will** 16  
**Speed** 7

↓ **Rapier** (standard; at-will)  
 +14 vs. AC; 1d10 + 8 damage

↘ **Dagger** (standard; at-will)  
 Ranged 5/10; +12 vs. AC; 1d4 + 6 damage

↓ **Twin Strike** (standard; at-will) • Weapon  
 One or two creatures; +14 vs. AC; 1d8 damage per attack.

⊕ **Thundertusk Boar Strike** (standard; encounter) • Weapon  
 One or two creatures; +14 vs. AC; 1d8 + 8 damage per attack and push 2 squares. (Level 3 Ranger Attack Exploit; see the D&D 4E Player's Handbook)

⊕ **Frenzied Skirmish** (standard; daily) • Weapon  
 One or two creatures; +14 vs. AC; 1d8 + 8 damage per attack and dazed until the end of Oppenthyme's next turn. (Level 5 Ranger Attack Exploit; see the D&D 4E Player's Handbook)

**Evade Ambush** (no action; daily)  
 (Level 6 Ranger Utility Exploit; see the D&D 4E Player's Handbook)

**Hunter's Quarry**  
 (Ranger Class feature; see the D&D 4E Player's Handbook); +1d6

⊕ **Bear Hug** (standard; encounter)  
 +10 vs. Reflex; 1d12 + 7 damage and grabbed

⊕ **Hurl Rock** (standard; encounter)  
 Ranged 10; +3 vs. Reflex; 1d6 damage and knocked prone.

**Alignment** Lawful      **Languages:** Common, Ghodon  
**Skills** Athletics +11, Insight +13, Nature +11  
**Str** 18 (+7)      **Dex** 11 (+3)      **Wis** 16 (+6)  
**Con** 15 (+5)      **Int** 10 (+3)      **Cha** 10 (+3)

**Equipment** hide armor, 2 X reaver rapier + 2

**Bouncer** **Level 6 Minion**  
 Medium Humanoid (Ghodon) XP 63

**Initiative** +4      **Senses** Perception +4  
**HP** 1: a missed attack never damages a minion  
**AC** 24; **Fortitude** 22, **Reflex** 19, **Will** 18  
**Speed** 7

↓ **Falchion** (standard; at-will) • Weapon  
 +12 vs. AC; 5 damage

↓ **Bear Hug** (standard; at-will)  
 +9 vs. Reflex (+1 bonus per bouncer adjacent to target); 4 damage and grabbed

**Alignment** Any      **Languages:** Common, Ghodon  
**Skills** Athletics +13  
**Str** 17 (+6)      **Dex** 13 (+4)      **Wis** 12 (+4)  
**Con** 17 (+6)      **Int** 11 (+3)      **Cha** 10 (+3)

**Equipment** scale armor, light shield, falchion



# THE ISLE OF STONE DOGS

The Isle of Stone Dogs is the center of Scarrport, both geographically and culturally. Five miles long and not quite a mile wide, the Isle is south of the Fens and equidistant from Torrell and Jharadin. Bridges and ferries connect the Isle to the surrounding boroughs. Ottarraai tend to congregate on the western shore, while many Ghodon have settled on the eastern riverbank. Many ancient temples and watchtowers have been occupied and adapted to form meeting houses or residences. High Lord Kranak's seat of power, the Stronghold is built atop a huge ruin which is assumed to be the ancient palace of the old city. The waterfronts of the Isle are the busiest in Scarrport, as traffic from both Winter's Heart and Toryth is easily moored in the many harbors. As the Scarrportian poet Wernaru wrote, the Isle of Stone Dogs is a great crucible within which all the cultural metals of the region are refined to form a more perfect alloy.

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## OTTER TOWN

Otter Town is a mishmash of temporary dwellings and permanent structures on the western bank of the Isle of Stone Dogs. When the otterkin first began emigrating to Scarrport, there were not many areas open to them. Most humans — and especially ghodon who had a history of hunting otterkin for food and furs — regarded the diminutive race with disdain. Indeed, the more xenophobic would kill any ottarraai if they were found living near them. Otterkin were only able to safely squat in an abandoned warehouse on the west side and the nearby ruined guardhouse. The sheer number of them prevented any large scale purging, although there were some attempts by angry human mobs to drive them off the Isle.

The otterkin, never a warlike race, defended their homes as viciously as they could and repelled the attacks. One particularly bloody battle, the Massacre of Wood Street left four score otterkin dead but twice that number of humans dead or injured. To the horror of the more peaceful citizens of Scarrport, some were even skinned. After that, High Lord Kranak decreed that the ottarraai had as much right to live in peace in Scarrport as he did. Since then, the otterkin have carved a life for themselves in Otter Town. Their buildings are sometimes directly on the water, and resemble the dens of their non-sentient cousins. Those that build on land have more contact with humans and are usually merchants or tradesmen.

## THE DEN MOTHER

One such place of business is the Den Mother, a large inn and tavern run by Cally Freshwater, a young female ottarraai. The smoky taproom of the Den Mother is full and lively every night of the week, with a stage on one end where ottarraai jug bands perform until closing. Cally is behind the long, if short, bar most of the time, swapping tales with riverboat workers and shop owners. The otterkin say that if Cally Freshwater doesn't know it, then it didn't happen. The Den Mother was once a meeting point for the unofficial



otterkin militia, but now that relative peace between humans and ottarraai is now in place, other races are not uncommon in the tap room. Bards from all cultures flock to hear the unique form of music and even sit in occasionally with the otter bands.

## THE OPERA HOUSE AND BARDIC COLLEGE

The Bardic College of Scarrport is at the end of Sweet Street near the center of the Isle. Dean Faber Houmas, a Torythian, accepts nearly every applicant to the College because he believes that music flows through every being. It is his calling to find it inside each pupil and nurture it until it sings out. It's believed that the Bardic College was an austere temple; its majestic columns of white stone were left from the ruins of the city's previous inhabitants. Most times of the day, sopranos singing arias or lutes playing arpeggios filter down into Sweet Street below. But because of Houmas's policies, not every sound is so sweet.

At the other end of Sweet Street, less than a mile from the Bardic College, lies the Grand Opera House of Scarrport. Built a century ago by the renowned patron of the arts, High Lord Danburusk, the Opera House can hold nearly 500 audience members to watch all forms of dramatic arts. When conceived, the Opera House was merely a place for famed singers to perform for the High Lord and his nobles. But as time went on, new forms of entertainment came in vogue, such as connecting each song's performance with a story. The plots were drawn from well-known historical events, and going to the theater became an event of civic pride. Recently, the writer Rhichadan debuted a new form of performance



which featured no singing or music at all. He called it a play, and has since produced many new works, the last and most popular of which was Caliphan and Sandrine. Dean Faber Houmas has made it very clear that he opposes any and all performances which do not include music. Rhichadan shot back that he doesn't consider the claptrap that comes out of the College to be truly music anyway. Many say that the two should have a public debate, that's a ticket for which anyone on the Isle of Stone Dogs would gladly pay a gold piece.

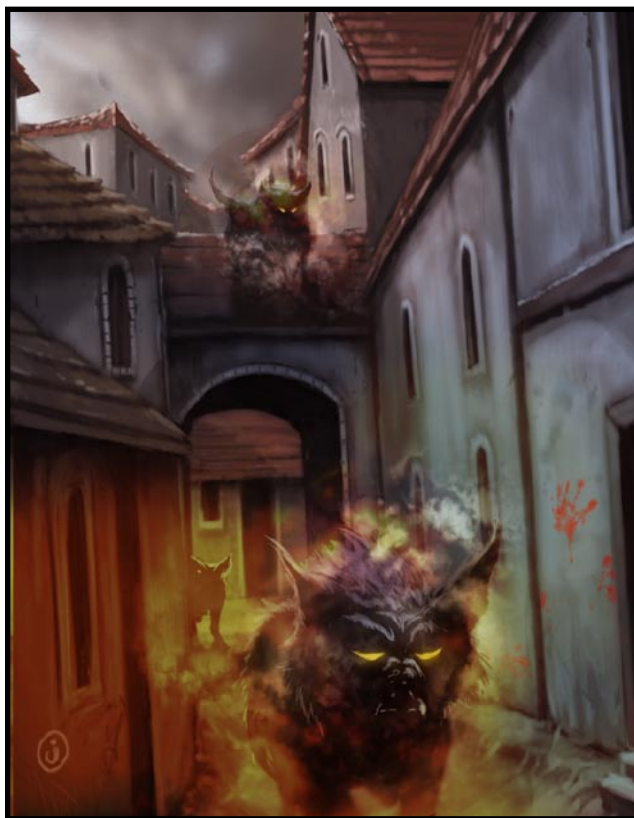
## THE STRONGHOLD

The Stronghold is in the northern section of the Isle and has been the seat of power in Scarrport since its founding. The first High Lord was Alvin Drudd, who discovered the ruins with the expedition that included Callum Follerdan, the first High Priest of The Torchbearer. Drudd built his Stronghold upon the foundation of the largest ruined structure in Scarrport. The sprawling Stronghold is part palace, part military barracks, and part bureaucratic offices. The utilitarian architecture creates a serious atmosphere and there is little nonsense tolerated. Perhaps that is because of the Stronghold's current administration.

The post of High Lord is not inherited, but is instead chosen by a vote of the 13 ruling houses of Scarrport. At first, there were 6 ruling houses, one for every member of Drudd's expedition. By a unanimous vote of all existing houses, a new noble family may be inducted. The ruling houses all operate differently, but when a High Lord dies they all put forth a candidate for the office. The candidates meet in seclusion in the Great Room of the Stronghold until a new High Lord receives a vote of confidence from every House. The vote may last moments or days, but no one is allowed in or out of the Great Room until a decision is made.

The Ruling Houses of Scarrport are:

First Houses	Symbol	Favored Race or Class
Tresledane	Two rapiers crossed	Ranger
Drudd	A Red Fist	Fighter
Follerdan	Sunburst	Cleric
Jehilata	Dagger dripping red	Rogue
Lomeru	White Door	Wizard
Vaski	Sandstone and Hammer	Dwarf
Second Houses		
Akoho	Fluted Column	Wizard
Aruidut	Elm Leaf	Elf
Esafit	Two spread black hands	Warlock
Muewadu	Horned Demon	Tiefling
Stonespinner	8-spoked Wheel	Gremlin
Urus	Salamander	Warlord
Zamen	Four Elements	Elemental Master



High Lord Kranak was chosen nearly fifteen years ago from House Urus. The first dragonborn elected to the office, Kranak was not expected to be chosen when the houses went into seclusion. But after a few hours, the candidates eventually agreed that his combination of military experience against the ghodon uprising and undeniable charisma made him the best suited to rule. His tenure, however, has been rocky at best. The forming of the red watch — comprised mostly of fellow dragonborn — wasn't viewed favorably and neither was their brutality in meting justice across the Isle of Stone Dogs. The torching of Jharadin was highly criticized, both by commoners and nobles alike. There were rumors of a possible vote of no-confidence or even a contract bought from the Loyal Brotherhood for Kranak's head. Vesper Jehilata, a dangerous rival from House Jehilata, has been very vocal in the broadsheets and crier circuit calling for Kranak's resignation. Vesper often describes this resignation as occurring when the High Lord's head departs his body. Many ignore Vesper's incendiary exclamations but rumors are spreading that Houses Lomeru and Esafit are listening.

To counter his rising unpopularity, the red-scaled dragonborn shrewdly offered any member of the ruling houses a reparation payment in gold for any property lost in the fire, as long as they invested it in building anew in Jharadin. That move, at least, quieted the nobles, and his commitment to rebuilding the borough cannot be denied. Still, many in the court of the Great Hall are whispering the question: Where is Kranak getting all of this gold?

## MYSTERIOUS MONUMENTS

The Isle of Stone Dogs is so named because of the large number of dog-headed gargoyles carved into the ruins. No

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# NON-PLAYER CHARACTERS

one has been able to determine what the carvings depict or mean in any way, but there is definitely more of a concentration of stone dogs on the island than in the other three boroughs. It has been suggested that the ruins have something to do with the growing number of reports of strange attacks, only at night, on the Isle of Stone Dogs. One man, Ekera Tomatson reported to the Red watch that he was accosted by filmy apparitions that appeared to have canine shaped heads. Tomatson is unusual in that after being nearly terrified to death, he was still able to escape. All the other victims apparently become so frightened that the blood leaves them and they are found dead the next morning. Kranak has called for a curfew, by law no one is supposed to be on the streets an hour after sundown. But with such a lively nightlife on the Isle, most people are ignoring the curfew. The attacks are increasing, however, and people are starting to call for Kranak to do something more drastic.

With the exception of otterfolk, the residents of the Isle can't help but look down upon the other boroughs. They are the most cosmopolitan, only eating the best food and seeing the best entertainment. It doesn't hurt that the highest concentration of members of the ruling houses lives on the Isle. The wealthy flock to its crooked street charm and carved ruins. A dwelling made from ancient materials can fetch a large price just for the cache. A tenant who discovers white stone carved with strange runes beneath the plaster has struck it rich. The pride and wealth of the Isle is the pride of the city. But current events are troubling. No one knows where the fever plague came from or why so many are dying on the streets of the Isle at night. The people of the Isle of Stone Dogs and Ghaedenar in general are beginning to wonder whether they've been living though all this wealth on borrowed time.



## High Lord Kranak Level 25 Elite Soldier (Leader)

Member of House Urus

Medium Humanoid (Dragonborn)

XP 14,000

**Initiative** +14      **Senses** Perception +16  
**Combat Leader** Aura 10; allies in aura gain +2 to initiative  
**HP** 306; **Bloodied** 153  
**AC** 42; **Fortitude** 39, **Reflex** 34, **Will** 38  
**Saving Throws** +2  
**Speed** 5  
**Action Points** 1

↓ **Battleaxe** (standard; at-will)

+31 vs. AC (+32 when bloodied); 1d10 + 17

↓ **Viper's Strike** (standard; encounter) • Weapon

+31 vs. AC (+32 when bloodied); 2d10 + 17 damage (Level 1 Warlord Attack Exploit; see the D&D 4E Player's Handbook)

⊕ **Rabbits and Wolves** (standard; encounter) • Weapon

+31 vs. AC (+32 when bloodied); 4d10 + 17 damage (Level 23 Warlord Attack Exploit; see the D&D 4E Player's Handbook)

⊕ **Thunderous Fury** (standard; encounter, recharge when bloodied) • Weapon

+31 vs. AC (+32 when bloodied); 3d10 + 17 damage and dazed (Level 17 Warlord Attack Exploit; see the D&D 4E Player's Handbook); +5

⊕ **Break the Tempo** (standard; sustain minor; daily) • Weapon

+31 vs. AC (+32 when bloodied); 4d10 + 17 damage. (Level 19 Warlord Attack Exploit; see the D&D 4E Player's Handbook); -5

⊗ **Stir the Hornet's Nest** (standard; daily) • Weapon

Ranged 5/10; +31 vs. AC (+32 when bloodied); 6d10 + 17 damage (Level 25 Warlord Attack Exploit; see the D&D 4E Player's Handbook); +5

⊕ **Own the Battlefield** (standard; daily)

Close Burst 10; (Level 22 Warlord Utility Exploit; see the D&D 4E Player's Handbook); 5 squares.

⊕ **Warlord's Banner** (standard; daily)

Close Burst 5; (Level 16 Warlord Utility Exploit; see the D&D 4E Player's Handbook) +2

⊗ **Tactical Shift** (immediate interrupt; when an ally is hit with a melee or ranged attack; daily)

Ranged 5; (Level 10 Warlord Utility Exploit; see the D&D 4E Player's Handbook); 6 squares

⊕ **Inspiring Word** (minor; recharge 4 5 6) • Healing

Close Burst 15; (Warlord Class Feature; see the D&D 4E Player's Handbook); +5d6

⊕ **Dragon Breath** (minor; recharge 4 5 6) • Fire

Close Blast 3; +29 vs. Fortitude; 3d6 + 9 fire damage.

**Alignment** Lawful Good      **Languages** Common, Draconic

**Skills** Athletics +22, Diplomacy +21, History +24, Intimidate +23

**Str** 24 (+19)      **Dex** 14 (+14)      **Wis** 17 (+15)

**Con** 16 (+15)      **Int** 20 (+17)      **Cha** 18 (+16)

**Equipment** exalted armor + 5, terror battleaxe +5

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**Red Watch Lieutenant** **Level 21 Soldier**  
Medium Humanoid (Dragonborn) XP 3,200

**Initiative** +8 **Senses** Perception +7  
**HP** 152; **Bloodied** 76  
**AC** 38; **Fortitude** 38, **Reflex** 35, **Will** 31  
**Speed** 5

↓ **Maul** (standard; at-will) • Weapon  
+29 vs. AC (+30 when bloodied); 2d6 + 16 damage

↗ **Springstep Rifle** (standard; shot 8, reload minor; at-will) • Weapon, Firearm  
Ranged 20/40; +27 vs. AC (+27 when bloodied); 1d12 + 15 damage

☼ **Dragon Breath** (minor action; encounter) • Fire  
Close Blast 3; +23 vs. Reflex (+24 when bloodied); 3d6 + 3 fire damage

**Red Watch Training**  
The red watch lieutenant gains +2 bonus to its AC when adjacent to or flanking with any member of the red watch.

**Alignment** Any **Languages** Common, Draconic  
**Skills** Athletics +20, Intimidate +19  
**Str** 24 (+17) **Dex** 20 (+15) **Wis** 12 (+11)  
**Con** 16 (+13) **Int** 13 (+11) **Cha** 15 (+12)

**Equipment** plate armor, light shield, maul, springstep rifle

**Red Watch Footman** **Level 20 Minion**  
Medium Humanoid (Dragonborn) XP 700

**Initiative** +12 **Senses** Perception +16  
**HP** 1: a missed attack never damages a minion  
**AC** 35; **Fortitude** 33, **Reflex** 29, **Will** 28  
**Speed** 5

↓ **Longsword** (standard; at-will) • Weapon  
+24 vs. AC(+25 when bloodied); 8 damage

☼ **Dragon Breath** (minor action; encounter) • Fire  
Close Blast 3; +20 vs. Reflex (+21 when bloodied); 5 fire damage

**Red Watch Training**  
The red watch footman gains +2 bonus to its AC when adjacent to or flanking with any member of the red watch.

**Alignment** Any **Languages** Common, Draconic  
**Skills** Athletics +20, Intimidate +19  
**Str** 24 (+17) **Dex** 20 (+15) **Wis** 12 (+11)  
**Con** 16 (+13) **Int** 13 (+11) **Cha** 15 (+12)

**Equipment** plate armor, heavy shield, longsword

**Macunalo Lomeru** **Level 21 Artillery (Leader)**  
Medium Humanoid (Eladrin) XP 3,200

**Initiative** +15 **Senses** Perception +13  
**Lomeru Training** aura 10; allies who start their turn in the aura gain +2 to hit with a ranged or area attack.  
**HP** 103; **Bloodied** 51  
**AC** 36; **Fortitude** 30, **Reflex** 36, **Will** 35  
**Speed** 6

↓ **Dagger** (standard; at-will) • Weapon  
+23 vs. AC; 1d4 + 10

↗ **Magic Missile** (standard; at-will) • Force  
Ranged 20; +27 vs. Reflex; 4d4 + 10 force damage

☼ **Force Volley** (standard; encounter) • Force  
Ranged 20 against 1, 2 or 3 targets; +27 vs. Reflex; 3d6 + 20 damage. (Level 17 Wizard Attack Spell; see the D&D 4E Player's Handbook)

☼ **Frostburn** (standard; encounter) • Cold, Fire  
Burst 2 within 20; +27 vs. Reflex; 3d6 + 20 cold and fire damage. (Level 13 Wizard Attack Spell; see the D&D 4E Player's Handbook)

☼ **Disintegrate** (standard; daily)  
Ranged 10; +27 vs. Reflex; 5d10 + 20 and ongoing 10 damage (save ends). (Level 19 Wizard Attack Spell; see the D&D 4E Player's Handbook)

☼ **Blast of Cold** (standard; daily) • Cold  
Blast 5; +27 vs. Reflex; 6d6 + 20, if the target is immobilized (save ends). Miss: half damage and slowed (save ends).

☼ **Displacement** (immediate interrupt; when Macunalo or an ally is hit by a ranged or melee attack; encounter)  
Ranged 5; (Level 16 Wizard Utility Spell; see the D&D 4E Player's Handbook)

**Mirror Image** (minor; daily) • Illusion  
(Level 17 Wizard Attack Spell; see the D&D 4E Player's Handbook)

☼ **Dispel Magic** (standard; daily)  
Ranged 10; (Level 6 Wizard Utility Spell; see the D&D 4E Player's Handbook); +17

**Orb of Imposition** (free; encounter)  
(Wizard Class Feature; see the D&D 4E Player's Handbook); -3

**Alignment** Evil **Languages** Common, Elven  
**Skills** Arcana +24, History +24, Insight +18  
**Str** 12 (+11) **Dex** 20 (+15) **Wis** 16 (+13)  
**Con** 13 (+11) **Int** 24 (+17) **Cha** 15 (+12)

**Equipment** scintillating robes +4, magic orb +5



**Vesper Jehilata** **Level 16 Skirmisher (Leader)**  
Medium Humanoid (Human) XP 1,400

**Initiative** +14 **Senses** Perception +15  
**Jehilata Training** aura 10; allies who start their turn in the aura deal 5 extra damage on a successful hit against any creature they have combat advantage against.  
**HP** 98; **Bloodied** 49  
**AC** 33; **Fortitude** 27, **Reflex** 34, **Will** 31  
**Speed** 6

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↓ **Shortsword** (standard; at-will)  
+18 vs. AC; 1d6 + 2

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☞ **Springstep revolver** (standard; shot 6, reload free; at-will) • Weapon, Firearm  
Ranged 10/20; +26 vs. AC; 1d8 + 14 damage

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☞ **Deft Strike** (standard; load standard; at-will) • Weapon, Firearm  
Ranged 10/20; +25 vs. AC; 1d10 + 13 damage (Level 1 Rogue Attack Exploit; see the D&D 4E Player's Handbook)

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⊕ **Stunning Strike** (standard; encounter)  
+23 vs. AC; 1d6 +13 and the target is stunned until the end of Vesper's next turn.

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☞ **Rogue's Luck** (standard; load standard; encounter)  
+25 vs. AC; 2d10 + 13 and make another attack, +29 vs. AC; 1d10 + 13.

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☞ **Slaying Strike** (standard; load standard; daily)  
+25 vs. AC; 3d10 + 13 (Level 15 Rogue Attack Exploit; see the D&D 4E Player's Handbook)

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**Raise the Stakes** (minor; daily)  
(Level 16 Rogue Utility Exploit; see the D&D 4E Player's Handbook)

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**Shadow Stride** (move; at-will)  
(Level 10 Rogue Utility Exploit; see the D&D 4E Player's Handbook)

**Combat Advantage**  
(Rogue Class Feature; see the D&D 4E Player's Handbook); +3d6

**First Strike**  
(Rogue Class Feature; see the D&D 4E Player's Handbook)

**Alignment** Unaligned **Languages** Common, Elven  
**Skills** Bluff +18, History +16, Stealth +21  
**Str** 11 (+8) **Dex** 22 (+14) **Wis** 14 (+10)  
**Con** 11 (+8) **Int** 16 (+11) **Cha** 20 (+11)

**Equipment** leather evasion armor +3, springstep revolver + 4

**Cally Freshwater** **Level 4 Skirmisher**  
Medium Humanoid (Otterkin) XP 175

**Initiative** +5 **Senses** Perception +9  
**HP** 39; **Bloodied** 24  
**AC** 19; **Fortitude** 14, **Reflex** 19, **Will** 17  
**Speed** 5, **Swim** 7

↓ **Sickle** (standard; at-will)  
+6 vs. AC; 1d6 + 2

☞ **Single-action pistol** (standard; shot 6, reload minor; at-will) • Weapon, Firearm

Ranged 10/20; +9 vs. AC; 1d8 + 5 damage

☞ **Deft Strike** (standard; at-will) • Weapon, Firearm  
(Level 1 Rogue Attack Exploit; see the D&D 4E Player's Handbook) +9 vs. AC; 1d8 + 5 damage

☞ **King's Castle** (standard; encounter) • Weapon, Firearm  
Ranged 10/20; +9 vs. AC; 2d8 + 5 damage and slide the target 1 square. (Level 1 Rogue Attack Exploit; see the D&D 4E Player's Handbook)

☞ **Trick Strike** (standard; daily) • Weapon, Firearm  
Ranged 10/20; +9 vs. AC; 3d8 + 5 damage and slide the target 1 square. (Level 1 Rogue Attack Exploit; see the D&D 4E Player's Handbook)

**Combat Advantage**  
(Rogue Class Feature; see the D&D 4E Player's Handbook); +2d6

**First Strike**  
(Rogue Class Feature; see the D&D 4E Player's Handbook)

**Tumble** (move; encounter)  
Cally shifts 2 squares or 3 squares in water.

**Pack Fighting**  
Cally gains a +1 bonus to melee attack rolls against flanked enemies.

**Alignment** Good **Languages** Common, Otterai  
**Skills** Bluff +11, Insight +9, Stealth +11, Thievery +11  
**Str** 12 (+3) **Dex** 19 (+6) **Wis** 14 (+4)  
**Con** 12 (+3) **Int** 10 (+2) **Cha** 18 (+6)

**Equipment** leather armor, sickle, single-action pistol

**Noble Footman** **Level 18 Minion**  
Medium Humanoid (Human) XP 500

**Initiative** +11 **Senses** Perception +10  
**HP** 1: a missed attack never damages a minion  
**AC** 34; **Fortitude** 32, **Reflex** 29, **Will** 26  
**Speed** 5

↓ **Longsword** (standard; at-will) • Weapon  
+22 vs. AC; 6 damage

**Noble Footman Training**  
The noble footman gains +2 bonus to its defenses when within 5 squares of an ally with the leader or elite keyword.

**Alignment** Any **Languages** Common  
**Skills** History +14  
**Str** 20 (+14) **Dex** 14 (+11) **Wis** 12 (+10)  
**Con** 20 (+14) **Int** 11 (+9) **Cha** 11 (+9)

**Equipment** plate armor, heavy shield, longsword



# THE FIFTH BOROUGH

## – THE UNDERWARREN

Cities rise and fall. Cultures gain dominance and then fade away. Gods are worshipped by millions and then are forgotten. So is the passage of history, from one era to another.

All of its citizens know that Scarrport was built on the ruins of a former city. Some even are aware that the first expedition to the city — led by Alvin Drudd and Callum Follerdan — resulted in vast riches which directly financed the building of Scarrport. But only a few residents of this city realize that, five hundred years later, there exists an extensive network of tunnels and chambers below each borough. A portion of these tunnels were made recently, crude passages held up by rough timbers built by people seeking treasure. Others, however, were ingeniously dug below the rivers to connect areas which would need bridges or boats to cross. These older tunnels are covered in carvings and runes reminiscent of the stone dog gargoyles above ground. Still other tunnels and stairs travel downwards into areas unexplored, the scratch marks and foul smells prohibiting further exploration by even the most daring spelunkers. Collectively, all the tunnels beneath Scarrport are known as the Underwarren.

Below the Isle of Stone Dogs, in a somewhat large chamber that might have once been a meeting place, a gladiatorial organization called the Reavers has grown infamous. Drawing more Abovelander (as the residents of Scarrport are called) traffic other parts of the Underwarren, the fights sometimes draw four or five score of spectators, most of which have a large financial stake in the winner. The Reavers' audience is mixed; there are nobles, peasants and cutpurses in attendance as well as more than a few members of the Red Guard. Imbibing good liquor and raucous cheering occurs at every fight but one rule is kept above all others: the only fighting occurs in the arena. Individuals are pit against each other in all manner of martial contest, from the rules-heavy boxing to wrestling to fully armored melees with blunted weapons. The combatants are paid decently, especially if one wins consistently. Death matches are held occasionally, but usually only when two fighters have some specific grudge against one another. Otherwise, the combatant's life is preserved and the Reavers employ a cleric of Rogaag to stand by the arena in case of emergency.

All betting and fighting is overseen by a wiry man called Blind Jones. Jones is tall and lanky, but never was a fighter himself. He's called Blind because of the black eyepatch he wears over his left eye and only stares with his one good eye at those who ask what befell him. Jones is humorless, but he is fair and the fighters trust him to run the organization well. There's been talk of the Fen Dogs taking over the Reavers and replacing (killing) Blind Jones, while others say that Jones would employ the Bouncer's Guild if there was any serious threat. Jones himself is mum on the subject but he's

been recently seen at the arena with a very large Dragonborn ex-gladiator named Zyman by his side.

In a deep cavern complex generally below Torrell, a mad wizard community exists. Led by a psychopath named Jajillo, the twenty or so wizards never come up to the surface. They conjure their own food and water but they do hunt the Underwarren for rat or worse meat when the tastelessness of magical food overwhelms them. Jajillo is extremely xenophobic and rules the wizards with ruthlessness unmatched above ground. Many of the wizard's bear scars and arcane marks from Jajillo's punishments. Some say Jajillo, a tiefling by birth, was once an esteemed member of the Wizard Society in the far-off city of Winter's Heart. Upon visiting Scarrport, he became interested in the ruins and caverns below the city and led a fateful expedition there, from which he never returned. Jajillo has since recruited every wizard in his cabal, most of whom ventured below the city to discover more about the ruins. They try to capture anyone who ventures near their lair, using spells to impede escape. Any creature with arcane talent is a target for further recruitment but they kill any other intruders and drag the bodies back to their chambers. What they do with them there is unknown, but those who've snuck close report feral sniffing and barking, as well as more human screams.

One would imagine that beneath the Fens was only water, but the Underwarren extends to that borough as well. Most tunnels are indeed filled with water, but it's clear that they once were dry. The chambers appear to be ancient cellars, and a surprising amount of goods can be found there, albeit a bit waterlogged. The denizens of this part of the Underwarren are monstrous. A substantial population of fishmen rule these tunnels, but garbage-eaters, sharkmen and aboleths are seemingly around every corner and attack intruders on sight. These disparate groups, however, do not struggle against each other as they would in the wild and the prevailing theory is that an ancient black dragon has united them in a common cause. What that cause is or even if it's true is unknown.

There exists at least one individual in the Underwarren who'll tell you that theory is a festering bowl of goaten offal. Zephyr Downwind is a gremlin who's turned away from his ancestor's predilection towards becoming winddancers, and has entered earth and water semi-permanently. He has several holes where he lays his head throughout the Underwarren, and has negotiated immunity with its denizens. The fishmen trade with him and even Jajillo will not fireball him without provocation. Zephyr is a treasure collector and trader. He ventures where most fear to tread, extracting the remnants of an ancient civilization either by daring escapades or by his skill as a salesman. The portent of what he collects has no bearing on his adventures, Zephyr has contacts in the Fens and other boroughs that are eager to buy his finds and he sells them with little thought as to what these objects mean or from where they came. The language of the runes which covers most pieces is a complete mystery to him. He may not be able to tell you what it means, but

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he can tell you how much it is worth. And as for the dragon theory, he knows that it is false because Zephyr Downwind knows the secret of who really rules the Underwarren.

Corresponding to an area below Jharadin is a part of the Underwarren where even Zepuhr dares not tread. This dark and foreboding place, even for the Underwarren, is accessible by only the most labyrinthine passages. The thin winding tunnels generally wind down in a long clockwise spiral and are lined with the skeletons of thousands of creatures, some humanoid, others quadrapedal. It's not clear what killed these creatures, until it is too late. Each tunnel is trapped. Some are mechanical traps, others magical, but anyone who takes the last step is killed and fed to the garden of skeletons lining the walls. Strangely, the bodies are all robbed of valuable items and precious metals. Another troubling detail is that, for anyone with the ability to read tracks, it is clear that foot traffic down these tunnels is common enough to create a path through the bones and detritus. A DC 30 perception check will tell you that the tracks are made by webbed, three-toed feet.

## THE BURNED

The Underwarren is a foreboding place, but many have found homes there. Always an area of refuge for criminals or those who want to escape detection, the burning of Jharadin introduced a different class of denizen to the tunnels. Called the Burned, they are people who lost their homes and were unable to find shelter above ground. In the Underwarren, they were able to endure the harsh winters and

sometimes sweltering summers of Scarrport. They may be of any race and many of the Burned have scars or injuries sustained in the fires. The Burned are scattered throughout the tunnels, some have congregated in communities while others eke out their existence alone. The communities can be ingeniously engineered, especially if a gremlin is a member. Clean running water, laundry, kitchen stoves and even complex pulley systems to distribute items between levels have all been reported in Burned communities. The Burned resent the Abovelanders, and Lord Kranak especially, for forcing them below the city, but many believe they are now superior to the huddled masses above. They do, however, sometimes trade with Abovelanders for goods that the tunnels can't provide, such as fresh vegetables or well-made tools and weapons. In exchange, the Burned offer jewels and treasures from below but they've also cultivated an extremely tasty fungus called eukara which has become a staple of gourmet Scarrport cuisine.

The tunnels and hovels below the city are as distinct and metropolitan as the boroughs and avenues above. Some of the residents of the Underwarren try to live normal lives like the Arena fighters and some of the Burned, while others are demented and broken. All those who enter the Underwarren are looking for something, be it a place to belong, shelter or the promise of riches. There is also the undeniable fact that the tunnels contain a secret that, if known by the leaders of Scarrport, would shake the very foundation on which the city is literally built.





# NON-PLAYER CHARACTERS

**Blind Jones** **Level 8 Soldier**  
XP 350  
Medium Humanoid (Human)

**Initiative** +5      **Senses** Perception +4  
**HP** 73; **Bloodied** 36  
**AC** 24; **Fortitude** 23, **Reflex** 20, **Will** 19  
**Speed** 6

↓ **Greataxe** (standard; at-will)

+13 vs. AC; 1d12 + 6 damage

↓ **Sure Strike** (standard; at-will) • Weapon

+15 vs. AC; 1d12 damage

⊕ **Reckless Strike** (standard; encounter) • Weapon

+11 vs. AC; 3d12 + 6 damage

⊕ **Rain of Steel** (standard; daily) • Stance, Weapon

(Level 5 Fighter Attack Exploit; see the D&D 4E Player's Handbook); 1d12

**Unbreakable** (immediate reaction; when hit by an attack; encounter)

Blind Jones reduces the damage by 8 hit points.

### Combat Challenge

(Fighter Class Feature; see the D&D 4E Player's Handbook)

**Alignment** Lawful      **Languages** Common

**Skills** Athletics +12, Diplomacy +10, Intimidate +10

**Str** 17 (+7)      **Dex** 12 (+5)      **Wis** 10 (+4)

**Con** 16 (+7)      **Int** 14 (+6)      **Cha** 13 (+5)

**Equipment** scale armor, greataxe + 2



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**Arena Fighter** **Level 8 Minion**  
XP 88  
Medium Humanoid (Human or Ghodon)

**Initiative** +7      **Senses** Perception +5  
**HP** 1: a missed attack never damages a minion  
**AC** 22; **Fortitude** 21, **Reflex** 19, **Will** 16  
**Speed** 6

↓ **Longsword** (standard; at-will)

+12 vs. AC; 7 damage

### Groundfighting

The arena fighter does not grant combat advantage when blinded or prone.

### Practiced Melee

The arena fighter gains +2 to damage when flanking with or adjacent to another arena fighter.

**Alignment** Any      **Languages** Common

**Skills** Athletics +10, Intimidate +9

**Str** 20 (+9)      **Dex** 14 (+6)      **Wis** 10 (+4)

**Con** 16 (+7)      **Int** 13 (+5)      **Cha** 11 (+3)

**Equipment** hide armor, longsword

**Burned** **Level 4 Minion**  
XP 44  
Medium Humanoid (Any)

**Initiative** +6      **Senses** Perception +9; darkvision  
**HP** 1: a missed attack never damages a minion  
**AC** 19; **Fortitude** 17, **Reflex** 20, **Will** 16  
**Resist** 5 fire;  
**Speed** 6

↓ **Dagger** (standard; at-will)

+7 vs. AC; 6 damage

**Scatter** (immediate reaction, when the target of a burst or blast attack)

The burned shifts 2 squares.

**Alignment** Any      **Languages** Common

**Skills** Athletics +10, Intimidate +9

**Str** 20 (+9)      **Dex** 14 (+6)      **Wis** 10 (+4)

**Con** 16 (+7)      **Int** 13 (+5)      **Cha** 11 (+3)

**Equipment** leather armor, dagger



**Jajillo** **Level 11 Artillery**  
 Medium Humanoid (Human) XP 600

**Initiative** +7      **Senses Perception** +6  
**HP** 65; **Bloodied** 32  
**AC** 29; **Fortitude** 25, **Reflex** 29, **Will** 28  
**Speed** 6

↓ **Club** (standard; at-will)  
 +11 vs. AC; 1d6 + 4 damage

✖ **Scorching Burst** (standard; at-will) • Fire  
 +19 vs. Reflex; 1d6 + 12 fire damage (Level 1 Wizard Attack Spell; see the D&D 4E Player's Handbook)

⊖ **Fire Shroud** (standard; encounter) • Fire  
 1d8 + 12 fire damage, ongoing 5 fire damage (Level 3 Wizard Encounter Spell; see the D&D 4E Player's Handbook)

❄ **Winter's Wrath** (standard; encounter) • Cold  
 +19 vs. Fortitude; 2d8 + 12 cold damage (Level 7 Wizard Spell; see the D&D 4E Player's Handbook)

⚡ **Lightning Serpent** (standard; daily) • Lightning, Poison  
 +19 vs. Reflex; 2d12 + 12 lightning damage, ongoing 5 poison damage. (Level 10 Wizard Daily Spell; see the D&D 4E Player's Handbook).

**Blur** (minor; daily)  
 (Level 10 Wizard Utility Spell; see the D&D 4E Player's Handbook)

☞ **Invisibility** (standard; sustain standard; daily)  
 Ranged 5; (Level 6 Wizard Utility Spell; see the D&D 4E Player's Handbook)

**Orb of Imposition** (free; encounter)  
 (Wizard Class Feature; see the D&D 4E Player's Handbook); -2

<b>Alignment</b> Chaotic Evil	<b>Languages</b> Common	
<b>Skills</b> Arcana +16, Dungeoneering +11, History +16		
<b>Str</b> 9 (+4)	<b>Dex</b> 14 (+7)	<b>Wis</b> 13 (+6)
<b>Con</b> 15 (+7)	<b>Int</b> 22 (+11)	<b>Cha</b> 16 (+8)

**Equipment** fireburst armor + 3, staff of fiery might + 3

**Zephyr Downwind** **Level 17 Skirmisher**  
 Medium Humanoid (Gremlin) XP 1,600

**Initiative** +11      **Senses Perception** +9  
**HP** 108; **Bloodied** 54  
**AC** 35; **Fortitude** 29, **Reflex** 31, **Will** 30  
**Speed** 6

↓ **Trident** (standard; at-will)  
 +18 vs. AC; 1d8 + 7 damage

↶ **Churning Rock** (standard; at-will)  
 Close burst 1; +22 vs. Reflex; 1d6 + 14 damage and if the target occupies the same square at the end of its next turn it takes an additional 1d6 damage.

☞ **Stinking Surf** (standard; encounter) • Cold, Poison  
 Ranged 10; +22 vs. Reflex; 2d12 + 14 cold and poison damage and the target is immobilized until the end of your next turn.

⊖ **Hail Spray** (standard; encounter) • Cold

Close blast 3; +22 vs. Fortitude; 3d6 + 14 cold damage and the target is immobilized until the end of your next turn. If Zephyr has combat advantage against the target it is also dazed until the end of your next turn.

☞ **Shifting Plates** (standard; daily)

+22 vs. Fortitude; 3d10 + 14 damage and Zephyr can slide the target 5 squares. Miss: Half Damage and slide 2 squares and Zephyr may sustain. Sustain Move: Zephyr makes an attack +22 vs. Fortitude. If it hits, he slides the target 3. If miss, the effect ends and he may no longer sustain.

☞ **Water Copy** (minor; daily)

Ranged 10; Zephyr gains combat advantage against one creature (save ends).

**Water Elemental** (minor; daily)

Zephyr conjures a water elemental that occupies 1 square and can move 6 squares as a move action. Any creature that ends its turn adjacent to the water elemental takes 1d6 cold damage.

**Elemental Connection**

Once per turn, Zephyr deals 2d4 cold damage with one attack against one creature. The damage increases by 4 when Zephyr is within 5 squares of a square which contains water.

**Trident** (minor; encounter)

Zephyr gains combat advantage against an adjacent target as if he were flanking. Creatures immune to flanking are immune to this ability.

⊖ **Gremlin Fenzy** (standard; encounter)

Close burst 1; +11 vs. AC; 1d6 + 3 and the target is dazed until Zephyr's next turn.

<b>Alignment</b> Unaligned	<b>Languages</b> Common, Goblin	
<b>Skills</b> Arcana +16, Diplomacy +16, Nature +16		
<b>Str</b> 11 (+8)	<b>Dex</b> 16 (+11)	<b>Wis</b> 13 (+9)
<b>Con</b> 16 (+11)	<b>Int</b> 22 (+14)	<b>Cha</b> 16 (+11)

**Equipment** fluttering armor + 4, trident + 4

## SURROUNDING AREAS

Scarrport lies at the center of a volatile region filled with all manner of dangers ranging from thieves and river pirates to ravaging hell spawn from the Hellfury peaks. Fierce ghodon tribes constantly war with each other for control of the hills and plains surrounding the river port. Mysterious Dark Wood looms to the South, its vile denizens plaguing the woodsmen and settlers who rely on river trade to survive. To the North of Scarrport, the vile Crown Point ruin complex beckons the bold and unwary to plumb its mysteries.

The following section introduces you to some of the more notable regions surrounding Scarrport. Read on and find out what dangers await unwary adventurers who step outside the city of secrets.

## CROWN POINT

Long, long ago, when the first human and elven explorers moved into this region of the world, they encountered strange dog men who controlled much of the region. The wicked creatures would brook no trespassers into their

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domains, enslaving or killing any explorer who dared travel too close. The settlers built the fortress of Crown Point in an effort to protect against attacks by these strange creatures — and for awhile it seemed to work. The dog men attacks lessened, and as years passed by, the outpost grew into a bustling frontier town. Then, one day in early spring, a mountain man by the name of Rheoric one-eye brought news to the great northern city of Winter’s Heart that the people of Crown Point had all vanished.

As the legend goes, the previous winter had been especially harsh, so harsh in fact, that the mighty Torberyn and Wellspring rivers had frozen solid, preventing any travel down to Crown Point and cities beyond. When the snows began to thaw, old Rheoric came down from his home high in the Hellfury peaks to trade at Crown Point; he found the entire city empty, as if the some fifteen thousand men women and children who lived there had simply vanished without a trace. Thinking the enigmatic dog men responsible for the attack on Crown Point, Rheoric went south towards their kingdom looking for signs that the people of Crown Point had been taken that way. Not only did the trapper find no signs of the missing citizens of Crown Point, but the dog men had inexplicably vanished as well. Further investigation of Crown Point revealed tunnels and chambers deep below the town, some of which appeared to have been there long before the ill-fated city was ever built. Investigators found altars set before demonic idols. Evidence of recent blood sacrifice cemented the belief that — at least some of — the people of Crown Point had been slain at the hands of wicked cultists to sate the desires of some fel beast.

Crown Point was razed to the ground, many of the labyrinthine tunnels below the city deliberately collapsed to ensure none could enter. Watch posts were erected on the outskirts of the town to prevent any foolish adventurers and would-be looters from entering the cursed ruins. Not that many tried, however. The Crown Point ruins quickly became anathema to the people living in the region.

## CROWN POINT TODAY

Crown Point has change very little since it was razed so many years ago. The watch towers have long since been abandoned, their garrisons moved away to guard against other dangers such as the rising demonic threat from the Hellfury Peaks and constant tribal wars between various ghodon tribes. For the most part, people still avoid those mysterious ruins overlooking the Wellspring River as it winds its way South towards Scarrport.

That said, it’s rumored that vile cultists and other malign beasts have taken up residence in the ruins; for what purpose, who can say? Every now and again, however, news will spread through the taverns and brothels of Scarrport of a group of adventurers who went into the ruins seeking an easy fortune, but never returned. Recently High lord Kranak has issued a decree outlawing any further exploration of the ruins, and has promised to dispatch a defense force to occupy

the old watchtowers. Secretly, the dragonborn is considering sending adventurers into the ruins to uncover the truth of the disappearances and root out whatever evil lurks beneath Crown Point.

## DARK WOOD

Located some sixty leagues South of Scarrport, the sparsely populated area known as Dark Wood looms menacingly on either side of the Torberyn River as it winds its way south to the gleaming city of Toryth. The people who first settled in Dark Wood nearly a decade ago were lumberjacks hired by Scarrport’s guild of shipwrights and various other artisans to harvest timber from the highly prized iron wood trees. For a while, everything seemed fine.

The settlers built a number of outposts in the forest on both sides of the Torberyn, the largest of which — Lukan’s Ferry — rested on the banks of the river to facilitate transport of timber and other resources back to Scarrport or South to Toryth. As the logging crews moved deeper into the mysterious forest, however, they came under attack by shapeshifting creatures they came to call Shadowheart Wolgen. At first, the conflicts were limited to attacks on logging camps deep in the forest, but when soldiers were sent from Scarrport to help combat the growing threat, the creatures stepped up their attacks, even going so far as to assail watercraft and attack larger towns. As the war against the Shadowheart tribes heated up, it became evident that some sinister force guided the efforts of the baleful shape shifters. Under intense interrogation from ghodon truth seekers, a name was gleaned from the guttural screams of captive Shadowheart wolgen; Azran the undying. Azran, they claimed, had shed the mortal coil, had become a menacing, deathless thing of immense power. He laired deep in the forest, in an antediluvian city located at the center of a place known only as Witherwood Vale.

## OF AZRAN THE UNDYING

The captives said Azran was once a spiritual leader of sorts among the Shadowheart wolgen. His advice and potent spells helped shape the direction of his people in the early days, when the wolgen were the sole inhabitants of Dark Wood. But years later there came a time when Azran — a creature driven by ambition and the temptation of power — grew restless. The wolgen warlock would spend days and even weeks at a time alone. Each night Azran roamed deeper and deeper into the forest until one night he happened upon the iron wood totems of his people marking the entrance to the Witherwood Vale. Long had the superstitious shape shifters avoided the area, claiming it was the home of an evil so old it had forgotten its own name. Bad luck, the tribal elders said, befell those who entered that place, but on that night, something called to Azran, beckoning the warlock down the treacherous switchbacks winding into the mist-shrouded valley.

After traveling through the dense forest for what seemed like hours, the gnarled trees parted for Azran, revealing

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ruins scattered as far as the eye could see. It was apparent that a great civilization once lived here, but whom? The Shadowheart wolvern had lived in the forest for as long as Azran could remember, and he'd never heard stories about any ancient ruins. Azran, compelled still, moved forward at the behest of the voice in his mind, until he came to an open area, at the center of which stood a great stone obelisk surrounded by a ring of bones. Wholly overwhelmed by the presence of the thing, Azran fell to the ground, prostrating himself before the ornately engraved obsidian edifice. The entity within the monolith whispered in Azran's mind, promising the wolvern great power if he would but bring more of his brethren to the ancient place.

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Mind racing with thoughts of the eldritch powers the being might bestow on him should he succeed, Azran sped back to the dens of his kin. Initially, Azran worried how his brethren might react to his overtures. As it turns out, however, the wolvern underestimated his influence with the tribe. A handful of wolvern agreed to journey to the ancient city at first, but when they came back and recounted their experiences, more and more of the shape shifters went. Before long, the entire tribe had succumbed to the sinister overtures of the entity within the stone. The thing chose a handful of wolvern with the most potential to be spiritual leaders of a sort; a coven of warlocks — known as the circle of seven — who would speak for the entity and rule over the rest of the tribe. As promised, the thing within the stone bestowed great power upon Azran, though not in the way the warlock had expected.

Under the guidance of the entity, Azran constructed a phylactery and then performed an exceedingly dark ritual, calling forth the entity from the obelisk. It stood before Azran then, a menacing thing of rotting, wormy flesh and mangy black fur, tattered cloak flapping wildly in the energy-charged air surrounding the beast. A necklace made of bleached white bones hung around its neck. Before Azran could react, the thing lashed out, a single, gleaming ivory claw ripping his life out of him which sped into the enchanted container. The wolvern died in that instant, but only for a moment. The entity commanded the wolvern's dead husk to return to the world of the living as a nightmarish thing out of legend; Azran was reborn a lich.

Its work complete, the entity vanished. Invigorated with a newfound sense of purpose, Azran commanded the Shadowheart wolvern to make war on the human interlopers and other creatures of the forest. Eager to appease their newly reborn master, wolvern warriors and hex binders mercilessly attacked settlements and dens of other shape shifters throughout the forest. The Shadowheart war had begun.

## THE END OF THE SHADOWHEART WAR

Fully realizing the nature of the threat the people in Dark Wood faced, the High lord of Scarrport commissioned a



group of heroes to steal into the heart of Azran's domain and slay the lich before he wrought further havoc. Meanwhile, the militia would buy the heroes time by launching a massive assault on the wolvern war camps. The soldiers engaged the wolvern army at the battle of Raven Hollow, buying the stalwart heroes time to make their way into Witherwood Vale, where they fought the lich Azran and the circle of seven. In the end, Azran and his minions were defeated, but only one of the heroes remained; a fearsome ghodon warrior named Dulgrun Modran, known in legend as Dulgrun Lich Bane. Demoralized at the loss of their leader, the remaining Shadowheart wolvern scattered into the wilds. In the days after the Shadowheart War, sages went into Witherwood Vale looking for the phylactery containing Azran's life force.

They never found it.

## DARK WOOD TODAY

Nearly a decade after the Shadowheart War, Dark Wood remains largely unexplored. In many ways, the people who fought the Shadowheart wolvern lost the war as surely as their enemies did. Despite their success in driving the wolvern from the forest, they never resumed logging operations in the forest on a large scale. Many people, fearful that the wolvern might return, chose to leave the forest entirely rather than risk losing friends and loved ones. Those who did stay were primarily trappers, herbalists and artisans unwilling to simply give up and leave their homes. While the majority of the people living in Dark Wood today call Lugan's Ferry their home, others live in small towns scattered throughout the more well-known parts of the forest, the largest of which



is the village of Raven Hollow, built on the site of the last battle of the Shadowheart wars. The Raven Hollow militia — known as shadow sentinels — regularly patrols the roads, keeping people out of harm’s way as they travel from hamlet to hamlet. Yet, even with the relative safety provided by these brave men and women, there are still dangers for the unwary.

Thieves and brigands prey on travelers, both on and off the Torberyn. Remnants of the Shadowheart tribes still inhabit Dark Wood’s most remote areas where the forest rises to meet the Hellfury Peaks, practicing their sinister rites under cover of pale moon and twisted tree. Worse, people have spotted undead roaming the dark places of the forest in recent months. Skeletons, ghouls and even vampires have found their way into Dark Wood. For what purpose, none can say.

## THE HELLFURY PEAKS

The rugged mountain range known as the Hellfury Peaks is a dangerous, volatile region. Foul demons infest the rocky crags. Fiendish tieflings are said to inhabit ancient ruins high in the mountains. Fierce ghodon tribes live in the low-lying hills. Black horned satyrs and other creatures including goblins and giants make their homes in caves and long-abandoned ruins. wolverns have even been sighted in the heavily forested mountains. But with danger also comes riches.

Dwarven miners tell of veins of precious ore weaving their way through long-abandoned mines and rare gems that glitter by torch light. Gold nuggets as big as a fist glint dull in cold mountain streams that feed into the Torberyn River. Ruins of long lost civilizations dot the Hellfury Peaks, their mysteries hidden away from the world, waiting to be uncovered

by those willing to brave their perils. Yet, despite these dangers, new settlements seem to spring to life each day as prospectors and would-be heroes rush to carve their fame and fortune out of the cold mountains. And for every adventurer who comes to the Hellfury peaks, ten others follow looking to profit off their deeds.

Trappers trade in skins taken from ridgeback cougars, beaver and other animals. Mountain men make their living as guides. Craftsmen and shopkeepers make fortunes selling and repairing various types adventuring gear, prospecting equipment and medicines. And after a long day of prospecting, one doesn’t need to look far to find the companionship of a female (or male, as the case may be) or a ready game of cards. Whiskey and ale flow like rivers in the myriad taverns and inns. Of course, these lawless frontier towns come with their own unique dangers.

Drunken brawls in smoke-filled, raucous taverns are nightly occurrences. Gunfights and duels over prospecting claims happen just as frequently. Grifters prey on the naïve in rigged games of chance and confidence schemes. Bandits lure would-be prospectors out into the wilderness and murder them for their money. Strumpets entice lonely men into their bedchambers, drug them, and make off into the night with their possessions. Indeed, in many ways, the frontier towns are more dangerous than the Hellfury Peaks themselves. Such is the case with Beggar’s Bluff.

## BEGGAR’S BLUFF

The largest town in the region, Beggar’s Bluff rests on a cliff overlooking the deep gorge where prospectors first found gold. A scant two years old, Beggar’s Bluff started out as a



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tiny trading outpost and inn where miners and adventurers could rest and get equipment and supplies. However, as word spread about the wealth just waiting to be had, the outpost exploded into a bustling town almost overnight. Presently, nearly seven thousand people from all races and cultures came to make their fortunes at the base of the Hellfury Peaks.

Most of the people who live in Beggar's Bluff today are simple folk; merchants, innkeepers, and artisans who simply want the chance to make an honest living for themselves and their families. Other, seedier folk look on Beggar's Bluff and its citizens as easy pickings, however. Brothels and corrupt casinos reputedly run by individuals with connections to the Fendog Society dot the frontier town. Armed gangs patrol the streets, offering merchants protection against other criminal elements in exchange for exorbitantly high percentages of the business's profits. Money lenders charge extortant interest rates to those in need of the gold to finance their ventures. Those who fail to pay back their debts have their prospecting claims (or businesses) taken and more often than not end up face down in a ditch outside of town. Indeed, the number of unfortunate souls who have lost everything far outweighs that of those who have made their dreams come true. That's why they call it Beggar's Bluff.

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## CULTS OF SCARRPORT

Scarrport is known as the city of secrets, and for good reason. On the surface, the city might seem like any other one would find in the known realms, but just beneath the bustling demeanor of this vibrant city lays a menacing undercurrent of danger and intrigue. Nefarious cults make their home in Scarrport, some openly preaching their twisted dogma to the masses, others content to work their will in the shadows.

### CULT OF STONE DOGS

*"When the Stone Dogs return, you'll pay the price for your insolence."*

Nobody knows who or what created canine statues found throughout Scarrport, but everybody admits that they are impressive works. Some take this admiration further. They view the stone carvings not just as works of art, but also as idols to worship. These worshipers are known as the Cult of Stone Dogs.

The Cult of Stone dogs began iniquitously, offering simple prayers to the stone dog statues. However when a new leader calling himself the Jackal usurped control of the cult, the faith turned into something much darker. The Jackal transformed the Cult of Stone Dogs into a brutal religion centered on blood, chains, and human sacrifice.

The central teaching of the cult is that the creators of the stone dogs are a race far superior to humans, elves, dwarves, or dragonborn. Even the Cult of Stone Dogs does not know who crafted the statues, and the cultists refer to the sculptors as the Creators. They abandoned area around Scarrport ages ago, but Creators will return one day (according to the

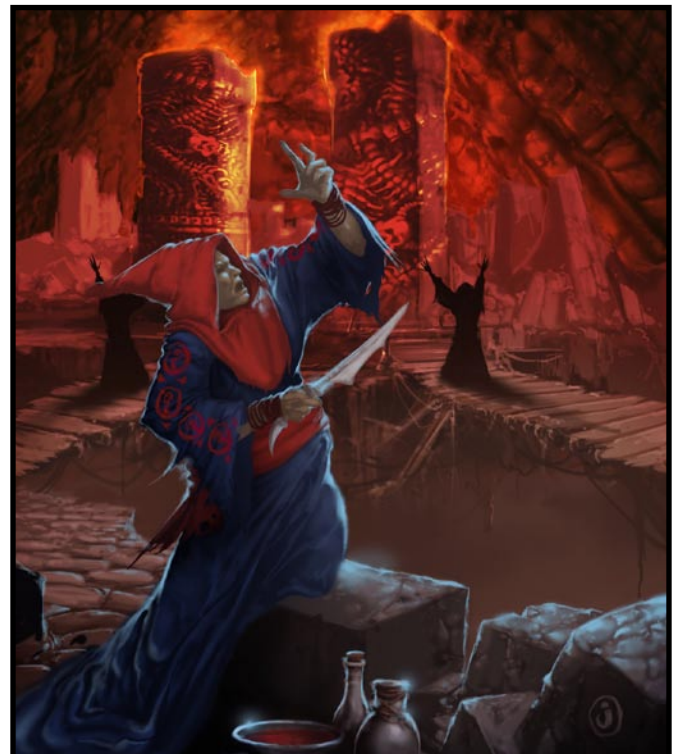
Jackal's teachings). When they do, the Creators will reward their faithful, and destroy all others. Whatever is behind the stone carvings, something has taken an interest in the cult, as many cults have obtained powers similar to those of a warlock's pact.

The cult espouses that canines are superior to human life. Nearly all cultists live with dogs, though they do not like to use the word "pet." The cult also imports exotic canines including wolves, dire wolves, and hyena. The upper echelon of the cult frequently uses arcane rituals to summon hellhounds, shadow hounds, and other canine monsters.

Ritual gatherings of the cult of stone dogs are shrouded in blood and mystery. The cult leaders wear dog head masks. Meetings prominently feature human sacrifice, most commonly by throwing the victim to a pack of hungry canines. At the peak of these sacrifices, the cultists bark and howl like mad dogs to show their dedication to the stone dogs.

Nobody has seen behind the dog head mask worn by the cult's high leader, the Jackal. While many think he is merely a powerful, wealthy, and well connected mortal, rumors abound that he is a demon, devil, or possibly the first of the Creators to return. Though they do not know his identity, the entire cult obeys him unquestioningly. The Jackal is powerful, and quick to anger. Those who please him are well rewarded, but those that fail quickly become dog meat.

The cultists view the rumors of dog-headed apparitions that seem to haunt the Isle of Stone Dogs after dark as evidence that their sacrifices are taking effect. They believe that the return of the Creators close at hand, and when that day comes, the faithful among the Cult of the Stone dogs will soon be rewarded.





# NON-PLAYER CHARACTERS

## Stone Dog Cultist Level 6 Soldier Medium Natural Humanoid (Human) XP 250

**Initiative** +6      **Senses** Perception +5  
**HP** 70; **Bloodied** 35  
**AC** 22; **Fortitude** 19, **Reflex** 18, **Will** 17  
**Speed** 5

↓ **Spiked Chain** (standard; at-will) • Weapon

Reach 2; +13 vs. AC; 2d4 + 5 damage and the target is marked until the end of the stone dog cultist's next turn.

⬇ **Leg Sweep** (standard; recharge 2) • Weapon

Requires spiked chain; reach 2; +11 vs. Reflex; target is knocked prone and stone dog cultist makes a spiked chain attack as a free action.

↻ **Whirlwind of Chains** (standard; encounter)

Close burst 2; enemies only; +13 vs. AC; 2d4 + 5 damage and the target is marked until the end of the stone dog cultist's next turn.

**Alignment** Evil      **Languages** Abyssal, Common  
**Skills** Athletics +12, Bluff +9  
**Str** 19 (+7)      **Dex** 16 (+6)      **Wis** 14 (+5)  
**Con** 14 (+5)      **Int** 12 (+4)      **Cha** 12 (+4)

**Equipment** chainmail, spiked chain

## Stone Dog Pact-Blessed Level 8 Artillery (Leader) Medium Natural Humanoid (Human) XP 350

**Initiative** +7      **Senses** Perception +4  
**Drink their Blood!** aura 5; allies gain a +1 bonus to attacks against bloodied targets  
**HP** 68; **Bloodied** 34  
**AC** 20; **Fortitude** 19, **Reflex** 20, **Will** 22  
**Speed** 6

↓ **Dagger** (standard; at-will) • Weapon

+13 vs. AC; 1d4 + 1

⚔ **Dark Frost** (standard; at will) • Cold, Implement

Ranged 10; +13 vs. Fortitude; 1d10 + 5 cold damage and the target is slowed until the end of the stone dog pact-blessed's next turn.

⊗ **Swarm of Bites** (standard; encounter) • Force, Implement

Ranged 10; +13 vs. Reflex; 2d6 + 5 force and ongoing 5 force damage and target grants combat advantage to all creatures (save ends both).

### Stone Dog Curse

Each round, the first creature damaged by the stone dog pact-blessed suffers additional 1d6 damage.

**Alignment** Evil      **Languages** Abyssal, Common  
**Skills** Arcana +10, Bluff +14  
**Str** 13 (+5)      **Dex** 17 (+7)      **Wis** 11 (+4)  
**Con** 14 (+6)      **Int** 12 (+5)      **Cha** 20 (+9)

**Equipment** cloth armor, rod, dog mask

## The Jackal Level 12 Elite Artillery (Leader) Medium Natural Humanoid (Human) XP 1,400

**Initiative** +9      **Senses** Perception +9  
**Feast on Their Flesh!** aura 5; allies gain a +2 bonus to attack and damage rolls against bloodied targets  
**HP** 188; **Bloodied** 94  
**AC** 26; **Fortitude** 23, **Reflex** 24, **Will** 27  
**Speed** 6  
**Action Points** 1

↓ **Withering Grasp** (standard; at-will) • Implement, Necrotic  
+17 vs. Fortitude; 1d10 + 6 necrotic damage and the target is weakened (save ends).

⊗ **Freezing Blast** (standard; at will) • Cold, Implement

Area burst 1 within 10; +17 vs. Fortitude; 2d6 + 6 cold damage and the target is immobilized (save ends).

⊗ **Vice Jaws** (standard; encounter) • Conjuraton, Force, Implement

Ranged 5; creates invisible canine jaws; +19 vs. AC; 1d8 + 5 force damage and the target is grabbed (until escape. Once per round, as a free action, the Jackal may move the jaws up to 5 squares and repeat the attack against the same or another target. The jaws automatically hit a target that is grabbed at the start of the Jackal's turn.

⊗ **If You Die, I'll Kill You** (minor, recharge 2)

Close burst 10; one ally in the burst can spend a healing surge.

### Greater Stone Dog Curse

Each round, the first creature damaged by the Jackal suffers an additional 2d6 damage.

**Alignment** Evil      **Languages** Common, Abyssal  
**Skills** Arcana +10, Bluff +14  
**Str** 13 (+5)      **Dex** 17 (+7)      **Wis** 11 (+4)  
**Con** 14 (+6)      **Int** 12 (+5)      **Cha** 20 (+9)

**Equipment** cloth armor, rod, jackal mask

## Stone Dog Initiate Level 6 Minion Medium Natural Humanoid (Human) XP 63

**Initiative** +6      **Senses** Perception +4  
**HP** 1; a missed attack never damages a minion.  
**AC** 22; **Fortitude** 17, **Reflex** 18, **Will** 19  
**Speed** 6

↓ **Shortsword** (standard; at-will) • Weapon

+12 vs. AC; 6 damage

⬇ **Zealous Attack** (Standard; Encounter) • Weapon

+12 vs. AC; 1d8 + 6 psychic damage and the target is dazed (save ends).

**Alignment** Evil      **Languages** common  
**Str** 13 (+5)      **Dex** 16 (+6)      **Wis** 14 (+5)  
**Con** 11 (+3)      **Int** 12 (+4)      **Cha** 12 (+4)

**Equipment** cloth robe, shortsword

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# THE UNBIDDEN

SEE GODS OF THE SHROUD FOR MORE DETAILS ABOUT THE UMBRAL CLAW.

*“Kill them all, but do it slowly.”*

Nearly seven years ago Scarrport was terrorized by a flood of brutal murders. Thirty-three people from all races and walks of life were viciously slain over the course of six months. Each victim was found marked with the shape of a claw on his or her forehead. While many people believed the killings were the work of a group of individuals, only one person was ever captured — a raving lunatic by the name of Maridan Creed.

Before he was hung, ghodon truth seekers tortured Maridan for days in an attempt to pry the names of his accomplices from the man’s ravaged mind. Despite their attempts, the man — utterly insane and babbling an unending stream of gibberish — revealed only a single coherent name, spitting out the words The Unbidden through broken teeth.

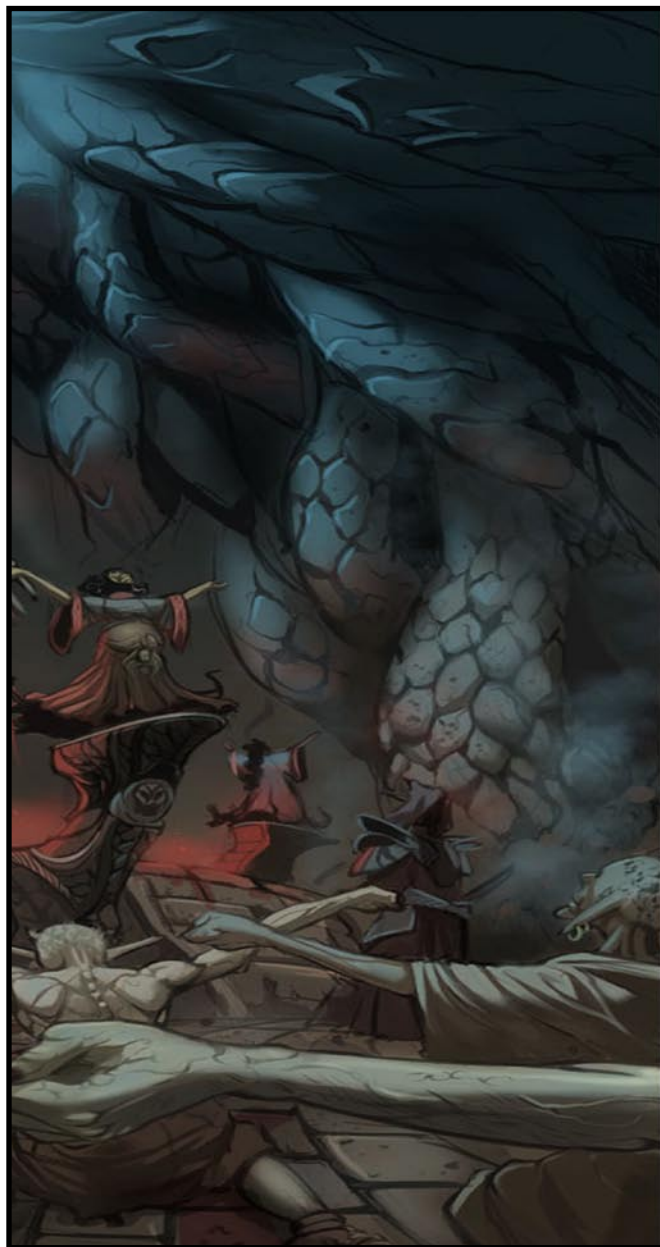
Thief catchers and would-be heroes investigated the clue even as the body count continued to rise, but never found anyone else they could connect to the slayings. It was only after the killings had mysteriously ceased, that investigators discovered the Unbidden was a cult connected to a divine being known only as The Umbral Claw; a god so sinister, so depraved, that to worship it was a crime in most cities. Now, nearly seven years later, it would seem the Unbidden have returned to Scarrport to pay brutal homage to their dark god once again.

With the recent discovery of a sadistic double murder in the great bathhouse in Jharadin, the Unbidden are once again on the tip of every tongue in Scarrport. The red watch has remained tight-lipped about the specifics of the crime, but despite their unwillingness to speak with the populace, a source wishing to remain anonymous has leaked information confirming that the corpses undeniably bore the mark of The Umbral Claw on their foreheads. Naturally, the revelation has caused a panic among the people of Scarrport. It’s as if a shadow has fallen over the city. People move quickly about their business, always keeping an eye out for anything suspicious. Shops are shutting down early. Taverns and other places people used to go for relaxation and entertainment are losing money hand over fist from a lack of patronage. The paranoia is even leading to violence as frightened people draw guns or blades at the slightest provocation. Council members and other city officials are being hounded to do something, and soon. If more bodies are found, the whole city may very well erupt in violence. Of course, that’s precisely what the Unbidden want.

In truth, the Unbidden never really left Scarrport. They simply faded into the shadows of the city, content to watch their reputation fester in every suspicious glance, happy to listen to it grow into legend with every bard’s poem chanted by pale orange firelight and each hushed whisper behind hastily-barred doors. While they are well known in name, the Unbidden remain nearly as unfathomable today

as they were seven years ago. These days, rumors run wild through the streets of Scarrport about the true nature of this insidious cult. The red watch receives nightly reports from frightened people who claim to have seen mysterious figures stalking the streets along with other outrageous tales of scaly, clawed monsters summoned up from the Underwarren by the Unbidden to snatch babies out of their cribs. One name, however, has been circulating through Scarrport’s casinos, inns and brothels as of late: Karzarion the Mad.

According to the rumors, Karzarion is the leader of the Unbidden. Thus far, however, no one has even caught a glimpse of the man, if he is indeed a man at all. Some claim Karzarion is a foul demon from the abyss, while others argue he’s really Azran the Undying, come again to wreak vengeance for his defeat in the Shadowheart wars. Some say Karzarion is nothing but a rumor planted by the Unbidden to throw authorities off their trail.



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# NON-PLAYER CHARACTERS

## Unbidden Clawman Level 6 Minion Medium Natural Humanoid (Human) XP 63

**Initiative** +6      **Senses** Perception +4  
**HP** 1; a missed attack never damages a minion.  
**AC** 22; **Fortitude** 17, **Reflex** 18, **Will** 19  
**Speed** 6

↓ **Dagger** (standard; at-will) • Weapon

+12 vs. AC; 4 damage

### Unnerving

Enemies take a cumulative -2 penalty to their Will defense for each Unbidden they are adjacent to.

**Alignment** Evil      **Languages** common  
**Str** 13 (+5)      **Dex** 16 (+6)      **Wis** 14 (+5)  
**Con** 11 (+3)      **Int** 12 (+4)      **Cha** 12 (+4)

**Equipment** cloth robe, dagger

## Unbidden Darkthrower Level 8 Lurker (Leader) Medium Natural Humanoid (Human) XP 350

**Initiative** +6      **Senses** Perception +4, darkvision  
**Umbral Gift** aura 5; allies have concealment  
**HP** 69; **Bloodied** 34  
**AC** 22; **Fortitude** 19, **Reflex** 20, **Will** 21  
**Speed** 6

↓ **Dagger** (standard; at-will) • Weapon

+13 vs. AC; 1d4 + 5 damage

↵ **Throw Darkness** (standard; at will) • Psychic

Close burst 2; +12 vs. Will; 1d10 + 7 psychic damage and the unbidden darkthrower is invisible to the target until the end of the unbidden darkthrower's next turn.

☹ **Dark Hex** (standard; recharge ☹☹ ☹☹) • Psychic

Requires combat advantage; Ranged 5; +12 vs. Will; 4d8 + 5 psychic damage, and the target is stunned (save ends.)

**Alignment** Evil      **Languages** Common, Abyssal  
**Skills** Arcana +14, Stealth +13  
**Str** 12 (+5)      **Dex** 15 (+6)      **Wis** 13 (+5)  
**Con** 15 (+6)      **Int** 21 (+9)      **Cha** 20 (+9)

**Equipment** cloth robe, dagger, skull implement

## Unbidden Muscle Level 8 Brute Medium Natural Humanoid (Ghodon) XP 350

**Initiative** +7      **Senses** Perception +4  
**HP** 106; **Bloodied** 53  
**AC** 20; **Fortitude** 22, **Reflex** 21, **Will** 20  
**Speed** 5

↓ **Greatsword** (standard; at-will) • Weapon

+11 vs. AC; 1d10 + 5 damage

⬇ **Slash and Bash** (standard; encounter) • Weapon

+11 vs. AC; 4d8 + 5 psychic damage and the target is dazed (save ends).

**Bear Hug** (immediate interrupt; when the unbidden muscle is missed with a melee attack; sustain standard; encounter)

+13 vs. Reflex; 1d12 damage and the target is grabbed. If the target is still grabbed, the unbidden muscle can sustain the grab with a standard action and deal an additional 1d12 damage.

**Alignment** Evil      **Languages** Common  
**Skills** Athletics +14, Stealth +12  
**Str** 20 (+9)      **Dex** 17 (+7)      **Wis** 16 (+7)  
**Con** 16 (+7)      **Int** 10 (+4)      **Cha** 11 (+4)

**Equipment** leather armor, greatsword, amulet of protection +1

## Karzaron the Mad Level 10 Elite Soldier (Leader) *Avatar of the Umbral Claw* Medium Natural Humanoid (Human) XP 1,000

**Initiative** +8      **Senses** Perception +7, darkvision  
**Black Blood Frenzy** aura 10; allies gain +2 to hit against enemies taking ongoing necrotic damage.  
**HP** 248; **Bloodied** 124  
**AC** 28; **Fortitude** 25, **Reflex** 21, **Will** 24  
**Saving Throws** +2  
**Speed** 6  
**Action Points** 1

↓ **Black Claw** (standard; at-will) • Necrotic

+17 vs. AC; 2d6 + 5 necrotic damage and the target is slowed until the end the Avatar's next turn.

↓ **Quick Claw Strike** (standard; at-will) • Necrotic

The Avatar of the Claw makes two Black Claw attacks.

⬇ **Belly Slice** (standard; recharge ☹☹ ☹☹☹☹) • Necrotic

+17 vs. AC; 4d8 + 5 necrotic damage and ongoing 10 necrotic damage.

☹ **Sacrifice** (immediate interrupt; when an enemy drops to 0hp or below; recharge when bloodied) • Healing

Close burst 5; each ally within burst can spend a healing surge and gain a +2 bonus to all defenses until the start of their next turn.

**Alignment** Evil      **Languages** Common, infernal  
**Skills** Athletics +16, Intimidate +15  
**Str** 23 (+11)      **Dex** 17 (+8)      **Wis** 15 (+7)  
**Con** 18 (+9)      **Int** 14 (+7)      **Cha** 20 (+10)

**Equipment** scale armor, black claw

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# CHAPTER TWO: RACES OF SCARRPORT



The people of Scarrport come from all across the known realms. In this bustling city, you'll find humans of myriad cultures, stout dwarves, noble eladrin, cunning teiflings, mighty dragonborn, and a host of other people. In addition, a number of creatures native to the region make their homes in Scarrport. Stoic ghodon rub elbows with conniving gremlins and light-hearted otterkin.

The following chapter introduces you to three new races: ghodon, gremlins, and otterkin.

## GHODON

*Mighty nomadic warriors and elementalists descended from giants, ghodon are masters of their own destiny.*

### RACIAL TRAITS

**Average Height:** 7'6" to 8'0"

**Average Weight:** 360 to 460 lbs.

**Ability Scores:** +2 Constitution, +2 Strength,

**Size:** Medium

**Speed:** 6 squares

**Vision:** Normal

**Languages:** Common and Giant

**Skill Bonuses:** +2 Athletics, +2 Intimidate

**Will of Iron:** Ghodon gain a +1 racial bonus to Will defense.

**Ghodon Girth:** Whenever a ghodon pushes, pulls, or slides an enemy using a power with the melee keyword, that enemy is pushed pulled or slid up to 1 additional square.

**Ghodon Lineage:** As a tribeless Ghodon, you gain the use of Bear Hug as an encounter power. Alternately, you may choose one of the Ghodon lineages listed below. Each lineage grants you different ability score modifiers and the use of a racial power associated with the tribe you choose.

#### Bear Hug

#### Ghodon Racial Power

*You grab your opponent and crush the life out of them.*

**Encounter**

**Standard Action**

**Melee**

**Target:** One creature

**Attack:** Strength +2 vs. Reflex

**Hit:** Target is grabbed and takes 1d12 + Strength modifier damage.

**Sustain Minor:** The grabbed enemy takes 1d8 + Strength modifier in damage and you sustain the grab.

Increase to +4 bonus at 11th level, and to +6 bonus and 3d6 + Strength modifier damage at 21st level.



Descended from giants, the first ghodon were whelps, cast into the wilderness by their giant parents or thrown into pits to fight against wolves and other creatures for the right to live. Those who survived formed one tribe. Over the years since they were cast out, they multiplied and developed into a distinct species. The ghodon carried some of the traits of their giant parentage, to be sure, but no longer did they think of themselves as defective offspring of the ancient giants. They were ghodon, and that was enough — for a while, at any rate.

There came a time when the ghodon fell into bickering and infighting. Called the Grog-nock (or great sundering in the common tongue), this period of upheaval saw the ghodon separate out into three major tribes; the red-skinned Shar-karon (fire ragers), the brown-skinned Tokkarri-ghodon (rock ghodon), and the blue-skinned Mog-bashai (thunder howlers).

## TRIBELESS GHODON

Of course there are those Ghodon without a tribe. Some settle in civilization, others maintain their nomadic legacy in solitude. In appearance these Ghodon may resemble members of any of the three tribes. In practice they are of no tribe, they are simply Ghodon.

Despite their common origins, the three tribes have a long history of bitter conflict, often going to war with each other over petty reasons. Even now, hundreds of years since the sundering, ghodon tend to stick to their own tribes.

Play a Ghodon if you want...

- to have the blood of giants running in your veins.
- to be a member of a nomadic race.
- to choose your lineage.
- to play a race that favors the elementalists and fighter classes.

## PHYSICAL QUALITIES

Standing between 7 and 8 feet tall, powerfully built Ghodon tower above other races, and weigh anywhere from 360 to 460 lbs. Ghodon have cleft hooves. Their thick skin ranges in hue depending on their ancestry. The most common colors are deep blue, violet, brown, and red. Ghodon eyes are similarly shaded, though it should be noted that most don't have retinas. Those who do are considered aberrant and cast from the tribe at a very young age. Ghodon live slightly longer than humans do.

## PLAYING A GHODON

The fearsome ghodon are a nomadic race of warriors, magi, and adventurers. Descended from giants, the ghodon prefer not to speak about their ancestry to other races. Ghodon are a deeply conflicted race. Their long history is marked by tribal war and blood feuds, most of which are often started over seemingly insignificant reasons.

To be ghodon is to be feared and misunderstood. Only the

vile tiefling warlocks of the Hellfury Peaks and the dreaded chill fang wolvren inspire more fear in the hearts of other races in the region than the ghodon. This isn't because ghodon are evil (indeed, they are no more or less evil than any other race), but rather because they are fearsome foes on the battlefield and accomplished elementalists. Coupled with their massive size and stoic disposition, this inborn ferocity often taints the ghodon with a reputation for being little more than nomadic brigands. In truth, ghodon are a proud, uncomplicated people. Intensely loyal to those precious few they choose to call friend, a ghodon will lay down his or her life in order to protect them.

Ghodon say what they mean in very plain — often blunt — language. Indeed, their lack of tact tends to get them into trouble more often than not. Most people simply can't handle their abrasive nature. In general, ghodon aren't trying to be rude, it's just that they simply speak the truth directly, regardless of how people might react to what they say, or how they say it. Moreover, when words fail them, ghodon tend to become violent; yet another reason why ghodon are feared by others.

To ghodon, deceit is a shameful character trait, nearly as bad as cowardice. If one does not have the courage to speak truly (even when doing so might bring dishonor upon the person or their tribe), that person cannot be trusted in all things. Such people are called Gruun'shel; black tongue dogs. Gruun'shel are marked with a black dot and banished from their tribe. In severe cases, their tongues are cut out as well. In instances where their lies and treachery has brought danger to the tribe, black tongue dogs are disemboweled and hung.

## GHODON LINEAGES

Ghodon are divided into three tribes: the Shar-karon, Tokkarri-ghodon, and Mog-bashai, as well as the tribeless.



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## SHAR-KARON

The fierce, crimson ghodon of the shar-karon tribe are perhaps the most aggressive of their race. Shar-karon will start a fight at the slightest provocation. Unlike other tribes, the shar-karon embrace their fire giant ancestry, even if their distant relatives still reject them. Shar-karon rites of passage involve scarification rituals and long journeys to active volcanoes, where they are said to learn the curse of the burning blood (see lineage feats, below). As with all ghodon, shar-karon are nomadic, though they stay close to mountain ranges such as the Hellfury Peaks. They tend to camp in caves. In general, shar-karon elementalists tend towards the elements of fire, wind, and earth.

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**Effects of the Shar-karon Lineage:** Shar-karon magi prefer the dark path of the warlock to that of the elementalist. The racial bonuses to attributes for shar-karon Ghodon are +2 Intelligence and +2 Constitution. In addition, you lose the Bear Hug racial ability and gain the Curse of the Burning Blood racial ability.

### Curse of Burning Blood Ghodon Racial Power

*You shoot your enemy with a ball of burning flame that burns into their flesh.*

**Encounter** **Fire**  
**Standard Action** **Ranged 10**  
**Target:** One creature  
**Attack:** Constitution + 2 vs. Fortitude

**Effect:** 2d6 + Constitution modifier fire damage and the target grants combat advantage until the end of your next turn.

Increase to +4 bonus and 2d6 + Constitution modifier damage at 11th level, and to +6 bonus and 4d6 + Constitution modifier damage at 21st level.

## TOKKARRI-GHODON

Commonly known as rock-ghodon, the tokkarri-ghodon are the most universally recognizable of their kind. Tokkarri-ghodon, while fearsome adversaries if provoked, are generally peaceful people, making their way in the world as cattle herders, hunters, trappers and guides. Rock-ghodon prefer hilly lowlands and plains where their herds can graze. While they are nomadic, more and more rock-ghodon have built permanent dwellings in the hills and valleys surrounding Scarrport in recent years.

Some people speculate they are losing their wanderlust, while others claim the ghodon people as a whole are answering some ancestral call to settle in the region surrounding Scarrport. In general, Tokkarri-ghodon elementalists tend towards the elements of water, air, and earth.

**Effects of the Tokkarri-ghodon Lineage:** Their love of the wilderness makes tokkarri-ghodon natural rangers. The racial ability score bonuses for Tokkarri-ghodon are +2 Strength and +2 Wisdom. In addition, you lose the Bear Hug racial ability and gain the Avalanche Throw racial ability.

### Avalanche Throw

### Ghodon Racial Power

*You hurl something heavy, like a rock pulled from the earth, at your enemy with all your might.*

**Encounter** **Ranged 10**  
**Standard Action**  
**Target:** One creature  
**Attack:** Strength + 2 vs. Reflex

**Effect:** 2d6 + Strength modifier damage and the target is knocked prone.

Increase to +4 bonus and 2d6 + Strength modifier damage at 11th level, and to +6 bonus and 4d6 + Strength modifier damage at 21st level.

## MOG-BASHAI

The least common of all ghodon, violet, blue-skinned mog-bashai inhabit the glacial tundra and frosty hinterlands north of Winter's Heart, where they travel the icy, wind-swept barrens, and worship mysterious gods in temples of ice and stone. Mog-bashai are intensely spiritual beings, attributing their survival in the frozen wastes to the whim of their deities. They claim the gods taught them secrets of fire so that they could warm their camps in the frigid nights, taught them secrets of wind and water so that they would better understand the spirit of the land in which they dwelled. The thunder gods also taught the mog-bashai the secret of steel to temper their spirits, arm their warriors and feed their children. In thanks, the ghodon keep their gods' holy days, lead simple lives, and offer the bones of their enemies up as tribute in exchange for their continued survival on the icy tundra.

Mog-bashai are master blacksmiths. Merchants throughout the realms seek out the rare few that live in Scarrport, or journey north to Winter's Heart to trade with the ghodon, knowing the prices they'll fetch for the armor and weapons will be worth the long, hard expedition. In general, mog-bashai elementalists tend towards the elements of fire, water, and air.

**Effects of the Mog-bashai Lineage:** Mog-bashai are devoted to their gods, making them prime candidates for the cleric or paladin class. The racial ability score bonuses for Mog-bashai Ghodon are +2 Wisdom and +2 Charisma. In addition, you lose the Bear Hug racial ability and gain the Spark of Bashai racial ability.

### Spark of Bashai

### Ghodon Racial Power

*You call down a bolt of lightning upon your enemy.*

You call down a bolt of lightning upon your enemy.  
**Encounter • Lightning, Thunder** **Ranged 10**  
**Standard Action**  
**Target:** One creature  
**Attack:** Wisdom + 2 vs. Reflex

**Effect:** 1d6 + Wisdom modifier lightning and thunder damage and the target is deafened and dazed.

Increase to +4 bonus and 2d6 + Strength modifier damage at 11th level, and to +6 bonus and 2d6 + Strength modifier damage at 21st level.





**Ghodon Characteristics:** Aggressive, fearsome, loyal, nomadic, proud, stoic, traditional, tribal.

**Male Names:** Gringarúk Shouts at the Sky, Torun Eyes Like Stone, Grinn Fire Tamer, Jorl the Elder, Khardon Farstrider,

**Female Names:** Naryana Shield Sworn, Morrin Steel Heart, Ilwennin Walks in Her Father's Shadow, Charra Raven on Her Shoulder, Shirris Fire Hair

## GHODON ADVENTURERS

Three sample ghodon adventurers are provided below.

Gringarúk Shouts at the Sky is a disgraced paladin of Khall the Storm Bringer. Banished from the mog-bashai tribe, Gringarúk seeks to redeem himself for failing to warn his tribesmen of an impending attack, a mistake which resulted in the slaughter of nearly everyone in his village, including his family. Gringarúk's shame so deep, his need to redeem himself so profound, that he tends to take dangerous risks in combat. The fallen paladin secretly hopes each enemy he faces can bring him a glorious death, thus, redeeming his spirit in the eyes of his ancestors. Gringarúk is a fierce protector of those he adventures with; gladly placing himself in harms way to protect a comrade.

Charra Raven on Her Shoulder is a tokkarri-ghodon ranger. When not on her own adventures, Charra makes her living as a guide, escorting would-be prospectors and other folk to the Hellfury Peaks. The ghodon dislikes large cities preferring the openness of towns like Beggar's Bluff to the stifling

walls and winding streets of Scarrport. Charra's closest friend is her raven — Chilko. As is typical of her race, Charra has a gruff demeanor when around others, but despite this character failing, the ghodon ranger has never failed to take those who trust where they wish to go.

Jorl the Elder is a fire-aspected elemental of the shar-karon tribe. While the more and more of the younger members of his tribe, craving power, venture deep into the Hellfury Peaks to learn from tiefling warlocks and forge pacts with hated demons, Jorl remains true to his ancestors, keeping the tradition of the fire elemental alive in his people. The crimson-skinned ghodon stands ever vigilant against the growing menace of the tieflings and their infernal masters, even to the point of traveling with non-ghodon adventurers who, like him, would see the mountains made safe for others.

## GHODON HEROIC TIER RACIAL FEATS

### IRON GRIP [GHODON]

**Prerequisite:** Ghodon, Bear Hug Racial Power

**Benefit:** You gain a +2 bonus to your Fortitude and Reflex defenses against an enemy grabbed by you.

### RAGE OF THE BURNING BLOOD [GHODON]

**Prerequisite:** Ghodon, Curse of the Burning Blood racial power



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**Benefit:** Whether you hit or miss with your Curse of the Burning Blood power, the target suffers a -2 to attack rolls until the end of your next turn.

## HINDERING THROW [GHODON]

**Prerequisite:** Ghodon, Avalanche Throw racial power  
**Benefit:** A target struck by your Avalanche Throw power is slowed. One square of your choice adjacent to the target becomes difficult terrain until cleared whether you hit or miss the target of your Avalanche Throw.

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## GREATER SPARK [GHODON]

**Prerequisite:** Ghodon, Spark of Bashai racial power  
**Benefit:** Your Spark of Bashai power now affects an area 1 burst within 10.

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## SPLIT TRIBAL HERITAGE

**Prerequisite:** Ghodon  
**Benefit:** Gain a Ghodon racial encounter power that you do not already possess. You may not use both Ghodon racial encounter powers during the same encounter.

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## GHODON PARAGON TIER RACIAL FEATS

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### ABLE WRESTLER [GHODON]

**Prerequisite:** Ghodon, Ghodon Girth racial feature, Bear Hug racial power  
**Benefit:** Whenever you slide, push, or pull an enemy and could use your Ghodon Girth racial feature, you may shift to any square adjacent to that enemy whether you used your Ghodon Girth racial feature or not.

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### HELLISH RESERVES [GHODON]

**Prerequisite:** Ghodon, Curse of the Burning Blood racial power  
**Benefit:** Gain temporary hit points equal to your Constitution modifier when you make an attack with the fire keyword.

### LONGSTRIDE WANDERER [GHODON]

**Prerequisite:** Ghodon, Avalanche Throw racial power  
**Benefit:** You gain a +1 racial bonus to speed.

### MASTER SMITH [GHODON]

**Prerequisite:** Ghodon, Spark of Mog-bashai racial power  
**Benefit:** You receive a 25% discount to the cost of the Enchant Magic Item ritual when you enchant weapons or armor. You can also create masterwork armor of your level or lower using the Enchant Magic Item ritual.

## MERGED TRIBAL HERITAGE [GHODON]

**Prerequisite:** Ghodon, Split Tribal Heritage feat  
**Benefit:** You may use both of your Ghodon racial encounter powers during the same encounter.

## TRIBAL ESSENCE [GHODON]

**Prerequisite:** Ghodon, one of Bear Hug Racial Power, Curse of the Burning Blood racial power, Avalanche Throw racial power, or Spark of Bashai racial power and one of Iron Grip, Rage of the Burning Blood, Hinderling Throw, or Greater Spark.  
**Benefit:** Gain the tribal essence daily power.

Tribal Essence	Ghodon Racial Power
<i>You reach deep inside yourself and embrace the essence of your tribe.</i>	
<b>Daily</b> <b>Minor Action</b>	<b>Lightning, Thunder</b>
<b>Effect:</b> For the remainder of this encounter, you may use your Ghodon racial encounter power as an at-will power even if you have already expended it this encounter.	

**Special:** If you possess more than one Ghodon racial encounter power, you may use any or all of them as at will powers for the rest of this encounter.

## GREMLIN

*Masters of trick, trap, and metal, these curious little creatures can't keep their fingers off any piece of equipment.*

### RACIAL TRAITS

**Average Height:** 3'0" to 3'6"

**Average Weight:** 60 to 80 lbs.

**Ability Scores:** +2 Constitution, +2 Intelligence

**Size:** Small

**Speed:** 6 squares (1 climb)

**Vision:** Low Light

**Languages:** Common and Goblin

**Skill Bonuses:** +2 Perception, +2 Thievery

**Tenacious Will:** You gain a +1 bonus to your Will defense.

**Fey Bane:** You gain a +1 racial bonus to damage rolls against fey creatures.

**Fey Outcast:** Even though your ancestors were banished from the realm of the fey during the mythic winter wars, you are still considered fey with regard to effects tied to your creature origins.

**Gremlin Frenzy:** You gain Gremlin Frenzy as an encounter power.

**Always Ready:** Gremlins gain a +2 racial bonus to initiative.



*Screeching and howling, you lash out at nearby enemies, scratching and clawing with primal ferocity.*

**Encounter • Martial****Standard Action** Close Burst 1**Target:** Each enemy in burst**Attack:** Dexterity +2\* vs. Fort**Hit:** 1d6 + Dexterity modifier damage and target is dazed.\*

\* Increase to Dex +4 to attack and 2d6+dexterity modifier damage at 11th level, and Dex +6 to attack, and 3d6+dexterity modifier damage at 21st level.

Banished from the realm of the fey long ago after the mythic winter wars ended, gremlins are cunning creatures known far and wide for their strange gizmos and automatons. Gremlins zealously guard the secrets of their creations from those who would seek to steal their ideas. While gremlins can be found throughout the known realms in varying numbers, their ancestral home is a vast mechanical city deep below the earth, close to the searing core of the world: Grixx: The legendary City of Gears.

Play a Gremlin if you want...

- ◆ to look like a gremlin.
- ◆ to be naturally adept at crafting mechanical devices.
- ◆ to be a member of a cunning, nimble race.
- ◆ to play a race that favors the elementalists, rogue and wizard classes.

## PHYSICAL QUALITIES

Gremlins are short, dexterous creatures that resemble goblins in many ways. Not pretty creatures by any stretch of the imagination, gremlins have short, pointy noses, and pronounced foreheads. Often pierced with gold rings, their spotty long, pointy ears vaguely resemble the gills of a fish. Gremlins have short, horned appendages in varying places on their body, most notably along the jaw line, shoulders and biceps. A gremlin's feet resemble those of a lizard or bird of prey, with two talons in the front and one in the back, presumably for balance. They have three fingers and an imposable thumb. Many gremlins choose to mark themselves with tattoos.

The average life span of a gremlin is comparable to that of a dwarf. That said, there are rumors of elder gremlin guildmasters living in Grixx who are over 300 years old.

## PLAYING A GREMLIN

An ancient fey race, twisted and deformed while serving the midnight queen during the fabled Winter Wars, gremlins are strange creatures with a knack for making equally strange and wondrous devices of all kinds. More than a little paranoid, gremlins have a healthy distrust for anyone who asks too many questions about the race or their creations. Elves, especially, are not to be trusted. Even now, countless

centuries since the Winter Wars, gremlins still harbor ill feelings towards elves, blaming the race for their role in the banishment of gremlins from the realm of the fey.

Highly inquisitive creatures, gremlins love to find out how things work. They'll spend hours, even days tearing a device apart and rebuilding it, just to see if they can. Puzzles and riddles are favorite gremlin pastimes. Gremlins hold regular competitions to see who can create the best puzzle or tell the hardest riddle. This natural love for solving things is perhaps what drives them to adventure beyond the confines of their cluttered workshops to seek out and unravel the mysteries of the world. To gremlins, the pursuit of knowledge is more than just a pastime; it's a lucrative venture. Gremlin informant networks are vast, rivaling those of even the most powerful kings and queens.

Most people tend to dismiss gremlins as quirky, harmless creatures that peddle their strange contraptions and gizmos in cities throughout the realms. In reality, gremlins are sly creatures that use their innocuous reputation as merchants and eccentric artisans to hide their true vocation as information gatherers and spies. Some gremlins become wizards, using enchantments and spells such as Invisibility or Disguise Self to facilitate their entry into places or social circles where they might otherwise be denied access. Others become rogues (or in rarer cases, even assassins), utilizing their speed, size and knack for disarming traps and locks to gain access to even the most formidably guarded secrets.

While most gremlins adventure for personal, often selfish, reasons, they recognize that a group mentality is often needed to overcome the myriad dangers while traveling out in the wilds. This in mind, gremlin adventurers typically do their best to curb their selfish tendencies when working with others. At the very least, gremlins will work with the group as long as it's advantageous to do so. Most people find it hard to earn the trust of a gremlin, but once a gremlin trusts a person enough to call them a friend, they are a friend for life, whether that person likes it or not.

Gremlins are fidgety, capricious folk, easily distracted by



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the next shiny thing their beady eyes see. They tend to speak very rapidly, especially when talking about their creations.

**Gremlin Characteristics:** Ambitious, cunning, impulsive, resourceful, secretive, selfish, vengeful

**Male Names:** Babel Springstep, Belzeb Black Ears, Crank, Gears, Gorzo Grease Face, Grizzle Spotskin, Halifax Stonespinner, Tork Two Fingers, Vex the Hex, Zag Wind Sweeper, Zephyr Downwind

**Female Names:** Black Knife Biddles, Calli Fire Charmer, Felda Sparkle Sprocket, Lurdi Bright Eyes, Twinks, Urzilla Boot knocker

## GREMLIN ADVENTURERS

Three sample gremlin adventurers are provided below.

Black Knife Biddles is a gremlin thief catcher working undercover as a cutpurse for the Fendog Society. Her true employer — Lord Kranak — has tasked Biddles with the capture of Tyrell Chance, the leader of the vicious thieves guild. Thus far, Biddles has only infiltrated the lower ranks of the Fendog Society. She has only seen Tyrell once, and even then, at a distance. Biddles doesn't relish stealing from the already-oppressed people of the Fens and only does so when the gremlin knows she's being watched. Contacts within the red watch supply Biddles with enough coin to maintain her standing within the guild without having to steal too much, but with each bag of gold comes more and more pressure to capture Chance.

Vex the Hex is a wizard in the employ of the Scarrport chapter of the gremlin alchemist's union. His duties normally keep Vex in a lab in the Underwarren, where he oversees the creation of black powder and explosives. His real passion, however, is adventuring. Every chance he gets, Vex signs on with an expedition to the Hellfury peaks, hoping to catch a glimpse of the countless ruins dotting the perilous mountain range and perhaps uncover some ancient text which might provide insight into the creatures that once lived in the region.

Zag Wind Sweeper is an air-ascpected elemental working as a wind caller onboard the Dartfin; the fastest ship to sail the Torberyn. Zag is also a member of the gremlin informant network. The wind caller monitors important and oftentimes dangerous people traveling on the river and takes messages to other informants in the cities Dartfin visits. Sometimes Zag dreams of settling down and opening up a tobacco store, or possibly even a toyshop where he can make and sell puzzle boxes and other games. For the time being, however, Zag is content, knowing that he is doing his own small part to make the lands safe.

## GREMLIN RACIAL FEATS

### GREMLIN JINX [GREMLIN]

**Prerequisites:** Gremlin

**Benefit:** Whenever you use the Gremlin Frenzy Racial Power, you may make a secondary Dex+2\* vs. Fort attack against one target hit by the power. If you succeed, your target falls prone. \*Increase to +4 at level 11, and +6 at level 21.

### GREMLIN WEAPON TRAINING [GREMLIN]

**Prerequisites:** Gremlin

**Benefit:** You gain proficiency with firearms and a +2 bonus to damage rolls for firearms.

## GREMLIN PARAGON RACIAL FEATS

### GREMLIN WALL CRAWLER [GREMLIN]

**Prerequisites:** Gremlin

**Benefit:** Your climb speed increases to 4.

### SHADOW'S EMBRACE [GREMLIN]

**Prerequisites:** Gremlin, Shadow Walk class feature

**Benefit:** When you gain concealment from your Shadow Walk class feature, you gain total concealment from one enemy of your choice.

### GREMLIN SPIDER STEP [GREMLIN]

**Prerequisites:** Gremlin

**Benefit:** Your climb speed becomes a Spider Climb speed instead.





# OTTERKIN

These wise anthropomorphic otters spend as much time in the water as they do on land.

## RACIAL TRAITS

**Average Height:** 4'6" to 5'0"

**Average Weight:** 100 to 150 lbs.

**Ability Scores:** +2 Wisdom, +2 Charisma

**Size:** Medium

**Speed:** 5 squares, 6 squares (Swim)

**Vision:** Normal

**Languages:** Common

**Skill Bonuses:** +2 Nature, +2 Stealth

**Natural Endurance:** Otterkin reduce the DCs of Endurance checks to hold their breath by 5.

**Pack Fighting:** Otterkin gain a +1 bonus to melee attack rolls against flanked enemies.

**Slippery:** Otterkin gain a +5 bonus on athletics checks and acrobatics checks made to escape from a grab.

Otterkin are a simple, peaceful race known for their light-hearted humor and deep love of nature. Otterkin prefer to live close to winding rivers of all sizes. Nobody knows more about navigating the mighty Torberyn River than the nimble Otter folk.

Play an Otterkin if you want...

- ◆ to look like an Otter.
- ◆ to play a nimble, charismatic race.
- ◆ to play a race that favors the elementalists, ranger and rogue character classes.

## PHYSICAL QUALITIES

Otterkin stand about 4 and a half feet tall and weigh anywhere between 100 and 150 pounds. They're covered in sleek, short fur which ranges in coloration from light brown to black. Otterkin have long thick tails that aid them when they swim gracefully through the water with their webbed hands and feet. At a glance, it can be tough to distinguish between males and females. In general, females are slightly leaner in build and tend to wear less jewelry and subdued colors. Males — especially those working on river boats — wear bright, striped shirts and loose-fitting trousers to compliment gold chains and rings in their noses and short, pointy ears. Neither male nor female otterkin wear shoes or gloves as they impede swimming.

Otterkin live short lives compared to humans, spanning some fifty to sixty years on average.

## PLAYING AN OTTERKIN

Ottarai — or otterkin, as they are more commonly known to the people of Scarrport — have a saying; "You never know what the river will bring you next." It's a reminder to the otterkin to keep their minds and hearts open to whatever



may come; that the troubles of life, while seemingly insurmountable at times, are often transient, and people should always be on the lookout for the good things that might come their way.

Otterkin are less trusting of other races, especially the ghodon tribes who once hunted them for food and for their pelts. Otterkin are a good-natured race in spite of the injustices of the past. The constant struggle to survive has tempered their carefree spirits, however. While they have been granted the right to live in Scarrport — a racist decree that chafes at the sensibilities of the peace-loving race — most otterkin prefer to live in burrows on islands along the Torberyn River or deep in the woods and hills close to its many tributaries. Those who do live in Scarrport tend to keep to themselves, living in Otter Town on the Isle of Stone Dogs. They take make their living as dockworkers or on ships where their unmatched knowledge of the river is most useful. Other otterkin choose to be professional fishermen and river guides.

As one might expect, otterkin have a fondness for water sports. They also enjoy a good dice game. Indeed, a number of the Scarrport's casinos and luxury riverboats are run by some of the more enterprising otterkin living in the city. Otterkin love a good practical joke, especially when ghodon are on the receiving end. Ottarai are loyal, steadfast friends and allies. Some have even been known to overlook their storied past with the ghodon and embrace them as friends.

Past conflicts with the ghodon have taught the otterkin that freedom must be protected. To that end, they maintain their own small militia in otterkin communities throughout the

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region. Otterkin are nimble fighters, preferring light blades daggers and slings or hand crossbows to more cumbersome weapons. They tend wear lighter armor that allows them to make the most of their agility and athleticism.

**Otterkin Characteristics:** athletic, bright, charismatic cheerful, courageous, free-spirited, friendly, loyal, optimistic, perceptive, pranksters,

**Male Names:** Aren Stiffwhiskers, Ben Mistweaver, Emmett Ledbelly, Furry Stinkpot, Jabb Silverstripe, Liram Mudpaw, Sal Tailsnap

**Female Names:** Cally Freshwater, Fara Sandybottom, Heather Firstbloom, Jhandra Steelreed, Lena Sallow, Willow Windbender

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## OTTERKIN ADVENTURERS

Three sample otterkin adventurers are provided below.

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Willow Windbender is an air-pected elemental and self-styled protector of all otterkin. Willow tends to avoid large cities where racial prejudices against her kind are more prevalent and as such, more likely to result in violence on her part. To Willow, getting thrown in the stockades for hurting those who would oppress her kind does nothing but reinforce the opinion that otterkin are trouble makers. Instead, the elemental uses her abilities in the wilds, safeguarding otterkin warrens against malevolent creatures that prey on the unwary.

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Sal Tailsnap is a capricious young rogue with a love for adventure and grabbing easy coin from unwary citizens of Scarrport. His escapades have taken him all over the Hellfury peaks and even deep into the bowels of the Underwarren.

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The otterkin is a thrill-seeker, going to great lengths to sate his desires, often putting fellow adventurers in great danger in the process. Sal's recklessness has gotten him into trouble more than once. Most recently, a failed attempt to steal high lord Kranak's favorite weapon has put the otterkin on Scarrport's most wanted list. His likeness is known to every member of the red watch and thief catcher in the city. Even some of the more unscrupulous citizens of Scarrport who see the thief as an unwelcome pest in need of extermination.

C

Liram Mudpaw is a ranger who makes his home in an otterkin burrow community on the outskirts of Raven Hollow. Liram's family has lived in the area all his life, making their living as farmers, guides, trappers and woodsmen. Liram continues that tradition, safely escorting travelers through Dark Wood and dealing with threats to the general populace as they arise. Liram carries an intense, burning hatred for ghodon, who slew his brother and sister for their fur a number of years ago, before High Lord Kranak began enforcing laws against murdering otterkin.

## OTTERKIN RACIAL FEATS

### OTTERKIN OILSKIN [OTTERKIN]

**Prerequisites:** Otterkin, Slippery

**Benefit:** You gain a +5 bonus on saving throws against immobilized (save ends) and restrained (save ends)

### DISTANT CHALLENGE [OTTERKIN]

**Prerequisites:** Otterkin, Divine Challenge class feature

**Benefit:** Ending your turn within 5 squares of a challenged opponent counts as ending your turn adjacent to that challenged opponent for purposes of maintaining the challenge.

### AQUATIC RESTORATION [OTTERKIN]

**Prerequisites:** Otterkin

**Benefit:** Any time you move using your swim speed, gain temporary hit points equal to your constitution modifier

## OTTERKIN PARAGON RACIAL FEATS

### FORKED CHALLENGE [OTTERKIN]

**Prerequisites:** Otterkin, Divine Challenge class feature

**Benefit:** You may have up to two targets subject to your divine challenge at once. Using your divine challenge against a second target does not cause the power to end against the first target. Using the power against a third target causes it to end against one of the already challenged foes of your choice. Using divine challenge is still a minor action.

### RIVER FIGHTER [OTTERKIN]

**Prerequisites:** Otterkin, Pack Fighting

**Benefit:** You gain combat advantage against enemies in water. In addition your Pack Fighting bonus becomes +2.









## CHAPTER THREE: CHARACTER OPTIONS



Scarrport is home to people of all sorts of backgrounds and professions. Mighty warriors guard its gates and protect law-abiding citizens, while thief catchers hunt down thieves and deadly assassins. Pious clerics debate the mystical properties of the cosmos with magi and elementalists, and warlocks seek to unravel the mysteries of the outer planes through contact with wicked demons from the Hellfury Peaks. This chapter provides you with new options for your heroes, including a new character class, eight paragon paths, two epic destinies, and new feats.

### ELEMENTALIST

*"Fire, Water, Wind and Earth give me strength till I burst."*

#### CLASS TRAITS

**Role:** Striker. Your connection to the elements allows you to bring them to bear against your foes. You play a secondary role as a controller.

**Power Source:** Elemental

**Key Abilities:** Intelligence, Dexterity, Constitution

**Armor Training:** Cloth, leather, hide

**Weapon Proficiencies:** Simple melee, simple ranged

**Implements:** Fire Sling, Stone Staff, Trident, War horn

**Bonus to Defense:** +1 Fort, +1 Will

**Hit Points at 1st Level:** 12 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges:** 6 + Constitution modifier

**Trained Skills:** Nature, plus three others. From the class skills list below, choose three more trained skills at 1st level.

**Class Skills:** Arcana (Int), Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), History (Int), Dungeoneering, (Int), Insight (Wis).

**Build Options:** Extended Elementalist, Clashing Elementalist

**Class Features:** Elemental bond, Earth Turner, Fire Mage, Wave Lancer, Wind Caller, Elemental Connection

The elementalist experiences the world a little differently than the people around him. He sees that all of existence is made of four basic parts and knows how to manipulate these elements to his advantage, often with devastating effect. Some elementalists reach this state only through careful study, while others exhibit their powers through innate talent. Each elementalist is focused on one facet of the natural gem, be it Fire, Water, Wind or Earth, and he or she finds

it difficult to manipulate the others. Yet there are legends of one to come who will be able to control the primordial essences with the grace of delicate dancer, manipulating the strands of each element in beautiful and dangerous patterns.

Each elementalist can serve different roles in his realm or village. You could be a shaman who leads his people against a ghodon invasion, a studious fire mage who burns for more knowledge, a dashing wave lancer piloting his own river boat, an earth turner delver plumbing the deeps, or a flighty wind caller who just wants to see the world. Your mark among the natural world is yet to be made. How will you serve the elements which give you power?

## CREATING AN ELEMENTALIST

The two basic builds of elementalist are the Clashing Elemental and the Extended Elemental. All Elementalists rely on Intelligence for attack powers, and secondarily on Dexterity and Constitution.

### CLASHING ELEMENTALIST

A clashing elementalist fights better in melee combat. You prefer close powers and abilities which give you bonuses to close quarters fighting. Clashing elementalists are typically earthturners or wavelancers and can use their chosen implements to harm their opponents with a quick jab or a pummel. Intelligence is your primary focus, but a good Constitution enables you to stay in the fight longer. Dexterity is tertiary if you'd like the ability to fight at range.

**Suggested Feat:** Extended Elemental Connection (Human feat: Empowered Elemental Connection)

**Suggested Skills:** Arcana, Athletics, Endurance, Nature

**Suggested At-Will Powers:** Churning rock, Healthy blow

**Suggested Encounter Power:** Grindsoil

**Suggested Daily Power:** Shard of Ice

### EXTENDED ELEMENTALIST

Extended elementalists use their control over the elements to damage opponents at range. Usually fire mages or wind callers, extended elementalists twist the natural world to keep themselves out of harm's way. A smart extended elemental is extremely dangerous as all of their attack powers rely on Intelligence while a nimble one is terrifyingly accurate with their ranged powers and implements. Dexterity is a secondary ability for the build. A vital Constitution is also important; both for the extra resiliency, and to dabble in the clashing build.

**Suggested Feat:** Implement Recharge (Human feat: Astral Fire or Raging Storm)

**Suggested Skills:** Arcana, Acrobatics, Dungeoneering, Insight

**Suggested At-Will Powers:** Immolate, Gale force

**Suggested Encounter Power:** Shooting flames

**Suggested Daily Power:** Wind funnel

## ELEMENTALIST OVERVIEW

**Characteristics:** Depending on your build, you excel at either close or ranged attacks which deal heavy amounts of elemental damage. Being close to your chosen element empowers your attacks even further and many of your powers help you achieve this.

**Religion:** Elementalists revere gods who are close to nature such as The Voracious Host or The Walker in the Mist.

**Races:** Eladrin, ghodon and tieflings are inclined to become elementalists, but there is a strong tradition of extended elementalism in halfling and elven cultures as well as a large number of clashing elementalists among the dwarves. Gremlins and otterkin also choose to become elementalists.

## IMPLEMENTS

Elementalists use implements to help channel their elemental power. Which implement they use is dependent upon which element is their focus: Fire mages use fire slings, wave lancers use tridents, earth turners use stone staves and wind callers use warhorns. An elementalist wielding an implement can add its enhancement bonus to the attack rolls and the damage rolls of elemental powers, as well as elemental paragon path powers that have the implement keyword. Without such a tool, an elementalist can still use these powers, but he or she doesn't gain the bonus provided by the magic implement.

## ELEMENTALIST CLASS FEATURES

You have the following class features.

### ELEMENTAL BOND

All elementalists have a bond with one of the four elements. Choose to be an earth turner, a fire mage, a wavelancer or a wind caller. The element you choose determines the following elemental abilities:

**At-will forces:** Your element determines one of the at-will forces you know and restricts you from the opposing element's at-will force.

**Bond:** You are more adept at powers from your element than others.

**Implement ability:** Each element is associated with an implement and you have a special ability you may use when wielding this implement.

The element you choose also provides bonuses to certain elemental powers. Individual powers detail the effects (if any) your element has on them.

### EARTH TURNER

You are immovable as a granite promontory, but you can alter the terrain around you like an earthquake. Enemies are wary of coming near you, as your command of the earth has the power to bring them within the reach of your stone staff.

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**Churning Rock:** You know the churning rock at-will force and you may not learn the gale force at-will force.

**Earth Bond:** You gain +1 to hit with any earth power and suffer a -1 to hit with any wind power.

**Stone Staff:** Once per encounter as a minor action, you pull a creature a number of squares equal to twice your Constitution modifier. The pull must end in a square adjacent to you.

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## FIRE MAGE

Your passion burns bright. The cleansing heat of fire ignites your blood and you delight in manipulating flames to consume your foes from a distance. You have perfected the use of the sling and using combustible bullets allows you to create fires across the battlefield.

**Immolate:** You know the immolate at-will force and you may not learn the floodtide at-will force.

**Fire Bond:** You gain +1 to hit with any fire power and suffer a -1 to hit with any water power.

**Fire Sling:** Once per encounter as a minor action, you fire a flaming bullet with your sling at an unoccupied square within 5. This square bursts into flame and counts as a square which contains fire until the end of your next turn. If a creature enters this square, they take 1d6 fire damage.

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## WAVE LANCER

You rise and fall like the tide. Change is integral to all life and your affinity to the always fluid nature of water has allowed you to adapt to any situation. Your skill with the three-pronged spear sometimes makes your enemies feel that you are in two places at once.

**Floodtide:** You know the floodtide at-will force and you may not learn the immolate at-will force.

**Water Bond:** You gain +1 to hit with any water power and suffer a -1 to hit with any fire power.

**Trident:** Once per encounter as minor action, you gain combat advantage against an adjacent target as if you were flanking it. Creatures immune to flanking are immune to this ability.

## WIND CALLER

You are exhilarated by the wind in your hair and have been known to spend hours gliding on an updraft. Your graceful command of the air befuddles your opponents. A blast of gas through your horn allows you to fly away from danger.

**Gale Force:** You know the gale force at-will force and you may not learn the churning rock at-will force.

**Wind Bond:** You gain +1 to hit with any wind power and suffer a -1 to hit with any earth power.

**Warhorn:** Once per encounter as move action, you may shift a number of squares equal to your Dexterity modifier. This movement counts as flying.

## ELEMENTAL CONNECTION

Once per turn, all elementalists may deal elemental damage to one creature based on their elemental bond. If an attack damages more than one creature, you must choose one creature that is inflicted with the elemental damage. The elemental damage is increased if certain conditions are met, depending on your bonded elemental. For example, if you are a wave lancer and within 5 squares of a square which contains water such as a river or a swamp, your attack deals 1d4 + 2 cold damage. Some forces create environmental effects which allow the increased damage.

Table 3.A: Elemental Connection Damage, Conditions and Bonuses

Element	Elemental damage	Condition	Bonus
Earth turner	+1d4* damage	You have not taken a move action to move from your square this turn.	Add 2 damage.**
Fire mage	+1d4* fire damage	You are within 5 squares of a square which contains fire or lava.	Add 2 fire damage.**
Wave lancer	+1d4* cold damage	You are within 5 squares of a square which contains water.	Add 2 cold damage.**
Wind caller	+1d4* thunder damage	You have flown this turn.	Add 2 thunder damage.**

\*Increases to 2d4 at level 11 and 3d4 at level 21.

\*\*Increases to 4 at level 11 and 6 at level 21.



# ELEMENTALIST POWERS

Your powers are known as forces. Each power is associated with one of the four elemental bonds, but you aren't limited to choosing powers associated with your bond. In fact, most elementalists choose at least a few powers from outside their bond to give themselves a wider range of options.

## ELEMENTALIST LEVEL 1 AT-WILL FORCES

### Immolate Elementalist (Fire) Attack 1

*Flames ripple up the target's frame and he must frantically put them out.*

**At-Will • Elemental, Fire, Implement**  
**Standard Action Ranged 10**  
**Target:** One creature  
**Attack:** Intelligence vs. Fortitude

**Hit:** 1d6 + Intelligence modifier fire damage. If the target does not spend a minor action to put out the flames, it takes an additional 1d6 fire damage at the end of its next turn.

**Special:** Unless the target douses the flames, the target's square counts as a square which contains fire until the end of your next turn.

Increase damage and extra damage to 2d6 + Intelligence modifier at 21<sup>st</sup> level.

### Flood Tide Elementalist (Water) Attack 1

*A flood of frozen water rises to overtake your enemy.*

**At-Will • Elemental, Implement**  
**Standard Action Ranged 5**  
**Target:** One creature  
**Attack:** Intelligence vs. Fortitude

**Hit:** 1d8 + Intelligence modifier damage, and the target is slowed until the end of your next turn.

**Effect:** The target's square counts as a square which contains water until the end of your next turn.

Increase damage to 2d8 + Intelligence modifier at 21<sup>st</sup> level.

### Gale Force Elementalist (Wind) Attack 1

*You call a strong wind to carry you and buffet an opponent at range.*

**At-Will • Elemental, Implement, Thunder**  
**Standard Action Ranged 20**  
**Target:** One creature  
**Attack:** Intelligence vs. Reflex

**Hit:** 1d4 + Intelligence modifier thunder damage.

**Special:** You may fly two squares before you make this attack. You must end this movement on solid ground or you take falling damage and land prone.

Increase damage to 2d4 + Intelligence modifier at 21<sup>st</sup> level.

### Churning Rock Elementalist (Earth) Attack 1

*The earth beneath one feeble foe near you crumbles and folds upon itself, crushing its bottom half.*

**At-Will • Elemental, Implement**  
**Standard Action Close burst 1**  
**Target:** One creature in burst  
**Attack:** Intelligence vs. Reflex

**Hit:** 1d6 + Intelligence modifier damage. If the target occupies the same square at the end of its next turn, it takes an additional 1d6 damage.

Increase damage to 2d6 + Intelligence modifier at 21<sup>st</sup> level.

### Healthy Blow Elementalist (All) Attack 1

*With the force of your body, you strike with your weapon.*

**At-Will • Elemental, Weapon**  
**Standard Action Melee weapon**  
**Target:** One creature  
**Attack:** Intelligence vs. AC

**Hit:** 1[W] + Intelligence modifier and you gain temporary hit points equal to your Constitution modifier.

**Special:** If you satisfy the condition of your elemental connection class feature, you instead gain temporary hit points equal to 3 + your Constitution modifier.

**Special:** This attack counts as a basic melee attack.

Increase damage to 2[W] + Intelligence modifier at 21<sup>st</sup> level.

## ELEMENTALIST LEVEL 1 ENCOUNTER FORCES

### Shooting Flames Elementalist (Fire) Attack 1

*You leap gracefully forward and spray popping flames at your enemy.*

**Encounter • Elemental, Implement, Fire**  
**Standard Action Ranged 5**  
**Target:** One creature  
**Attack:** Intelligence vs. Reflex

**Hit:** 2d8 + Intelligence modifier fire damage and you may shift one 1 square.

**Fire:** You may shift your Dexterity modifier squares before or after this attack.

### Splash Elementalist (Water) Attack 1

*Liquid exudes from your arms and you fling it into the face of your enemy.*

**Encounter • Elemental, Implement, Cold**  
**Standard Action Close blast 2**  
**Target:** Each creature in blast  
**Attack:** Intelligence vs. Fortitude

**Hit:** 1d6 + Intelligence modifier cold damage, and the target is slowed until the end of its next turn.

**Water:** The target suffers -1 to attack rolls.

**Special:** The blast counts as a square which contains water until the end of your next turn.

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**Grindsoil** Elementalist (Earth) Attack 1

*A menacing rake, your hand rips the ground beneath.*

**Encounter • Elemental, Implement**

**Standard Action** Close blast 2

**Target:** Each creature in burst

**Attack:** Intelligence vs. Fortitude

**Hit:** 1d8 + Intelligence modifier damage, and the target is knocked prone.

**Earth:** The target is also slowed until the end of your next turn.

**Clear Shout** Elementalist (Wind) Attack 1

*The horn at your lips amplifies your shout a thousand fold.*

**Encounter • Elemental, Implement, Thunder**

**Standard Action** Ranged 10

**Target:** One Creature

**Attack:** Intelligence vs. Will

**Hit:** 2d10 + Intelligence modifier thunder damage.

**Wind:** The target is deafened.

## ELEMENTALIST LEVEL 1 DAILY FORCES

**Lesser Flame** Elementalist (Fire) Attack 1

*Your pact with the plane of flame allows you a servant for a short span of time.*

**Daily • Elemental, Fire, Summoning**

**Standard Action** Ranged 10

**Effect:** You summon a Medium lesser flame in an unoccupied square within range. The lesser flame has a speed of 4. It has a +2 bonus to Reflex. Any creature that begins its turn adjacent to the lesser flame takes 1d6 fire damage. The lesser flames square contains fire.

**Shard of Ice** Elementalist (Water) Attack 1

*Those around your shard of ice complain that they have to invest in so many more furs than before.*

**Daily • Elemental, Cold, Summoning**

**Minor Action** Ranged 5

**Effect:** You summon a Medium shard of ice in an unoccupied square within range. The shard of ice's square contains water. You can give the shard of ice the following special commands:

**Standard Action:** Melee 1; targets one creature; Intelligence vs. Fortitude; 1d8 + Intelligence modifier cold damage and the target is immobilized.

**Ball of Stone** Elementalist (Earth) Attack 1

*You know that a rock ball is a great pet.*

**Daily • Elemental, Summoning**

**Standard Action** Close burst 1

**Targets:** One creature within burst

**Attack:** Intelligence vs. Reflex

**Hit:** Hit: 1d8 + Intelligence modifier damage.

**Effect:** You summon a Medium ball of stone that occupies the target's square. The ball has a speed of 5. The ball can pass through occupied squares but the occupying creature takes damage equal to your Constitution modifier. You can dismiss the ball as a minor action.

**Sustain Move:** You must move the ball a total of 5 squares.

**Wind Funnel** Elementalist (Wind) Attack 1

*The swirling torrent of air pushes those around it and you into the air.*

**Daily • Elemental, Thunder, Summoning**

**Standard Action** Ranged 10

**Effect:** You summon a Medium wind funnel that occupies 1 square within range. The wind funnel has a speed 4 and fly 7.

You can give the wind funnel the following special commands:

**Standard Action:** Close burst 1; targets each creature in burst; Intelligence vs. Reflex; 2d4 + Intelligence modifier thunder damage and push 2.

**Move Action:** If you are adjacent to the funnel, you may ride it as a move action. While riding the funnel, you occupy the same square as the funnel and are considered flying. While riding, you suffer a -1 to all defenses and attack rolls. You may cease riding the funnel and enter an unoccupied adjacent square as a move action.

## ELEMENTALIST LEVEL 2 UTILITY FORCES

**Fire Shield** Elementalist (Fire) Utility 2

*You are surrounded by flaming servants who ward off attack.*

**Daily • Elemental, Fire**

**Minor Action** Personal

**Effect:** You gain resistance fire 5 and +2 power bonus to AC and Reflex until the end of the encounter. In addition, any enemy which hits you with a melee attack takes fire damage equal to your constitution modifier.

**Sodden** Elementalist (Water) Utility 2

*You've always enjoyed a swamp.*

**Encounter • Elemental, Zone**

**Minor Action** Area burst 2 within 5

**Effect:** You create a zone of murky, soggy wetlands. The zone is difficult terrain and contains water. In addition, creatures with the fire keyword suffer a -1 to all defenses and attacks while occupying the zone.

**Sustain minor:** The zone persists.

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**Immovable Force**    **Elementalist (Earth) Utility 2**

*Nothing can move you, servant of earth.*

**Encounter • Elemental, Force**  
**Minor Action**                      **Personal**

**Effect:** If you are grabbed, you end that condition. In addition, you are immune to forced movement until the end of your next turn.

**Flight of Fancy**                      **Elementalist (Wind) Utility 2**

*Sometimes you just have to soar.*

**Encounter • Elemental**  
**Move Action**                      **Personal**

**Effect:** You fly 3 squares, but you must end this movement on solid ground or you fall.

## ELEMENTALIST LEVEL 3 ENCOUNTER FORCES

**Field of Fire**                      **Elementalist (Fire) Attack 3**

*You, farmer of fire, grow a crop of orange-tongued stalks that brightly burn.*

**Encounter • Elemental, Fire, Implement**  
**Standard Action**                      **Ranged 5**  
**Target:** One, two, or three creatures within range.  
**Attack:** Intelligence vs. Reflex

**Hit:** 1d10 + Intelligence modifier fire damage, and struck targets take a -1 penalty to their Reflex defense until the end of your next turn

**Fire:** Targets take a penalty equal to 1 + your Dexterity modifier to Reflex until the end of your next turn.

**Freeze in Place**                      **Elementalist (Water) Attack 3**

*You turn the ground beneath your foe into ice, holding him there.*

**Encounter • Cold, Elemental, Implement**  
**Standard Action**                      **Close burst 1**  
**Target:** One creature in burst.  
**Attack:** Intelligence vs. AC

**Hit:** 1d10 + Intelligence modifier cold damage, and the target is immobilized until the end of your next turn.

**Special:** The target's square contains water until the end of your next turn.

**Water:** If you have combat advantage, you deal an additional 1d6 cold damage.

**Rock Wave**                      **Elementalist (Earth) Attack 3**

*You stomp and a ripple of earth knocks down your enemies.*

**Encounter • Elemental, Implement**  
**Standard Action**                      **Close burst 2**  
**Target:** Each creature in burst.  
**Attack:** Intelligence vs. Fortitude

**Hit:** 1d8 + Intelligence modifier damage, and pull 1.

**Earth:** The target is knocked prone.

**Aerosol Breath**                      **Elementalist (Wind) Attack 3**

*Out of your horn blasts a cloud of noxious fumes.*

**Encounter • Elemental, Implement, Thunder, Poison**  
**Standard Action**                      **Area burst 1 within 10**  
**Target:** Each creature in burst.  
**Attack:** Intelligence vs. Fortitude

**Hit:** 1d8 + Intelligence modifier thunder and poison damage.

**Wind:** The target takes 1d4 additional poison damage.

## ELEMENTALIST LEVEL 5 DAILY FORCES

**Ignite**                      **Elementalist (Fire) Attack 5**

*You dream of burning all your enemies in fires like this.*

**Daily • Elemental, Implement, Fire**  
**Standard Action**                      **Ranged 10**  
**Target:** One creature.  
**Attack:** Intelligence vs. Reflex

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

**Miss:** Half damage, and ongoing 2 fire.

**Special:** The targets square contains fire until it saves against the ongoing fire damage.

**Water Pick**                      **Elementalist (Water) Attack 5**

*You see your advantage and, imbuing your trident with frost, you plunge your weapon into your enemy's side.*

**Daily • Cold, Elemental, Implement**  
**Standard Action**                      **Melee Weapon**  
**Target:** One creature  
**Attack:** Intelligence vs. Reflex

**Hit:** 2d10 + Intelligence modifier cold damage, and the target gains vulnerable cold 5 (save ends).

**Special:** If you have combat advantage, the target gains vulnerable cold 10 instead.

**Miss:** Half damage and no vulnerability.

**Staff of the Earth**    **Elementalist (Earth) Attack 5**

*The strong spirits of the earth have blessed your staff with potent force.*

**Daily • Elemental, Implement**  
**Minor Action**                      **Melee touch**  
**Targets:** One held weapon

**Effect:** Until the end of the encounter, you gain +1 power bonus to hit with the weapon and each creature hit by your basic melee attack with the weapon is immobilized until the end of your next turn.

**1****2****3****4****5****A****B****C**

**Bombing Run** Elementalist (Wind) Attack 5

You throw yourself aloft and drop concussive explosions of air on those foolish enough to stay on the ground beneath you.

Daily • Elemental, Implement, Thunder

Standard Action Ranged 5

Requirement: You fly 6 squares. You must end this movement on solid ground or you fall.

Target: Two creatures in your path.

Attack: Intelligence vs. Reflex, two attacks

Hit: 2d8 + Intelligence modifier thunder damage and knocked prone.

**Slip and Slide** Elementalist (Water) Utility 6

The ebb and flow of the tide is at your control.

Encounter • Elemental

Move Action Personal

Effect: You shift your speed. You may pass through one square containing an enemy during this shift.

**Stone Mantle** Elementalist (Earth) Utility 6

Nothing can move you, servant of earth.

Daily • Elemental

Minor Action Personal

Effect: You gain a +4 to AC and are immune to all forced movement until you move.

**Whisk Out of Danger** Elementalist (Wind) Utility 6

"Come with me if you want to live."

Encounter • Elemental

Immediate Interrupt Ranged 5

Trigger: You or one ally within range is hit with an attack.

Effect: You or one ally within range may shift a number of squares equal to your Dexterity modifier. If the target's new location is within range of the attack, it resolves as normal. If the target is no longer in range, the attack fails against that target.

## ELEMENTALIST LEVEL 6 UTILITY FORCES

**Cleansing Flame** Elementalist (Fire) Utility 6

The fever seemed to burn off.

Encounter • Elemental, Fire

Minor Action Personal

Effect: Make an immediate saving throw against an ongoing condition with a bonus equal to your Dexterity modifier.

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# ELEMENTALIST LEVEL 7 ENCOUNTER FORCES

## Fireline Elementalist (Fire) Attack 7

*You raise your hand and a line of flames erupts to sear the enemy.*

**Encounter • Elemental, Fire, Implement, Wall**  
**Standard Action** Area wall 5 within 10  
**Target:** Each creature in wall  
**Attack:** Intelligence vs. Reflex

**Hit:** 1d8 + Intelligence modifier fire damage.

**Effect:** You conjure a wall of contiguous squares of bright red flame which lasts until the end of your next turn. Any creature that begins its turn in the wall takes 1d8 + Dexterity modifier fire damage.

**Special:** The wall's squares count as squares which contain fire until the end of your next turn.

**Fire:** The wall lasts until the end of your 2<sup>nd</sup> turn.

## Quick Vacuum Elementalist (Water) Attack 7

*You create an irresistible flow of fluid towards you.*

**Encounter • Elemental, Implement**  
**Standard Action** Close blast 3  
**Target:** Each creature in blast  
**Attack:** Intelligence vs. Fortitude

**Hit:** 1d10 + Intelligence modifier cold damage, and the target is pulled a number of squares equal to your Constitution modifier.

**Water:** Make a basic melee attack against one adjacent enemy as a free action after this attack.

## Grasping Earth Elementalist (Earth) Attack 7

*You compel the earth to grab your foe and bring him closer to you.*

**Encounter • Elemental, Implement**  
**Standard Action** Ranged 5  
**Target:** One creature  
**Attack:** Intelligence vs. Fortitude

**Hit:** 2d8 + Intelligence modifier damage, and the target is pulled 2 squares and grabbed.

**Earth:** The target is pulled 2 + your Constitution modifier squares and grabbed.

## Storm Front Elementalist (Wind) Attack 7

*Wave after wave of thunder and lightning crash upon your foe and you ride the crests.*

**Encounter • Elemental, Implement, Lightning, Thunder**  
**Standard Action** Ranged 20

**Target:** One creature  
**Attack:** Intelligence vs. Reflex

**Hit:** 1d10 + Intelligence modifier lightning damage, and you may make a secondary attack.

**Secondary Attack:** Intelligence + Dexterity modifier vs. Reflex

**Secondary Hit:** 1d10 thunder damage.

**Wind:** You may fly 6 squares before this attack but you must end this movement on solid ground or you fall.

# ELEMENTALIST LEVEL 9 DAILY FORCES

## Torchlight Elementalist (Fire) Attack 9

*You bathe yourself in fire and spread your cleansing flame through the fracas.*

**Daily • Elemental, Implement, Fire**  
**Standard Action** Close burst 1  
**Target:** Each creature in burst  
**Attack:** Intelligence vs. Reflex

**Hit:** 2d10 + Intelligence modifier fire damage, and ongoing fire damage equal to your Dexterity modifier.

**Effect:** Move your speed. You are immune to opportunity attacks until the end of your next turn. Enemies that are adjacent to you at any point during this move take fire damage equal to your dexterity modifier. In addition, you gain resist fire 10 until the end of the encounter.

## Frothing Rapids Elementalist (Water) Attack 9

*The river's source begins within you.*

**Daily • Cold, Conjunction, Elemental, Implement, Zone**  
**Standard Action** Close blast 5

**Target:** Each creature in blast  
**Attack:** Intelligence vs. Fortitude

**Hit:** 2d6 + Intelligence modifier cold damage, and slide 1.

**Effect:** The blast creates a zone of rapidly flowing water which is difficult terrain. Repeat the attack against any creature that begins its turn in the zone.

**Sustain minor:** The zone persists.

**Special:** The zone contains water while it persists.

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**Shifting Plates** Elemental (Earth) Attack 9

*Controlling slabs of the earth is the way to bring the fight to you.*

**Daily • Elemental, Implement**

**Standard Action** Ranged 10

**Targets:** One creature

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d10 + Intelligence modifier damage, and slide 5.

**Miss:** Half damage and slide 2. You may sustain.

**Sustain Move:** Make an Intelligence vs. Fortitude attack against the target. On a hit, you slide the target 3. On a miss, the effect ends and you may no longer sustain.

**1****2****3****4****5****A****B****C****Blinding Tempest** Elemental (Wind) Attack 9

*You harry the archers with a foul tempest.*

**Daily • Elemental, Implement, Thunder, Zone**

**Standard Action** Area burst 3 within 10

**Target:** Each creature in burst

**Attack:** Intelligence vs. Fortitude

**Hit:** 1d8 + Intelligence modifier thunder damage and blinded (save ends).

**Effect:** The burst creates a zone of swirling winds that lasts until the end of the encounter. Any ranged or area attack which originates from a square inside the zone suffers -4 penalty. In addition, any ranged or area attack which must pass through a square in the burst suffers a -2 penalty.

## ELEMENTALIST LEVEL 10 UTILITY FORCES

**Red Tongue** Elemental (Fire) Utility 10

*You call forth a red tongue of flame to do your bidding.*

**Daily • Elemental, Fire, Summoning**

**Minor Action** Ranged 20

**Effect:** You summon a Medium red tongue in an unoccupied square within range. The tongue has speed 6 and fly 6 (hover). It has a +2 bonus to all defenses. You can give the tongue the following special command:

**Minor Action:** The red tongue performs any skill check that you can make. The red tongue uses your skill bonus, except that it has a +10 power bonus to Thievery and Insight. The red tongue's square contains fire.

**Water Elemental** Elemental (Water) Utility 10

*You create a fluid friend to help overcome that which blocks your path.*

**Daily • Cold, Elemental, Summoning**

**Minor Action** Ranged 20

**Effect:** You summon a Medium water elemental in an unoccupied square within range. The water elemental has speed 6. It has a +2 bonus to AC and Fortitude. You can give the water elemental the following special commands:

**Standard Action:** The elemental freezes into solid ice of 6 contiguous squares that can support up to 500 lbs per square. Each end can adhere to any solid square to form a bridge. It can also form stairs, if needed. Any creature that ends its turn adjacent to or atop a frozen water elemental takes 1d6 cold damage. The water elemental's square(s) contains water. Once frozen, the water elemental stays in that state until it ends.

**Water:** You can take a standard action to thaw a frozen water elemental back to Medium size.

**Stone Servant** Elemental (Earth) Utility 10

*A sentry, a guard, a mule. A large man-shaped rock elemental is the ultimate tool.*

**Daily • Elemental, Summoning**

**Minor Action** Ranged 5

**Effect:** You summon a Large stone servant in an unoccupied space within range. It has speed 5. It has a +4 bonus to AC and Fortitude. You can give the stone servant the following special commands:

**Minor Action:** The stone servant solidifies into a block of stone that is two squares wide by two squares long by two squares tall or less, blocking line of sight and effect. When the stone servant is solid, it cannot move.

**Minor Action:** The stone servant animates from a block of stone and can take move actions.

**Minor Action:** The stone servant lifts and holds an inanimate object weighing up to 2000 lbs, or up to two Medium allies.

**Swirling Wind** Elemental (Wind) Utility 10

*An army of tempests protect your party.*

**Daily • Elemental, Lightning, Summoning, Thunder**

**Minor Action** Ranged 10

**Effect:** You summon a Huge swirling wind which can occupy any space within range, including occupied squares. It has speed 5. It has a +2 bonus to Reflex. Creatures within the swirling wind gain resist lightning and thunder 15. Ranged attacks made by and against targets in swirling wind suffer a -2 to hit. You can give the swirling wind the following special command:

**Minor Action:** Slide one ally 3 squares. This movement must end in a square occupied by the swirling wind.



# ELEMENTALIST LEVEL 13 ENCOUNTER FORCES

## Cosmic Flare Elementalist (Fire) Attack 13

*Two jets of burning gas, as a sun flare, erupt from your palms and converge on your enemy.*

**Encounter • Elemental, Implement, Fire, Radiant**  
**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Intelligence vs. Reflex

**Hit:** 2d8 + Intelligence modifier fire damage, and the target is blinded until the end of your next turn.

**Fire:** The target takes an extra 1d6 radiant damage.

## Hail Spray Elementalist (Water) Attack 13

*You form small pellets of water and fling them through a pane of frost, transforming them into ice bullets.*

**Encounter • Cold, Elemental, Implement**  
**Standard Action** Close blast 3

**Target:** Each creature in blast

**Attack:** Intelligence vs. Fortitude

**Hit:** 3d6 + Intelligence modifier cold damage, and the target is immobilized until the end of your next turn.

**Water:** If you have combat advantage against the target, it is also dazed until the end of your next turn.

## Sheet Rock Elementalist (Earth) Attack 13

*You push the creature into a solid sheet of rock.*

**Encounter • Elemental, Implement**  
**Standard Action** Close burst 1

**Target:** One creature in burst

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d8 + Intelligence modifier damage and push 3. At the end of the forced movement, the target takes 1d8 damage.

**Earth:** At the end of the forced movement, the target instead takes 1d8 + Constitution modifier damage.

## Brisk Gust Elementalist (Wind) Attack 13

*A twist of your arm and a gust of icy wind blows at your hapless foe.*

**Encounter • Cold, Elemental, Implement**  
**Standard Action** Ranged 10

**Target:** One Creature

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d8 + Intelligence modifier cold damage, and make a secondary attack.

**Secondary Attack:** Intelligence vs. Reflex

**Hit:** The target drops one weapon it is holding.

**Wind:** Gain a +4 bonus to the secondary attack.

# ELEMENTALIST LEVEL 15 DAILY FORCES

## Greater Flame Elementalist (Fire) Attack 15

*You call forth a swirling storm of living fire to attack your foes.*

**Daily • Elemental, Fire, Summoning**

**Minor Action** Ranged 10

**Effect:** You summon a Large greater flame in an unoccupied space within range. It has speed 6 and fly 6. Any creature that begins its turn adjacent to the greater flame takes 3d6 fire damage. The greater flame contains fire. You can give the greater flame the following special command:

**Opportunity Attack:** Melee 2; targets one creature; Intelligence vs. Reflex; 10 ongoing fire damage (save ends).

## Block of Water Elementalist (Water) Attack 15

*The hulking slab of water swallows all that comes near.*

**Daily • Elemental, Cold, Summoning**

**Minor Action** Ranged 5

**Effect:** You summon a Large block of water in an unoccupied space within range. It has speed 3. The block of water's squares contains water. You can give the block of water the following special commands:

**Minor Action:** Close burst 1; targets each creature in burst; Intelligence vs. Fortitude; target is pulled into the block and restrained (save ends). Unrestrained creatures may use a move action to leave the block. Creatures that begin their turn inside the block take 2d8 cold damage.

**Special:** The block can contain a maximum of 4 medium and small creatures or one large.

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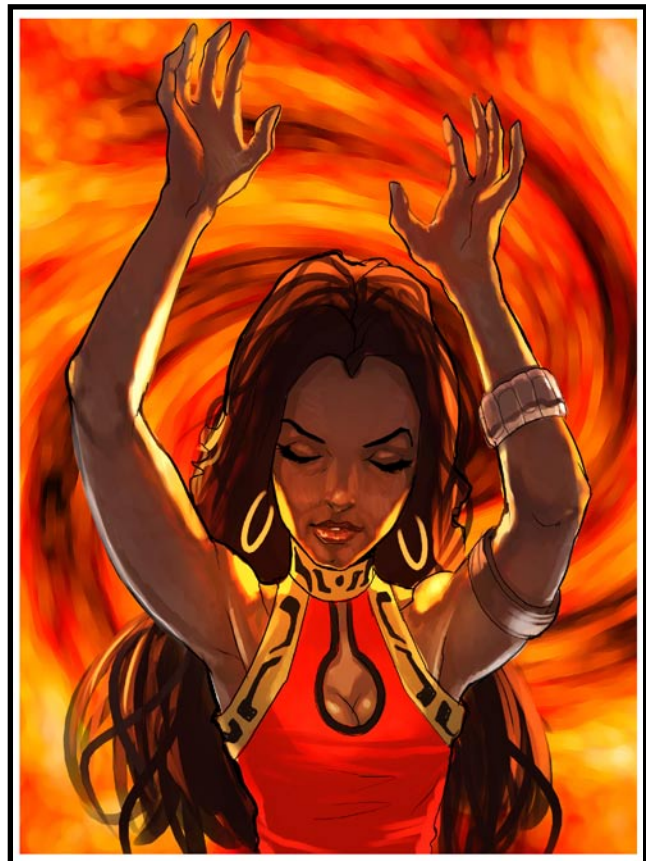
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**Mud Golem** Elementalist (Earth) Attack 15

*A thing of earth and moisture, your servant can travel fast and chase down a fleeing enemy.*

**Daily • Cold, Elemental, Summoning**  
**Minor Action** Ranged 5

**Effect:** You summon a Medium mud golem in an unoccupied square within range. It has speed 6 and a +4 bonus to all defenses. You can give the mud golem the following special commands:

**Standard Action:** Charge up to 6 squares; melee 1; targets one creature; Intelligence + Constitution vs. AC; 2d8 + Intelligence cold damage and the target is grabbed. Creatures that are grabbed at the start of their turn take 1d8 cold damage.

**Opportunity Action:** Melee 1; targets one creature; Intelligence vs. AC; 1d10 + Intelligence cold damage.

**Air Elemental** Elementalist (Wind) Attack 15

*You conjure a living tempest of wind and lightning.*

**Daily • Elemental, Lightning, Summoning, Thunder**  
**Minor Action** Ranged 10

**Effect:** You summon an Large air elemental in an unoccupied space within range. It has speed 5 and fly 8 (hover). Each creature adjacent to the air elemental at the start of their turn takes 2d10 lightning and thunder damage. Creatures making ranged attacks while adjacent to the air elemental suffer a -2 to hit. You can give the air elemental the following special command:

**Opportunity Attack:** Melee 1; targets one creature; Intelligence vs. Reflex; 1d10 lightning and thunder damage and immobilized (save ends).

## ELEMENTALIST LEVEL 16 UTILITY FORCES

**Red Shift** Elementalist (Fire) Utility 16

*You become smoke as you partially enter the plane of fire to escape bodily harm.*

**Daily • Elemental**  
**Move Action** Personal

**Effect:** You teleport up to your speed and become incorporeal and weakened until the end of your next turn.

**Water Copy** Elementalist (Water) Utility 16

*A transparent copy of your form appears on the opposite side of your foe and draws his attention.*

**Daily • Conjuration, Elemental**  
**Minor Action** Ranged 10

**Target:** One creature

**Effect:** You gain combat advantage against the creature (save ends.).

**Special:** The target's square contains water until it saves.

**Stone Growth** Elementalist (Earth) Utility 16

*You've always been a fast healer, but you seem to generate rock quickly.*

**Encounter • Conjuration, Elemental**  
**Minor Action** Personal

**Effect:** You may spend a healing surge.

**Special:** If you do not move this turn, you regain an extra 1d6 plus Constitution modifier hit points.

**Disengage** Elementalist (Wind) Utility 16

*Danger was never your forte.*

**Daily • Elemental**  
**Immediate Interrupt** Personal

**Trigger:** You are hit with an attack.

**Effect:** You fly your Dexterity modifier squares, ending on a solid ground or you fall. This movement does not provoke opportunity attacks from the creature whose attack triggered this power. You are invisible until the end of your next turn

## ELEMENTALIST LEVEL 17 ENCOUNTER FORCES

**Armor Crumbles** Elementalist (Fire) Attack 17

*You create a spout of flame so hot it weakens metal.*

**Encounter • Elemental, Fire, Implement**  
**Standard Action** Ranged 10

**Target:** One creature.

**Attack:** Intelligence vs. Reflex

**Hit:** 2d8 + Intelligence modifier fire damage, and the target takes a -4 penalty to AC until the end of your next turn.

**Special:** The target's square contains fire until the end of your next turn.

**Fire:** Target instead suffers a penalty equal to 1 + your Intelligence modifier to AC.

**Stinking Surf** Elementalist (Water) Attack 17

*An unwholesome wave crests and crashes upon your foes.*

**Encounter • Cold, Elemental, Implement, Poison**  
**Standard Action** Ranged 10

**Target:** One creature.

**Attack:** Intelligence vs. Reflex

**Hit:** 2d12 + Intelligence modifier cold and poison damage.

**Special:** The target's square contains water until the end of your next turn.

**Water:** If you have combat advantage against the target, it is immobilized until the end of your next turn.



### Quaking Bedrock Elemental (Earth) Attack 17

*You command the very earth to shake and knock down all around you.*

**Encounter • Elemental, Implement**

**Standard Action** Close burst 2

**Target:** Each enemy in burst.

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d6 + Intelligence modifier damage, and the target is knocked prone.

**Earth:** Targets that are prone and within the burst must roll a saving throw before spending a move action to stand until the end of your next turn.

### Steam Vent Elemental (Wind) Attack 17

*The burst of hot air resounds out of your horn and scalds all it touches, except you of course.*

**Encounter • Elemental, Implement, Fire, Thunder**

**Standard Action** Close blast 3

**Target:** Each creature in blast

**Attack:** Intelligence vs. Reflex

**Hit:** 1d10 + Intelligence modifier fire and thunder damage.

**Wind:** Any creature, including you, that enters the blast until the end of your next turn is pushed 2. This movement counts as flying.

## ELEMENTALIST LEVEL 19 DAILY FORCES

### Lava Blast Elemental (Fire) Attack 19

*The earth becomes molten, sucking all into its boiling caress.*

**Daily • Elemental, Implement, Fire, Zone**

**Standard Action** Close blast 5

**Target:** Each creature in blast.

**Attack:** Intelligence vs. Reflex

**Hit:** 2d8 + Intelligence modifier fire damage, and ongoing 10 fire (save ends).

**Effect:** The blast creates a zone of molten lava which lasts until the end of your next turn. The zone contains fire and is difficult terrain. Any creature that ends its turn in the zone gains ongoing 10 fire (save ends).

**Sustain Minor:** The zone persists.

### Frozen Caveman Elemental (Water) Attack 19

*"Stay frosty, and we'll deal with you later."*

**Daily • Cold, Elemental, Implement**

**Standard Action** Ranged 10

**Target:** One creature.

**Attack:** Intelligence vs. Will

**Hit:** The target is encased in a block of solid ice until the end of your next turn. The target cannot be targeted, damaged or take any actions. The target gains vulnerable 5 cold until the end of the encounter. The target saves against any ongoing conditions as normal.

**Sustain minor:** The target remains frozen and suffers 1d10 cold damage. You may sustain this power a maximum number of times equal to your constitution modifier.

**Miss:** The target is immobilized and dazed (save ends both). You may not sustain.

**Special:** The target's square contains water until the end of your next turn.

### Stone Hands Elemental (Earth) Attack 19

*Anthropomorphic rock formations grab your enemy and slide him across the battlefield.*

**Daily • Elemental, Implement**

**Standard Action** Ranged 5

**Target:** One creature.

**Attack:** Intelligence vs. Fortitude

**Hit:** 5d10 + Intelligence modifier damage and the target is grabbed. You may slide the target 5 squares as a move action while the target is grabbed.

**Miss:** Half damage and the target is grabbed. You may not slide the target.

**Sustain minor:** The grab persists.

### Noxious Cloud Elemental (Wind) Attack 19

*A fog of foul air chokes your foe.*

**Daily • Elemental, Implement, Poison**

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Intelligence vs. Fortitude

**Hit:** 3d10 + Intelligence modifier poison damage, and ongoing 10 poison.

**Miss:** Half damage and ongoing 5 poison.

**Special:** Creatures who begin their turn adjacent to the target take 10 poison damage until they save against the ongoing damage.

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## ELEMENTALIST LEVEL 22 UTILITY FORCES

### Mass Fire Shield Elemental (Fire) Utility 22

Your allies are warded by flickering flames which lick the arms of those who get too close.

**Daily • Elemental, Fire**

**Standard Action** Close burst 5

**Targets:** You and each ally in burst.

**Effect:** Targets gain resist fire 15. In addition, any creature who makes a successful melee attack against the targets takes 1d6 fire damage. Both effects last until the end of your next turn.

**Sustain Minor:** You can sustain this power until the end of the encounter or five minutes.

### Mass Cold Barrier Elemental (Water) Utility 22

A thin film of ice covers your allies and their weapons, making them slick with the power of water.

**Daily • Cold, Elemental**

**Standard Action** Close burst 5

**Targets:** You and each ally in burst

**Effect:** Targets gain resist cold 15. In addition, targets add 1d6 cold damage to opportunity attacks or attacks made against targets with combat advantage. Both effects last until the end of your next turn.

**Sustain Minor:** You can sustain this power until the end of the encounter or five minutes.

### Mass Rock Skin Elemental (Earth) Utility 22

With concentration, you are able to conjure a skin of stone on you and your allies.

**Encounter • Elemental**

**Standard Action** Close burst 5

**Targets:** You and each ally in burst.

**Effect:** Targets gain resist all melee damage 5. In addition, targets reduce all forced movement by 1 square. Both effects last until the end of your next turn.

**Sustain Minor:** You can sustain this power until the end of the encounter or five minutes.

### Traveling Cloud Elemental (Wind) Utility 22

You call for a ride and a solid cloud of fog forms to carry you and your allies.

**Daily • Conjuration, Elemental**

**Minor Action** Ranged 10

**Effect:** You conjure a traveling cloud that occupies a 3-by-3 space within range. Each round, you can fly the traveling cloud 6 squares as a move action and it ignores difficult terrain. The traveling cloud lasts until the end of the encounter or five minutes. The cloud has a maximum altitude of 10 squares. Any creature which is adjacent to the cloud can enter it as part of their move action. Once inside, each creature moves with the cloud. Creatures can shift or move within the cloud, provoking opportunity attacks as normal. The cloud can hold up to 9 creatures and up to 2000 lbs. of inanimate material. If exceeded, the cloud dissipates and all inside it fall.

## ELEMENTALIST LEVEL 23 ENCOUNTER FORCES

### Leap of Fire Elemental (Fire) Attack 23

You briefly become flame and streak across the field to alight on your foe.

**Encounter • Elemental, Fire, Implement**

**Standard Action** Ranged 5

**Target:** One creature.

**Attack:** Intelligence vs. Reflex

**Hit:** 3d10 + Intelligence modifier fire damage and you teleport 3 squares.

**Special:** Your square contains fire until the end of your next turn.

**Fire:** You teleport 3 + your Dexterity modifier.

### Glacial Drop Elemental (Water) Attack 23

You coalesce the moisture in the air into one solid chunk and drop it on to the field in front of you.

**Encounter • Cold, Elemental, Implement**

**Standard Action** Close blast 5

**Target:** Each creature in blast.

**Attack:** Intelligence vs. Reflex

**Hit:** 3d10 + Intelligence modifier cold damage, and the target is dazed until the end of your next turn.

**Special:** The target's square contains water until the end of your next turn.

**Water:** If you have combat advantage against the target, the target is dazed and slowed until the end of your next turn.

### Crushed by Stone Elemental (Earth) Attack 23

Your fists become orange rock and you crush your foes.

**Encounter • Elemental, Implement**

**Standard Action** Close burst 1

**Target:** Each creature in burst.

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d8 + Intelligence modifier damage, and the target is weakened until the end of your next turn.

**Earth:** Target is also knocked prone.

### Air Apparent Elemental (Wind) Attack 23

You suck the air towards you, refracting the light so that you remain unseen.

**Encounter • Elemental, Implement, Thunder**

**Standard Action** Ranged 10

**Target:** One creature.

**Attack:** Intelligence vs. Reflex

**Hit:** 4d10 + Intelligence modifier thunder damage, and pull 3. You are invisible until the end of your next turn.

**Wind:** You are invisible until the end of your second turn.





# ELEMENTALIST LEVEL 25

## DAILY FORCES

### Firelasher Elementalist (Fire) Attack 25

*A punishing beast of fire and pain answers your call.*

**Daily • Elemental, Fire, Summoning**

**Minor Action** Ranged 10

**Effect:** You summon a Large firelasher in an unoccupied space within range. The firelasher can occupy a 1 square space without squeezing. It has speed 6 and fly 8 (hover). It has a +4 bonus to reflex and a +2 to all other defenses. The firelasher's square contains fire. You can give the firelasher the following special commands:

**Standard Action:** Close burst 1; targets each enemy in burst; Intelligence vs. Reflex; 2d10 + Intelligence modifier fire damage.

**Minor Action:** Ranged 5; targets one creature; Intelligence vs. Reflex; 3d10 + Intelligence modifier fire damage and pull 3.

**Opportunity Attack:** Melee 1; targets one creature; Intelligence vs. Reflex; Ongoing 15 fire (save ends).

### Living Whirlpool Elementalist (Water) Attack 25

*The circling waters of this huge elemental are as strong as the tide.*

**Daily • Elemental, Cold, Summoning**

**Minor Action** Ranged 5

**Effect:** You summon a Huge living whirlpool in an unoccupied space within range. It has no speed. It has a +4 bonus to all defenses. The living whirlpool's squares contain water. You can give the living whirlpool the following special commands:

**Minor Action:** Close burst 3; targets each enemy in burst; Intelligence vs. Fortitude; 4d8 + Intelligence modifier cold damage and slide 5. If you have combat advantage against the target, it is also stunned (save ends).

### The Thing Elementalist (Earth) Attack 25

*A creature consisting of huge granite pieces animated by unseen forces appears before you to strike at your attacker.*

**Daily • Elemental, Summoning**

**Immediate Interrupt** Ranged 5

**Trigger:** You are attacked by an enemy within range  
**Effect:** You summon a Large thing in an unoccupied space adjacent to the creature whose attack triggered this power. It has speed 6 and a +4 bonus to AC and Fortitude. You can give the thing the following special commands:

**Immediate Interrupt:** When you are attacked, the thing moves its speed and attacks; melee 1; Intelligence + Constitution vs. Fortitude; 3d8 + Intelligence modifier damage.

**Opportunity Attack:** Melee 1; Intelligence + Constitution vs. Fortitude; 3d8 + Intelligence modifier damage.

**Minor Action:** Melee 1; Intelligence vs. Fortitude; 2d8 + Intelligence modifier damage.

### Sylph Elementalist (Wind) Attack 25

*A small lithe thing of electric vapor is suddenly at your side.*

**Daily • Elemental, Lightning, Summoning, Thunder**

**Immediate Interrupt** Ranged 10

**Trigger:** One of your allies attacks an enemy with a melee attack. The sylph appears before the ally's attack is resolved.

**Effect:** You summon a Medium sylph in an unoccupied square within range. It has speed 7 and fly 8 (hover). The sylph has a +4 bonus to Reflex and a +2 to all other defenses. The sylph is able to flank with you and your allies. When flanking with the Sylph, you or your allies also deal 2d10 lightning damage on a hit. Enemies who begin their turns adjacent to the Sylph are dazed. You can give the Sylph the following special commands:

**Minor Action:** Melee 1; targets one creature; Intelligence vs. Reflex; 2d10 + Intelligence modifier lightning and thunder damage.

# ELEMENTALIST LEVEL 27

## ENCOUNTER FORCES

### Banish to Fire Elementalist (Fire) Attack 27

*You transport your hapless victim into the elemental plane of fire for just a moment of extreme pain.*

**Encounter • Elemental, Fire, Implement**

**Standard Action** Ranged 10

**Target:** One creature.

**Attack:** Intelligence vs. Will

**Hit:** 2d10 + Intelligence modifier fire damage, and stunned until the end of your next turn.

**Special:** The target's square contains fire until the end of your next turn.

**Fire:** Target is dazed until the end of your 2<sup>nd</sup> turn.

### Deluge Elementalist (Water) Attack 27

*You become water and spread yourself through the entire battlefield.*

**Encounter • Cold, Elemental, Implement**

**Standard Action** Close burst 5

**Target:** Each creature in burst.

**Attack:** Intelligence vs. Reflex

**Hit:** 2d10 + Intelligence modifier cold damage.

**Special:** The burst contains water until the end of your next turn.

**Water:** You may slide a number of creatures equal to your Constitution modifier 5 squares each.

### Upend Earth Elementalist (Earth) Attack 27

*You grab the earth beneath your enemies and bury them in it.*

**Encounter • Elemental, Implement**

**Standard Action** Close blast 3

**Target:** Each creature in blast

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d10 + Intelligence modifier damage, and the target is knocked prone.

**Earth:** Target takes a penalty equal to 2 + your Constitution modifier to AC and Reflex.

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**Storm Bolt**      **Elementalist (Wind) Attack 27**

*A storm swells and releases its pent up energy.*

**Encounter • Elemental, Implement, Lightning, Thunder**

**Standard Action**      **Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. Reflex

**Hit:** 3d10 + Intelligence modifier lightning damage, and you may make a secondary attack on the target

**Secondary Attack:** Intelligence vs. Fortitude

**Hit:** 2d10 + Intelligence modifier thunder damage, and knocked prone.

**Wind:** If both the primary and secondary attacks hit, the target is dazed.

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## ELEMENTALIST LEVEL 29 DAILY FORCES

**4****Become Flame**      **Elementalist (Fire) Attack 29**

*You are the element of fire.*

**Daily • Conjunction, Elemental, Fire**

**Minor Action**      **Personal**

**Effect:** You embody the element of fire until the end of the encounter. Any creature which ends its turn adjacent to you takes 2d6 fire damage. Your square contains fire. Once per round, as a standard action, you may attack one creature within 5 squares. You may not use other powers while this power is active. You may end this power on your turn as a free action.

**Attack:** Intelligence vs. Reflex

**Hit:** 3d10 + Intelligence modifier fire damage, and the target is dazed (save ends) and ongoing 10 fire (save ends).

**5****A****B****C****Liquid Avatar**      **Elementalist (Water) Attack 29**

*Your blood runs clear as you transform into a large liquid version of yourself.*

**Daily • Conjunction, Elemental, Cold**

**Minor Action**      **Personal**

**Effect:** You embody the element of water until the end of the encounter. Any creature which starts its turn adjacent to you grants combat advantage to all attacks until the end of its next turn. Your square contains water. Once per round, as a standard action, you may attack one creature within 5 squares. You may not use other powers while this power is active. You may end this power on your turn as a free action.

**Attack:** Intelligence vs. Fortitude

**Hit:** 4d10 + Intelligence modifier cold damage, and slide 5.

**Earthen beast****Elementalist (Earth) Attack 29**

*Your skin is darkens and becomes soil, your bones are stone, and your touch perpetuates your chosen element.*

**Daily • Conjunction, Elemental**

**Minor Action**      **Personal**

**Effect:** You embody the element of earth until the end of the encounter. Any creature which ends its turn adjacent to you takes a penalty to all saving throws equal to your Constitution modifier. Once per round, as a standard action, you may attack one creature within 5 squares. You may not use other powers while this power is active. You may end this power on your turn as a free action.

**Attack:** Intelligence vs. Will

**Hit:** 2d10 + Intelligence modifier damage, pull 3 and slowed (save ends).

**First failed save:** Immobilized (save ends).

**Second failed save:** Petrified (no save).

**Cloud of the Heavens****Elementalist (Wind) Attack 29**

*A living storm, you are as insubstantial as the wind and you cannot be harmed by mundane attacks.*

**Daily • Conjunction, Elemental**

**Minor Action**      **Personal**

**Effect:** You embody the element of wind until the end of the encounter. Any creature which ends its turn adjacent to you is deafened and blinded until the end of their next turn. You gain a fly speed of 8. Once per round, as a standard action, you may attack one creature within 5 squares. You may not use other powers while this power is active. You may end this power on your turn as a free action.

**Attack:** Intelligence vs. Reflex

**Hit:** 3d10 + Intelligence modifier thunder and lightning damage and stunned.



# ELEMENTALIST PARAGON PATHS

## ELEMENTAL SAVANT

“Searing tongues of fire, biting blasts of frost, roaring booms of thunder and crackling arcs of lightning, all of these and more are yours to command ... be careful they don't consume you.”

### Prerequisite: Elemental Master

The oldest practitioners of magic explored, manipulated, and controlled the natural elements. Cleansing fire, preserving cold, each of the elements had a role to play in the natural balance. As the mortal races grew more sophisticated in their understanding of the mystic arts, the fundamental elements were passed over by many for more arcane or esoteric paths. You, however, were not so foolish. Thanks to your journeys to the deepest of elemental places, and exposure to the rawest of elemental forces, you revel in the base elements. You embrace each element, and use their power to protect yourself and your allies, as well as to defeat your foes. You know that you must never lose your respect for these powerful forces, lest you are deprived of their powers.

## ELEMENTAL SAVANT PATH FEATURES

**Ad Mixture Action (11th level):** When you spend an action point to take an extra action, select one of the following keyword: Fire, Cold, Thunder, or Lightning. Any damage you deal this turn is considered the chosen keyword's damage.

**Insight of the Savant (11th level):** When make a monster knowledge check, if you successfully identify the name, type, and keywords of the monster you also learn any immunities, resistances or vulnerabilities it possesses to the following: Fire, Cold, Thunder or Lightning.

Additionally, you can use the Nature skill to make a monster knowledge check on creatures with the elemental keyword.

**Resilience of the Savant (16th level):** When you take damage that includes Fire, Cold, Thunder, or Lightning, you gain resist 5 + your Intelligence modifier to the type or types of damage taken until the end of your next turn as an immediate interrupt.

## ELEMENTAL SAVANT FORCES

### Frozen Flame

### Elemental Savant Attack 11

*You have studied the very essence of primordial fire, and learned to invert its basic nature. With a gesture of your hand, blue flames erupt to freeze your unsuspecting foes.*

**Encounter • Cold, Fire, Elemental, Implement**

**Standard Action Area Blast 3**

**Target:** Each creature in blast

**Attack:** Intelligence vs. Reflex

**Hit:** 2d10 + Intelligence modifier fire and cold damage.

**Special:** Targets hit by this attack that are immune fire or cold, or resist fire or cold, are immobilized.

### Hidden Weakness

### Elemental Savant Utility 12

*Your foe's attack exposes a weakness even he did not suspect. Now that you know it, you can exploit it.*

**Encounter • Elemental, Implement; Cold, Fire, Lightning or Thunder**

**Immediate Interrupt Area Burst 20**

**Trigger:** You are damaged by an attack.

**Target:** One enemy in burst which triggered this power.

**Effect:** Choose one of the following damage types: Fire, Cold, Thunder or Lightning. The target gains vulnerable 5 + your Intelligence modifier to the chosen damage type until the end of your next turn. If the target had resistance or immunity to the chosen damage type, it loses that resistance or immunity instead of gaining vulnerability.

### Elemental Vortex

### Elemental Savant Attack 20

*Your connection to the primordial energies of the universe allow you to bring them all to bear at once with mighty results.*

**Daily • Cold, Elemental, Fire, Implement, Lightning, Thunder, Zone**

**Standard Action Area Burst 1 within 20 Squares**

**Target:** Each creature in burst

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d10 + Intelligence modifier Fire, Cold, Acid, Thunder, and Lightning damage and ongoing 10 fire damage and dazed (save ends both conditions).

**Effect:** The burst creates a zone of swirling fog and smoke which is difficult terrain and grants concealment against any attacks originating within the effect until the end of your next turn. As a move action, you may move the zone up to 5 squares.

**Sustain Standard:** When you sustain this power, repeat the attack against all creatures in the zone.

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# FIRE TYRANT

*“Fire ... nothing burns as hot. When the time comes to choose your path, trust the warmth, follow the heat!”*

**Prerequisite:** Elemental Master, and lacks Floodtide Power

The first elemental masters are said to have honed their craft by firelight, so it was only natural that the first path they learned to walk was that of the Fire Tyrant. Walkers of the other powers believe this path’s name reveals the arrogance of its practitioners. The truth is just the opposite; Fire itself is the tyrant, and those who walk its path are but humble servants.



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## FIRE TYRANT PATH FEATURES

**Reach of Flame (11th level):** When you spend an action point to take an extra action, if that action is a ranged attack action with the fire keyword, increase the range of that attack power by 10 squares.

**Envoy of Flame (11th level):** You gain a +5 power bonus to any skill check involving a creature with the fire keyword or vulnerable to fire.

**Beyond the Flame (16th level):** When applying ongoing fire damage from your elemental master powers, any fire resistance or immunity possessed by the target is considered to be 0.

## FIRE TYRANT FORCES

### Roaring Inferno Fire Tyrant Attack 11

*Clapping your hands together, flame roars around your victim deafening him and those foolish enough to stand by him.*

**Encounter • Elemental, Fire, Implement**

**Standard Action Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. Reflex

**Hit:** 3d10 + Intelligence modifier fire damage.

**Effect:** The target and all adjacent creatures are deafened.

### Revealing Beacon Fire Tyrant Utility 12

*Your light burns away the darkness, your enemies revealed.*

**Encounter • Elemental, Implement**

**Standard Action Close Burst 10**

**Target:** Each enemy in burst

**Effect:** Until the end of your next turn, targets are not considered to have concealment or invisibility to you and your allies. In addition, all zones or conjurations with the illusion keyword in the burst are recognized as illusory until the end of your next turn.

### Baptism of Flame

**Fire Tyrant Attack 20**

*Through your dedication, you are able to grant a foe the greatest of gifts, to share bright burning flame with its allies!*

**Daily • Elemental, Fire, Implement**

**Standard Action Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. Reflex

**Hit:** 4d8 + Intelligence modifier fire damage and ongoing 5 fire damage (save ends).

**Effect:** Until the end of the encounter, any enemy that begins its turn adjacent to the target takes 10 fire damage.

## RIVER RUNNER

*“Swift and inexorable, the river can be diverted, but it cannot be stopped. Neither can I.”*

**Prerequisite:** Elemental Master, and lacks Immolate power.

Once their brothers and sisters had mastered fire for hearth and home, it was only natural that some Elemental Masters would seek to explore their world. Later on Wind Born would perfect mastery of the skies, but even before that, River Runners went out in search of adventure on the currents of streams and brooks. Difficult to pin down, and dangerous to get too close to, River Runners are explorers who have a knack for getting out of the trouble they find. Even so, it never hurts to have a few allies around just in case.



## RIVER RUNNER PATH FEATURES

**Frozen Spring (11th Level):** When you spend an action point to take an extra action, creatures adjacent to you are slowed and suffer a -2 penalty to opportunity attacks.

**Loose the River(11th Level):** You gain a +5 power bonus when you use the Athletics or Acrobatics skill to escape from restraints or from a grab.

**Stopped at the Source (16th Level):** A slowed enemy that begins its turn within 5 squares of you takes cold damage equal to your Constitution modifier.

## RIVER RUNNER FORCES

### Flash Flood

### River Runner Attack 11

*Suddenly there and then gone, the swelling river is full of surprises.*

**Encounter •Cold, Elemental, Implement**  
**Standard Action**                      **Close Blast 2**

**Target:** Each enemy in blast.

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d8 + Intelligence modifier cold damage and the targets are knocked prone as a blast of rushing water appears out of thin air and slams into them.

### Quick Freeze

### River Runner Utility 12

*You take advantage of their sluggish flocs to strike cold in their hearts.*

**Daily \* Cold, Elemental**  
**Minor Action**                      **Personal**

**Effect:** For the rest of the encounter, any creature that is slowed and adjacent to you grants combat advantage to you. In addition, you deal an extra 2d6 cold damage to creatures you hit when you have combat advantage against them.

### Frozen Prison

### River Runner Attack 20

*As your splayed fingers close into a fist, the very moisture in the air around your foes holds them fast and chills them to the bone.*

**Daily • Cold, Elemental, Implement**  
**Standard Action**                      **Area Burst 2** within 20 Squares

**Target:** Each creature in burst.

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d8 + Intelligence modifier cold damage and the target is restrained (save ends).

**Hit:** 2d8 + Intelligence modifier cold damage and the target is restrained (save ends).

## STONE WARDEN

*“The mountains of this world have always been, and will always be. So too will I be, come what may.”*

**Prerequisite: Elemental Master, and lacks Gale Force power.**

While other Elemental Masters tend to embrace the change effected by their elements, Stone Wardens embody the resilience and eternity of the earth itself. Stone Wardens aren't self-proclaimed guardians of the natural world any more than other elemental masters are. However, they do tend to be more thoughtful and contemplative than the passionate Fire Tyrants or the adventurous River Runners. Stone Wardens are as reliable and enduring as a mountain.

## STONE WARDEN PATH FEATURES

**Earth Blood (11th Level):** When you spend an action point to take an extra action, you or an ally within 5 squares may spend a healing surge as a free action.

**Rock Brother(11th Level):** You gain a +5 power bonus when you use the Athletics skill to climb a rock surface. In addition, you may subtract 30 feet from a fall before calculating damage as long as you fall on or from a rock surface.

**Roots of the Earth (16th Level):** When you knock a creature prone with an elemental master power, the creature must make a saving throw. If it fails, the creature is restrained until the end of your next turn.

## STONE WARDEN FORCES

### Rockslide

### Stone Warden Attack 11

*One blow after another, your fists rain down on foe after foe with the weight of the mountains.*

**Encounter • Elemental, Implement**  
**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d8 + Intelligence modifier and the target is dazed until the end of your next turn. Make a secondary attack.

**Secondary Target:** One creature adjacent to the first target.

**Secondary Attack:** Intelligence vs. Fortitude

**Hit:** 1d8 + Intelligence modifier and the target is knocked prone. Make a tertiary attack.

**Tertiary Target:** One creature adjacent to the secondary target.

**Tertiary Attack:** Intelligence vs. Fortitude

**Hit:** 1d8 + Intelligence modifier and slowed until the end of your next turn.

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## Open the Stone Gate Stone Warden Utility 12

Your affinity for stone can persuade it to open secret ways.

**Daily \* Elemental**

**Standard Action** Close burst 1

**Effect:** 1 square of solid rock appears as mist and becomes passable for you and your allies.

**Sustain Standard:** 1 square of solid rock, as long as it is adjacent to a square already transformed, appears as mist and becomes passable for you and your allies. Any square already transformed remains as mist for as long as this power is sustained. This power may be sustained until the end of the encounter or 5 minutes.

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## Quake of Fury Stone Warden Attack 20

Turning in a circle, you unleash the latent power that lies just beneath the surface.

**Daily • Elemental, Implement**

**Standard Action** Close Burst 2 Squares

**Target:** Each enemy in burst

**Attack:** Intelligence vs. Reflex

**Hit:** 3d10 + Intelligence modifier damage and the target is pushed a number of squares equal to 1 + your Constitution modifier.

**Miss:** Half damage and the target is pushed 1 square.

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## WIND BORN

*“You cannot see the wind, only its effects. I can see the wind, and its grandeur is so much greater than you can imagine.”*

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**Prerequisite:** Elemental Master, and lacks Churning Rock power.

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The last path to be walked by early Elemental Masters was that of the Wind Born. The first Wind Born were those who had grown frustrated by the boundaries of their craft. While the world and its waters had been conquered, the skies still beckoned. The first steps may have been stumbling, but in the end, the Wind Born mastered their airy realm.

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## WIND BORN PATH FEATURES

**Wind Born Action (11th Level):** When you spend an action point to take an extra action, you gain a fly speed equal to your normal speed until the end of your turn. At the end of your turn, you float down to the ground if you aren't already there.

**Breeze Blown Step (11th Level):** You can move across liquids, over snow drifts or on top of leaves and branches as though you were on solid ground. This ability provides you no protection from harmful effects of what you walk across, such as the heat of lava.

**Zephyr's Freedom (16th Level):** If you are restrained, slowed or immobilized, you may make a saving throw to end these conditions at the start of your turn instead of at the end.

## WIND BORN FORCES

### Surge of Sparks

### Wind Born Attack 11

A storm of electricity rains down among your foes, disrupting their coordination and their aim.

**Encounter \* Elemental, Implement, Lightning**

**Standard Action** Area burst 1 within 10 squares

**Target:** Each creature in burst

**Attack:** Intelligence vs. Reflex

**Hit:** 2d10 + Intelligence modifier lightning damage and the target suffers a -2 penalty to all attacks until the end of your next turn.

### Spirits of the Air

### Wind Born Utility 12

The winds answer your call when an ally is in danger.

**Encounter • Elemental, Implement**

**Free Action** Ranged 20

**Target:** One ally

**Effect:** The target gains a fly speed equal to its normal speed until the end of your next turn, at which point the target floats to the ground without taking falling damage.

### Wrath of the Storm

### Wind Born Attack 20

The sky is your domain, your foes are not welcome there.

**Daily • Elemental, Implement, Lightning, Thunder**

**Standard Action** Ranged 20

**Target:** One creature

**Attack:** Intelligence vs. Reflex

**Hit:** 3d8 + Intelligence modifier thunder and lightning damage.

**Miss:** Half damage.

**Special:** If the target is flying, it is slowed (save ends).

**Effect:** You gain a fly speed equal to your normal speed until the end of the encounter.





# GENERAL PARAGON PATHS

## THE GRIFTER

*“Hello, hello. Allow me to introduce myself; I am ... whoever you need me to be. Now, what is the job?”*

**Prerequisite:** Trained in Bluff and Insight.

Not every problem is best solved with the swing of a war hammer. To too many adventures though every challenge looks like a nail. You view things a little differently. Some times a dash of subtly and finesse can spare you and your allies a great deal of violence. This is not to suggest that you are unable to defend yourself. You are quite capable when the need arises; though even then you really on disorienting and undermining your foes, leaving the hammering to your big strong allies.

## GRIFTER PATH FEATURES

**Conning Action (11th level):** As a free action you may spend an action point to cancel a failed Bluff, Diplomacy or, Intimidate check made by you or one of your allies.

**Silver Tongue (11th level):** When an ally uses Diplomacy or Intimidate you may use Bluff for a related aid another action. In addition, others suffer a -5 penalty to their Insight checks in order to penetrate your disguises.

**Little White Lies (16th level):** You may take ten on Bluff checks during encounters or when otherwise distracted. You must decide whether to roll or to take 10 before the DM tells you whether you succeed or fail.

## GRIFTER EXPLOITS

### Disorienting Strike Grifter Attack 11

*Your flamboyant assault temporarily robs your foe of his greatest techniques.*

**Encounter • Martial**

**Standard Action** **Melee Weapon**

**Target:** One creature.

**Attack:** Dexterity or Charisma vs. Will.

**Hit:** 1[w] + Dexterity or Charisma modifier damage.

**Effect:** The target can only use at-will powers and is dazed until the end of its next turn.



### Going So Soon?

### Grifter Utility 12

*A moment's hesitation and all is lost. Your innocent question is all the moment you need.*

**Encounter • Martial  
Immediate Interrupt**

**Close Burst 10**

**Target:** One creature in Burst.

**Trigger:** An enemy within range attempts to shift or use a power that allows them to shift.

**Effect:** The target is not able to shift until the start of its next turn.

### Dazzling Strike

### Grifter Attack 20

*Carelessly, your foe telegraphs his next move. After your well-placed blow, he won't even remember what he was trying to do.*

**Encounter • Martial**

**Immediate Reaction** **Melee Weapon**

**Target:** One creature.

**Trigger:** An enemy within reach uses an encounter power or a power that allows a roll to recharge it.

**Attack:** Dexterity or Charisma vs. Will

**Hit:** 3[w] + Dexterity or Charisma modifier damage.

**Effect:** The power has no effect. If the power normally recharges on a die roll, the target no longer rolls to recharge this power.

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# THE GUNSLINGER

*"Right now, yer trying to puzzle it out. Can you move faster than a bullet fired from this here gun? Unlikely."*

**Prerequisite:** Proficient with a firearm

Firearms are far from common in Scarrport. They are expensive, difficult to maintain and require special training. Through whatever means, you have not only acquired one, you have dedicated yourself perfecting its use as a deadly weapon. As a fencer handles his rapier with lethal accuracy, you manipulate your firearm with terrifying precision.

Every accessory to your profession is painstakingly crafted; from the holster holding your weapon at rest, to the oilcloth you rub its metalwork with every night. You walk slowly forward, your hands appearing relaxed at your side, but your enemies know they are a quick flick of your wrist away from death.

## GUNSLINGER PATH FEATURES

**Firearm Mastery (11th level):** You specialize in the use of firearms. Choose one of the following benefits:

- **Dual Pistols:** You may wield a one handed firearm in your off hand in addition to your main hand. You may still only attack once per standard action, unless a power allows you to attack more than once, but you effectively double your shot capacity.

- **Rifleman's Focus:** If you spend a move action to focus on your target, and you do not move from the square in which you started the turn, add a +2 bonus to the next attack made with a two handed firearm this turn.

**Reloading Action (11th level):** When you spend an action point to take an extra action, you may load your firearm this turn as a free action.

**Shoot Them While they're Down (16th level):** Prone opponents grant combat advantage against your ranged attacks.

## GUNSLINGER EXPLOITS

### Shoot From The Hip Gunslinger Attack 11

*You are faster on the draw than any damned gremlin, that's for sure.*

**Encounter • Martial, Weapon**

**Immediate Interrupt** **Ranged** weapon

**Requirement:** You must be wielding a firearm.

**Trigger:** You or an ally is attacked by a creature.

**Target:** The attacking creature.

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage and the target takes a penalty to the triggering attack roll equal to your Dexterity modifier.

**Special:** If the attacker is using a firearm, it takes a penalty equal to the triggering attack roll equal to 5 + your Dexterity modifier.



### I Wouldn't...

### Gunslinger Utility 16

*"If I were you, I would think about the consequences of your actions," you smirk as you casually rub the wooden handle...*

**Daily • Martial**

**Minor Action**

**Personal**

**Effect:** Choose Diplomacy or Intimidate. Until the end of the encounter, you gain a +5 bonus to your chosen skill and a +2 bonus to your Will defense.

### Shot on the Run

### Gunslinger Attack 20

*Running and gunning, that's the way to prove you've got sand.*

**Daily • Martial, Weapon**

**Standard Action**

**Ranged** weapon

**Requirement:** You must be wielding a firearm.

**Target:** One creature

**Special:** You may move up to your speed and make the attack at any time before, after, or during this move.

**Attack:** Dexterity vs. AC

**Hit:** 5[W] + Dexterity modifier damage.

**Miss:** Half damage.

# THIEF CATCHER

*"I'm afraid this is the end of the line, friend. You can give it up or you can fight, but I'll bring your body in all the same."*

## Prerequisite: Rogue Class.

You've gone good. That's what they whisper behind your back as you stride into the dark taproom. They don't know why you turned, and neither do you, exactly. All you do know is that the sweat-pumping thrill of chasing down dirty thieves is infinitely greater than being a dirty thief yourself. The red watch tolerates you, because you bring in the worst of the criminal underworld, but you feel above those draconian fools. To catch a thief, you have to think like one. To survive once you find one, you have to be tougher than even the most despicable killer...

And there's no one tougher than you.

## THIEF CATCHER PATH FEATURES

**Thief Catcher Action (11th level):** When an enemy makes an attack while you grant combat advantage, you may spend an action point as an immediate interrupt to no longer grant combat advantage for that attack.

**Investigator (11th level):** You gain a +2 bonus to Insight, Perception, and Streetwise checks.

**Out of Luck (16th level):** When you score a critical hit, the target loses one action point. If the target does not possess any action points when you score a critical hit, then it is dazed until the end of your next turn in addition to any effects your powers may have.

## THIEF CATCHER EXPLOITS

### Prevent Mobility **Thief Catcher Attack 11**

*Any catcher worth his salt knows that their only way to stop a thief is to keep him still.*

#### Encounter • Martial, Weapon

**Standard Action** **Melee weapon**

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage and the target is slowed and cannot shift until the end of your next turn. Make a secondary attack.

**Secondary Attack:** Strength vs. Fortitude

**Hit:** Target is restrained until the end of your next turn.

### Blunt Daggers

### Thief Catcher Attack 20

*Take away their best offense with an iron shearing swing and the little buggers run for the hills.*

#### Daily • Martial, Weapon

**Standard Action** **Melee weapon**

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 4[W] + Dexterity modifier damage, and the target takes a -2 penalty to all melee attacks (save ends).

**Miss:** Half damage and the target takes a -1 penalty to all melee attacks until the end of your next turn.

**Special:** If the target is using a dagger, he takes a penalty to all of his attack rolls with daggers equal to your Strength modifier until the end of the encounter.

### Eyes In The Back of Your Head **Thief Catcher Utility 16**

*A lifetime of dealing with these people has made you wary of being surrounded.*

#### Daily • Martial

**Minor Action** **Personal**

**Effect:** Until the end of the encounter, you do not grant combat advantage when flanked.



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# EPIC DESTINIES

## MASTER OF THE PRIMORDIAL

*You are the chosen one, the individual destined to master the forces of nature and to free them from their bonds.*

**Prerequisite:** 21st level, elementalist

1

The prophecies are true. Aeons ago, when the world was new and man lived in fear of the elements, stories were told of one who would come to master them all. You are that one. You have been called many names; the manipulator of flame, the wind-tamer and earth-crumpler, the river's heart and storm lord. You conjure ice and rock where there was none, and flee danger on wind's wings to rain fire on your foes.

2

3

The natural world supplies you with power, but you are also beholden to the elements. Cultures and nations subvert nature's claim on the land, blowing apart mountains to build roads or diverting rivers to grow too much grain. These travesties enrage you, as they are thwarting the natural order. You abhor nothing more than the presence of undeath, disease and lycanthropy, the unnatural byproducts of arcane and necromantic experiments. You are called, not to simply control the elements, but also to bring back their dominance in this land.

4

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### NATURE NEVER DIES

Elementalists reach immortality by embodying the natural world. Here is one example of how this event might happen to your character:

B

**Elemental Manifestation:** Bringing each of the aspects of the elements to dominance in this world as your final quest, you take a deserved victory flight across the ether.

C

Alone and gazing upon the landscape, a notion strikes and you raise your hands. At your signal, mountains rise, hot rock thrusting from the below the crust. You carefully divert a river to cool the molten stone and vast clouds spring up. Hovering above the horizon, you meticulously sculpt the land into a great design. Time marches on as you toil; you have long given up the needs of food or nourishment. Your only sustenance is the greatness of your art.

When you have finished, and are flying dangerously high, you realize that perhaps you are the only being capable of viewing your immortal masterpiece. You shrug; it doesn't matter, and swoop down to alight on the rock promontory which resembles your brow. Arms aloft, your body shifts and changes, arm becomes water and runs to join the rivers, leg burns bright, its smoke mingling into the wind. Your body becomes Wind, Earth, Water and Fire as your immortal soul inhabits the massive sculpture of your likeness which you've spent aeons carving into the very landscape.

## MASTER OF THE PRIMORDIAL FEATURES

All masters of the primordial have the following class features.

**Shifting Elements (21st level):** Any fire, cold or thunder damage you or your summoned creatures deal becomes all three damage types.

**Elemental Travel (24th level):** Once per day, during a short rest, you may embody the element of your choice and travel to any location on the world of your birth. You travel through the earth's crust, the sky or the waterways at a speed up to 500 miles per hour. During this travel, you may not attack or be attacked. Using elemental travel expends your entire encounter and daily powers and you must take an extended rest to regain them. You can choose to be accompanied by a number of creatures equal to 3 + your Intelligence modifier. These creatures do not expend their powers by traveling with you but they must spend 2 healing surges or take that value of damage when they arrive at their destination.

**Devastating Elements (30th level):** When you use a power with the elemental keyword, you score a critical hit on a 19 or 20.

## NEW PRIMORDIAL POWER

**Absorb the Elements** Master of the Primordial Utility 26

*The primordial elements are your life's essence.*

**Daily • Elemental, Healing**

**Minor Action**

**Personal**

**Effect:** Until the end of the encounter, when you take fire, cold or thunder damage, you do not take any damage and regain hit points equal to the amount of damage you would have taken.



## NEW PRIMORDIAL

*The old primordial fought and lost their war with the gods. What could they have accomplished if not for that fruitless war? That is for you to decide!*

**Prerequisite:** 21st level; Elementalist

As a New Primordial, you are a member of one of the mortal races walking the path that will lead to you to take your place as a lord and embodiments of the elemental chaos. As you soar along this path, you leave your original home far behind you. With each passing day, you spend more and more time out among the varied planes, returning each night to your stronghold in the elemental chaos.

You journey not simply for power or wealth, as such concerns are beneath you now. Rather, you are seeking to learn as much as you can of the ancient primordials, their goals, successes, and mistakes. The time is rapidly approaching when you will need to stand alongside these beings. When that time comes, you must be ready to carry all of the responsibilities of your new place in the universe.

## IMMORTALITY

Though not gods, full-fledged primordials are none the less immortal. Once you have learned all that you need know, and completed your final quest, you will be a true primordial. New, yes, but a being powerful beyond mere mortal comprehension, both ruler and representation of the Elemental chaos. As a Primordial, your concerns and responsibilities transcend anything you understood as a mere mortal. First, you will need to find and establish your place in the greater order. Then you can see about changing that order.

## NEW PRIMORDIAL FEATURES

All new primordials have the following class features.

**Primal Realm (21st level):** Your connection to primordial forces grants you an elemental realm within the Chaos. Like all of the Elemental Chaos, this realm is unstable. This realm contains a permanent stronghold of your design. Within your stronghold is a permanent teleportation circle whose sequence you know automatically. You can use the Planar Portal ritual to open a portal to your stronghold's circle even if you do not otherwise have access to this ritual.

**Primal Restoration (24th level):** Once per day, when you would normally die, instead you and all of your belongings erupt into a vortex of elemental energy and teleport to your primal realm stronghold, where you reappear with hit points equal to your bloodied value.

**Primal Rule: (30th level):** Your elemental realm becomes divinely mutable with you as the being who owns the plane.

## NEW PRIMORDIAL POWER

**Primal Projection**      **New Primordial Utility 26**

*As light through a prism, you amplify the natural weaknesses of your foes.*

**Daily**

**Minor action**

**Close burst 10**

**Target:** all enemies in burst

**Effect:** Until the end of the encounter, each target's natural vulnerabilities are increased by 5. Creatures without a natural vulnerability are dazed (save ends).

## NEW FEATS

The following section provides you with new feats for use in your game.

### HEROIC TIER

Any feat in the following section is available to a character of any level who meets the prerequisites. Except for multiclass feats, heroic tier feats are the only feats you can take if you are 10th level or lower.

### EXTENDED ELEMENTAL CONNECTION [ELEMENTALIST]

**Prerequisite:** Elementalist

**Benefit:** If you are a fire mage or a wave lancer, you must be within 10 squares of your element to receive the increased bonus to your elemental damage. If you are an earth turner or wind caller, once per encounter you may apply the increased bonus to your elemental damage if you have met the necessary condition in the previous turn.

### EMPOWERED ELEMENTAL CONNECTION [ELEMENTALIST]

**Prerequisite:** Elementalist, Con 15

**Benefit:** When you apply your elemental damage and your elemental bond's conditions met, the bonus damage increases by 1.

At 11th level, this bonus increases to +2. At 21st level, it increases to +3.

### IMPLEMENT RECHARGE [ELEMENTALIST]

**Prerequisite:** Elementalist, Int 15

**Benefit:** When you score a critical hit using a power with the implement keyword, you regain the use of your implement ability if you have already used it during this encounter.

### ROGUE GUN

**Prerequisite:** Rogue

**Benefit:** Ranged weapon powers which normally require a crossbow or a sling can be used with a firearm with which you are proficient.

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## PARAGON TIER

Any feat in the following section is available to a character of 11th level or higher who meets the prerequisites.

### SUMMONING PROFICIENCY [ELEMENTALIST]

**Prerequisite:** Elementalist, Int 17

**Benefit:** When you make an attack roll with a creature summoned with an elemental power, you add the enhancement bonus of the implement you are currently wielding.

1

### FOCUS OF WIND [ELEMENTALIST]

**Prerequisite:** Elementalist, Dex 17

**Benefit:** When you are able to fly due to an elemental power, you are able to fly 1 additional square before landing or crashing. If you are granted a fly speed, it increases by 1.

2

### EARTH ARMOR [ELEMENTALIST]

**Prerequisite:** Elementalist, Con 17

**Benefit:** When you do not take a move action to move from your square, you gain a +1 feat bonus to AC and Fortitude defense until the end of your next turn.

3

4

### FLOWING WATER [ELEMENTALIST]

**Prerequisite:** Elementalist, Con 17

**Benefit:** For the purposes of flanking, you may be considered to be in any square adjacent to the square you currently occupy.

5

A

### FLICKERING FLAME [ELEMENTALIST]

**Prerequisite:** Elementalist, Dex 17

**Benefit:** When you are within 5 squares of fire, you gain a +1 feat bonus to your Reflex and Will defenses until the end of your next turn.

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## FEATS

HEROIC TIER		
EXTENDED ELEMENTAL CONNECTION	Elementalist	Bonus to elemental damage
EMPOWERED ELEMENTAL CONNECTION	Elementalist, Con 15	Increased bonus to elemental damage
IMPLEMENT RECHARGE	Elementalist, Int 15	Implement ability recharges on critical hit
ROGUE GUN	Rogue	Rogue ranged powers useable with gun
PARAGON TIER		
SUMMONING PROFICIENCY	Elementalist, Int 17	Enhancement bonus added to attack powers
FOCUS OF WIND	Elementalist, Dex 17	Fly additional square
EARTH ARMOR	Elementalist, Con 17	+1 feat bonus to AC and Fortitude
FLOWING WATER	Elementalist, Con 17	enhanced flanking range
FLICKERING FLAME	Elementalist, Dex 17	+1 feat bonus to Reflex and Will defenses
QUICK LOADING	Proficiency with firearm, Dexterity 17	reload takes minor action
QUICK COCK	Proficiency with firearm, Dexterity 19	readying next shot is free action
EPIC TIER		
TWICE INFLICTED	Elementalist, Int 21	Elemental damage applied to 2 targets
OVERPOWER RESISTANCE	Elementalist, Int 21	target's resistances are lowered

## QUICK LOADING

**Prerequisite:** Proficiency with firearm, Dexterity 17

**Benefit:** Resetting the shot count of a firearm with which you are proficient takes a minor action instead of a standard action.

## HAIR TRIGGER

**Prerequisite:** Proficiency with firearm, Dexterity 19

**Benefit:** Readyng the next shot with a firearm with which you are proficient takes a free action instead of a minor action.

## EPIC TIER

Any feat in the following section is available to a character of 21st level or higher who meets the prerequisites.

### TWICE INFLICTED [ELEMENTALIST]

**Prerequisite:** Elementalist, Int 21

**Benefit:** When one of your attacks damages more than one creature, you may apply elemental damage from your elemental connection class feature to two creatures of your choice.

### OVERPOWER RESISTANCE [ELEMENTALIST]

**Prerequisite:** Elementalist, Int 21

**Benefit:** Treat your target's resist fire, cold or thunder as 10 fewer than normal when determining damage for your attacks.



## CHAPTER FOUR: EQUIPMENT

Scarrport is home to items found nowhere else in the realms including rare handguns worn by deadly gunslingers, fiery explosives, wondrous magic items and bizarre automatons. This chapter takes a closer look at some of the items your heroes might find while staying in the city of secrets.

### HOLY SYMBOLS

“Gods of the Shroud material is ©2008 One Bad Egg, LLC and is used with permission, <http://www.onebadegg.com/egg/gods>.”

The faithful of Scarrport worship many gods. In their hands, these items draw down the power of the deities they worship. The following items are useable by any class which uses a holy symbol as an implement.

#### Blinding Symbol (+1 to +6)

Level 5+

*The Pale Wanderer's light shines through this burnished copper symbol.*

Lvl 5 +1	1,000 gp	Lvl 20 +4	125,000 gp
Lvl 10 +2	5,000 gp	Lvl 25 +5	625,000 gp
Lvl 15 +3	25,000 gp	Lvl 30 +6	3,125,000 gp

**Implement:** Holy Symbol

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 radiant damage per plus.

**Power (Daily):** Free Action. Activate when you use a power with the radiant keyword. In addition to any damage or effects of the power, targets hit with this power are blinded (save ends).

#### Mouth of the The Silent Maw (+1 to +6)

Level 5+

*The Silent Maw's primal mouth is irresistible.*

Lvl 5 +1	1,000 gp	Lvl 20 +4	125,000 gp
Lvl 10 +2	5,000 gp	Lvl 25 +5	625,000 gp
Lvl 15 +3	25,000 gp	Lvl 30 +6	3,125,000 gp

**Implement:** Holy Symbol

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 damage per plus.

**Property:** You gain a +1 bonus to Arcana, History, Nature and Religion checks.

**Power (Daily):** Standard Action. All creatures within 5 squares of you must make a saving throw. If they fail they are pulled 1 square per plus.



**The Walker in Mist's Discord (+1 to +6)****Level 5+**

*This wooden symbol is etched with a childish depiction of a lover's quarrel.*

Lvl 5 +1 1,000 gp	Lvl 20 +4 125,000 gp
Lvl 10 +2 5,000 gp	Lvl 25 +5 625,000 gp
Lvl 15 +3 25,000 gp	Lvl 30 +6 3,125,000 gp

**Implement:** Holy Symbol**Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 psychic damage per plus, +1d12 if the target is dazed or stunned.**Property:** You gain a +1 bonus per plus to damage against a dazed or stunned target when you hit with an attack made with this symbol.**1****2****3****4****5****A****B****C****Symbol of the Storm (+1 to +6)****Level 3+**

*Each Symbol of the Storm is blessed by the reigning High Priest of The Torchbearer once a year at the Summer start festival on the Walk of the Gods.*

Lvl 3 +1 680 gp	Lvl 18 +4 85,000 gp
Lvl 8 +2 3,400 gp	Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp	Lvl 28 +6 2,125,000 gp

**Implement:** Holy Symbol**Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 thunder damage per plus**Power (Daily):** Free Action. Activate when you use a power with the thunder keyword. Deal an extra 1d10 thunder damage.**Level 13 or 18:** 2d10 extra damage.**Level 23 or 28:** 3d10 extra damage.**Symbol of Rebirth (+2 to +6)****Level 9+**

*Blessed by the Bone Witch, this symbol is crafted from reeds, bark and bone.*

Lvl 9 +2 4,200 gp	Lvl 24 +5 525,000 gp
Lvl 14 +3 21,000 gp	Lvl 29 +6 2,625,000 gp
Lvl 19 +4 105,000 gp	

**Implement:** Holy Symbol**Enhancement:** Attack rolls and damage rolls**Critical:** +1d8 damage per plus**Power (Daily):** Immediate Reaction. Activate when an ally within 5 is dropped to 0 hit points or below. The ally regains hit points as if they had spent a healing surge.**Hand of the Umbral Claw (+2 to +6)****Level 9+**

*This grotesque, mangled hand strike fear in the heart of the unworthy foe.*

Lvl 9 +2 4,200 gp	Lvl 24 +5 525,000 gp
Lvl 14 +3 21,000 gp	Lvl 29 +6 2,625,000 gp
Lvl 19 +4 105,000 gp	

**Implement:** Holy Symbol**Enhancement:** Attack rolls and damage rolls**Critical:** +1d8 damage per plus**Power (Daily):** Free Action. Activate when you use your channel divinity power. Your opponent is stunned until the end of your next turn.

# WEAPONS

The ghodon and gremlin weapon smiths of Scarrport are widely regarded as some of the best in the known realms. People from all over come to purchase these exquisite items. The weapons listed below are but a sampling of the quality items you'll find in the city of secrets.

**Hammer of Otiesh (+1 to +6)****Level 4+**

*The Gremlin-maker resides beneath the surface, tinkering, tinkering.*

Lvl 4 +1 840 gp	Lvl 19 +4 105,000 gp
Lvl 9 +2 4,200 gp	Lvl 24 +5 525,000 gp
Lvl 14 +3 21,000 gp	Lvl 29 +6 2,625,000 gp

**Weapon:** Hammer, Mace, Pick**Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 damage per plus**Property:** You gain a +1 per plus item bonus to Dungeoneering checks.**Power (Daily):** Minor Action. You repair an object as per the Make Whole ritual (For more information on the Make Whole Ritual, see the DND 4th edition Players handbook).**Special:** A hammer of Otiesh can be used as a holy symbol. It adds its enhancement bonus to attack rolls and damage rolls when used in this manner. You do not gain your weapon proficiency bonus to an attack roll when using a holy avenger as an implement.**Giant Stick (+1 to +6)****Level 2+**

*The ghodon are not known for their workmanship with made tools, but they have practiced the art of war for centuries.*

Lvl 2 +1 520 gp	Lvl 17 +4 65,000 gp
Lvl 7 +2 2,600 gp	Lvl 22 +5 325,000 gp
Lvl 12 +3 13,000 gp	Lvl 27 +6 1,625,000 gp

**Weapon:** Mace, Staff**Enhancement:** Attack rolls and damage rolls**Critical Hit:** +1d6 damage per plus, +1d10 if wielded by a ghodon or a creature larger than medium.**Power (Daily):** Immediate Reaction. Activate when you are missed by a melee attack. Make a basic melee attack against the attacker. If you hit, add 1d6 per plus to the damage roll.**Loyal Brother's Blade (+2 to +6)****Level 8+**

*This finely crafted blade has the ability to sap the victim's fight from him so that you can deal the final blow.*

Lvl 8 +2 3,400 gp	Lvl 18 +4 85,000 gp
Lvl 13 +3 17,000 gp	Lvl 23 +5 425,000 gp
Lvl 18 +4 85,000 gp	Lvl 28 +6 2,125,000 gp

**Weapon:** Light Blade, Heavy Blade**Enhancement:** Attack rolls and damage rolls**Critical Hit:** +1d6 damage per plus, +1d10 if you have combat advantage.**Power (Daily):** Free Action. Activate when you use your sneak attack class feature. In addition to the damage or conditions inflicted by your attack, the target is stunned until the end of his next turn and knocked prone.

**Reaver Blade (+1 to +6) Level 3+**

*The Bone Witch demands that you be at the forefront of every battle, no matter the cost to her servants.*

Lvl 3 +1 680 gp	Lvl 18 +4 85,000 gp
Lvl 8 +2 3,400 gp	Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp	Lvl 28 +6 2,125,000 gp

**Weapon:** Light Blade, Heavy Blade, Spear

**Enhancement:** Attack rolls and damage rolls

**Critical Hit:** +1d8 damage per plus.

**Power (Encounter):** Free Action. Activate when you charge. You gain a +2 bonus to your speed on the charge and a +1 bonus to the attack made during the charge. You suffer a -1 penalty to all defenses until the end of your next turn.

**Special:** A reaver blade can be used as a holy symbol. It adds its enhancement bonus to attack rolls and damage rolls and the bonus to speed and damage granted by its property (if applicable) when used in this manner.

**Runed Stone Weapon (+5 to +6) Level 24+**

*The stone weapon is carved with runes which match the ancient carvings and statues scattered around Scarrport. When in the presence of the weapon, you unmistakably smell burnt dog hair.*

Lvl 24 +5 525,000 gp	Lvl 29 +6 2,625,000 gp
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**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, +1d10 when in stone dog form (see below).

**Power (Daily):** Minor Action. You transform into a were-dog for five minutes or until the end of the encounter. You gain a +2 bonus to all defenses, a +2 bonus to speed and +5 bonus to Athletics checks. All of your equipment is melded with you and continues functioning. You may only attack with a basic attack, using the Runed Stone Weapon. You may not spend healing surges, unless from your Second Wind power. You may dismiss this effect with a standard action.

## ARMOR

You'll find a wide variety of armor in Scarrport, some sets as bizarre as the people who made them.

**Evasion Armor (+2 to +6) Level 9+**

*The wearer of this armor always seems to be in the right place at the wrong time.*

Lvl 9 +2 4,200 gp	Lvl 24 +5 525,000 gp
Lvl 14 +3 21,000 gp	Lvl 29 +6 2,625,000 gp
Lvl 19 +4 105,000 gp	

**Armor:** Leather, Hide

**Enhancement:** AC

**Power (Daily):** Immediate Interrupt. Activate when you would be damaged from a missed attack. That attack deals no damage.

**Gremlin Armor (+3 to +6) Level 13+**

*The gremlin strapped himself into the armor suit, which seemed to double his size.*

Lvl 13 +3 17,000 gp	Lvl 23 +5 425,000 gp
Lvl 18 +4 85,000 gp	Lvl 28 +6 2,125,000 gp

**Armor:** Scale, Plate

**Enhancement:** AC

**Property:** If you are small sized, this armor increases your size to medium. If you medium-sized or larger, your size does not increase.

**Power (Daily):** Minor Action. Your speed increases by 2 until the end of your next turn.

**Power (Daily):** Minor Action. Your AC and Reflex defense increase by 2 until the end of your next turn.

**Power (Daily):** Move Action. You fly up to your speed. If you do not land on solid ground at the end of this move, you float harmlessly to the ground.

**Special:** You may only use one of this item's daily powers in the heroic tier, two in the paragon tier and all three in the epic tier. The maximum number of daily item powers you may use in a day and the frequency with which you may use item daily powers is unchanged.

**Stinkpot Armor (+2 to +6) Level 9+**

*Sometimes the stench surrounding that rogue isn't from lack of bathing, although that certainly doesn't help.*

Lvl 9 +2 4,200 gp	Lvl 24 +5 525,000 gp
Lvl 14 +3 21,000 gp	Lvl 29 +6 2,625,000 gp
Lvl 19 +4 105,000 gp	

**Armor:** Leather, Hide

**Enhancement:** AC

**Power (Daily):** Minor Action. Make a close burst 1 attack Dexterity v. Fortitude. Targets hit by this attack grant combat advantage until the end of your next turn.



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**Transparent Robe (+2 to +6)****Level 8+**

*A perverted wizard claimed to enchant this robe for his wife, but she used it to seduce his rival and leave her husband behind.*

Lvl 18 +4 85,000 gp

Lvl 8 +2 3,400 gp

Lvl 13 +3 17,000 gp

Lvl 23 +5 425,000 gp

Lvl 28 +6 2,125,000 gp

**Armor:** Cloth**Enhancement:** AC**Property:** You gain +2 to Diplomacy checks made against members of your race of the opposite sex**Power (Daily):** Immediate Interrupt. Roll Charisma vs. Will when an opponent makes an attack against you. If you succeed, the opponent cannot make an attack that targets you until the end of your next turn.

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**Robe of Thunderbolts (+3 to +6)****Level 13+**

*The fabric of this robe shimmers and flickers with sparks running along its surface.*

Lvl 13 +3 17,000 gp

Lvl 18 +4 85,000 gp

Lvl 23 +5 425,000 gp

Lvl 28 +6 2,125,000 gp

**Armor:** Cloth**Enhancement:** AC**Property:** Any creature that hits you with a melee attack takes 5 electricity damage.**Wave lancer's Armor (+1 to +6)****Level 3+**

*It seemed as if the water dancer was wreathed in pure liquid.*

Lvl 3 +1 680 gp

Lvl 8 +2 3,400 gp

Lvl 13 +3 17,000 gp

Lvl 18 +4 85,000 gp

Lvl 23 +5 425,000 gp

Lvl 28 +6 2,125,000 gp

**Armor:** Cloth, Leather, Hide**Enhancement:** AC**Power (Daily):** Minor Action. Roll Intelligence vs. Fortitude against all adjacent creatures. If you succeed, the targets are slowed until the end of your next turn. The adjacent squares contain water until the end of your next turn.**Fluttering Armor (+1 to +6)****Level 3+**

*A mass of flapping wings covers this otherwise mundane armor.*

Lvl 3 +1 680 gp

Lvl 8 +2 3,400 gp

Lvl 13 +3 17,000 gp

Lvl 18 +4 85,000 gp

Lvl 23 +5 425,000 gp

Lvl 28 +6 2,125,000 gp

**Armor:** Cloth, Leather, Hide**Enhancement:** AC**Power (Daily):** Move Action. You can fly a number of squares equal to your speed. At the end of your turn, you float down to the ground if you haven't already landed.

## FIREARMS

Babel Springstep was the first to introduce a weapon that used small explosions to propel projectiles into an opponent at great distances. At first, his weapons were unpredictable and difficult to aim, but experimentation in the Craftwerks with different sized tubes and strange new propellants have resulted in a weapon that can be effective in the chaos of the battlefield.

Watching children twist a ball while throwing it gave Babel Springstep a vital clue to providing the accuracy necessary and his rifled barrels are highly sought after. One day the crafty gremlin would like to mass-produce these weapons in his factories, but for now, each pistol needs to be handmade.

Each firearm is a superior weapon and, therefore, a character needs to take the Weapon Proficiency feat in order to be proficient with them.

Loading the firearms with bullets, however, is still a tedious affair and takes several moments away from contending with the foe. Only the most accomplished duelists have learned to reload their firearms quickly. These adventurers are, oddly enough, also some of the only individuals able to afford the expensive firearms.

All firearms can be used with a basic ranged attack. Pistols and rifles can be used with any ranged weapon power, but, unless specifically noted, shotguns cannot. All firearms have a set number of shots that can be fired before reloading is necessary.

The Shot Weapon property reflects this, whereas Shot 6 means that six standard actions can be used to fire the weapon, regardless of hit or miss. Shooting multiple targets with a blast or burst power does not affect the number of standard actions available. When there are no more shots left in the firearm, a standard action must be spent loading the weapon. This resets the number of available standard action shots. A firearm can be reloaded as many times as necessary as long as there is ammunition available.

The Reload Weapon property for firearms refers to readying the weapon to fire again. This represents cocking the hammer, if the pistol is a single action, or clearing the chamber for shotguns or rifles.

Firearms may not be enchanted with magic item properties, but they can be crafted with an inherent enhancement bonus. For example, you cannot buy or craft a Thunderburst Springstep Pistol, but you can buy or craft a Springstep Pistol +5 for 625,000 gp.

Ammunition for pistols, rifles and shotguns are different and more expensive than arrows or bolts. There is no special ammunition that can impart higher damage. Firearms require special tools, brushes and oils to load and maintain the weapon. Any extended rest in which you do not have access to a firearm kit; you have cumulative -1 penalty to hit with the weapon.

### Single-Action Pistol (+1 to +6) Level 3+

The brushed steel of this weapon has a dull gleam which can terrify your opponents.

Lvl 3 +1 680 gp	Lvl 18 +4 85,000 gp
Lvl 8 +2 3,400 gp	Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp	Lvl 28 +6 2,125,000 gp

**Weapon:** Firearm

**Enhancement:** Attack rolls and damage rolls.

**Critical Hit:** +1d6 damage per plus.

### Springstep Revolver (+1 to +6) Level 5+

As with any Springstep product, this pistol was handcrafted by Babel himself and he took especial care on the white pearly handle and the carved barrel.

Lvl 5 +1 1,000 gp	Lvl 20 +4 125,000 gp
Lvl 10 +2 5,000 gp	Lvl 25 +5 625,000 gp
Lvl 15 +3 25,000 gp	Lvl 30 +6 3,125,000 gp

**Weapon:** Firearm

**Enhancement:** Attack rolls and damage rolls.

**Critical Hit:** +1d6 damage per plus.

### Rifle (+1 to +6) Level 3+

Many of the Red Guard carry this weapon as standard equipment in Scarrport.

Lvl 3 +1 680 gp	Lvl 18 +4 85,000 gp
Lvl 8 +2 3,400 gp	Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp	Lvl 28 +6 2,125,000 gp

**Weapon:** Firearm

**Enhancement:** Attack rolls and damage rolls.

**Critical Hit:** +1d6 damage per plus

### Springstep Rifle (+1 to +6) Level 5+

The tooling of this rifle is especially fine with carvings on the beech barrel and stock.

Lvl 5 +1 1,000 gp	Lvl 20 +4 125,000 gp
Lvl 10 +2 5,000 gp	Lvl 25 +5 625,000 gp
Lvl 15 +3 25,000 gp	Lvl 30 +6 3,125,000 gp

**Weapon:** Firearm

**Enhancement:** Attack rolls and damage rolls.

**Critical Hit:** +1d6 damage per plus.

## AMMUNITION AND ACCESSORIES

Item	Price	Weight
<b>Ammunition</b>		
Pistol Shot (20)	5 gp	5 lb.
Rifle Shot (20)	10 gp	10 lb.
Shotgun Shot (20)	15 gp	15 lb.
Firearm Kit	20 gp	3 lb.
Holster (1 Pistol)	10gp	1lb.



### Shotgun (+1 to +6) Level 5+

A blast from this crude weapon is deadly in close quarters.

Lvl 5 +1 1,500 gp	Lvl 20 +4 125,000 gp
Lvl 10 +2 5,000 gp	Lvl 25 +5 625,000 gp
Lvl 15 +3 25,000 gp	Lvl 30 +6 3,125,000 gp

**Weapon:** Firearm

**Enhancement:** Attack rolls and damage rolls.

**Critical Hit:** +1d6 damage per plus.

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## FIREARMS

1-handed

Weapon	Prof	Damage	Range	Price	Weight	Group	Properties
Single-action Pistol	+2	1d8	10/20	100 gp	15 lbs.	Firearm	Shot 6, Reload minor
Springstep Revolver	+3	1d8	10/20	300 gp	15 lbs.	Firearm	Shot 6, Reload Free

2-handed

Rifle	+2	1d12	20/40	500 gp	20 lbs.	Firearm	Shot 8, reload minor
Springstep Rifle	+3	1d12	20/40	1,000 gp	20 lbs.	Firearm	Shot 8, reload minor
Shotgun	+2	1d12	Blast 3	1,500gp	25lbs	Firearm	Shot 2, reload minor



# STEAMPUNK ITEMS

The gremlins of Scarrport are renowned for their bizarre creations. From automatons and mechanical horses that make use of steam and gears, to fiery explosives crafted from black powder, those looking for something out of the ordinary can find it here.

## ARMOR

These fascinating suits of armor are composed of gears and metal. Some seem to grow or shrink to suit the wearer while others are noisy contraptions powered by steam.

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### Compensating Armor

Level 1+

*The gremlin-crafted armor uses gears and hydraulics to power a suit of armor that is far too big for you.*

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

**Technological Item**

**Armor:** Any

**Enhancement:** AC

**Property:** While wearing the armor, you are considered to be a Medium creature.

**Special:** Only a Small creature can use compensating armor.

### Power Armor

Level 2+

*This steam-powered armor increases your physical powers.*

Lvl 2	+1	520 gp	Lvl 18	+17	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 23	+22	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 28	+27	1,625,000 gp

**Technological Item**

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Property:** While wearing the armor, you are considered to be a Medium creature. Additionally you gain a bonus to Athletics checks equal to the armor's enhancement bonus.

**Power (Daily):** Free action. Use when you hit with a Strength-based attack. Add the armor's enhancement bonus to your damage roll.

**Special:** Only a Small creature can use power armor.

# CONSUMABLE ITEMS

Gremlin alchemists are renowned for their knowledge of explosives. The two most common types are gremlin grenades and onion gas grenades.

### Gremlin Grenades

Level 3+

*When you light the fuse of this round black sphere, you have only seconds to throw it before it explodes.*

Lvl 3	30 gp	Lvl 18	3,400 gp
Lvl 8	125 gp	Lvl 23	17,000 gp
Lvl 13	650 gp	Lvl 28	85,000 gp

**Consumable, Technological Item**

**Power (Consumable):** Standard action. Make an attack: Area burst 1 within 10; +6 vs. Reflex; on hit deal 1d6 damage and knock target prone; on miss deal half damage and target is not prone.

Level 8: Increase attack to +11 and damage to 2d6.

Level 13: Increase attack to +16 and damage to 3d6.

Level 18: Increase attack to +21 and damage to 3d6.

Level 23: Increase attack to +26 and damage to 4d6.

Level 28: Increase attack to +31 and damage to 4d6.

### Onion Gas Grenades

Level 5+

*These grenades do not explode in a burst of flame, but instead release a powerful mix of alchemical agents that burn the victim's eyes.*

Lvl 5	50 gp	Lvl 20	5,000 gp
Lvl 10	200 gp	Lvl 25	25,000 gp
Lvl 15	1,000 gp	Lvl 30	125,000 gp

**Consumable, Technological Item**

**Power (Consumable):** Standard action. Make an attack: Area burst 1 within 10; +8 vs. Fortitude; on first failed save, the target suffers a -2 to attack rolls (save ends); first failed save the target is blinded (save ends).

Level 8: Increase attack to +13

Level 13: Increase attack to +18

Level 18: Increase attack to +23

Level 23: Increase attack to +28

Level 28: Increase attack to +33

# ARM SLOTS

The following items can be worn on the arm.

### Wrist Dart

Level 6+

*With a flick of your wrist, you fire a tiny dart from your arm-mounted crossbow.*

Lvl 6	1,800 gp	Lvl 26	1,125,000 gp
Lvl 16	45,000 gp		

**Technological Item**

**Item Slot:** Arms

**Power (Daily):** Minor action. Make an attack: ranged 5/10; Dexterity +2 or Intelligence +2 vs. AC; on hit deal 1d6 + Dexterity modifier damage.

Level 16: Attack Dexterity +4 or Intelligence +4; 2d6 + Dexterity modifier damage.

Level 26: Attack Dexterity +6 or Intelligence +6; 3d6 + Dexterity modifier damage.





### Wrist Rocket Level 9+

*You twist your wrist and a tiny rock flies forth and explodes in the midst of your foes.*

Lvl 9 4,200 gp      Lvl 29 2,625,000 gp

Lvl 19 105,000 gp

**Item Slot:** Arms

**Power (Daily):** Minor action. Make an attack: area burst 1 within 10; Dexterity +2 or Intelligence +2 vs. AC; on hit deal 1d6 + Dexterity modifier fire damage.

Level 19: Attack: Dexterity +4 or Intelligence +4; 2d6 + Dexterity modifier fire damage.

Level 29: Attack: Dexterity +6 or Intelligence +6; 3d6 + Dexterity modifier fire damage.

## HEAD SLOTS

The following items can be worn on the head.

### Gremlin Super-sight Goggles Level 17

*These bulbous goggles come with three different lenses that change when the wear turns a knob.*

**Item Slot:** Head      65,000 gp

**Technological Item**

**Property:** Gain Lowlight and Darkvision.

**Power (Encounter):** Immediate Interrupt. You can use this power when you are attacked by a power that causes blindness. You are immune to the effects of blindness until the beginning of your next turn.

### Gremlin stealth detectors Level 9+

*This strange blue cap has a revolving, conical antenna on top.*

Lvl 9 +3 4,200 gp      Lvl 29 +23 2,625,000 gp

Lvl 19 +13 105,000 gp

**Item Slot:** Head

**Technological Item**

**Property:** Gain a Bonus to Perception checks.

## FEET SLOTS

The following items can be worn on the feet.

### Spring Boots Level 11

*As you click your heels together, you release the springs in the soles of the shoes and fly briefly into the air.*

**Item Slot:** Feet      9,000gp

**Technological Item**

**Power (Daily):** Move Action. You fly up to 8 squares. If you do not end your movement on a solid surface, you fall and take damage.

### Rolling Shoes Level 9

*Like two tiny wagons, these shoes each have four wheels, one in each corner.*

**Technological Item**

**Item Slot:** Feet      4,200gp

**Property:** Gain a +2 item bonus to speed. When you are subject to forced movement (push pull or slide), you must make an immediate saving throw or fall prone.

## WAIST SLOTS

The following items can be worn on the waist.

### Rocket Pack Level 22

*A flaming hunk of iron strapped to your back? What could possibly go wrong?*

**Technological Item**

**Item Slot:** Waste      325,000 gp

**Property:** You gain a fly speed of 8 (clumsy, you take a -4 penalty to attacks while flying) and an overland fly speed of 12.

### Auto Medic Level 3

*As you fall to the ground the gears on your belt whirl and a needle injects you with an ostensibly helpful liquid.*

**Technological Item**

**Item Slot:** Waist      680 gp

**Power (Daily):** No action. If you end your turn with 0 hit points or less you may spend a healing surge.

## WONDROUS ITEMS

The following items don't take up any item slots and don't fall into any specific classification.

### Punch Glove Level 3

*You pull the trigger on the crossbow like contraption, and a spring-mounted glove smashes the target in the face and knocks him backwards.*

Lvl 3 1,800 gp      Lvl 23 1,125,000 gp

Lvl 13 45,000 gp

**Technological Item**

**Power (Encounter, Weapon):** Standard action. Make a melee attack: Dexterity +2 or Intelligence +2 vs. Fortitude; on hit deal 2d10 + Dexterity and push the target 2 squares. You must be holding the punch glove to activate its power.

Level 13: Punch glove gains reach. +4 to hit; 3d10 damage and push 4 squares.

Level 23: Punch globe gains reach 3. +6 to 4d10 damage and push 6 squares.

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# MECHANICAL MOUNTS

Mechanical mounts are machines designed primarily as a form of transportation, and most are built to resemble natural creatures. Mechanical mounts are often mindless, and are not capable of acting without a rider. While basic mechanical mounts feature few — if any — offensive powers, some of the rich and powerful people of Scarrport have been known to commission mechanical mounts with more firepower.

1

Mount	Cost	Carrying Capacity
Steam Powered Horse	75 gp	225/450/1125 lb

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## STEAM POWERED HORSE

*While its basic body shape resembles a horse, the iron skin and steam bellowing from its nostrils reveal this mount to a machine rather than a natural creature.*

3

Steam-Powered Horse	Level 1 Brute
Large Natural Animate (Construct, Mindless)	XP 100

4

**Initiative** — **Senses Perception** —  
**HP 37; Bloodied 18**  
**AC 13; Fortitude 15, Reflex 13, Will —**; see also mindless  
**Immune** disease, poison; see also mindless  
**Speed 8; overland 12**

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‡ **Kick** (standard; at will)  
 +3 vs. AC; 1d10 + 4 damage

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### Mindless

A steam-powered horse does not possess a mind of its own. It does not have Intelligence, Wisdom, or Charisma scores, and it cannot take actions of its own. It requires a driver to operate and the driver must transfer its actions to the steam powered horse for it to function. The steam-powered horse is immune to all attacks that target the Will defense. Attacks that daze or stun the steam-powered horse instead daze or stun the driver.

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Alignment	Unaligned	Languages	—
<b>Str</b> 18 (+4)	<b>Dex</b> 14 (+2)	<b>Wis</b> —	
<b>Con</b> 17 (+3)	<b>Int</b> —	<b>Cha</b> —	



# WATERCRAFT

River traffic is not only vital to Scarrport's economy; it's a way of life for the people who make the city of secrets their home. The people of Scarrport use boats in one form or another on a daily basis. They ferry people to landings along the four boroughs, transport goods to cities up and down the river or work on the docks. Other boats are used for purely pleasure purposes. Some of the grandest riverboats to grace the Torberyn and Wellspring Rivers are floating inns and casinos; some are even homes. The following watercraft are the most common.

## RIVER SKIFF

River skiffs are the most common type of watercraft on the Torberyn River. Used to transport people and goods to cities along the river, river skiffs are fast flat bottom boats. They have small sails to aid them when traveling upstream. They only require a modest crew of 4, but most have at least 6 to help with rowing and other tasks related to maintaining the boat. River skiffs can carry up to 15 passengers and five tons of goods.

## ROWBOAT

Rowboats are most commonly seen in Scarrport's, ferrying people from place to place. They can hold 5 passengers and about a ton of cargo. Rowboats are typically propelled by one person operating the oars, though it isn't uncommon to see one other crewmember help, especially when the boat is loaded down with passengers and goods.

## RIVER BARGE

Bulky and cumbersome, river barges are the work horses of the Torberyn, bringing massive amounts of cargo from town to town. They are usually pulled by teams of oxen or horses, until the river becomes too wide to facilitate such modes of travel. Then, water lances or air callers are used to move the massive, flat bottom watercraft.

## PLEASURE CRUISE SHIP

Pleasure cruise ships, or pleasure boats, as they are commonly referred to, are luxury boats which provide much more than a trip downriver. They travel slower than most craft, allowing their passengers time to enjoy the journey rather than simply get to the next river port. The river queens are little more than floating inns and taverns, providing opportunities for drinking, gambling, the pleasure of women (or men, as the case may be), or simply a nice night on the scenic river. Unfortunately, they are also prime targets for river pirates and night fang eels. Slightly larger than a river skiff, pleasure cruise ships have four decks. The top is for the pilot and crew, the middle two for gambling tables and refreshments and the bottom for oars and cargo.

## STONESPINNER STEAMBOAT

The newest wonder to come out of Babel Stonespinner's eccentric mind is the stonespinner steamboat, an amazing machine which makes use of steam to power a large paddle

wheel that propels the boat up and down the river. With four luxurious decks, Stonespinner Steamboats boast all the accouterments of pleasure cruise ships; gambling, onboard brothels, fine dining and other accommodations. Despite, this, people are still wary of the strange ships and their whirring noises. Steamboats are crewed almost exclusively by gremlins that zealously guard the secrets of their making, though human wait staff and ghodon enforcers are also common.

### River Skiff Gargantuan Vehicle

**HP** 200 **Space** 3 squares by 8 squares  
**Cost** 2,500 gp  
**AC** 2; **Fortitude** 18, **Reflex** 4  
**Speed** swim 6

#### Pilot

The pilot must stand at the skiff's rudder at the rear of the skiff.

#### Crew

In addition to the pilot, a skiff requires a crew of eight, all of whom use a standard action each round to help control and power the ship. A skiff can add up to four crewman to man the oars. Each additional oarsman adds 1 to the skiffs speed.

#### Load

15 medium creatures; five tons of cargo

#### Out of Control

An out of control river skiff moving upstream moves forward half its speed for 1 turn and then moves half its speed backwards. An out of control river skiff moving any other direction moves downstream half its speed until control is regained.

#### Decks

A river skiff has 3 decks: a top deck for piloting the ship and sightseeing, one middle deck with passenger compartments, and a lower deck for oarsmen and cargo.

#### Upstream

At the DM's discretion, a river skiff can take a penalty or bonus to its speed of +2 to -6, depending on the strength of the current.

### Rowboat (Taxi) Large Vehicle

**HP** 50 **Space** 2 squares by 2 squares  
**Cost** 500 gp  
**AC** 2; **Fortitude** 12, **Reflex** 3  
**Speed** swim 5

#### Pilot

The pilot must man the oars.

#### Crew

A skiff can add one crewman to man the oars, adding 1 to the rowboat's speed.

#### Load

5 medium creatures; one ton of cargo.

#### Out of Control

An out of control rowboat moving upstream moves forward half its speed for 1 turn and then moves half its speed backwards. An out of control rowboat moving any other direction moves downstream half its speed until control is regained.

#### Upstream

At the DM's discretion, a rowboat can take a penalty or bonus to its speed of +2 to -6, depending on the strength of the current.

### Barge Gargantuan Vehicle

**HP** 300 **Space** 4 squares by 8 squares  
**Cost** 2,500 gp  
**AC** 3; **Fortitude** 16, **Reflex** 1  
**Speed** creature's speed - 2

#### Creature-Drawn

A barge is typically pulled by two Large creatures or one Huge creature. The barge takes an additional -2 penalty to its speed if only one Large creature pulls it. A barge built to accommodate a team of four Large creatures gains an additional 2 squares of movement when drawn by all four creatures.

#### Driver

The driver mans the team of creatures, either on land or at the front of the barge if the creatures can swim.

#### Crew

In addition to the driver, a barge requires a crew of two, all of whom use a standard action each round to help control and power the ship.

#### Load

100 medium creatures; thirty tons of cargo.

#### Out of Control

An out-of-control barge comes to a stop at the beginning of its turn. At the DM's discretion, the barge might continue forward if the creatures that pull it are panicked or attacked. Pulling the barge into land may result in a crash.

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### Pleasure Cruise Ship (Gambling boat) Gargantuan Vehicle

**HP** 400 **Space** 6 squares by 20 squares  
**Cost** 60,000 gp  
**AC** 2; **Fortitude** 20, **Reflex** 2  
**Speed** swim 4

#### Pilot

The pilot must stand at the ship's wheel, typically on the highest deck.

#### Crew

In addition to the pilot, a cruise ship requires a crew of eight, all of whom use a standard action each round to help control and power the ship. A cruise ship can add up to four crewman to man the oars. Each additional oarsman adds 1 to the cruise ship's speed.

#### Load

100 medium creatures; ten tons of cargo.

#### Out of Control

An out of control pleasure cruise ship moving upstream moves forward half its speed for 1 turn and then moves half its speed backwards thereafter. An out of control pleasure cruise ship moving any other direction moves downstream half its speed until control is regained.

#### Decks

A pleasure cruise ship has four decks: a top deck for piloting the ship and sightseeing, two middle decks with gambling tables and refreshments, and a lower deck for oarsmen and cargo.

#### Upstream

At the DM's discretion, a pleasure cruise ship can take a penalty or bonus to its speed of +2 to -6, depending on the strength of the current.

### Stonespinner Steamboat Gargantuan Vehicle

**HP** 250 **Space** 4 squares by 12 squares  
**Cost** 100,000 gp  
**AC** 2; **Fortitude** 18, **Reflex** 3  
**Speed** swim 8

#### Pilot

The pilot must stand at the ship's wheel, typically on the highest deck.

#### Crew

In addition to the pilot, a steamboat requires a crew of four, all of whom use a standard action each round to help control and power the ship.

#### Load

100 medium creatures; sixty tons of cargo

#### Out of Control

An out of control steamboat moving upstream moves forward half its speed for 1 turn and then moves half its speed backwards thereafter. An out of control steamboat moving any other direction moves downstream half its speed until control is regained.

#### Decks

A steamboat has four decks: a top deck for piloting the ship and sightseeing, two middle decks for passengers and crew, and a lower deck for cargo and the furnace.

#### Upstream

At the DM's discretion, a steamboat can take a penalty or bonus to its speed of +2 to -6, depending on the strength of the current.

# CHAPTER FIVE: CREATURES AND HAZARDS

Hosts of perils await brave heroes who venture beyond the gates of Scarrport. Demons and other vile beasts roam the Hellfury Peaks, terrorizing prospectors, settlers and adventurers who seek their fortunes in the hills and remote valleys of the vast mountain range. The people Dark Wood dwell in constant fear of perils both new and old. Shadowheart wolveren have been spotted once again in the woods close to the Hellfury Peaks, and undead horrors, driven by a nameless evil, stalk unwary travelers. But one doesn't have to leave the city to find danger. Deep below Scarrport, horrors lurk in the darkness amidst the ruins of the ancient civilization on which the city was built. This chapter provides you with a number of new creatures and hazards to bring Scarrport to life.

## CREATURES

Some of the creatures you'll find in the regions around Scarrport are provided below.

### KTHITH

Kthith are demons infused with magic, which they harness to destroy and disrupt their foes. These hideous creatures are easily identified by their three eyes and a gaping maw filled with razor-sharp teeth.

**Kthith** **Level 16 Controller**  
Large elemental magical beast (demon) XP 1,400

**Initiative** +12      **Senses** Perception +16; darkvision  
**HP** 164; **Bloodied** 82  
**AC** 30; **Fortitude** 28, **Reflex** 27, **Will** 29  
**Resist** 15 variable (2/encounter; see 4th edition Monster Manual)  
**Speed** 6

↓ **Claw** (standard; at-will)

+21 vs. AC; 1d10 + 7 damage

☹ **Eye of Pain** (standard; at-will) • Psychic

Ranged 10; +20 vs. Will; 2d8 + 7 psychic damage and target suffers a -4 to attack until the end of the Kthith's next turn.

☹ **Eye of Terror** (standard; recharge 5, 6) • Fear

Ranged 10; +20 vs. Will, target is stunned (save ends). The Kthith cannot recharge this power while an enemy is stunned.

⚡ **Eye of the Storm** (standard; recharge 6) • Lightning, Thunder

Area burst 2 within 10; +18 vs. Reflex; 4d10 + 7 lightning and thunder damage and slide the target 3 squares. Miss: Half damage.

**Alignment** Chaotic Evil      **Languages** Abyssal  
**Skill:** Bluff +20, Intimidate +20  
**Str** 18 (+12)      **Dex** 17 (+11)      **Wis** 16 (+11)  
**Con** 20 (+13)      **Int** 19 (+12)      **Cha** 24 (+15)





**Elder Kthith** **Level 22 Controller**  
**Huge elemental magical beast (demon)** **XP 4,150**

**Initiative** +15      **Senses** Perception +; Darkvision  
**HP** 205; **Bloodied** 102  
**AC** 36; **Fortitude** 34, **Reflex** 33, **Will** 35  
**Resist** 20 variable (3/encounter; see 4th edition Monster Manual)  
**Speed** 6

↓ **Claw** (standard; at-will)

+27 vs. AC; 1d10 + 7 damage

☹ **Eye of Death** (standard; at-will) • Psychic

Ranged 10; +26 vs. Fortitude; 3d6 + 8 necrotic damage and target is weakened at takes ongoing 10 necrotic damage (save ends both).

☹ **Eye of Madness** (standard; recharge 5, 6) • Enchantment

Ranged 10; +26 vs. Will, target is dominated (save ends). The Kthith cannot recharge this power while an enemy is dominated.

☹ **Eye of the Abyss** (standard; recharge 6) • Acid, Fire, Lightning, Thunder

Area burst 3 within 10; +24 vs. Reflex; 4d12 + 8 acid, fire, lightning, and thunder damage. The target slides 5 squares and target is prone. Miss: Half damage and the target slides 2 squares.

**Alignment** Chaotic Evil      **Languages** Abyssal

**Skill:** Bluff +24, Intimidate +24

**Str** 21 (+16)      **Dex** 18 (+15)      **Wis** 18 (+15)  
**Con** 23 (+17)      **Int** 22 (+17)      **Cha** 27 (+19)

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## KTHITH TACTICS

Kthith prefer to use their eye powers to blast foes from a distance through they are not afraid to battle melee fighters.

## KTHITH LORE

A character knows the following information with a successful Arcana check.

**DC 20:** Kthith use powerful magic to fight enemies and each of its eyes is said to possess a different power.

**DC 25:** Kthith who have survived for a millennium or more evolve into elder Kthith, becoming more powerful and gaining new magical abilities.

## ENCOUNTER GROUPS

Kthith are among the demons most willing to cooperate with others of their kind, they bully those weaker and suck up to those more powerful.

**Level 16** (XP 6,800)

2 Shadow Heart Fel Stalkers (Lvl 12 Skirmisher )

4 Nyggoth (Lvl 14 Brute)

1 Immolith (Lvl 15 Controller)

**Level 21** (XP 17,225)

8 Nyggoth shock troopers (lvl 20 Minion)

2 Hezrou demons (lvl 22 Brute)

1 Elder Kthith (Lvl 22 Controller)

## NIGHT FANG EEL

Night fang eels are amphibious beasts that inhabit the rivers and islands around Scarrport. They live in subterranean caverns usually only accessible in the deepest parts of the river. Voracious, persistent hunters, night fang eels will go to great lengths to pull their prey into the murky depths of the Torberyn.

**Night Fang Eel** **Level 2 Brute**  
**Small Natural Beast (aquatic)** **XP 125**

**Initiative** +2      **Senses** Perception +2

**HP** 33; **Bloodied** 16

**AC** 14; **Fortitude** 17, **Reflex** 16, **Will** 15;

**Speed** 1 (Crawl), 8 (Swim)

↓ **Claw** (standard; at-will)

+5 vs. AC; 1d6 + 3

☹ **Bite** (standard; at-will)

+5 vs. AC 2d6+3

**Blinding Toxin Bite** (standard; recharge 1/1)

+3 vs. Fortitude; the target is blinded (save ends)

**Alignment** Unaligned      **Languages** None

**Str** 17 (+4)      **Dex** 12 (+2)      **Wis** 10 (+1)

**Con** 14 (+3)      **Int** 1 (-4)      **Cha** 8 (+0)



## NIGHT FANG EEL TACTICS

Night fang eels typically use their blinding toxin bite to first blind their prey then bite and claw at the helpless foe.

Night Fang Brood Guard		Level 4 Soldier
Small Natural Beast (aquatic)		XP 175
<b>Initiative</b> +2	<b>Senses</b> Perception +3	
<b>HP</b> 43; <b>Bloodied</b> 21		
<b>AC</b> 20; <b>Fortitude</b> 19, <b>Reflex</b> 18, <b>Will</b> 17;		
<b>Speed</b> 1 (Crawl), 8 (Swim)		
↓ <b>Claw</b> (standard; at-will)		
+5 vs. AC; 1d6 + 3		
↓ <b>Bite</b> (standard; at-will)		
+11 vs. AC 2d6+3.		
Ⓢ <b>Sludge tail swipe</b> (standard; encounter)		
+9 vs. Reflex; the target is knocked prone and the night fang brood guard can make a bite attack against the target.		
<b>Alignment</b> Unaligned	<b>Languages</b> None	
<b>Str</b> 18 (+6)	<b>Dex</b> 15 (+4)	<b>Wis</b> 10 (+1)
<b>Con</b> 17 (+5)	<b>Int</b> 1 (-4)	<b>Cha</b> 8 (+0)

## NIGHT FANG BROOD GUARD TACTICS

Brood guards use their sludge tail swipe to knock an opponent down at the first opportunity then begin to eat prone targets, biting as often as possible. Brood guards will claw at any opponent who comes between them and their victim.

Night Fang Brood Mother		Level 6 Controller (Leader)
Medium Natural Beast (aquatic)		XP 250
<b>Initiative</b> +2	<b>Senses</b> Perception +14; Low Light Vision	
<b>HP</b> 69; <b>Bloodied</b> 34		
<b>AC</b> 20; <b>Fortitude</b> 19, <b>Reflex</b> 18, <b>Will</b> 18;		
<b>Speed</b> 6(Crawl), 8 (Swim)		
↓ <b>Claw</b> (standard; at-will)		
+11 vs. AC; 1d6 + 4 damage.		
↓ <b>Bite</b> (standard; at-will)		
+11 vs. AC 1d6+4 damage.		
Ⓢ <b>Unnerving smash</b> (standard; recharge Ⓢ)		
Close burst 2; +8 vs Fortitude; 2d6 + 4 damage and the target is dazed until the end of the brood mother's next turn (save ends). One ally within 2 squares of the brood mother shifts 1 square.		
<b>Alignment:</b> Unaligned <b>Languages:</b> None		
<b>Str</b> 19 (+7)	<b>Dex</b> 16 (+6)	<b>Wis</b> 16 (+6)
<b>Con</b> 13 (+4)	<b>Int</b> 13 (+4)	<b>Cha</b> 13 (+4)

## NIGHT FANG BROOD MOTHER TACTICS

Night fang brood mothers use unnerving smash to daze enemies and move allies into striking range. If the power doesn't recharge, they claw and bite and the closest opponents.



## NIGHT FANG EEL LORE

A character knows the following information with a successful Dungeoneering or Nature Check.

DC 15: Night fang eels are voracious hunters that go to great lengths to feed, often brazenly attacking riverboats and even the Scarrport docks if their primary food source — deep-water trout — isn't available.

DC 20: There are at least two nests of night fang eels somewhere in Scarrport's harbor. Some believe they have even begun to infest the more unstable parts of the Underwarren.

## ENCOUNTER GROUPS

Night fang eels hunt in schools which vary in size depending on their needs. If food is scarce, it is likely they will be encountered in larger numbers. Night fang eels don't hunt with other creatures.

**Level 4 Encounter:** Small School (XP 675)

- 4 Night Fang Eel (Level 2 Brute)
- 1 Night Fang Brood Guard (Level 4 Soldier)

**Level 6 Encounter:** Medium-sized School (XP 975)

- 5 Night Fang Eel (Level 2 Brute)
- 2 Night Fang Brood Guard (Level 4 Soldier)

**Level 8 Encounter:** Lair Guardians (XP 1400)

- 5 Night Fang Eel (Level 2 Brute)
- 3 Night Fang Brood Guard (Level 4 Soldier)
- 1 Night Fang Brood Mother (level 6 Controller)

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# NYGGOTH

Nyggoth are brutal demons whose most notable feature are two massive scythe-like claws, which they use with lethal efficiency, tearing their foes to ribbons. Though physically powerful, they are tactically weak and often serve as troops for greater demons.

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**Nyggoth** **Level 14 Brute**  
Large elemental magical beast (demon) XP 1,000

**Initiative** +11      **Senses** Perception +9; Darkvision  
**HP** 170; **Bloodied** 85  
**AC** 26; **Fortitude** 27, **Reflex** 25, **Will** 23  
**Resist** 15 variable (2/encounter; see 4th edition Monster Manual)  
**Speed** 6

↓ **Scythe Claw** (standard; at-will)

Reach 2; +17 vs. AC; 2d6 + 7 damage (critical 3d6 + 19)

⊕ **Twin Claw** (standard; at-will)

Reach 2; The Nyggoth makes two scythe claw attacks. If both hit the same target, the target is grabbed (until escape) if the Nyggoth chooses.

⊕ **Rend** (standard; at-will)

Reach 2; grabbed targets only; +15 vs. Fortitude; 4d10 + 15 damage and target is dazed and takes ongoing 10 damage (save ends both). Also target is no longer grabbed Miss: Half damage and target remains grabbed.

**Alignment** Chaotic Evil      **Languages** Abyssal  
**Str** 23 (+13)      **Dex** 18 (+11)      **Wis** 15 (+9)  
**Con** 20 (+12)      **Int** 8 (+6)      **Cha** 13 (+7)

**Nyggoth Shock Trooper** **Level 20 Minion**  
Large elemental magical beast (demon) XP 600

**Initiative** +11      **Senses** Perception +9; Darkvision  
**HP** 1, a miss never damages a Nyggoth shock troop  
**AC** 32; **Fortitude** 33, **Reflex** 31, **Will** 29  
**Resist** 15 variable (2/encounter; see 4th edition Monster Manual)  
**Speed** 6

↓ **Scythe Claw** (standard; at-will)

Reach 2; +17 vs. AC; 9 damage

⊕ **Twin Claw** (standard; at-will)

The Nyggoth shock trooper makes two scythe claw attacks. If both hit the same target, the target is grabbed (until escape) if the Nyggoth chooses.

**Alignment** Chaotic Evil      **Languages** Abyssal  
**Str** 26 (+18)      **Dex** 21 (+15)      **Wis** 18 (+14)  
**Con** 23 (+16)      **Int** 8 (+9)      **Cha** 16 (+13)

## NYGGOTH TACTICS

Nyggoth charge madly into combat. Once they have chose a target they focus on it single-mindedly until the enemy is torn to pieces.

## NYGGOTH LORE

A character knows the following information with a successful Arcana check.

**DC 20:** Nyggoth are bloodthirsty demons. They delight in piercing foes with their claws then ripping them apart.

**DC 25:** Nyggoth often serve as shock troops to more powerful demons like Goristro, Glabrezu, Maralith, and Kthith, and will occasionally work with Shadowheart Wolven.

## ENCOUNTER GROUPS

Nyggoth often work with other demons, as well as human cults.

**Level 14 Encounter** (XP 5,352)

- 4 Disfavored of Azran (Lvl 8 Minion)
- 2 vroock demons (Lvl 13 Skirmisher)
- 2 Nyggoth demons (Lvl 14 Brute)
- 1 Kthith demon (lvl 16 Controller)

**Level 20 Encounter** (XP 14,800)

- 10 Nyggoth Shock troopers (Lvl 20 Minion)
- 4 Nyggoth demons (Lvl 14 Brute)
- 1 Goristro demon (Lvl 19 Elite Brute)



# SHADOWHEART WOLVEN

Shadowheart wolven are a race of shape shifting creatures that inhabit the lands to the southwest of Scarrport. Evil to the bone, Shadowheart wolven seek to reclaim their ancestral home and destroy the people who live there. Shadowheart wolven have come to worship the vile lich —Azran the Undying — as a god, gladly giving up their lives in his service.

<b>Disfavored of Azran</b>	<b>Level 8 Minion</b>
Medium natural humanoid (shapechanger)	XP 88
<b>Initiative</b> +6 <b>Senses</b> Perception +10; low-light vision <b>HP</b> 1; a missed attack never damages a minion. <b>AC</b> 21; <b>Fortitude</b> 22, <b>Reflex</b> 19, <b>Will</b> 18 <b>Speed</b> 6 (8 in wolf form)	
↓ <b>Claw</b> (standard; at-will)	
+12 vs. AC; 6 damage, see also take down	
<b>Take Down</b>	
If the Disfavored has combat advantage against the target, the target is also knocked prone on a hit.	
<b>Change Shape</b> (minor; at-will) • Polymorph	
A Disfavored of Azran can alter its physical form to appear as a gray wolf or a unique human (see change shape in the D&D 4E MONSTER MANUAL). It cannot use its claw attack in human form or wolf form.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Bluff +8, Intimidate +10, Nature +9	
<b>Str</b> 22 (+8)	<b>Dex</b> 15 (+6) <b>Wis</b> 13 (+5)
<b>Con</b> 18 (+8)	<b>Int</b> 10 (+4) <b>Cha</b> 11 (+4)
<b>Equipment</b> ordinary clothing	



# DISFAVORED OF AZRAN TACTICS

Disfavored of Azran screen for allied monsters while closing with vulnerable foes. First one Disfavored of Azran will close with a foe and ready an attack for when it gains combat advantage against an enemy, usually when another Disfavored of Azran flanks a target. Disfavored fight to the death in the hopes of improving their position within the tribe.

<b>Shadowheart Hex Binder</b>	<b>Level 9 Controller</b>
Medium natural humanoid (shapechanger)	XP 400
<b>Initiative</b> +7 <b>Senses</b> Perception +12; low-light vision <b>HP</b> 87; <b>Bloodied</b> 43 <b>AC</b> 22; <b>Fortitude</b> 20, <b>Reflex</b> 22, <b>Will</b> 23 <b>Speed</b> 6 (8 in wolf form)	
↓ <b>Claw</b> (standard; at-will)	
+16 vs. AC; 2d6 + 4 damage, see also take down	
<b>Take Down</b>	
If the Hex Binder has combat advantage against the target, the target is also knocked prone on a hit.	
↘ <b>Lesser Binding of Azran</b> (standard; at will)	
Ranged 10 +13 vs Reflex; 1d8+5 and target is Restrained (save ends). Prone targets cannot stand while restrained.	
<b>Mark of Azran</b> (minor; close burst 10; all enemies within burst; recharge when first bloodied)	
Targets suffer -2 to attack the Hex Binder and its allies until the end of the encounter. Each affected target may use a standard action to end the effect on them.	
<b>Change Shape</b> (minor; at-will) ☒ Polymorph	
A Shadowheart Hex Binder can alter its physical form to appear as a gray wolf or a unique human (see change shape in the D&D 4E MONSTER MANUAL). It cannot use its claw attack in human form or wolf form.	
<b>Alignment</b> Evil	<b>Languages</b> Abyssal, Common
<b>Skills</b> Arcana +15, Bluff +10, Nature, +14	
<b>Str</b> 12 (+8)	<b>Dex</b> 17 (+7) <b>Wis</b> 21 (+10)
<b>Con</b> 15 (+9)	<b>Int</b> 22 (+10) <b>Cha</b> 12 (+5)
<b>Equipment</b> ragged arcane robes	

# SHADOWHEART HEX BINDER TACTICS

A Hex Binder uses Lesser Binding of Azran in order to isolate vulnerable foes or to lock down melee threats far from the combat. The Hex Binder will use its Mark of Azran to catch several foes at once, making sure to use it before becoming bloodied.

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**Shadowheart Soul Player** **Level 9 Artillery**  
Medium natural humanoid (shapechanger) XP 400

**Initiative** +8    **Senses** Perception +12; low-light vision  
**HP** 78; **Bloodied** 39  
**AC** 20; **Fortitude** 21, **Reflex** 22, **Will** 23  
**Speed** 6 (8 in wolf form)

⬇ **Claw** (standard; at-will)

+18 vs. AC; 1d8 + 4 damage

☞ **Lesser Flaying of Azran** (standard; at will)

Ranged 10 +14 vs Will; 2d8+5 psychic damage and Ongoing 5 psychic damage (save ends).

**Twist the Tortured Soul** (Standard; at-will; May only target a creature taking ongoing psychic damage; Recharge ☞ or ☞☞)

+14 vs. Will; 3d8 +5 and the target is dominated.

**Change Shape** (minor; at-will) • Polymorph

A Shadowheart Soul Player can alter its physical form to appear as a gray wolf or a unique human (see change shape in the D&D 4E MONSTER MANUAL). It cannot use its claw attack in human form or wolf form.

**Alignment** Evil    **Languages** Abyssal, Common

**Skills** Bluff +16, Insight +10, Nature +9 Religion +10

**Str** 14 (+6)    **Dex** 19 (+8)    **Wis** 11 (+5)

**Con** 17 (+7)    **Int** 13 (+5)    **Cha** 23 (+11)

**Equipment** ragged arcane robes

## SHADOWHEART SOUL FLAYER TACTICS

A Soul Flayer will begin by using Lesser Flaying on the most dangerous looking melee threat. Once it has succeeded in inflicting the target with ongoing psychic damage the Soul Flayer will target it with Twist the Tortured Soul as often as possible until it is no longer taking ongoing psychic damage.

**Shadowheart Warrior** **Level 10 Brute**  
Medium natural humanoid (shapechanger) XP 500

**Initiative** +9    **Senses** Perception +12; low-light vision  
**HP** 125; **Bloodied** 62  
**AC** 22; **Fortitude** 24, **Reflex** 21, **Will** 20  
**Speed** 6 (8 in wolf form)

⬇ **Claw** (standard; at-will)

+14 vs. AC; 2d6 + 5 damage, see also take down

⬇ **Claws of Azran** (standard; recharge when first bloodied)

Make two claw attacks against one target, if both attacks hit, target also loses one healing surge and the Shadowheart Warrior gains a +1 to all attacks for the rest of the encounter. This bonus stacks with itself.

**Take Down**

If the Shadowheart Warrior has combat advantage against the target, the target is also knocked prone on a hit.

**Change Shape** (minor; at-will) • Polymorph

A Shadowheart Warrior can alter its physical form to appear as a gray wolf or a unique human (see change shape in the D&D 4E MONSTER MANUAL). It cannot use its claw attack in human form or wolf form.

**Equipment** ordinary clothing

## SHADOWHEART WARRIOR TACTICS

A Shadowheart Warrior will seek to flank a lightly armored target often with a Disfavored, a Stalker or another Warrior. Once it has combat advantage against a target it will use Claws of Azran to drain a healing surge and improve its attacks for the rest of the encounter.

**Shadowheart Fel Stalker** **Level 12 Skirmisher**  
Medium natural humanoid (shapechanger) XP 700

**Initiative** +14    **Senses** Perception +14; low-light vision  
**HP** 120; **Bloodied** 60  
**AC** 26; **Fortitude** 22, **Reflex** 24, **Will** 22  
**Speed** 8 (8 in wolf form)

⬇ **Claw** (standard; at-will)

+17 vs. AC; 2d6 + 4 damage, see also Take Down

⬇ **Azran's Fury** (Standard; Recharge ☞☞ ☞☞)

+17 vs. AC; 2d8+5 plus target is Slowed and takes Ongoing Damage 5 (save ends).

⬇ **Fleeting Riposte** (free action when missed by an opportunity attack).

+15 vs. Reflex; target is knocked prone

**Combat Advantage**

(Rogue Class Feature; see the D&D 4E Player's Handbook); +2d6

**Moving Target** (Immediate reaction when damaged by a melee attack; recharge ☞☞ ☞☞)

The Shadowheart Fel Stalker shifts up to four squares.

**Take Down**

If the Shadowheart Fel Stalker has combat advantage against the target, the target is also knocked prone on a hit.

**Deep Striker**

Shadowheart Fel Stalkers gain a +4 AC vs. opportunity attacks.

**Change Shape** (minor; at-will) • Polymorph

A Shadowheart Fel Stalker can alter its physical form to appear as a gray wolf or a unique human (see change shape in the D&D 4E MONSTER MANUAL). It cannot use its claw attack in human form or wolf form.

**Alignment** Unaligned    **Languages** Common

**Skills** Acrobatics +17; Nature +13; Stealth +17

**Str** 19 (+10)    **Dex** 23 (+12)    **Wis** 15 (+9)

**Con** 16 (+9)    **Int** 15 (+8)    **Cha** 20 (+11)

**Equipment** dark ordinary clothing

## SHADOWHEART FEL STALKER TACTICS

A Fel Stalker will usually try to slip past the front lines in order to reach targets that are easier to hit. If it knocks a foe prone while moving, it may stop moving and use Azran's Fury on the prone enemy if it has that power available.

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**Wolven Battle Chief** **Level 17 Soldier (Leader)**

Medium natural humanoid (shapechanger) XP 1,600

**Initiative** +13 **Senses** Perception +12 lowlight vision**Iron Aura 2:** Allies within the Aura gain a +2 bonus to AC  
**HP** 168; **Bloodied** 84**AC** 32; **Fortitude** 32, **Reflex** 28, **Will** 29**Speed** 6 (8 in wolf form)↓ **Claw** (standard; at-will) • Necrotic

+22 vs. AC; 1d10 + 5 damage + 1d8 necrotic damage, and the target is marked until the end of the Wolven Battle Chief's next turn.

**Advance the Pack** (minor; at-will; no more than once per turn per ally)

One allied creature within 5 squares of the Wolven Battle Chief takes either a move action or standard action. If the ally flanks with the Wolven Battle Chief, the Wolven Battle Chief may make a basic attack against the flanked creature.

⌚ **For Azran's Glory** (standard; encounter)

Close burst 5. Bloodied allied creatures, including Wolven Battle Chief, in the burst heal one-half their bloodied value. Enemy creatures in the burst are marked by the Wolven Battle Chief until the end of its next turn.

**Change Shape** (minor; at-will) • Polymorph

A Wolven Battle Chief can alter its physical form to appear as a gray wolf or a unique human (see change shape in the D&amp;D 4E MONSTER MANUAL). It cannot use its claw attack in human form or wolf form.

**Alignment** Evil **Languages** Common**Skills** Athletics +18; Intimidate +16; Nature +16;**Str** 21 (+13) **Dex** 17 (+11) **Wis** 18 (+12)**Con** 24 (+15) **Int** 11 (+8) **Cha** 17 (+11)**Equipment** ceremonial armor**WOLVEN BATTLE CHIEF TACTICS**

A Wolven Battle Chief leads from the front. The Battle Chief will close with foes trying to bring the most dangerous attacks to himself by marking deadly foes. It will aggressively find opportunities to flank multiple foes to make best use of Advance the Pack. The Battle Chief will use For Azran's Glory to keep allies in the fight even if it is not yet bloodied.

**Wolven Blood Guard** **Level 21 Minion**

Medium natural humanoid (shapechanger) XP 800

**Initiative** +11 **Senses** Perception +16; lowlight vision**HP** 1; a missed attack never damages a minion; see also, blood fueled fury and take down**AC** 35; **Fortitude** 34, **Reflex** 32, **Will** 32;**Speed** 6 (8 in wolf form)↓ **Claw** (standard; at-will)

+26 vs. AC; 8 damage; see also Take Down.

**Blood Fueled Fury** (Free action when damaged by an attack)

The Wolven Blood Guard makes a free basic attack against an adjacent enemy. If this attack hits, the minion takes no damage from the triggering attack. If the attack misses, the wolver dies.

**Take Down**

If the Wolven Blood Guard has combat advantage against the target, the target is also knocked prone on a hit.

**Change Shape** (minor; at-will) • Polymorph

A Wolven Blood Guard can alter its physical form to appear as a gray wolf or a unique human (see change shape in the D&amp;D 4E MONSTER MANUAL). It cannot use its claw attack in human form or wolf form.

**Alignment** Evil **Languages** Common**Skills** Athletics +17; Intimidate +16; Nature +15;**Str** 14 (+12) **Dex** 12 (+11) **Wis** 12 (+11)**Con** 14 (+12) **Int** 10 (+10) **Cha** 12 (+11)**Equipment** none**WOLVEN BLOOD GUARD TACTICS:**

The Blood Guard tries to be adjacent to foes at all times, relying on its blood fueled fury to keep it alive. The Blood Guard are fanatical and will fight to the death unless Azran himself orders otherwise.

**Circle of Seven Adept** **Level 22 Elite Artillery**

Medium natural humanoid (shapechanger) XP 8,300

**Initiative** +18 **Senses** Perception +21 darkvision**HP** 384; **Bloodied** 192**AC** 37; **Fortitude** 39, **Reflex** 38, **Will** 36**Saving Throws** +2**Action point** 1**Speed** 6 (8 in wolf form)↓ **Touch of Azran** (standard; at-will) • Necrotic

+25 vs. AC; 2d6 + 8 damage, and the target takes ongoing 10 fire and necrotic damage (save ends).

⚔ **Azran's Vengeance** (standard; at-will) • Necrotic

Ranged 20 +25 vs. Reflex; 3d6+8 and ongoing 5 necrotic (save ends).

⌚ **Chains of Pain** (minor; at-will; no more than once per turn)

Close Burst 20. Enemies in the burst who are taking ongoing damage take 5 damage of that type and are restrained and cannot teleport until the end of their next turn.

**Storm of Vengeance** (standard; recharge when first bloodied) • Necrotic

Make one Azran's Vengeance attack against every enemy the Circle of Seven Adept can see within range.

⌚ **Azran's Cry** (immediate reaction; when first bloodied and when destroyed) • Psychic

Close Burst 10, enemies only +20 vs. Will; 4d8 +8 Psychic damage and targets are weakened (save ends).

**Claiming Azran's Own** (immediate reaction, when an ally within 5 squares of the adept is reduced to 0 hit points)

The adept regains a number of hit points equal to that ally's level.

**Change Shape** (minor; at-will) • Polymorph

A Circle of Seven Adept can alter its physical form to appear as a gray wolf or a unique human (see change shape in the D&amp;D 4E MONSTER MANUAL). It cannot use its claw attack in human form or wolf form.

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## Circle of Seven Adept Cont.

**Alignment** Chaotic evil      **Languages** Abyssal  
**Skills** Arcana +19; Religion +19  
**Str** 20 (+16)    **Dex** 24 (+18)    **Wis** 20 (+16)  
**Con** 27 (+19)    **Int** 17 (+14)    **Cha** 19 (+15)

**Equipment** none

## CIRCLE OF SEVEN ADEPT TACTICS

A Circle of Seven Adept will use Storm of Vengeance as early during combat as possible, and will use Chains of Pain in any round an enemy within range is taking ongoing damage. It will spend its action point either to focus on a particularly tough opponent or to increase the effectiveness of Chains of Pain by including an additional target.

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### Azran the Undying      Level 25 Solo Controller Medium natural humanoid (undead)      XP 35,000

**Initiative** +17      **Senses** Perception +21; darkvision  
**Burning Blood Aura** (Necrotic) aura 5; Bloodied enemies within the aura that attack suffer a -2 penalty to the attack and take 10 necrotic damage.  
**HP** 1,255; **Bloodied** 627; see also Bloodied Rain  
**Regeneration** 10. If Azran takes radiant damage, its regeneration doesn't function on its next turn.  
**AC** 43; **Fortitude** 41, **Reflex** 40, **Will** 44  
**Immune** disease, poison  
**Resist** 17 necrotic  
**Saving Throws** +5  
**Action Point** 2  
**Speed** 6

↓ **Doom Staff Strike** (standard; at-will)

+29 vs. Fortitude; 3d8 + 9 damage and the target is stunned.

**Retributive Doom Staff Strike** (Immediate interrupt, when an enemy moves adjacent to Azran; at-will)

Azran makes a Doom Staff Strike against the triggering enemy.

**Rain of Doom** (standard; encounter)

Azran makes a Doom Staff Strike against each enemy within 5 squares.

⊗ **Greater Binding of Azran** (standard; at will)

Area burst 3 within 20 +29 vs Reflex; 2d8+9 and the target is restrained and unable to teleport (save ends both). After effect: the target is dazed. Prone targets cannot stand while restrained.

⊗ **Greater Flaying of Azran** (standard; at will) • Psychic

Ranged 10 +29 vs Will; 2d8+9 psychic damage and Ongoing 10 psychic damage (save ends). After effect: the target takes Ongoing 5 psychic (save ends).

⊗ **Command the Broken Soul** (minor; at-will; May only target a creature taking ongoing psychic damage)

Ranged 10 +29 vs. Will; 3d6 + 8 and the target is dominated.

← **Sigil of Azran** (minor; close burst 10; all enemies within burst; recharge when first bloodied)

Dominated targets take a standard action. Targets who are not dominated instead suffer a -2 penalty to Will defense (save ends).

**Twin Flaying** (Standard; recharge ⊕ ⊕)

Azran makes one Greater Flaying of Azran attack each at two different targets.

✦ **Fall From Heaven** (free; when first reduced to 941 hit points)

Area burst 1 within 10 +29 vs. Fortitude 1d8+5 fire damage and targets are knocked prone.

Effect: The impact creates a burst 5 zone centered on the burst 1 attack that lasts for the rest of the encounter. All squares within the burst are rough terrain to Azran's enemies, and the burst is filled with smoke that grants Azran and his allies concealment.

**Bloodied Rain** (free; when first bloodied; encounter)

Azran's Rain of Doom recharges and he uses it immediately.

⊗ **Desperate Summoning** (free; when first reduced to 313 hit points)

Close burst 10, 6 Abyssal Ghoul Myrmidons ( See the D&D 4E MONSTER MANUAL) appear anywhere within the burst and battle Azran's foes until slain, or the encounter ends. These creatures are not worth any XP.

**Indestructible**

As a Lich, Azran is very difficult to destroy permanently. See the 4E MONSTER MANUAL for more details on how to permanently slay a lich.

**Alignment** Evil      **Languages** Abyssal, Common  
**Skills** Arcana +26, Insight +21, Nature, +25, Religion +26  
**Str** 18 (+16)    **Dex** 20 (+17)    **Wis** 19(+16)  
**Con** 26 (+20)    **Int** 28 (+21)    **Cha** 27(+20)

**Equipment** ragged arcane robes; doom staff

## AZRAN THE UNDYING TACTICS:

Against numerous foes or enemies that are grouped closely together, Azran begins by catching as many as he can in a greater binding. If necessary he will spend his action point to bind more. Against fewer foes, or those more spread out, Azran begins by Twin Flaying the two that appear to have the weakest wills. If successful, he will follow-up by attempting to Command the Broken Soul of one or both victims. When surrounded he will use Rain of Doom in order to find a more favorable position.

Once he has invoked Fall From Heaven, Azran will try to remain in the smoke as much as possible, returning to it later if he must abandon due to tactical concerns.

Azran will save the Sigil of Azran for when he can catch several dominated foes at once, unless he is having difficulty hitting with his attacks which target Will defense. Azran is very proud and will not even consider fleeing before completing his Desperate Summoning. Azran will consider fleeing once the Myrmidons are defeated, but only if he believes his phylactery is in danger. Otherwise, he will fight to the death.



## SHADOWHEART WOLVEN LORE

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A character knows the following information with a successful Nature Check.

DC 15: Shadowheart wolvern are shape shifters who were driven from Dark Wood during the Shadowheart Wars. Shadowheart wolvern are generally encountered in groups of five, called packs. As of late, larger groups — called talons — have attacked mining towns and settlements along the mountains. Shadowheart wolvern live in loosely connected camps — called dens — scattered throughout the Hellfury Peaks. The largest den is rumored to be located somewhere near the ruins of an ancient city known in legend as Nurub-Shadoth: The Doomwell.

DC 20: Shadowheart wolvern magi practice eldritch magicks taught to them by avatars of the Bone Witch; a goddess normally worshipped by druids and shamans. Non-wolvern priests of the Bone Witch insist the dark rites of the wolvern are a perversion of the goddess’ teachings. The dreaded Circle of Seven are the spiritual leaders of the wolvern, answering only to Azran the Undying himself.

DC 25: Some scholars of Scarrport believe Nurub-Shadoth is the source of the demonic infestation which has swept across the Hellfury Peaks in recent years, though none have, as of yet, confirmed this theory. If this is true, the presence of the wolvern near the Doomwell could mean that Azran the Undying and his ilk have forged some sort of alliance with the unholy hell spawn in the region.

## BUILDING ENCOUNTERS USING WOLVEN

Wolvern monster levels run from relatively weak Disfavored of Azran (level 8) to the mighty Azran himself (level 25). The following encounter groups show some example Wolvern only encounters as well as some encounter groups that mix Wolvern with likely allies.

Another option is to adjust the levels of some or all of the Wolvern monsters available in order to create encounters of mixed monster types that are only made up of Wolvern. The 4E DUNGEON MASTER’S GUIDE contains rules for adjusting the level of individual monsters. Take advantage of this resource in order to create challenges for your players, using the monsters provided, at whatever level you may need.

**Note:** Those level notations marked with an \* indicate that the monster must be adjusted in order to be of that level. You can also adjust levels or elevate monsters to elite status (another tool presented in the 4E DUNGEON MASTER’S GUIDE) in order to represent a unique Wolvern in Azran’s employ.

Monsters marked with a \*\* are found in the 4E MONSTER MANUAL.

## ENCOUNTER GROUPS

**Level 4 Encounter:** (XP 876)

- 4 Disfavored of Azran (Level 4\* Minion)
- 4 Shadowheart warriors (Level 6\* Brute)

**Level 7 Encounter:** (XP 1,576)

- 1 Shadowheart hex binders (Level 9 Controller)
- 5 Dire Wolves\*\* (level 5 skirmisher)
- 2 Disfavored of Azran (Level 8 Minion)

**Level 13 Encounter:** (XP 4,100)

- 1 Stormrage Shambler\*\* (Level 11 Elite Controller)
- 2 Shadowheart Fel Stalkers (Level 12 Skirmisher)
- 3 Shadowheart Warriors (Level 10 Brute)

**Level 14 Encounter:** (XP 5,000)

- 1 Wolvern Battle Chief (Level 14\* Soldier)(Leader)
- 2 Shadowheart Fel Stalkers (Level 12 Skirmisher)
- 1 Shadowheart hex binders (Level 11\* Controller)
- 4 Shadowheart Warriors (Level 10 Brute)

**Level 18 Encounter:** (XP 10,200)

- 1 Wolvern Battle Chief (Level 17 Soldier)(Leader)
- 1 Circle of Seven Adept (Level 17\* elite artillery)
- 2 Shadowheart Fel Stalkers (Level 15\* Skirmisher)
- 3 Shadowheart Warriors (Level 14\* Brute)

**Level 22 Encounter:** (XP 21,700)

- 1 Circle of Seven Adept (Level 22 Elite Artillery)
- 1 Glabrezu\*\* (Level 23 Elite Brute)
- 4 Wolvern Blood guard (Level 21 Minion)

**Level 23 Encounter:** (XP 25,800)

- 1 Wolvern Battle Chief (Level 20\* Soldier)(Leader)
- 8 Wolvern Blood guard (Level 21 Minion)
- 2 Circle of Seven Adept (Level 22 Elite Artillery)

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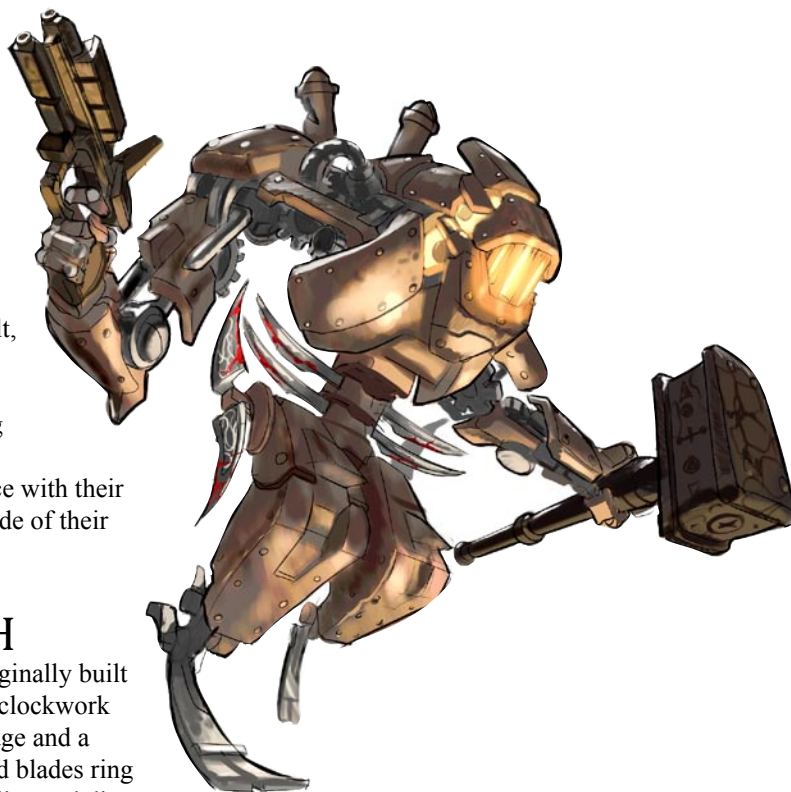
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# STEAMPUNK CREATURES

Steampunk creatures (commonly called automatons or clockwork machines) are complicated machines that are designed to imitate living creatures, often humanoids or animals. When clockwork machines are first built, the creator designs a simple set of instructions for an automaton, such as attacking any creature who attempts to enter a building without uttering the password. While automatons are capable of independent action, they only do so in accordance with their programming, and are baffled by situations outside of their orders.



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## CLOCKWORK BEHEMOTH

Clockwork behemoths are huge automatons. Originally built to fight in the Shadowheart Wars, these massive clockwork machines are armed with a maul on one appendage and a massive double-barreled gun on the other. Jagged blades ring the clockwork behemoths midsection, ready to slice and dice any foe that ventures too close.

**Clockwork Behemoth** Level 14 Elite Artillery  
Huge Natural Animate (Construct) XP 2000

**Initiative** +13 **Senses Perception** +24

**Bladestorm Aura** (weapon) aura 1; anyone caught in the bladestorm aura at the start of his or her turn takes 10 weapon damage.

**HP** 252; **Bloodied** 126

**AC** 28; **Fortitude** 26, **Reflex** 29, **Will** 28;

**Immune** disease, poison, **Resist** 5 psychic, **Vulnerable** 10 Hammer or 10 Mace or 10 Flail

**Saving Throws** +2

**Speed** 6

**Action Points** 1

↓ **Maul** (standard; at-will) • Weapon

+21 vs. AC; 2d6 + 6 damage

☹ **Double-barreled Gun** (standard; at will) • Weapon

Ranged 10/20; +21 vs. AC; 2d8 + 6 damage, The clockwork behemoth fires both barrels of the gun as a double attack against one creature.

☹ **Doom Net** (standard; recharge ☐☐☐☐☐☐)

Ranged 20; +19 vs. Reflex; 1d6 + 6 damage.

Targets hit by the doom net are pulled 2 squares and Restrained until the end of the clock work behemoth's next turn (save ends).

☹ **Self Destruct** (standard; encounter)

Close burst 5; +19 vs. Reflex; 1d10 + 6 damage

When the Clockwork behemoth reaches 0 HP, it explodes in a fiery blast of gears, blades and metal. Miss: Half Damage. The clockwork behemoth is destroyed.

### Slip Cog

If a clockwork behemoth rolls a natural 1 2 or 3 on any d20 roll, the bladestorm aura drops and it is dazed until the end of its next turn.

**Equipment:** none

## CLOCKWORK BEHEMOTH TACTICS

The clockwork behemoth begins combat by trying to snare an opponent with its doom net so it can pull them into its bladestorm aura. The clockwork behemoth alternates between melee attacks with its maul and ranged attacks with dual guns.

## CLOCKWORK BEHEMOTH LORE

A character knows the following information with a successful Arcana or Dungeoneering Check.

**DC 15:** Clockwork behemoths were first created by gremlins during the Shadowheart Wars. Now, they are primarily used to guard larger gremlin workshops, such as the Craftwerks in Jharadin.

**DC 20:** Clockwork Behemoths have a control node on the back of their head which deactivates the bladestorm aura.

Finding the node requires an additional Perception DC: 25; Arcana DC: 25; Thievery DC: 28 check. If the character is successful, read the following:

*"You spot an important looking switch at the base of the clockwork behemoths neck between two armored plates. It's going to be tricky but if you could hit that spot, you might stop those spinning blades."*

Any attack may target the control node. Targeting the nodes gives a -5 penalty to the attack. The attacks deal damage as normal but also suppress the bladestorm aura as if the creature's Slip Cog flaw had activated; See **Slip Cog**.

**DC 25:** Clockwork behemoths are especially vulnerable to blunt weapons such as maces, mauls and flails.

## ENCOUNTER GROUPS

Clockwork behemoths are often encountered serving as guardians of buildings, or as henchmen for high-level adversaries. They are typically encountered alone, though some devious encounters might make use of waddling bombs and steel spiders and clockwork soldiers.

**Level 14 Encounter:** (XP 4,450 )

- 6 Waddling Bombs (Level 4 Lurker)
- 4 Clockwork soldiers (Level 8 Soldier)
- 1 Clockwork Behemoth (Level 14 Elite Artillery)

## CLOCKWORK DESTROYER

Clockwork destroyers are large automatons built to fight in the Shadowheart wars. These monstrous amalgams of gears and metal are exceedingly rare in present day Scarrport.

**Clockwork Destroyer** **Level 21 Solo Brute**  
Large Natural Animate (Construct) XP 16000

**Initiative** +16      **Senses** Perception +31  
**HP** 520; **Bloodied** 260; See also Resurgent Rampage  
**AC** 35; **Fortitude** 37, **Reflex** 33, **Will** 35;  
**Immune** disease, poison, **Resist** 5 psychic, **Vulnerable** 10 Hammer or 10 Mace or 10 Flail  
**Saving Throws** +2  
**Speed** 6  
**Action Points** 1

⚔ **Spiked Mace** (standard; at-will) • Weapon

+24 vs. AC; 3d6 + 8 damage

⚔ **Double Mace Swing** (standard; at-will) • Weapon

The Clockwork Destroyer makes two spiked mace attacks with its two arms and can shift 1 or 2 squares before or after the attacks.

⚔ **Brutal Slam** (standard; Recharge ☞☞☞) \* Weapon

Requires spiked mace +24 vs. AC; 4d12 + 7 damage and the target is knocked prone and dazed until the end of the clockwork behemoth's next turn.

☞ **Pyrotechnic Blast** (standard; recharge ☞☞☞)\* Fire

Area burst 3 within 40; +20 vs. Reflex; 2d6 + 7 damage and the target is pushed 2 squares and knocked prone.  
Miss: Half damage and target is not knocked prone or pushed.

⬅ **Resurgent Rampage** (standard; encounter) • Lightning

Close burst 2; +22 vs. Reflex; 4d10 + 7 lightning damage  
The Clockwork Destroyer regains one quarter of its HP and its Brutal Slam and Pyrotechnic Blast powers recharge.

⬅ **Self Destruct** (standard; encounter) \* Fire

Close burst 5; +22 vs Reflex; 2d6 + 7 fire damage  
When the Clockwork destroyer reaches 0 HP, it explodes in a fiery blast of gears and metal. Miss: Half Damage. The Clockwork Destroyer is destroyed.

**Slip Cog**

If a clockwork destroyer rolls a natural 1 2 or 3 on any d20 roll, it is dazed until the end of its next turn.

**Alignment** Unaligned      **Languages** —  
**Str** 26 (+18)   **Dex** 23 (+16)   **Wis** 23 (+16)  
**Con** 20 (+15)   **Int** 20 (+15)   **Cha** 20 (+15)

**Equipment:** none

## CLOCKWORK DESTROYER TACTICS

Clockwork Destroyers use Pyrotechnic Blast at the beginning of combat and then alternate attacks with their spiked mace and Brutal Slam, using Brutal Slam first each time it recharges. They fire off Pyrotechnic Blast again as soon as the power recharges. When the clockwork Destroyer first becomes bloodied, it runs around in circles, shooting electric sparks at anything in its path while it performs a hasty repair.

## CLOCKWORK DESTROYER LORE

A character knows the following information with a successful Arcana or Dungeoneering Check.

**DC 15:** Clockwork destroyers were first created by gremlins during the Shadowheart Wars. After the wars ended, the machines were supposed to have been dismantled.

**DC 20:** Clockwork destroyers have a control node on the back of their head which deactivates the rockets on its shoulders, preventing a recharge of its Pyrotechnic Blast power.

Finding the node requires an additional Perception DC: 25; Arcana DC: 25; Thievery DC: 28 check. If the character is successful, read the following:

*“You spot an important looking switch at the base of the clockwork destroyers neck between two armored plates. It’s going to be tricky but if you could hit that spot, you might stop those rockets from firing.”*

Any attack may target the control node. Targeting the nodes gives a -5 penalty to the attack. The attacks deal damage as normal but also suppresses the pyrotechnic blast as if the creature's Slip Cog flaw had activated; See **Slip Cog**.

**DC 25:** Clockwork destroyers are especially vulnerable to blunt weapons such as maces, mauls and flails.

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## ENCOUNTER GROUPS

Clockwork destroyers are forgotten relics of the Shadowheart War. Most were lost or destroyed during the fighting, but some survived and were brought back to Scarrport, only to be locked away in vaults where it is thought they could do no harm. That said, it isn't entirely implausible that some of these machines are still used by powerful people to guard their most precious secrets. Or perhaps a few even wandered off into the wilds of Dark Wood and are there still, roaming the tangled forest, killing anything they perceive as a threat to their 'mission.'

Because they are so rare and most likely to be encountered as solitary creatures, no encounter groups are listed for clockwork destroyers. Game masters are encouraged to be creative when coming up with reasons for using these devastating monstrosities in their games.

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## CLOCKWORK SOLDIER

The finally crafted soldier bears intricate engravings. While the constant tick betrays its clockwork heart, the automaton's motions are so fluid it appears alive.

**Clockwork Soldier** **Level 8 Soldier**  
Medium Natural Animate (Construct) XP 350

**Initiative** +6 **Senses** Perception +5

**HP** 91; **Bloodied** 45

**AC** 24; **Fortitude** 22, **Reflex** 19, **Will** 16;

**Immune** disease, poison, **Resist** 5 psychic, **Vulnerable** 5 Hammer or 5 Mace or 5 Flail

**Speed** 5

↓ **Bastard Sword** (standard; at-will) • Weapon

+15 vs. AC; 1d10 + 5 damage and the target is marked until the end of clockwork soldier's next turn.

⊙ **Spinning Slash** (standard; recharge 2/3) • Weapon

Requires sword; close burst 1; +15 vs. AC; 3d10 + 5 and push target 1 square and target is knocked prone.

**Slip Cog**

If a clockwork soldier rolls a natural 1 2 or 3 on any d20 roll, it is dazed until the end of its next turn.

**Alignment** Unaligned **Languages** Common

**Str** 20 (+8) **Dex** 15 (+6) **Wis** 8 (+3)

**Con** 19 (+7) **Int** 4 (+1) **Cha** 1 (-1)

**Equipment** none

## CLOCKWORK SOLDIER TACTICS

Clockwork soldiers are capable of slightly more advanced tactics than either windup guards or waddling bombs. Clockwork soldiers avoid hazardous terrain and attacks of opportunity, and take advantage of flanking positions.

## CLOCKWORK SOLDIER LORE

A character knows the following information with a successful Arcana or Dungeoneering Check.



**DC 15:** Clockwork soldiers were first created by gremlins during the Shadowheart Wars. Now, they are a relatively common sight in Scarrport, extensively used as guards by gremlin tinkers

**DC 20:** Clockwork soldiers have a control node on the back of their head which, when damaged, prevents a single recharge of its Spinning Slash power.

Finding the node requires an additional Perception DC: 25; Arcana DC: 25; Thievery DC: 28 check. If the character is successful, read the following:

*"You spot an important looking switch at the base of the clockwork soldiers neck between two armored plates. It's going to be tricky but if you could hit that spot, you might stop that machine from slashing."*

Any attack may target the control node. Targeting the nodes gives a -5 penalty to the attack. The attacks deal damage as normal but also suppresses the spinning slash as if the creature's Slip Cog flaw had activated; See **Slip Cog**.

**DC 25:** Clockwork soldiers are especially vulnerable to blunt weapons such as maces, mauls and flails.

## ENCOUNTER GROUPS

Clockwork soldiers are often encountered serving as guardians of buildings, ships or as henchmen for adversaries of all levels.

**Level 8 Encounter:** (XP 1,425 )

- 2 human mages (level 4 Artillery)
- 5 human lackeys ( Level 7 minion)
- 2 clockwork soldiers (level 8 soldier)

**Level 12 Encounter:** (XP 3,550)

- 2 waddling bombs (level 4 lurker)
- 4 Gremlin snipers (level 2 artillery) See page 103
- 2 clockwork soldiers (level 8 soldier)
- 1 clockwork behemoth (Level 14 Elite Artillery)

## STEEL SPIDER

These machines look like small, 3ft. tall spiders made of steel and gears. Their eyes glow dull orange as they skitter along the floor.

Steel Spider	Level 3 Skirmisher
Small Natural Animate (Construct) XP 150	
<b>Initiative</b> +6 <b>Senses</b> Perception +9	
<b>HP</b> 43 <b>Bloodied</b> 21;	
<b>AC</b> 17; <b>Fortitude</b> 15, <b>Reflex</b> 16, <b>Will</b> 15;	
<b>Immune</b> disease, poison, <b>Resist</b> 5 psychic, <b>Vulnerable</b> 5 Hammer or 5 Mace or 5 Flail	
<b>Speed</b> 8	
↓ <b>Acid Bite</b> (standard; at-will) • Acid	
+8 vs AC; 2d6 + 3 damage Ongoing 5 acid damage (save ends).	
↗ <b>Corrosive Blast</b> (standard; Recharge ☞☞☞) * Acid	
Ranged 10/20; +6 vs Reflex; 3d6 + 3 acid damage and Ongoing 5 Acid Damage (save ends).	
☞ <b>Puncturing Pounce</b> (standard; encounter)* Acid	
+8 vs AC; 2d10 + 3 damage. The steel spider leaps onto the neck of the closest target, jabbing it with all six legs. If the attack hits, the steel spider makes a secondary attack +8 vs. Fortitude; the target is stunned until the end of the steel spider's next turn and takes 5 ongoing acid damage (save ends).	
<b>Slip Cog</b>	
If a steel spider rolls a natural 1 2 or 3 on any d20 roll, it is dazed until the end of its next turn.	
<b>Alignment</b> Unaligned	<b>Languages</b> —
<b>Str</b> 15 (+3) <b>Dex</b> 16 (+4)	<b>Wis</b> 14 (+3)
<b>Con</b> 11 (+1) <b>Int</b> 11 (+1)	<b>Cha</b> 11 (+1)
<b>Equipment</b> none	

## STEEL SPIDER TACTICS

The steel spider bites the nearest target and then moves unless it can gain combat advantage by flanking. It uses Corrosive Blast at ranged targets whenever it recharges. It will use Puncturing Pounce on the biggest threat.

## STEEL SPIDER LORE

A character knows the following information with a successful Arcana or Dungeoneering Check.

**DC 15:** Steel spiders are a growing plague on the city. There is a standing bounty of 20gp for every one that is destroyed.

**DC 20:** Steel spiders are a failed attempt by gremlin engineers to create a new type of combat mount for smaller creatures. It seems every time gremlin test pilots would try and ride the creatures, the spiders would bite them and skitter off into the city.

## ENCOUNTER GROUPS

For some, as of yet unknown reason, steel spiders are often encountered in packs numbering between 3 and 6. Some gremlin engineers speculate they are developing a hive mind of sorts, though, this is only a rumor. They are untamable and aren't known to associate with any other creature.

**Level 3 Encounter:** (XP 450 )

- 3 steel spiders (level 3 skirmisher)

## WADDLING BOMB

This small automaton looks like a giant goblin grenade with small pair of tiny legs, and painted smiling face.

Waddling Bomb	Level 4 Lurker
Small Natural Animate (Construct) XP 175	
<b>Initiative</b> +6 <b>Senses</b> Perception +5	
<b>HP</b> 48; <b>Bloodied</b> 24	
<b>AC</b> 18; <b>Fortitude</b> 17, <b>Reflex</b> 15, <b>Will</b> 12;	
<b>Immune</b> disease, poison, <b>Resist</b> 5 psychic, <b>Vulnerable</b> 5 Hammer or 5 Mace or 5 Flail	
<b>Speed</b> 4	
☞ <b>Explosion</b> (standard; at-will)	
Close burst 2; +7 vs. Reflex; 3d10 + 4 fire damage. Miss: Half damage. Hit or miss: Waddling bomb is destroyed.	
<b>Death Burst</b>	
If it is reduced to 0 hit points the waddling bomb makes an explosion attack.	
<b>Alignment</b> Unaligned	<b>Languages</b> —
<b>Str</b> 12 (+3) <b>Dex</b> 13 (+3)	<b>Wis</b> 6 (+0)
<b>Con</b> 18 (+6) <b>Int</b> 2 (-2)	<b>Cha</b> 1 (-3)

## WADDLING BOMB TACTICS

Waddling bombs are created as little more than a powerful bomb on a pair of legs. They may be programmed to focus on specific kinds of targets, but after acquiring a target the waddling bomb walks adjacent to the target, then explodes.



## WADDLING BOMB LORE

A character knows the following information with a successful Arcana or Dungeoneering Check.

**DC 15:** Waddling bombs are often used by assassins. They are designed to pick one specific target, go straight for it, then explode when they reach it.

## ENCOUNTER GROUPS

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Waddling bombs are best used in ambushes or carefully designed traps where they can do massive amounts of damage in a small space.

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**Level 3 Encounter:** (XP 650 )

- 1 gremlin alchemist (level 2 controller) See page 104
- 3 waddling bombs (level 4 Lurker)

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**Level 6 Encounter** (XP 1,200)

- 4 waddling bombs (Level 4 lurker)
- 2 Otterkin Enforcers (Level 7 Soldier) See Page 108

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## WINDUP GUARD

This five-foot tall brass soldier bears a large sword. A giant key protrudes from its back.

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**Windup Guard** **Level 8 Minion**  
Medium Natural Animate (Construct, Mindless) XP 88

**Initiative** +2      **Senses** Perception +1  
**HP** 1; a missed attack never damages a minion.  
**AC** 20; **Fortitude** 29, **Reflex** 15, **Will** 14;  
**Immune** disease, poison, **Resist** 5 psychic,  
**Speed** 5

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↓ **Bastard Sword** (standard; at-will) • Weapon

+15 vs. AC; 6 damage.

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**Wind Down**

If a wind up guard rolls a natural 1, 2, 3 or 4 on any d20 roll, its clock winds down. It is stunned and helpless until somebody winds it again (require a short rest).

**Alignment** Unaligned      **Languages** —  
**Str** 18 (+4)      **Dex** 14 (+2)      **Wis** 4 (+1)  
**Con** 17 (+3)      **Int** 2 (+0)      **Cha** 1 (-1)

## WINDUP GUARD TACTICS

Windup guards are capable of only the most basic tactics. They move straight towards the closest foe without regard to danger and attack with their basic attack.

## WINDUP GUARD LORE

A character knows the following information with a successful Arcana or Dungeoneering Check.

**DC 15:** Windup guards have a design flaw. They regularly wind down and stop working, usually at the worst possible times.

## ENCOUNTER GROUPS

Windup guards are little more than cannon fodder, are and typically used in conjunction with more dangerous machines, like clockwork soldiers. Gremlins like them because they are easily replaced and cause just enough trouble to make it worth keeping them around.

**Level 8 Encounter:** (XP 1,930)

- 10 windup guards (level 8 minion) 880
- 3 clockwork soldiers (Level 8 soldier)

## HAZARDS

The following hazards are provided for adventures in or around the city of secrets.

**Oil Slick** **Level 3 Obstacle**  
Hazard XP 150

*Found near the gremlin Craftwerks or near the harbors, these patches of spilt oils are only triggered when touched by flame or a spark.*

**Hazard:** The oil fills 5 contiguous squares covered with a thin layer of oily liquid. When triggered, the oil slick bursts into flame.

**Perception**

No check is necessary to notice the oil slick.

**Additional Skill:** Dungeoneering

- DC 25: The character identifies the squares of the oil slick.
- Initiative** +3

**Trigger**

The oil attacks each creature in the slick when any creature in a square of the oil slick is targeted by a power with the fire or lightning keywords or when any square of the oil slick is in a burst or blast from a power with the fire or lightning keywords. Alternately, a torch or other open flame can trigger the oil attack if it is dropped to the ground in a square of the oil slick. After it is triggered, the oil slick attacks any creature that enters a square of the slick or begins its turn in a square of the slick.

**Attack**

**Opportunity Action**      **Melee**

**Target:** Creature in the slick

**Attack:** +6 vs. Reflex

**Hit:** 1d10 fire damage and ongoing 5 fire damage (save ends).

**Countermeasures**

- A character can avoid triggering the oil slick with a burst or blast power with a DC 25 Arcana check.
- Once triggered, a character can douse the flames of one square with a DC 25 Dungeoneering check.
- A character who makes a successful Athletics check (DC 11 or DC 16 without a running start) can jump over a square of the triggered oil slick, but they still suffer 1d6 fire damage.

**Upgrade to Elite (300 xp)**

- Increase the Dungeoneering and Arcana DCs by 2
- Increase the damage to 3d10 and ongoing 5 fire damage (save ends).
- Increase size to 10 contiguous squares.



### Dogmen Statues Trap

Level 5 Warder  
XP 300

*Below the city, these enchanted statues come alive to guard ancient areas sacred to the first inhabitants.*

**Trap:** The stone statues of humanoid bodies with canine heads usually appear in pairs, occupying 1 square each. They guard a door, passage or chest, and try to bite any creature near them.

#### Perception

No check is necessary to notice the dogmen statues.

- DC 27: The character notices the hidden control panel at the base of both the statues.

**Additional Skill:** Arcana

- DC 27: The character recognizes that the statues may animate.

**Initiative** +5

#### Trigger

When a creature tries to open the guarded door or chest, or opens the door, the dogmen statues make their first bite attacks as an immediate reaction. They then roll initiative, attacking each round.

#### Attack

**Immediate Reaction or Standard Action**      **Melee 2**

**Target:** Creature who triggered the trap or any creature in range

**Attack:** +12 vs. AC

**Hit:** 2d10 + 5 damage and grabbed. The attack deals 3d10 + 5 damage to a grabbed target.

#### Countermeasures

- A character can disarm each statue from the control panel with a DC 28 Thievery check.
- A character can attack the statues (AC 16, other defense 13; HP 65; resist 5 all). Destroying one statue disables only that statue.

#### Upgrade to Elite (600 xp)

- Increase the Perception and Thievery DCs by 2
- Increase the number of statues to 4.
- Increase the all defenses of the statues by 2.

### Wind Tunnel Trap

Level 10 Blaster  
XP 500

*A wind caller created this long hallway trap to blow intruders back into a wall of spikes.*

**Trap:** A thin trip line triggers a concussive blast of air from a hidden tube at the end of a long hallway.

#### Perception

- DC 27: The character notices the trip line or the tube.

**Additional Skill:** Nature

- DC 25: The character recognizes that the tube may be used to force air through it and gains a +2 bonus to Thievery checks to disable the tube.

**Initiative** +5

#### Trigger

When a creature moves past the trip line, the wind tunnel attacks as an immediate reaction. It then rolls initiative and attacks every round.

#### Attack

**Immediate Reaction or Standard Action**

**Close blast 10**

**Target:** Each creature in blast

**Attack:** +13 vs. Fortitude

**Hit:** 2d10 + 5 thunder damage and the target is pushed 5 squares. If the forced movement ends against the back wall, make a secondary attack from the spikes (+13 vs. Reflex, Hit: 2d10 + 5 damage).

#### Countermeasures

- A character can disable the trip line with a DC 28 Thievery check.
- A character can engage in a skill challenge to disable the tube from blowing air. DC 26 Thievery. Complexity 1 (4 successes before 2 failures). Success stoppers the tube and disables the trap. Failure causes the ceiling to collapse (close burst 3, 3d10 + 5 damage and the area is difficult terrain).

#### Upgrade to Elite (1000 xp)

- Increase the Perception, Nature and Thievery DCs by 2
- The trap's attacks deal 3d10 + 5 thunder damage and pushes 7 squares.

### Mind Eraser Trap

Level 13 Lurker  
XP 800

*This trap is installed in something innocuous, like a small statue or painting, but when gazed upon the feelings of terror it conjures are unmistakable.*

**Trap:** A sadistic wizard created this trap to destroy the minds of any who managed to penetrate into his inner sanctum and plunder his vault of arcane antiquities.

#### Perception

No check is necessary to notice the mind eraser's triggering object. In fact, simply examining the object triggers the trap.

**Additional Skill:** Arcana

- DC 24: The character recognizes that a powerful hex is released when looking at the triggering object.

#### Trigger

When a creature looks at the triggering object, the mind eraser attacks as an immediate reaction. Each time a creature examines the triggering object, with a skill check or otherwise, the mind eraser attacks.

#### Attack

**Immediate Reaction**

**Ranged 5**

**Target:** Creature which triggered the attack

**Attack:** +16 vs. Will

**Hit:** 4d8 + 8 psychic damage and the target is dazed (save ends).

#### Countermeasures

- A character can determine with a DC 27 Dungeoneering or Arcana check that indirectly looking at the object, such as through a mirror or through scrying, may prevent the trap from triggering.
- A character can engage in a skill challenge to disable the mind eraser. DC 31 Thievery or Arcana. Complexity 2 (6 successes before 3 failures). Each attempt triggers an attack. Success ends the hex and disables the trap. Failure triggers a mind bomb which sends a pulse of psychic energy (close burst 5, 2d10 + 5 psychic damage and dazed (save ends) to all creatures in burst).

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### Upgrade to Elite (1600 xp)

- Increase the Arcana and Thievery DCs by 2
- The mind eraser attacks each creature in a close burst 5 when it is triggered.

### Flooding Aquifer

Level 18 Lurker

Hazard

XP 2,000

*The ceiling is leaking heavily in numerous places.*

**Hazard:** When triggered, a small leak becomes a deluge as water rushes in to fill the room.

#### Perception

- DC 33: The character sees that water is leaking through the crack in increasing amounts.
  - Additional Skill:** Dungeoneering
  - DC 31: The character recognizes that an aquifer is behind the crack and is about to burst through.
- Initiative +7

#### Trigger

The trigger for a flooding aquifer can be random, caused by the actions of others, or timed. When triggered, the flooding aquifer rolls initiative. Between the trigger and the aquifer's attack, characters know that a flood is imminent. The area of the aquifer's attack increases each turn for five turns, at which point the entire dungeon level is full of water.

#### Attack

**Standard Action** Close burst 1, 3, 5, 7, 9

**Target:** Each creature in the burst

**Attack:** +21 vs. Reflex

**Hit:** 5d6 + 8 cold damage and the target is slowed (save ends).

#### Countermeasures

- Before the aquifer is triggered, a character who makes a DC 33 Dungeoneering or Thievery check can disable the flooding aquifer with a suitable plug or paste.

### Demon Summoner

Level 23 Lurker

Trap

XP 5,100

*The demon summoner is a hex cast on a square or wall which draws power from the trapped victim to fuel its demonic ritual and bring forth a demon.*

**Trap:** When a creature steps on the square, touches the wall or opens the door, a ripple of purple energy is drawn from it, manifesting into the form of a denizen of the Abyss.

#### Perception

- DC 33: The character sees arcane writing that may be part of a magical trap.
  - Additional Skill:** Arcana
  - DC 31: The character recognizes that a ritual to summon a creature from the Abyss is set to discharge.
- Initiative +8

#### Trigger

When a creature enters a square adjacent to the focus square, the trap attacks. It continues attacking on its initiative if a target is within range.

#### Attack

### Opportunity Attack

Close burst 1

**Target:** Creature which triggered the attack

**Attack:** +22 vs. Will

**Hit:** The target loses a surge. Roll d6 and summon one corresponding demon (See DND 4th edition Monster Manual) in an adjacent square, pushing the target and allies the necessary squares to create space: ◻ Balgura ◻ Mezzodemon ◻ Vrock ◻ Immolith ◻ Goristro ◻ Hezrou.

#### Countermeasures

- A character can engage in a skill challenge to disable the demon summoner. DC 31 Thievery or Arcana. Complexity 2 (6 successes before 3 failures). Each failure triggers the trap's attack. Success ends the hex and disables the trap. Failure causes all creatures within 5 to be pushed 5, the target to lose two healing surges and two demons are summoned, rolling d6 twice to determine which.

### Upgrade to Elite (10,200 xp)

- Increase the Arcana and Thievery DCs by 2
- Use the following list of demons: ◻ Immolith ◻ Goristro ◻ Hezrou ◻ Glabrezu ◻ Marilith ◻ Balor

### Obelisk of the Elements

Level 25 Blaster

Trap

XP 7,000

*An obelisk with the symbols for Fire, Earth, Water and Wind on each side is the center of the room.*

**Trap:** The aspects of each element imbue this tall, stone obelisk which occupies a 2-by-2 space in the center of the room.

#### Perception

No check is necessary to see the obelisk.

**Additional Skill:** Arcana or Nature

- DC 34: The character recognizes the symbols and nature of the trap.

#### Trigger

When a creature moves within 3 squares of the obelisk, it rolls initiative and attacks.

#### Attack

**Standard Action**

Close burst 3

**Target:** Each creature in burst

**Attack:** +28 vs. Reflex

**Hit:** The obelisk deals the following damage and effect based on which side the character is nearest:

- Fire:** 3d10 + 5 fire damage and ongoing 15 fire damage (save ends).
- Earth:** 2d10 +6 damage and restrained (save ends).
- Water:** 3d8 + 8 cold damage and stunned (save ends).
- Wind:** 4d10 + 5 thunder damage and pushed 5 squares.

#### Countermeasures

- A character can disable the trap with DC 36 Thievery check or a DC 39 Nature check.
- A character can attack the obelisk (AC 32, other defense 28; HP 150; resist 10 all). Destroying the obelisk disables the trap.

### Upgrade to Elite (14,000 xp)

- Increase the Arcana, Nature and Thievery DCs by 2
- Increase the attack bonus by 2.
- The obelisk's control of the elements is so powerful that any creature's resistance to fire, cold or thunder is considered to be 5 less than it is.

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## NEW DISEASE: FEVER PLAGUE

<b>Fever Plague</b>	<b>Level 12 Disease</b>
<i>Thought have to spread from the lack of hygiene in old Jharadin, the fever plague begins with debilitating coughing spasms and eventually leads to death.</i>	<b>Attack:</b> +16 vs. Fortitude <b>Endurance:</b> Improve DC 28, maintain DC 25, worsen DC 24 or lower.

Target is cured	<b>Initial effect:</b> The target is slowed until cured, but can choose to move at their speed and become dazed until the end of their next turn	The target is slowed, but can choose to move at their speed and become dazed until the end of their next turn. In addition, the target is weakened.	The target is slowed, dazed and weakened.	Final state: The target dies.
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# APPENDIX A: THE IRON LUMBERJACK

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## THE IRON LUMBERJACK

A talented gremlin inventor's latest creation promised to be a boon to the lumber industry, allowing one person to do the work of ten. Unfortunately, the iron lumberjack has been stolen by the inventor's unscrupulous former partner, who wants to sell the lumberjack as a machine for war. Can the heroes return the new invention intact, or will they fall like trees before the iron lumberjack?

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The Iron Lumberjack is an adventure for 1st-3rd level characters. It is set in the city of Scarrport, but with a few changes, it can fit into any urban setting.

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## BACKGROUND

Kalaz and Strype were both talented gremlin inventors, and for several years, they maintained a successful partnership. However as time wore on, Strype's greed got the better of him. While Kalaz made his inventions for peaceful purposes, Strype realized he could turn higher profits selling the machines as engines of war.

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When Kalaz found out, he broke off the partnership with Strype. Now, a year later, Strype has retaliated. He stole Kalaz's latest and greatest invention, the Iron Lumberjack. While Kalaz designed it to cut trees, Strype realized the Iron Lumberjack's whirling saw blade could slice through soldiers just as easily. Now Strype is hiding out in the Fens while he waits for his buyer to arrive from out of town.

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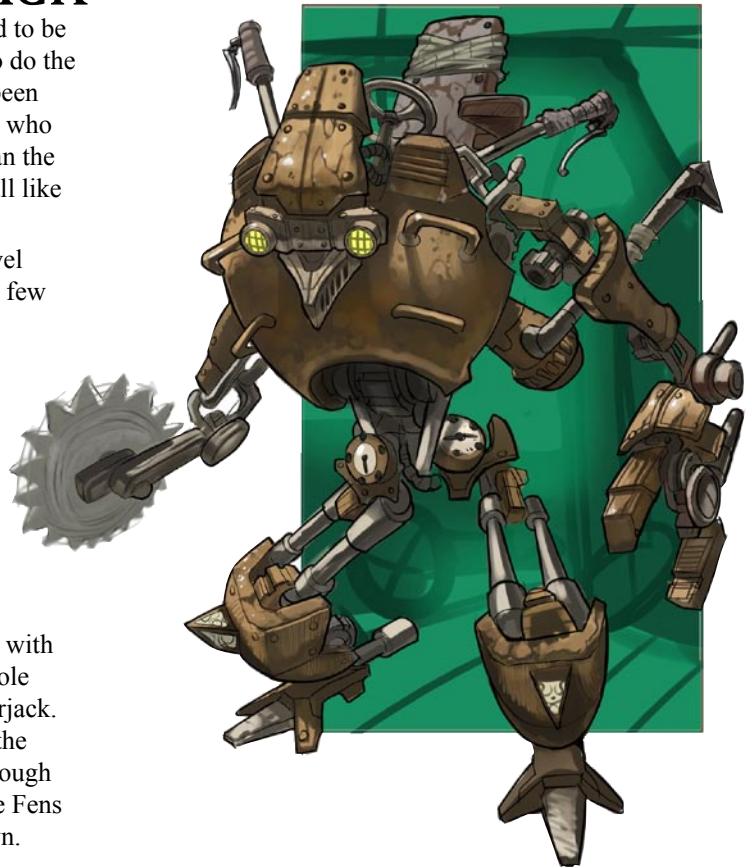
## SYNOPSIS

The adventure begins when Kalaz approaches the player characters with a job offer: to retrieve his iron lumberjack. His only clue is that somebody saw it taken to the Fens. When the characters reach the Fens, a gang of local thugs quickly tries to extort money from the characters.

Afterwards, the heroes are free to explore the Fens and gather information about Strype and his hideout. Depending on their skill checks, this might be a very costly proposition. One way or another, the heroes eventually discover Strype's location. After the heroes make it past the front guards, they find that Strype has already learned how to control the iron lumberjack and he is more than happy to test its lethal capabilities on them.

## ADVENTURE HOOKS

The simplest way to get the heroes involved is for Kalaz to contact the player characters. He explains to them that his latest invention — the iron lumberjack — disappeared



from his workshop four days ago. Because only somebody familiar with the shop could have pulled off such a heist, Kalaz suspects his former partner Strype is behind the theft. Kalaz knows that Strype has been living in the Fens the past year, but he does not know where. Kalaz reported the crime to the city watch, but they failed to help.

Kalaz answers the PCs questions to the best of his ability. He gives them an accurate description of the iron lumberjack. It is a large, metal, horseless cart with two arms, one ending in a powerful pincher, and the other in a whirling saw. Kalaz gave it a powerful flamethrower to clear underbrush, which (he grudgingly admits) he had not worked all of the kinks out of. Kalaz offers the characters a reward of 50 gp per person if they return his iron lumberjack.

# WELCOME TO THE FENS

Early during their investigation, one of the local street gangs decides the heroes might be their ticket to easy gold. A fire mage using the nom de guerre Pyre leads the group and does all the talking. He demands the heroes turn over all their possessions if they want to live. Should the PCs try to reason their way out of it, treat the threat as a level 2, complexity 2 skill challenge (DC 10, 6 success before 3 failures) with Bluff, Diplomacy, Intimidate, and Streetwise as the primary skills.

<b>8 Human Goons</b>		<b>Level 2 Minion</b>	
Medium Natural Humanoid (Human)		XP 25	
<b>Initiative</b> +1	<b>Senses</b> Perception +2		
HP 1; a miss never damages a human goon			
AC 16; <b>Fortitude</b> 13, <b>Reflex</b> 11, <b>Will</b> 12			
<b>Speed</b> 6			
↓ <b>Mace</b> (standard; at-will) • Weapon			
+6 vs. AC; 4 damage			
<b>Alignment</b> Unaligned		<b>Languages</b> Common	
<b>Skills</b> Intimidate +5, Thievery +6			
<b>Str</b> 16 (+4)	<b>Dex</b> 11 (+1)	<b>Wis</b> 12 (+2)	
<b>Con</b> 15 (+3)	<b>Int</b> 9 (+0)	<b>Cha</b> 8 (+0)	
<b>Equipment</b> chainmail, mace			

<b>2 Ghodon Toughs</b>		<b>Level 1 Brute</b>	
Medium Natural Humanoid (Ghodon)		XP 100	
<b>Initiative</b> +1	<b>Senses</b> Perception +2		
HP 27; <b>Bloodied</b> 13			
AC 13; <b>Fortitude</b> 13, <b>Reflex</b> 11, <b>Will</b> 12			
<b>Speed</b> 7			
↓ <b>Maul</b> (standard; at-will) • Weapon			
+6 vs. AC; 2d6 + 4 damage			
⊕ <b>Bear Hug</b> (standard; sustain standard; encounter)			
+4 vs. Reflex; 1d12 + 4 damage and target is grabbed; Sustain standard: automatic 1d12 + 4 damage and target remains grabbed.			
⊕ <b>Hurl Rock</b> (standard; encounter)			
Ranged 10; +4 vs. Reflex; 1d12 + 4 damage			
<b>Alignment</b> Unaligned		<b>Languages</b> Common, Giant	
<b>Skills</b> Athletics +11, Intimidate +6			
<b>Str</b> 18 (+4)	<b>Dex</b> 11 (+0)	<b>Wis</b> 14 (+2)	
<b>Con</b> 17 (+3)	<b>Int</b> 12 (+1)	<b>Cha</b> 8 (-1)	
<b>Equipment</b> leather armor, maul			

<b>Pyre, Human Fire Mage</b>		<b>Level 3 Artillery</b>	
Medium Natural Humanoid (Human)		XP 150	
<b>Initiative</b> +1	<b>Senses</b> Perception +2		
HP 38; <b>Bloodied</b> 19			
AC 16; <b>Fortitude</b> 15, <b>Reflex</b> 16, <b>Will</b> 14			
<b>Speed</b> 6			
↓ <b>Dagger</b> (standard; at-will) • Weapon			
+4 vs. AC; 1d4 + 2 damage			

⊕ <b>Immolate</b> (standard; at will) • Fire, Implement		
Ranged 10; +7 vs. Fortitude; 1d6 + 4 fire damage and if the target does not spend a minor action to put on the flames, it takes 1d6 damage at the end of its next turn.		
⊕ <b>Shooting Flames</b> (standard; encounter) • Fire, Implement		
Ranged 5; +7 vs. Reflex; 2d8 + 4 fire damage and Pyre shifts 2 squares.		
⊖ <b>Field of Fire</b> (standard; encounter) • Fire, Implement		
Close blast 3; +7 vs. Reflex; 1d8 + 4 fire damage and target takes -2 to Reflex until the end of Pyre's next turn.		
<b>Alignment</b> Evil	<b>Languages</b> Common, Giant, Gremlin	
<b>Skills</b> Arcana +10, Diplomacy +7		
<b>Str</b> 10 (+1)	<b>Dex</b> 13 (+2)	<b>Wis</b> 11 (+1)
<b>Con</b> 14 (+3)	<b>Int</b> 18 (+5)	<b>Cha</b> 12 (+2)
<b>Equipment</b> robes, dagger, fire sling, potion of healing, 40 gp		

## TRACKING DOWN STRYPE

After the heroes defeat Pyre's group, most of the gangs in the Fens do not give PCs any trouble. At this point, the heroes need to track down the culprit. This skill challenge features two different types of challenges: finding a source, and talking to a source. The characters must alternate between these two kinds of checks — first finding a source, then talking to it, then finding another source, etc. Each type of challenge features a different set of skills.

### Level: 2

**Complexity: 2** (requires 6 successes before 3 failures)  
**Primary Skills:** Insight, Perception, Streetwise (finding a source), or Bluff, Diplomacy, Intimidate (talking to a source).  
**Bluff (DC 10):** Talking to a source. The player character uses misinformation to convince the source to talk. Failure also inflicts a -2 penalty to checks made against this source.  
**Diplomacy (DC 10):** Talking to a source. The PC presents a well reasoned argument as to why the source should give up information. Failure also inflicts a -2 penalty to checks made against this source.

**Insight (DC 10):** Finding a source. The character observes the behavior of the populace to discover people who look like they are “in the know.”  
**Intimidate (DC 10):** Talking to the source. The PC threatens the source if it does not give up information. Failure also inflicts a -2 penalty to checks made against this source.  
**Perception (DC 10):** Finding a source. The PC looks for physical clues that might mark an individual as part of the criminal underground.

**Streetwise (DC 10):** Finding a source. The character uses his knowledge of the streets to find a reputable source of information.

**Success:** The characters manage to sweet talk their way into discovering Strype's hideout.

**Failure:** The characters need to bribe their way to obtain the information they seek. Do not end the challenge after the third failure. On the third failure, the heroes must pay a bribe worth 25 gp to move to the next step. Each additional failure





increases the necessary bribe by 25 more gp (50 gp on the fourth total failure, 75 on the fifth, etc). The heroes may still score successes that advance them without requiring a bribe.

## POSSIBLE SOURCES

These are some possible sources the heroes may encounter during this skill challenge. Feel free to invent your own.

**Craggy Face Pete:** So called for his pox marked skin, Craggy Face Pete seems to always know a little bit of everything. Pete typically spends his days at the Drunk Dog Tavern waiting for somebody to buy him a drink.

If the characters gain a success from Pete, he tells them that he heard about a crazy machine of metal and fire which might be what they are after, and he mentions that he saw it heading towards a part of the Fens called the Rat's Tail. If the party succeeds on its first check while talking to Pete, he also mentions that his sources saw the iron lumberjack get stuck a couple of times and the gremlins "had a devil of a time gettin' 'er out."

**Donte Alfez:** Donte Alfez is a half-elf who dresses far too nicely to spend time in the Fens. He's a well-known information broker who runs a "book store" in the part of the Fens called the Rat's Tale. Donte spends his days at the shop, and during the evening frequents an inn called the Black House. There, he drinks elven red wine that is imported specifically for him.

If the players gain a success from Alfez, he tells them that he knows of this goblin machine, but not its exact location. For that, they should try a gremlin bar called the Sticky Wicket, and keep a lookout for a golden hexagon. If they succeed on their first check, he also mentions that

several of Strype's goons are skilled alchemists who like to create all sorts of traps and gadgets that make use of acid.

**Gizella:** Gizella is an incredibly beautiful woman... by gremlin standards. She is also an influential figure in the gremlin-controlled organized crime. Gizella frequents the Sticky Wicket, the Fen's most popular gremlin bar (medium-sized creatures might find the place uncomfortable), and while her fashion varies from day to day, she always wears a golden loop earring shaped like a hexagon.

When the heroes succeed a skill check against Gizella, she tells them the exact location of Strype's hideout: an abandoned building in the Rat's Tale section of the Fens. If they succeed on their first check against Gizella, she offers to sell them a 10-foot-tall ladder for 20 gp because "I thought you were in the market for a ladder."

## STRYPE'S HIDEOUT

Strype and a small gang of gremlins under his command have taken over a rundown storehouse in a part of the Fens known as the Rat's Tail.

### B1: OUTSIDE

*This rundown brick building might have once been a storehouse, but the windows have all been boarded up, and vines creep up the wall, indicating that the building has not been used for years.*

The building looks run down, but is structurally sound. The trapdoor at the edge of the roof leads to area B3, and it

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**Acid Spray**  
Trap

**Level 2 Blaster**  
XP 125

*Built into the handles of the door, this mechanism sprays acid as soon as you try to pick the lock.*

**Trap:** A stream of acid shoots from a pressurized compartment.

**Perception**

- DC 10: The character notices the door handles seems much newer than the rest of the building.
- DC 20: The Character notices tiny holes in the handle that seem to serve no purpose.
- DC 20: While picking the lock, the character notices a trigger within the lock.

**Trigger**

The trap attacks when a character attempts to pick the lock.

**Attack**

**Immediate Reaction**      **Close burst 1**

**Target:** All creatures in the burst

**Attack:** +5 vs. Reflex

**Hit:** 2d6 + 3 acid damage.

**Miss:** Half damage

**Countermeasures**

- Strype's key automatically bypasses the trap, as does opening it from within.
- If the character is aware of the trap, he or she can jam the trigger with a DC 20 Thievery check. If the check fails by 5 or more, the character automatically triggers the trap.
- Bashing down the door (DC 16 Strength check) does not trigger the trap.

is unlocked. The front entrance is locked (DC 20 Thievery check). Attempting to unlock the door triggers an acid spray trap (see above).

Several gremlins hide on the roof of the storehouse. When the characters arrive, let them make a DC 19 (the gremlin's passive Stealth) Perception check (or use their passive Perception). If successful they notice the gremlins, otherwise the gremlins lie in wait until the heroes trigger the acid spray trap or begin to disarm it.

**Tactics:** The gremlins do not leave the roof unless the player characters enter the storehouse. In this case they retreat down the ladder into area B3 (this means the PCs face the gremlins all at the same time, which makes the final encounter much more difficult.

The gremlins prefer to use ranged attacks, whether bolts, acid or insults. Snipers focus on creatures distracted by the commander's insults. Alchemists focus on those closest to the building and drop their hot oil as soon as an enemy ends adjacent to the wall. When any of the heroes makes it to the roof, the gremlin commander engages melee fighters, while the others continue to use ranged attacks. When it is clear they are in trouble, the alchemists use their smoke bombs and try to hide or flee.

**Terrain:** The walls of the storehouse are 10 feet (2 squares) high. Climbing the bare wall requires a DC 20 Athletics check while climbing the areas overrun with vines requires



only a DC 10 Athletics check. Creatures on the roof have cover (+2 AC and Reflex) against creatures on the ground.

**2 Gremlin Snipers**

**Level 2 Artillery**

Small Natural Humanoid (Gremlin)

XP 125

**Initiative** +4

**Senses** Perception +8

**HP** 32; **Bloodied** 16

**AC** 14; **Fortitude** 13, **Reflex** 14, **Will** 12

**Speed** 6

† **Shortsword** (standard; at-will) • Weapon

+6 vs. AC; 1d6 + 1 damage

✂ **Hand Crossbow** (standard; at will) • Weapon

Ranged 10/20; +9 vs. AC; 1d6 + 4 damage

**Combat Advantage**

(Rogue Class Feature; see the D&D 4E Player's Handbook);+1d6

⚡ **Gremlin Fenzy** (standard; encounter)

Close burst 1; +4 vs. AC; 1d6 + 3 and the target is dazed until the sniper's next turn.

**Alignment** Unaligned

**Languages** Common, Goblin

**Skills** Stealth +9

**Str** 11 (+1)

**Dex** 17 (+4)

**Wis** 10 (+1)

**Con** 14 (+3)

**Int** 16 (+4)

**Cha** 13 (+2)

**Equipment** cloth armor, hand crossbow, 20 bolts



## 2 Gremlin Alchemists

Level 2 Controller

Medium Natural Humanoid (Gremlin)

XP 125

**Initiative** +4      **Senses** Perception +2

**HP** 36; **Bloodied** 18

**AC** 16; **Fortitude** 13, **Reflex** 14, **Will** 12

**Speed** 6

↓ **Shortsword** (standard; at-will) • Weapon

+4 vs. AC; 1d6 + 1 damage

☞ **Acid Flask** (standard; at will) • Acid

Ranged 5/10; +6 vs. Reflex; 1d6 + 3 acid damage and target takes ongoing 5 acid damage (save ends).

☞ **Boiling Oil** (standard; encounter) • Fire

Ranged 1; may also attack targets directly below adjacent squares; +6 vs. Reflex; 2d10 + 3 fire damage. Miss: half damage.

☞ **Smoke Bomb** (standard; encounter) • Zone

Area 2 within 10; all squares in the area are heavily obscured (adjacent creatures have concealment, others have total concealment) until the end of the goblin alchemist's next turn.

☞ **Gremlin Fenzy** (standard; encounter)

Close burst 1; +4 vs. AC; 1d6 + 3 and the target is dazed until the alchemist's next turn.

**Alignment** Unaligned      **Languages** Common, Gremlin

**Skills** Stealth +9, Thievery +11

**Str** 13 (+2)      **Dex** 16 (+4)      **Wis** 11 (+1)

**Con** 12 (+2)      **Int** 17 (+4)      **Cha** 12 (+2)

**Equipment** leather armor, shortsword, 5 acid flasks, vat of boiling oil, smoke bomb

## Gremlin Commander

Level 2 Soldier (leader)

Medium Natural Humanoid (Gremlin)

XP 125

**Initiative** +6      **Senses** Perception +1

**HP** 38; **Bloodied** 19

**AC** 18; **Fortitude** 14, **Reflex** 15, **Will** 14

**Speed** 6

↓ **Shortsword** (standard; at-will) • Weapon

+9 vs. AC; 1d6 + 5 damage and target is marked until the end of gremlin commander's next turn.

☞ **Distracting Insult** (standard; recharge Ⓜ Ⓜ Ⓜ Ⓜ)

Ranged 10; +7 vs. Will; the target is marked and grants combat advantage to gremlin commander's allies until the end of the gremlin commander's next turn.

☞ **Gremlin Fenzy** (standard; encounter)

Close burst 1; +4 vs. AC; 1d6 + 3 and the target is dazed until the commander's next turn.

**Alignment** Unaligned      **Languages** Common, Gremlin

**Skills** Intimidate +8, Stealth +9

**Str** 17 (+4)      **Dex** 16 (+4)      **Wis** 11 (+1)

**Con** 14 (+3)      **Int** 14 (+3)      **Cha** 14 (+3)

**Equipment** hide armor, light shield shortsword

## B2. THE OFFICE

This small room once served as the front office for the storehouse. It is littered scraps of paper. There is little of interest here.

## B3. THE STORE ROOM

The large room holds several tables scattered with unwashed dishes, scraps of metal, and half-completed inventions. In one corner, a mechanical contraption belches smoke. A circular saw blade whirls as the apparatus heads towards the PCs.

This room is the holding area of the storehouse, and Strype has taken it over as his base. Unless the heroes managed to defeat the gremlins on the roof quickly and quietly (highly unlikely) the gremlins in this main room are well prepared for a fight.

**Tactics:** The gremlin commanders and snipers employ tactics similar to what they used in the previous encounter. In addition, the snipers overturn tables on their first turn to use them as cover.

Strype begins in the cockpit of the iron lumberjack, and the machine makes him extremely overconfident. He (slowly) charges into battle, and attacks the toughest looking warrior. He attacks with the pincher claw, and if he successfully grabs a character, attacks again with the saw arm. He saves the fire blast for when things start looking grim. If a character hits Strype while he is inside the cab, he turns his attention exclusively to that character.

If the characters destroy the iron lumberjack before defeating Strype, the gremlin takes a move action to exit the machine, and then opens fire with his crossbow. Without his metal machine to hide behind, Strype is far more timid and stays away from the heroes.

If the PCs slay Strype before destroying the iron lumberjack another gremlin tries to climb into the cab and drive the lumberjack. If they desire, the players are also free to drive the iron lumberjack. It takes a move action to remove the current occupant, and a standard action to enter the iron lumberjack. If the driver has not been instructed how to use the iron lumberjack, he must succeed on a DC 15 Thievery or Intelligence check every time he attempts an action. When only one gremlin remains, it attempts to flee if possible or surrenders if the exits are blocked.

**Terrain:** Stepping up onto a table requires 2 squares of movement, but once a character is on a table, he can move at the normal rate. Overturning a table requires a move action. An overturned table provides cover. The iron lumberjack cannot enter a square with a table, but it can easily move them out of the way with its pincher arm.

## CONCLUSION

After defeating Strype and his gremlin cohorts, the player characters should have little trouble returning the iron lumberjack to Kalaz. If the characters manage to return the iron lumberjack without destroying it, Kalaz greets them ecstatically. He not only gives the PCs the promised reward, he also gives them a level 3 magic item that your players would enjoy (such as a safewing amulet). The players gain experience as though they completed a level 3 minor quest (150 XP).

If the characters destroy the iron lumberjack, Kalaz thanks them half-heartedly and mutters that he will be able to rebuild the contraption. He still gives the PCs the promised reward, and they receive experience as though they completed a level 1 minor quest (100 XP).

2 Gremlin Snipers		Level 2 Artillery	
Small Natural Humanoid (Gremlin)		XP 125	
<b>Initiative</b> +4	<b>Senses</b> Perception +8		
<b>HP</b> 32; <b>Bloodied</b> 16			
<b>AC</b> 14; <b>Fortitude</b> 13, <b>Reflex</b> 14, <b>Will</b> 12			
<b>Speed</b> 6			
↓ <b>Shortsword</b> (standard; at-will) • Weapon			
+6 vs. AC; 1d6 + 1 damage			
↗ <b>Hand Crossbow</b> (standard; at will) • Weapon			
Ranged 10/20; +9 vs. AC; 1d6 + 4 damage			
<b>Combat Advantage</b>			
(Rogue Class Feature; see the D&D 4E Player's Handbook); +1d6			
↻ <b>Gremlin Fenzy</b> (standard; encounter)			
Close burst 1; +4 vs. AC; 1d6 + 3 and the target is dazed until the sniper's next turn.			
<b>Alignment</b> Unaligned		<b>Languages</b> Common, Goblin	
<b>Skills</b> Stealth +9			
<b>Str</b> 11 (+1)	<b>Dex</b> 17 (+4)	<b>Wis</b> 10 (+1)	
<b>Con</b> 14 (+3)	<b>Int</b> 16 (+4)	<b>Cha</b> 13 (+2)	
<b>Equipment</b> cloth armor, hand crossbow, 20 bolts			

Gremlin Commander		Level 2 Soldier (leader)	
Medium Natural Humanoid (Gremlin)		XP 125	
<b>Initiative</b> +6	<b>Senses</b> Perception +1		
<b>HP</b> 38; <b>Bloodied</b> 19			
<b>AC</b> 18; <b>Fortitude</b> 14, <b>Reflex</b> 15, <b>Will</b> 14			
<b>Speed</b> 6			
↓ <b>Shortsword</b> (standard; at-will) • Weapon			
+9 vs. AC; 1d6 + 5 damage and target is marked until the end of gremlin commander's next turn.			
↻ <b>Distracting Insult</b> (standard; recharge Ⓜ Ⓝ Ⓟ Ⓠ)			
Ranged 10; +7 vs. Will; the target is marked and grants combat advantage to gremlin commander's allies until the end of the gremlin commander's next turn.			
↻ <b>Gremlin Fenzy</b> (standard; encounter)			
Close burst 1; +4 vs. AC; 1d6 + 3 and the target is dazed until the commander's next turn.			
<b>Alignment</b> Unaligned		<b>Languages</b> Common, Gremlin	
<b>Skills</b> Intimidate +8, Stealth +9			
<b>Str</b> 17 (+4)	<b>Dex</b> 16 (+4)	<b>Wis</b> 11 (+1)	
<b>Con</b> 14 (+3)	<b>Int</b> 14 (+3)	<b>Cha</b> 14 (+3)	
<b>Equipment</b> hide armor, light shield shortsword			

Iron Lumberjack		Level 4 Brute	
Large Natural Animate (Construct, Mindless)		XP 175	
<b>Initiative</b> —	<b>Senses</b> Perception —		
<b>HP</b> 66; <b>Bloodied</b> 33			
<b>AC</b> 16; <b>Fortitude</b> 17, <b>Reflex</b> 15, <b>Will</b> —; see also mindless, heavy			
<b>Speed</b> 4; cannot shift			

↓ <b>Pincher Arm</b> (standard; at-will)		
Reach 2; +5 vs. Reflex; 1d8 + 5 damage and target is grabbed (until escape); cannot use while grabbing a target.		
↓ <b>Saw Arm</b> (standard; at will)		
Reach 2; +6 vs. AC (+8 against immobilized targets); 2d6 + 5 damage		
⬇ <b>Move Target</b> (minor; at-will)		
Reach 2; only targets grabbed by pincher arm; +5 vs. Fortitude; slide target to any square within reach.		
↻ <b>Fire Blast</b> (standard; recharge [5] [6]) • Fire		
Close blast 3; +4 vs. Reflex; 3d6 + 4 fire damage; Miss: Half damage.		
<b>Heavy</b>		
Because of its weight, the iron lumberjack is moved 1 square less by any attack that pushes, pulls, or slides the target. However, the iron lumberjack suffers a –2 penalty on saving throws to end effects that slow or immobilize it.		
<b>Mindless</b>		
The iron lumberjack does not possess a mind of its own. It does not have Intelligence, Wisdom, or Charisma scores, and it cannot take actions of its own. It requires a driver to operate and the driver must transfer its actions to the iron lumberjack for it to function. The iron lumberjack is immune to all attacks that target the Will defense. Attacks that daze or stun the iron lumberjack instead daze or stun the driver.		
<b>Alignment</b> Unaligned	<b>Languages</b> —	
<b>Str</b> 20 (+7)	<b>Dex</b> 15 (+4)	<b>Wis</b> —
<b>Con</b> 15 (+5)	<b>Int</b> —	<b>Cha</b> —

Strype		Level 3 Artillery	
Small Natural Humanoid (Gremlin)		XP 150	
<b>Initiative</b> +1	<b>Senses</b> Perception +2		
<b>HP</b> 40; <b>Bloodied</b> 20			
<b>AC</b> 16 (20 in iron lumberjack); <b>Fortitude</b> 17, <b>Reflex</b> 16 (21 in iron lumberjack), <b>Will</b> 13;			
<b>Speed</b> 6			
↓ <b>Shortsword</b> (standard; at-will) • Weapon			
+7 vs. AC; 1d6 + 1 damage.			
↗ <b>Single Action Pistol</b> (standard; shot 6, load minor; at will) • Weapon			
Ranged 10/20; +11 vs. AC; 1d8 + 5 damage			
↻ <b>Deadly Shot</b> (standard; recharge Ⓝ Ⓟ Ⓠ) • Weapon			
Requires pistol; ranged 10/20; +9 vs. Reflex; 2d10 + 5 damage, and the target is slowed (save ends).			
↻ <b>Gremlin Fenzy</b> (standard; encounter)			
Close burst 1; +4 vs. AC; 1d6 + 3 and the target is dazed until Strype's next turn.			
<b>Alignment</b> Unaligned		<b>Languages</b> Common, Goblin	
<b>Skills</b> Bluff +7, Thievery +12			
<b>Str</b> 11 (+1)	<b>Dex</b> 16 (+4)	<b>Wis</b> 10 (+1)	
<b>Con</b> 16 (+4)	<b>Int</b> 20 (+5)	<b>Cha</b> 13 (+2)	
<b>Equipment</b> cloth armor, standard pistol, Burglar's gloves, key to storehouse			





# APPENDIX B: SCARRPORT ENCOUNTERS

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## TROUBLED WATER LEVEL 3

**Location:** Anywhere close to the river.

The encounter begins when the player characters hear the screams coming from the river nearby. As the PCs investigate read or paraphrase the following:

*You see the screaming head and flailing arms of a human child out in the river. Across the water, several night fang eels writhe towards the child.*

The human child is stuck in river muck and will soon become eel food without help. If any of the eels hit Byron, he falls unconscious and dies in three rounds unless healed or stabilized.

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## TERRAIN

**Shallow Water:** Characters can wade into shallow water, but it is difficult terrain. Creatures may choose to swim if they desire.

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**Deep Water:** These areas are too deep to stand, and creatures must swim.

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**River Muck:** This muck sometimes occurs below the waterline and sometimes above. A creature that enters a square of river muck must make a DC 12 Acrobatics of Athletics check or be immobilized. Character may use an escape action (DC 12) to extricate themselves from the muck, or an adjacent character may pull the victim out with a similar check.

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**Tactics:** The eels possess only animal intelligence, and focus on whichever creature is closest. They always start with their rechargeable attack (blinding toxin or trail of sludge). Byron is no help in battle.

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**Development:** Byron's parents soon arrive on the scene. They thank the heroes profusely for saving their child.

**Treasure:** If you wish, Byron's parents give the heroes a reward for rescuing their child. Suite this reward to your campaign, though it should probably be at least 60 gp.

**Scaling the Encounter:** Level 2 or 4 PCs; remove one night fang eel. Level 4 or 6 PCs; add one Night fang Brood Guard.

### 2 Night Fang Eels Level 2 Brute Small Natural Beast (aquatic) XP 125

**Initiative** +2      **Senses** Perception +2  
**HP** 33; **Bloodied** 16  
**AC** 14; **Fortitude** 17, **Reflex** 16, **Will** 15;  
**Speed** 1 (Crawl), 8 (Swim)

↓ **Claw** (standard; at-will)

+5 vs. AC; 1d6 + 3

⊖ **Bite** (standard; at-will)

+5 vs. AC 2d6+3

⚡ **Blinding Toxin Bite** (standard; recharge [3])

+3 vs. Fortitude; the target is blinded (save ends)

**Alignment** Unaligned      **Languages** None  
**Str** 17 (+4)      **Dex** 12 (+2)      **Wis** 10 (+1)  
**Con** 14 (+3)      **Int** 1 (-4)      **Cha** 8 (+0)

### 2 Night Fang Brood Guard Level 4 Soldier Small Natural Beast (aquatic) XP 175

**Initiative** +2      **Senses** Perception +3  
**HP** 43; **Bloodied** 21  
**AC** 20; **Fortitude** 19, **Reflex** 18, **Will** 17;  
**Speed** 1 (Crawl), 8 (Swim)

↓ **Claw** (standard; at-will)

+5 vs. AC; 1d6 + 3

↓ **Bite** (standard; at-will)

+11 vs. AC 2d6+3.

⊕ **Sludge tail swipe** (standard; encounter)

+9 vs. Reflex; the target is knocked prone and the night fang brood guard can make a bite attack against the target.

**Alignment** Unaligned      **Languages** None  
**Str** 18 (+6)      **Dex** 15 (+4)      **Wis** 10 (+1)  
**Con** 17 (+5)      **Int** 1 (-4)      **Cha** 8 (+0)

### Byron, Human Child Level 1 Minion Small Natural Humanoid (Human) XP —

**Initiative** +1      **Senses** Perception +0  
**HP** 1; a miss never damages a human child  
**AC** 11; **Fortitude** 9, **Reflex** 11, **Will** 11  
**Speed** 6; climb 7 (spider climb)

**Alignment** Unaligned      **Languages** Common  
**Str** 8 (-1)      **Dex** 12 (+1)      **Wis** 10 (+0)  
**Con** 9 (-1)      **Int** 11 (+0)      **Cha** 13 (+1)



## STOP THIEF! LEVEL 3

**Location:** Anywhere in the city.

This encounter begins as a seemingly drunken elf stumbles into the party (literally). This elf is actually a pickpocket who attempts to steal a money pouch or magic item. He makes a Thievery check (+10) with a DC equal to 20 + the target's level. If the elf succeeds, he shambles off with the item. If he fails by 4 or less he takes the item, but the player characters notice. If he fails by 5 or more, he does not get the item and the PCs notice. Even if the pickpocket succeeds, grant the characters a DC 20 Perception check each round to notice the missing item.

If the thief is found out, he runs to as fast as he can to an alley where his friends lie in wait. Unless the PCs find a way to hamper his movement, it takes only two rounds to reach the alley at a run speed. It takes twice as long he is walking (if the PCs have not shown that they have caught on).

**Tactics:** Two more elven pickpockets begin the encounter hiding, using their passive Stealth skill (DC 20 Perception to notice). All the elves work to set up flanks with each other and with the dragon born, using their sliding strike whenever possible.

The dragonborn smashers focus on melee targets. They use their great slam to reposition foes in a way to maximize the number of targets they catch with their breath weapon and minimize the number of allies.

**Development:** You could easily place an item on one of the thieves to serve as a plot hook for future adventures, such as a page torn from an ancient manuscript, or a necklace bearing the mark of one of the ruling houses.

**Scaling the Encounter:** Level 2 or 4 PCs; remove one elven pick pocket. Level 4 or 6 PCs, add one dragonborn smasher.

### 3 Elven Pick Pockets Level 3 Skirmishers Medium Fey Humanoid (Elf) XP 150

**Initiative** +7      **Senses** Perception +1  
**HP** 36; **Bloodied** 18  
**AC** 17; **Fortitude** 15, **Reflex** 16, **Will** 14  
**Speed** 7

↓ **Dagger** (standard; at-will) • Weapon

+8 vs. AC; 1d4 + 4 damage.

↘ **Dagger** (standard; at-will) • Weapon

Ranged 5/10; +8 vs. AC; 1d4 + 4 damage.

⊕ **Sliding Strike** (standard; recharge ☞ ☞)

Requires dagger; +8 vs. AC; 2d4 + 4 damage and elven pick pocket shifts 1 square.

#### Combat Advantage

(Rogue Class Feature; see the D&D 4E Player's Handbook); +1d6 damage

**Alignment** Unaligned      **Languages** Common, Elven  
**Skills** Stealth +10, Thievery +10  
**Str** 14 (+3)      **Dex** 18 (+5)      **Wis** 10 (+1)  
**Con** 12 (+2)      **Int** 12 (+2)      **Cha** 13 (+2)

**Equipment** leather armor, 2 daggers.

### 2 Dragonborn Smashers Level 4 Brute Medium Natural Humanoid (Dragonborn) XP 175

**Initiative** +2      **Senses** Perception +4  
**HP** 66; **Bloodied** 33  
**AC** 16; **Fortitude** 17, **Reflex** 15, **Will** 15  
**Speed** 6

↓ **Maul** (standard; at-will) • Weapon

+7 vs. AC (+8 when bloodied); 2d6 + 5 damage.

⊕ **Great Slam** (standard; recharge ☞ ☞) • Weapon

Requires maul; +7 vs. AC (+8 when bloodied); 2d6 + 5 damage and push target 2 squares.

↻ **Dragon Breath** (minor; encounter)

Close blast 3; +5 vs. Reflex (+6 when bloodied); 1d6 + 3 lightning damage. (See Dungeons and Dragons 4e Players Handbook)

**Alignment** Unaligned      **Languages** Common, Draconic  
**Skills** Athletics +12, Intimidate +9  
**Str** 20 (+7)      **Dex** 11 (+2)      **Wis** 11 (+2)  
**Con** 16 (+5)      **Int** 14 (+4)      **Cha** 15 (+4)

**Equipment** leather armor, maul.

## CULTIST RECRUITMENT LEVEL 6

**Location:** The Fens.

This encounter takes place in a gathering point in the fens, or another run-down part of town. Cults in the Scarrport are always searching for new converts (and human sacrifices), and like any good cult, they target those most in need of hope. You can determine the exact nature of the cult depending on your campaign, but likely candidates are the Cult of Stone Dogs.

As the players approach, read or paraphrase the following:

*A throng of forty people gathered around a woman, who stands upon a wooden crate. She speaks of a great cataclysm to come. When that day arrives, the faithful will be rewarded while the heathens will be punished.*

The skill challenge assumes that the characters attempt to sway the crowd away from the cult. If the characters choose to attack the crowd scatters, but the words of the cult remain in their mind and some seek out the cult on their own.

**Complexity:** 3, requires 8 successes before 4 failures.

**Primary Skills:** Bluff, Diplomacy, Insight, Intimidate, Religion

**Bluff (DC 14):** The player character uses lies to convince the gathered crowd to dismiss the cultists.

**Diplomacy (DC 14):** The player character uses reason or a convincing argument to sway the gathered crowd away from the cultists.

**Insight (DC 14):** The PC catches a lie or inconsistency in the cultists' argument and points it out to the crowd.

**Intimidate (DC 14):** The heroes try to scare the crowd or make threats against the cultists.

**Religion (DC 14):** The hero figures out the identity of the cult and recall facts about it that the crowd is likely to find unpleasant (such as human sacrifice).

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**Success:** The player character's win over the crowd. They disperse, unconvinced by the cultists' words. The cultists leave quietly, but they have taken notice of the PCs.

**Failure:** Some or all of the crowd are swayed by the cultists. However, for every success that the heroes achieve, five people in the crowd turn away from the cult.

**Development:** Whether the heroes succeed or fail, the cult does not like it when people interfere with their recruitment drives. They may at a latter point try to silence the PCs with force.

**Scaling the Encounter:** Level 5; decrease skill DCs to 13. Level 7; increase skill DCs to 15.

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## CAUGHT IN THE MIDDLE LEVEL 7

**Location:** Waterhouse in the Fens or Otter Town on the Isle of Stone Dogs.

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This adventure begins as the player characters are in the middle of doing business with an otterkin merchant or river pilot. Before the sale is complete, a group of otterkin approaches the establishment. Read or paraphrase the following:

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*A group of five otterkin approach. The leader is well-dressed and carries an elegant trident. On either side, two muscled ottarai each carry a spear over their shoulder. Behind these lurk two wiry otterkin doing their best to stay out of sight.*

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The lead otterkin suggests the PCs leave, though he won't act differently if they refuse. These otterkin confront the merchant with whom the PCs were doing business. It becomes clear that they are shaking down the merchant, and that the merchant is not only behind on his payment, he does not have nearly the money to pay. If the heroes do not intervene, the shop will soon be ablaze.

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Short of paying the merchant's debt (which is quite high), there is little the PCs can say to dissuade the extortionists. If they try, the criminals quickly grow belligerent and attack the heroes.

**Tactics:** The otterkin slippers begin combat by diving into the water, and hiding using their Stealth skill. They then pop out near a vulnerable or isolated PC, and use their hamstringing ability. The otterkin enforcers work to keep the heroes away from the slippers and wave lancer. If they get the opportunity, they use their spear flip to dump any heavily armored opponents into the water. The wave lancer tries to hide behind the enforcers and blast enemies from a distance. He uses his quick vacuum power to catch multiple foes and dump them in water squares.

## TERRAIN

**Shallow Water:** Characters can wade into shallow water, but it is considered difficult terrain. Creatures may choose to swim if they desire.

**Deep Water:** These areas are too deep to stand in, and creatures must swim.

**Narrow Walkways:** These walkways require a DC 20 Acrobatics check to cross safely.

**Development:** The gang of otterkin extortionists may have been an independent gang, or they might be part of a larger organization, such as the Fendog Society. If the latter, the PCs have undoubtedly angered this group, and they will seek revenge.

**Treasure:** The otterkin merchant offers the heroes a reward. You may suit this to fit your campaign, though it should be worth at least 300 gp.

**Scaling the Encounter:** Level 6 or 4 PCs; Remove 1 otterkin slipper. Level 8 or 6 PCs; add one otterkin enforcer.

### 2 Otterkin Slippers

Medium Natural Humanoid (Otterkin)

Level 6 Lurker

XP 250

**Initiative** +11      **Senses** Perception +4

**HP** 51; **Bloodied** 25

**AC** 21; **Fortitude** 18, **Reflex** 23, **Will** 19

**Speed** 5, swim 7

↓ **Shortsword** (standard; at-will) • Weapon

+11 vs. AC; 1d6 + 4 damage.

⊕ **Hamstring** (standard; recharge ☞ ☞) • Weapon

Requires shortsword; +11 vs. AC; 2d6 + 4 damage and the target is immobilized (save ends).

#### Combat Advantage

(Rogue Class Feature; see the D&D 4E Player's Handbook); +2d6

#### Pack Fighting

Otterkin slippers gain a +1 bonus to melee attack rolls against flanked enemies.

**Alignment** Unaligned

**Languages** Common, Otterkin

**Skills** Stealth +12, Thievery +12

**Str** 15 (+5)

**Dex** 21 (+8)

**Wis** 13 (+4)

**Con** 14 (+5)

**Int** 12 (+4)

**Cha** 17 (+6)

**Equipment** shortsword.

### 2 Otterkin Enforcers

Medium Natural Humanoid (Otterkin)

Level 7 Soldier

XP 300

**Initiative** +6      **Senses** Perception +4

**HP** 67; **Bloodied** 33

**AC** 22; **Fortitude** 22, **Reflex** 20, **Will** 18

**Speed** 5; swim 7

↓ **Spear** (standard; at-will) • Weapon

+14 vs. AC; 1d8 + 4 damage and the target is marked until the end of otterkin enforcer's next turn.

⊕ **Spear Tip** (standard; recharge ☞ ☞) • Weapon

Requires spear; +8 vs. AC; 2d8 + 4 damage and slide the target 1 square.

#### Pack Fighting

Otterkin enforcers gain a +1 bonus to melee attack rolls against flanked enemies.





**Alignment** Unaligned      **Languages** Common, Otterkin

**Skills** Athletics +12, Intimidate +10

**Str** 18 (+7)      **Dex** 18 (+7)      **Wis** 12 (+4)

**Con** 16 (+6)      **Int** 11 (+4)      **Cha** 15 (+5)

**Equipment** leather armor, spear.

**Otterkin Wave Lancer**      **Level 8 Artillery**  
Medium Natural Humanoid (Otterkin)      XP 300

**Initiative** +7      **Senses** Perception +6

**HP** 50; **Bloodied** 25

**AC** 22; **Fortitude** 18, **Reflex** 22, **Will** 22

**Speed** 5; swim 7

↓ **Trident** (standard; at-will) • Weapon

+14 vs. AC; 1d8 + 1 damage.

☹ **Floodtide** (standard; at-will) • Implement

Ranged 5; +13 vs. Fortitude; 1d8 + 5 damage and the target is slowed until the end of otterkin wave lancer's next turn.

⚡ **Quick Vacuum** (standard; encounter)

Close blast 3; +13 vs. Fortitude; 1d10 + 5 cold damage and pull the target 2 squares, then otterkin wave lancer makes a trident attack against an adjacent enemy.

**Slip and Slide**

Otterkin wave lancer shifts 5 squares. It may pass through one square containing an enemy during this shift.

**Pack Fighting**

Otterkin gain a +1 bonus to melee attack rolls against flanked enemies.

**Alignment** Unaligned      **Languages** Common, Otterkin

**Skills** Arcana +14, Intimidate +12

**Str** 13 (+5)      **Dex** 18 (+8)      **Wis** 14 (+6)

**Con** 12 (+5)      **Int** 20 (+9)      **Cha** 17 (+7)

**Equipment** trident

**Rope:** When using a rope, a character gains a +5 bonus Athletics checks to jump, and if the check fails, the character may return to the last safe square.

**Development:** When the heroes search the pirates boats, they may find a range of plot hooks, such as a map with a very prominent X marking the spot.

**Treasure:** The pirates likely have other booty that they plunder. You can determine this as appropriate to your campaign, but it should be worth at least 400 gp.

**Scaling the Encounter:** Level 8 or 4 PCs; Remove one pirate cutthroat. Level 10 or 6 PCs; add one gremlin sharpshooter.

**4 Scurvy Pirates**      **Level 7 Minion**  
Medium Natural Humanoid (Human)      XP 75

**Initiative** +6      **Senses** Perception +4

**HP** 1; a miss never damages a scurvy pirate

**AC** 21; **Fortitude** 20, **Reflex** 19, **Will** 17

**Speed** 6

↓ **Cutlass** (standard; at-will) • Weapon

+12 vs. AC; 6 damage.

☞ **Single Action Pistol** (standard; shot 6, load minor; at-will) • Weapon

Ranged 10/20; +12 vs. AC; 6 damage.

**Mob Rule**

A scurvy pirate gains a +2 bonus to damage when at least two allies are within 5 squares.

**Alignment** Unaligned      **Languages** Common

**Skills** Acrobatics +9, Athletics +10

**Str** 18 (+7)      **Dex** 17 (+6)      **Wis** 13 (+4)

**Con** 16 (+6)      **Int** 12 (+4)      **Cha** 11 (+3)

**Equipment** leather armor, cutlass, standard pistol

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## RIVER PIRATES      LEVEL 9

**Location:** On the river, while traveling by boat.

This encounter can take place any time that the player characters are traveling the river by boat. At some point when they are far from help, a small ship with black sails pulls up next to the players. These pirates are murderous dogs. The shoot first and loot bodies later.

**Tactics:** The pirates open with a volley from their pistols, then most (except the gremlin sharp shooter) swing across ropes or walk over boarding planks onto the ship used by the player characters.

The scurvy pirates swarm softer targets like controllers and strikers, while the pirate captain and the cutthroats take on tougher foes. The gremlin sharp shooter remains on the pirate ship and fires his pistol at whatever character strikes him as a good idea at the time.

### TERRAIN

**Boarding Plank:** These boarding planks require a DC 20 Acrobatics check to cross.



**2 Pirate Cutthroats** **Level 9 Skirmishers**  
Medium Natural Humanoid (Human) XP 400

**Initiative** +9 **Senses** Perception +7  
**HP** 70; **Bloodied** 35  
**AC** 20; **Fortitude** 18, **Reflex** 20, **Will** 19  
**Speed** 6

↓ **Cutlass** (standard; at-will) • Weapon

+16 vs. AC; 1d8 + 5 damage (critical 1d6 + 13).

↘ **Single Action Pistol** (standard; shot 6, load minor; at-will) • Weapon

Ranged 10/20; +17 vs. AC; 1d8 + 5 damage.

⊕ **Impaling Strike** (standard; recharge ☼ ☼) • Weapon

Requires cutlass; +16 vs. AC; 2d8 + 5 damage (critical 1d8 + 21) and target is immobilized until the end of pirate cut throat's next turn.

**Shifty Step** (move, encounter)

The pirate cut throat shifts, and only alley within 5 squares also shifts.

**Combat Advantage**

(Rogue Class Feature; see the D&D 4E Player's Handbook); +1d6

**Alignment** Unaligned **Languages** Common

**Skills** Acrobatics +13, Athletics +13

**Str** 18 (+8) **Dex** 18 (+8) **Wis** 15 (+6)

**Con** 16 (+7) **Int** 10 (+4) **Cha** 14 (+6)

**Equipment** leather armor, cutlass, standard pistol

**Gremlin Sharpshooter** **Level 8 Artillery**  
Medium Natural Humanoid (Gremlin) XP 350

**Initiative** +9 **Senses** Perception +13  
**HP** 70; **Bloodied** 35  
**AC** 20; **Fortitude** 18, **Reflex** 20, **Will** 19  
**Speed** 6

↓ **Dagger** (standard; at-will) • Weapon

+15 vs. AC; 1d4 + 5 damage.

↘ **Single Action Pistol** (standard; shot 6, load minor; at-will) • Weapon

Ranged 10/20; +12 vs. AC; 1d8 + 6 damage.

☾ **Called Shot** (standard; shot 6, load minor; recharge ☼)

Requires pistol; ranged 10/20; +12 vs. AC; 2d8 + 6 damage and the target is dazed (save ends).

⬅ **Gremlin Fenzy** (standard; encounter)

Close burst 1; +9 vs. AC; 1d6 + 5 and the target is dazed until the gremlin sharpshooter's next turn.

**Pirate Captain** **Level 10 Soldier (Leader)**  
Medium Natural Humanoid (Human) XP 500

**Initiative** +9 **Senses** Perception +7  
**Shore up Weakness** aura 5; allies within the aura gain a +2 bonus to AC and Reflex  
**HP** 106; **Bloodied** 53  
**AC** 26; **Fortitude** 23, **Reflex** 22, **Will** 21  
**Speed** 6

↓ **Cutlass** (standard; at-will) • Weapon

+17 vs. AC; 1d8 + 5 damage (critical 1d6 + 13) and target is marked until the end of pirate captain's next turn.

↘ **Single Action Pistol** (standard; shot 6, load minor; at-will) • Weapon

Ranged 10/20; +17 vs. AC; 1d8 + 5 damage.

↓ **Hook Hand** (standard; at-will)

+17 vs. AC; 1d6 + 5 damage and target is grabbed (until escape) cannot use while a target is grabbed.

⊕ **Slash and Hook** (standard; recharge ☼ ☼) • Weapon

Pirate captain makes a cutlass and a hook hand attack against the same target. If both attacks hit the target suffers 4 additional damage.

**Pincushion**

Allies gain combat advantage against any creature the pirate captain is grabbing.

**Alignment** Unaligned **Languages** Common

**Skills** Athletics +15, Intimidate +13

**Str** 18 (+8) **Dex** 18 (+8) **Wis** 15 (+6)

**Con** 16 (+7) **Int** 10 (+4) **Cha** 14 (+6)

**Equipment** leather armor, cutlass, standard pistol

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# APPENDIX C: GAMES OF CHANCE

Wagering money on games of chance is a part of Scarrport's culture. Even the devout from Torell enjoy a game of Set amongst friends, and some priests have been known to double their collection plates with a few well-placed wagers. The Fens is known for its gambling houses, some with dubious reputations, but the most iconic places to wager one's hard-earned gold is on the majestic whitewashed River Queens of Scarrport.

The River Queens are large flat-bottomed vessels which ply the waters of the Wellspring year-round, stopping at four docks throughout the city's boroughs. The story of the Queens began 50 years ago when a stringent High Lord banned gambling on the Isle of Stone Dogs, reportedly because his wife had lost an especially large wager. A wily ship captain named Sarkoff opened gambling tables on his boat, and nobles began hiring him to circumnavigate the Isle. Other captains opened their boat to gaming as well, and special docks were designated where the River Queens could take on gambling passengers. The gambling ban on the Isle of Stone Dogs was lifted when a new High Lord took office, but the River Queens were so popular with the nobles that they are still operated to this day.

There are several games of chance played in Scarrport but most gold is wagered while playing one of three popular games, Set, Demon Bones and Arlight. Each of these games is outlined below, both with simple rules for casual gambling play and more complex rules for actually playing through the gambling with NPCs.

## SET

Set is a card game that is played with a standard deck of 52 cards and from 2 to 5 players, including the dealer. The goal is to create a Set of three cards of the same rank, or three cards in ascending rank. An ante bet of 1 gp is typical. At the start of each hand, players are dealt three cards face down. Betting begins to the left of the dealer; a player may choose to fold, to bet with no limit, declare "Set" or to pass play to the next player by checking. If a bet is made, all players must match or raise that bet to remain in the hand. To declare "Set," you must match the last bet made. One re-raise is admissible per betting round, but otherwise there is no limit to the amount of money bet. At the end of the betting round, all players who have not folded receive one more card face down from the dealer. Play continues until all players have folded or until one player declares, "Set." At that point, all players still in the hand place their cards face up and the highest-ranking hand wins. Sets of

the highest rank win, with three aces beating three kings. Sets in ascending rank are judged by the highest card, so that an Ace-King-Queen set beats a King-Queen-Jack set. The winner takes the pot and play resumes with the dealer position moving to the right.

Set is considered a thinking man's game, with many nobles such as Amin Akoho and Nolano Esafit known to be vicious players. The nature of the rules breaks the game down to who will call Set first. Doing so early may guarantee a win, but the pot will be low. Staying in longer, however, increases the chances that other players will be dealt their own set. Probabilities are important, but so is the ability to read your opponents.

Set can be played with these rules by your players and any number of NPCs. If you want to play a quick game of Set, you may use these abstract rules. For each hand, choose whether you want to bet according to your hand or if you want to bluff. For normal betting, roll an Insight check opposed by a Bluff check by the opponent with the highest modifier.

If won, the player wins the pot (1d10 times the ante) and if lost, he loses his bet (1d4 times ante). If the player chooses to bluff, roll a Bluff check opposed by an Insight check by the NPC with the highest modifier. If won, the player wins the pot (2d8 times the ante) and if lost, he loses his bet (4d10 times ante). Antes are typically 1 gold piece but high stakes tables exist where the ante is 5, 10 or even 100 gp.

## DEMON BONES

Demon Bones is a dice game played against the house. The goal is to get a total 20 on your dice without going over. Five different polyhedral dice are used in ascending order, d4, d6, d8, d10 and d12. Players place their bets, typically 1gp or more. Each player including the House then rolls a d4 and a d6. Play then proceeds with the player to the left of the House. The player may stand with their total or roll the next die. If the player's total is over 21 at any time, they bust and the House takes their bet. Once the player stands or busts, play shifts to the next player. After all players have stood or busted, the House rolls the dice. The House must continue rolling if its total is 14 or less. If the any of the players' rolls is higher than the House, the House pays out their bet. If a player's total equals 20, the House pays 1.5 the player's bet. Having an identical total to the House is called a push and no payment is made, unless the house scores a 20. In that case, all of the players lose their bets. If the house busts, all players who have not busted win their bet.

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A

B

C





There are two ways to double your bet after play has begun. First, if a player is showing two identical values on their first two dice, they may choose to double their bet. This is called Horning. The player adds the dice values together and plays with the two identical totals as separate bets. The player rolls or holds until they bust or stand with one bet and then repeats the process with the second bet. Once the House total is known, the player compares it against each of his totals separately and wins or loses accordingly. If a player scores a 20 with one horned bet, the payout is 1.5 times the horned bet. Second, a player may choose to double their bet before the d12 die is rolled. This is called Devil Dealing.

Demon Bones is a game shaped by luck but there is some strategy. Knowing when Horning and Devil Dealing is statistically in the player's favor is important, as it's the only way to control fate. Demon Bones, however, is considered less skillful than Set, although several fortunes have been won or lost with one roll of a die. A cry of, "Demons take me!" is customary after a bad roll and Bones tables often have spectators as it can be an exhilarating game.

Bones is simple enough to play around the gaming table. If you'd like to speed up the game, have each player roll two d20s against your roll and treat the results as above.

**1****2****3****4****5****A****B****C**

## ARCLIGHT

Arclight is a game of pure chance played with five rotating wheels printed with numbers 0 – 9. Players can bet on a sequence of numbers, a single digit or several un-sequenced digits. There is no limit to the amount of bets a player can make per roll. When all bets are placed, the House spins each wheel in succession. The House then dramatically stops each wheel from left to right, revealing a single chosen digit for that wheel. When all wheels have stopped, then the payout begins.

If a player bet on one digit, and that number appears on any of the five wheels, the player wins his bet. If a player bet on several digits and those digits appear in any order, then the player wins his bet times the number of digits on which he bet. If a player bet on a sequence and that sequence appears, then the player wins his bet times 10 times the numbers in the sequence. For example, if a player bets on the sequence 6-9-4 and that sequence appears in that order, the player wins 30 times his bet.

There are special sequences which effect payouts for all players. If the House reveals that all numbers are the same digit, then each player wins their highest bet times the value of that digit. For example, if a player bet 5 gp on 6 and 2 gp on 3 and the spin reads 9-9-9-9-9, then that player wins 45 gp ( $5 \times 9 = 45$ ). If the House reveals that the numbers are in sequential order, then each player wins his highest bet times the highest number in the sequence. If the House reveals 0-0-0-0-0, then all players lose their bets. This spin is called an Arclight.

The results of Arclight are purely random. There is no discernable way to alter the odds in the player's favor. However, occasionally a story surfaces in Scarrport of a down-on-his-luck laborer betting everything he had on one sequence, and winning a fortune. Whether those stories are true, or if they are circulated by the House owners, is a matter of debate. Skill-based gamblers look down on the Arclight players, but the game remains more popular than Set or Demon Bones, commanding nearly half of the floor space of an average gambling establishment.

Playing Arclight in your campaign is easy. Players place their bets and then the DM rolls 5d10 in order. Payouts then follow as described above. Higher-level characters may be able to influence the rolls, either by magic or by collusion with the House. In fact, cheating the House in any of the gambling games would be a great hook for further adventuring.



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