DUNGEONS & DRAGONS

Dungeon Master's Book

Credits

Design
James Wyatt (lead), Jeremy Crawford, Mike Mearls,
Bill Slavicsek, and Rodney Thompson

Additional Design
Logan Bonner and Matthew Sernett

Development
Andy Collins (lead), Stephen Schubert

Editing
Christopher Perkins and Bill Slavicsek

Creative Manager
Christopher Perkins

Development and Editing Manager
Andy Collins

Director of RPG R&D
Bill Slavicsek

D&D Senior Art Director
Jon Schindehette

Art Director and Graphic Designer
Mari Kolkowsky

D&D Brand Team
Liz Schuh, Jesse Decker, Kierin Chase, Laura Tommervik,
Hilary Ross, Shelly Mazzanoble, Chris Lindsay

Box Cover Illustration
Larry Elmore

Interior Book Cover Illustration
Ralph Horsley

Interior Illustrations
Dave Allsop, Zoltan Boros & Gabor Szikszai,
Miguel Coimbra, Lars Grant-West, Ralph Horsley,
Howard Lyon, Warren Mahy, Raven Mimura, Lee Moyer,
William O'Connor, Steve Prescott, Eva Widermann

Maps and Diagrams
Jason A. Engle

Publication Production Specialists
Angelika Lokotz, Erin Dorries

Prepress Manager
Jefferson Dunlap

Imaging Technician
Carmen Cheung

Production Manager
Cynda Callaway

INTRODUCTION

Don't read this book until you've read through the *Player's Book*. That book will teach you the basics of the game and help you create your first character.

This book provides the next step. As you read it and play the adventure included inside, you'll learn how to become the Dungeon Master (DM) for a group of DUNGEONS & DRAGONS® game players.

The Dungeon Master has a special role in the DUNGEONS & DRAGONS Fantasy Roleplaying Game. The DM controls the pace of the story and referees the action along the way.

The Dungeon Master has many hats to wear in the course of a game session:

✦ **Referee:** When it's not clear what ought to happen next, the DM decides how to apply the rules and adjudicate the story.

✦ **Narrator:** The DM sets the pace of the story and presents the various challenges and encounters the players must overcome. The DM is the player's interface to the world of the game, the one who reads (or writes) the adventure and describes what happens in response to the characters' actions.

✦ **Monster Player:** The Dungeon Master plays the monsters and villains the adventurers battle against, choosing their actions and rolling dice for their attacks. The DM also plays the part of all the other characters the players meet in the course of their adventures, like the merchant on the road or the blacksmith in town.

Who should be the Dungeon Master for your gaming group? Whoever wants to be! The person who has the most drive to pull a group together and start up a game often ends up being the DM by default, but that doesn't have to be the case.

The role of Dungeon Master doesn't have to be a singular, ongoing, campaign-long appointment. Many successful gaming groups switch DMs from time to time. Either they take turns running campaigns, switching DM duty every few months, or they take turns running adventures and switch roles every few weeks.

The Dungeon Master controls the monsters and villains in the adventure, but the relationship between the players and the DM isn't an adversarial one. The DM's job is to provide a framework for the whole group to enjoy an exciting adventure. That means challenging the player characters with interesting encounters and tests, keeping the game moving, and applying the rules fairly.

Many DUNGEONS & DRAGONS game players find that being the Dungeon Master is the best part of the game. With the information in this book, you'll be prepared to take on that role for your group.

How to Use This Book

This book begins right where the *Player's Book* ends: with an encounter you can run for a group of player characters on their way back to the goblin lair. This encounter talks you through the basics of running combat, but it's followed by a more detailed look at the rules of the game and how to run the game as a Dungeon Master. You don't need to memorize everything in that section before you move on to the rest of this book, but it's a good idea to skim through it and familiarize yourself with the contents so you can find specific information during the game if you need to.

Then comes a short adventure inside the goblins' lair, a dungeon complex the characters can explore as they please. It has more goblins, of course, but also a dragon, a strange room with a chessboard floor, and a final show-down with the evil wizard Malareth. In this dungeon, the players can complete the quests introduced in the *Player's Book*, and they'll build up an appetite for more adventure. Their characters will reach 2nd level, so the adventure ends with rules for advancing characters to the next level.

What do the players do once their characters reach 2nd level? It's up to you to provide that adventure, and the rest of the book is dedicated to helping you do just that. You'll find guidelines for creating your own adventures and an assortment of monsters with which to stock your dungeons.

At the very end of the book, you'll find an introduction to the Nentir Vale, a simple setting you can use for future adventures.

What Comes Next?

This box includes everything you need to learn to play the DUNGEONS & DRAGONS Fantasy Roleplaying Game and experience two or three thrilling adventures. This book teaches you how to build new adventures of your own, and the rules in this box let you advance characters up to 2nd level.

But the DUNGEONS & DRAGONS game contains infinite potential. Characters can continue their adventures through months or years of gaming, advancing as high as 30th level before they retire or withdraw from the world, making room for a new generation of heroes. You can play through countless adventures, either linking them in a coherent story (called a campaign) or treating them more like an episodic TV series, facing a new villain every week.

When you're ready for more adventure, look for the other DUNGEONS & DRAGONS Essentials products. The two *Player's Essentials* books (*Heroes of the Fallen Lands*™ and *Heroes of the Forgotten Kingdoms*™) include rules for creating characters with a variety of different races and classes. The *Dungeon Master's Kit*™ includes everything you need to continue as the Dungeon Master for an ongoing game. The *Monster Vault*™ contains many more monsters you can use to populate dungeons and threaten brave adventurers. The *Dungeon Tiles Master Set* products are tools you can use to create encounter maps like the one on the fold-out battle map in this box, offering an endless variety of dungeons and other locations to explore.

DUNGEON MASTER RULES TO GAME BY

As Dungeon Master, you are the final authority when it comes to rules questions or disputes. Here are some guidelines to help you arbitrate issues as they come up.

✦ **When in doubt, make it up!** It's better to keep the game moving than to get bogged down in a rules argument.

✦ **Use skill or ability checks.** When players try something not covered by the rules, have them make skill checks or ability checks to determine success. See "The Most Important Rule," page 7, for more details.

✦ **It's not a competition.** The DM isn't competing against the player characters. You're there to run the monsters, referee the rules, and keep the story moving.

✦ **It's not your story.** It's the group's story, so let the players contribute to the outcome through the actions of their characters. The DUNGEONS & DRAGONS game is about imagination, about coming together to tell a story as a group. Let the players participate in the storytelling.

✦ **Be consistent.** If you decide that a rule works a certain way in one session, make sure it works that way the next time it comes into play.

✦ **Don't play favorites.** Make sure that every character has a chance to shine. If some of your players are reticent about speaking up in the group, make sure you ask them what their characters are doing.

✦ **Let the players help.** If you can't remember a rule, ask your players how they think it should work. Maybe one of them remembers something from the *Player's Book* that you had forgotten. You don't have to be the rules expert.

✦ **Be fair.** Use your powers as Dungeon Master only for good. Treat the rules and the players in a fair and impartial manner, and everyone will have fun.

✦ **Pay attention:** Make sure you look around the table occasionally to see if the game is going well. If everyone seems to be having fun, relax and just keep going. If the fun is waning, it might be time for a break, or you can try to liven things up a little.

✦ **Have fun!** The DUNGEONS & DRAGONS game is a game, after all. Everyone should be at the table with the expectation of having a good time, and ready to contribute to the fun of the table.

YOUR FIRST ENCOUNTER

Encounter Level 1 (450 XP)

This information tells you how hard the encounter is and how many Experience Points (XP) the party earns if the characters successfully complete the encounter. In this case, it's of normal difficulty for a party of four 1st-level characters, and the group earns 450 XP if they succeed.

Setup

2 goblin cutthroats
2 gray wolves

This information tells you what monsters appear in the encounter. The letters in parentheses are the symbols used on the map to show the starting positions of the monsters.

This encounter picks up right where the solo adventure in the *Player's Book* leaves off. It assumes that at least one of the player characters has played through the solo adventure, fighting off the first goblin attack, tracking the goblins to their lair, and venturing far enough into the lair to decide that it's best to return with friends. This encounter takes place as the newly formed party travels back toward the goblin lair.

Start by putting the Crossroads battle map down on the table (fold it so only the Crossroads section is showing). Now read or paraphrase this information to the players:

The goblin lair was too much for just one of you to handle, but there's strength in numbers. Now your group is ready to handle the goblin menace and retrieve the merchant's stolen box. In the town of Fallcrest, you met up with other adventurers—each of you brave and talented enough to take on the swarm of goblins.

You're on a lonely road, approaching the site of the goblin lair. The distant howl of wolves has followed you since you set out from Fallcrest, and now you see two of the beasts emerge from behind some rocks along the side of the road. The wolves growl menacingly. With a shrill cry, two goblins appear from behind a ruined tower and rush to attack!

Find the Hero Tokens and match them to each character. Have the players put their characters' tokens within the area marked "Player characters start here" on the map. It's often a good strategy to put characters with heavy armor and lots of hit points (the fighter and the cleric) in the front of the group, though that helps more in a dungeon than it does out in the open like this.

Then place two goblin tokens and two wolf tokens in the positions shown on the map.

Roll Initiative

Have each player roll initiative for his or her character. You roll two initiative checks, one for the goblins (d20 + 3) and one for the wolves (d20 + 5). Write down each character's and monster's initiative result in order, from highest to lowest. Then combat can begin, starting with the highest initiative result.

Tactics

This section explains what the monsters do when it's their turn in battle, and helps you understand how the encounter should play out.

All four monsters in this encounter are skirmishers, monsters that use their mobility to threaten the adventurers. They are also all more effective against opponents when they have combat advantage for their attacks (see the sidebar on the next page).

On the goblins' first turn, they each move as many as 6 squares toward the nearest adventurer. If that puts them adjacent to any of the player characters, they attack with their short swords. If it doesn't, they throw daggers.

On the wolves' first turn, they each move as many as 8 squares toward one of the adventurers in the back of the party. They're coming in from opposite sides, and they try to flank their chosen target (positioning themselves at opposite sides or opposite corners of the character's square). If they accomplish this, they get combat advantage. They attack and then both retreat, shifting 4 squares away after making their attacks.

On the goblins' later turns, they try to flank characters, since they do more damage when they have combat advantage. They spread out their attacks to different characters rather than ganging up on one adventurer. They might attack the wizard at first, then decide to keep their distance because they're afraid of such powerful and

Player characters start here

Crossroads
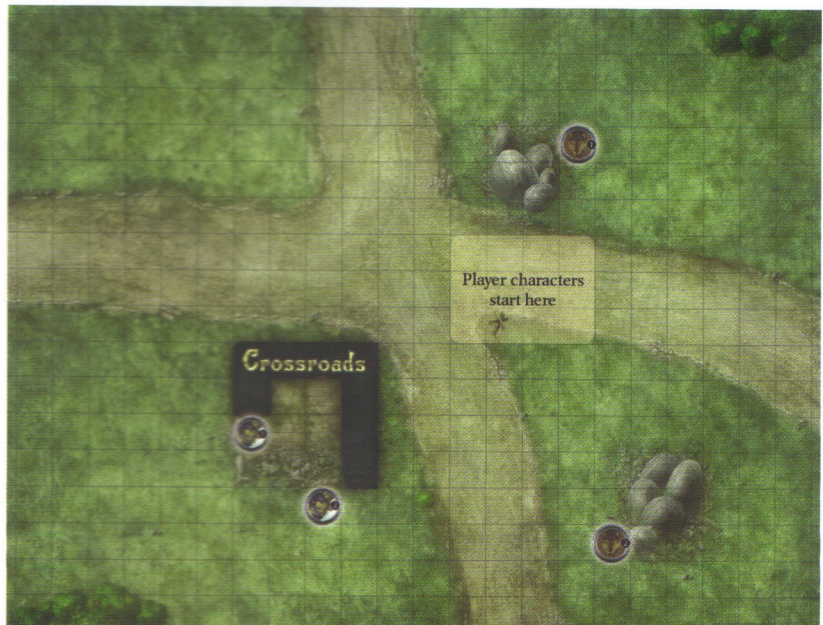
explosive magic. If a goblin can reach a character knocked prone by the wolves, it attacks that adventurer with combat advantage.

On the wolves' later turns, they keep attacking while flanking, though if they can attack a prone target, they do so without worrying about flanking.

Note that a prone character can stand up as a move action. If the character decides not to stand up, he or she can attack while lying on the ground with a -2 penalty to attack rolls.

Monster Statistics

This section describes the statistics and powers of the monsters in the encounter in a compact format. You'll find key information about the monster's combat statistics in the top section—hit points, defenses, speed, and initiative. Darker bars call out the monster's powers grouped by action type. Just like characters, monsters can take three actions on their turn: a standard action, a move action, and a minor action.

*The goblins also have a power they can use when it's not their turn: goblin tactics. This power is an **immediate reaction**, which means that the action takes place in response to a trigger. It's a simple power: When an adventurer makes a melee attack against the goblin and misses, the goblin can shift 1 square in response, maneuvering around to a better position. A creature can take only one immediate action each turn, so a goblin can use goblin tactics only once between each of its turns.*

Below the monster's powers are additional statistics that rarely come into play.

If you need more information about how to read the monsters' statistics, see page 46.

COMBAT ADVANTAGE

Combat advantage is one of the most common attack modifiers. It represents a situation where the defender can't give full attention to defense, either because multiple attackers are pressing in at the same time or because the defender is caught off-guard.

When you have combat advantage against a creature, you gain a +2 bonus to attack rolls against that target.

If a wolf knocks a character prone, anyone making a melee attack against that character has combat advantage. Otherwise, the most common way to get combat advantage is by **flanking**, which happens when two allied creatures occupy squares on opposite sides or corners of an enemy creature's space. See page 11 for more information about flanking.

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2 Goblin Cutthroats	Level 1 Skirmisher
Small natural humanoid	XP 100 each

HP 30; **Bloodied** 15	**Initiative** +5
AC 15, **Fortitude** 13, **Reflex** 14, **Will** 13	**Perception** +2
Speed 6	Low-light vision

STANDARD ACTIONS

⊕ **Short Sword** (weapon) ✦ At-Will
Attack: Melee 1 (one creature); +6 vs. AC
Hit: 1d6 + 5 damage (or 2d6 + 5 if the goblin has combat advantage against the target), and the goblin shifts 1 square.

⟶ **Dagger** (weapon) ✦ At-Will (2/encounter)
Attack: Ranged 5/10 (one creature); +6 vs. AC
Hit: 1d4 + 5 damage.

MOVE ACTIONS

Deft Scurry ✦ At-Will
Effect: The goblin shifts 3 squares.

TRIGGERED ACTIONS

Goblin Tactics ✦ At-Will
Trigger: The goblin is missed by a melee attack.
Effect (Immediate Reaction): The goblin shifts 1 square.

Skills Stealth +8, Thievery +8		
Str 13 (+1)	Dex 17 (+3)	Wis 14 (+2)
Con 14 (+2)	Int 8 (-1)	Cha 8 (-1)
Alignment evil	**Languages** Common, Goblin	
Equipment leather armor, light shield, short sword, 2 daggers		

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2 Gray Wolves	Level 2 Skirmisher
Medium natural beast	XP 125 each

HP 38; **Bloodied** 19	**Initiative** +6
AC 16, **Fortitude** 14, **Reflex** 15, **Will** 13	**Perception** +7
Speed 8	Low-light vision

STANDARD ACTIONS

⊕ **Bite** ✦ At-Will
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d6 + 5 damage (or 2d6 + 5 against a prone target). If the wolf has combat advantage against the target, the target falls prone.
Effect: The wolf shifts 4 squares.

Str 13 (+2)	Dex 16 (+4)	Wis 13 (+2)
Con 14 (+3)	Int 2 (-3)	Cha 10 (+1)
Alignment unaligned	**Languages** —	

Features of the Area

This section describes the features on the map and any special rules that apply.

Rocks: The two large outcroppings of rock are hard to move over. A successful DC 10 Athletics check lets a character move across the rocks. The rocks are **difficult terrain.** Entering a square of difficult terrain costs 2 squares of movement.

Ruined Tower: A small watch tower used to stand at the crossroads, but it's mostly crumbled to ruin. The remaining walls are between 8 and 10 feet high. The rubble on the open side of the tower is difficult terrain (see above).

Woods: The woods at the corners of the map are difficult terrain (see above).

Running the Game

A competitive sport has referees. It needs them. Someone impartial involved in the game needs to make sure everyone's playing by the rules.

The role of the Dungeon Master works a little like a referee. If you imagined that all the monsters in an encounter were controlled by one person and all the adventurers by another person, they might need a referee to resolve disputes and to make sure that both sides were playing by the rules. The Dungeon & Dragons game isn't a head-to-head competition; the DM acts simultaneously as the person controlling all the monsters and as the referee.

Being a referee means that the DM stands as a mediator between the rules and the players. A player tells the DM what he or she wants to do, and the DM responds by telling the player what kind of check to make and by setting the target number. For example, if a player tells the DM that she wants her character to swing a greataxe at an orc, the DM says, "Make an attack roll," and looks up the orc's Armor Class (the target number).

That's an example of how the game works for simple actions. But if the player tells you that he wants his character to knock a brazier of hot coals into the orc's path, you (as the DM) have to make some snap judgments. How hard is it to knock over the heavy brazier? "Make a Strength check," you might respond while setting the target number at 12. If the Strength check succeeds, you need to figure out how a face full of hot coals affects the orc. You might decide that the orc takes 1d6 fire damage and a –2 penalty to attack rolls until the end of its next turn.

Sometimes mediating means that a DM has to enforce the rules. If a player say, "I want to charge the orc," you might have to say, "No, you can't charge to there; it's too far." Then the player takes this new information and comes up with a different plan.

Being the DM doesn't mean you have to know all the rules, though. If a player tries something you don't know how to adjudicate, ask the opinion of the players as a group. Doing so might take a few minutes, but it's usually possible to work out an answer that's fair.

Modes of the Game

In a typical Dungeons & Dragons game session, play shifts in and out of five basic modes: setup, exploration, conversation, encounter, and passing time. The five modes represent five different kinds of activities the characters engage in during their adventures.

Part of the job of running the game is figuring out what mode the game is in, based on what the player characters are doing. The shifts are generally smooth and organic, and you might not even notice the change from one to another unless you're paying close attention.

The way you interact with the players differs depending on which mode the game is in. You set the scene, describe and play the monsters, and dispense any information the adventurers need or gain. You determine the group's success or failure based on the players' choices, the difficulty of the situation, and the luck of the dice.

Setup
The game is in setup mode when you're telling the players what they need to know about an adventure and when they're preparing for the first encounter of a game session. The adventurers might be buying supplies or working out plans. You might be reading an introductory paragraph of text, perhaps summarizing events that have brought the characters together.

Setup can evolve into conversation, particularly if the players have questions about the quest at hand. For example, they might want to ask more about the bandits who have been raiding caravans in the area.

Setup also naturally turns into exploration. If you give the players a summary of events that have brought them to the entrance of a dungeon, your next words might be, "What do you do?" That question is a hallmark of the beginning of exploration mode.

Exploration
In exploration mode, the characters move through the adventure setting, making decisions about their course and perhaps searching for traps, treasure, or clues. A lot of the game happens in exploration mode. It's what usually fills the space between encounters and usually ends when an encounter begins.

Follow these steps in exploration mode.

1. **Describe the environment.** Outline the options available to the adventurers by telling them where they are and what's around them. When you detail a dungeon room, mention all the doors, tables, chests, objects, creatures, and other things that they might want to interact with. Don't limit the adventurer's action by explicitly outlining options. Don't say, "You can either go through the door or search the chest." Just describe the room and let the players decide what they want to do.

2. **Listen.** Once you're done describing the area, the players tell you what their characters want to do. Some groups might need prompting. Ask them, "What do you do?" Your job here is to listen to what the players want to do and identify how to resolve the actions of their characters. You should ask for more information if you need it.

Sometimes the players give you a group answer: "We go through the door." Other times, individual players want to do specific things, such as search a chest, listen at a door, or examine a book. The players don't need to take turns, but you need to listen to every player and resolve everyone's actions.

Some tasks involve a skill check or an ability check, such as a Thievery check to pick the lock on a chest, a Strength check to force open a door, or a Perception check to find hidden clues. Characters can perform other tasks without a check at all: move a lever, stand

near the entrance to watch for danger, or walk down the left fork of a passage.

3. **Narrate the results of the characters' actions.** Describing the results often leads to another decision point. "Behind the door is a passage stretching off to the left and right." This description provides the characters with an immediate decision point. "The sloping hall leads hundreds of feet down into the earth before finally ending in a door." This sets up a decision point after some time. Whenever you reach another decision point, you're back to step 1.

A character's actions can also lead right into an encounter. "When you look down the well, a gigantic tentacle snakes up from the depths and reaches toward you!" This might lead straight to a combat encounter. "When you move the lever, a block of stone slams down across the entrance. With a horrible grinding sound, the walls begin to move slowly inward." That description might lead to a skill challenge to escape or disable a trap.

Conversation
A conversation with a character controlled by the Dungeon Master is not usually an encounter, with specific goals and a real chance of failure. The adventurers simply ask questions, and the DM's character responds. Sometimes a skill check is involved—usually Bluff, Diplomacy, Intimidate, Insight, or Perception. Often the characters trade questions and answers until the adventurers have the information they need to make a decision and carry it out.

Conversation mode ends in one of two ways: Either the conversation ends and the adventurers move on their way, lapsing back into exploration mode, or the conversation escalates into a skill challenge or combat encounter.

Encounter
Encounters form some of the most exciting moments in the DUNGEONS & DRAGONS game. These are the challenges your characters face to advance the story and succeed at their goals.

Encounters come in two forms: combat and noncombat. Combat encounters usually consist of exciting battles against villainous foes, and they end when one side or the other is defeated or routed. Noncombat encounters usually consist of deadly traps, difficult puzzles, or obstacles that you must overcome. Social interactions can fall into this category, especially pivotal negotiations or tense debates that have a significant consequence should you fail.

Encounters have tension and a chance of failure that is meaningful and significant. They involve tactical thinking and rolling dice, and encounters are where most of the rules of the game come into play.

Passing Time
The game has a rhythm and flow, and the action in the game is interspersed with lulls. These lulls are like the places where a movie fades to black and comes up again with the understanding that some time has passed. Rarely give these situations any more time than movies do. When a rest period passes uneventfully, tell the players that fact and then move on. Gloss over mundane, unexciting details and get back to the heroic action as quickly as possible.

The Most Important Rule
How do you know whether a sword swing hurts the dragon or just bounces off its iron-hard scales? How do you know if the ogre believes an outrageous bluff or if a character can swim across a raging river?

All these actions depend on one simple rule: Decide what you want your character to do and tell the Dungeon Master. The DM relies on **checks** to determine success or failure in these kinds of situations. The idea behind a check is simple:

✦ Roll a twenty-sided die (d20). You want to roll high!
✦ Add any relevant modifiers.
✦ Compare the result to a target number.

If the result equals or exceeds the target number, the check succeeds. If the result is lower than the target number, the check fails.

That simple rule governs all play in the game. Attack rolls are one important kind of check, where the target number for the check is one of a target's defenses (AC, Fortitude, Reflex, or Will). The modifiers to an attack roll include the attacker's bonuses to attack rolls as well as situational modifiers, such as a +2 bonus for having combat advantage or a –2 penalty if the target has cover.

Skill checks are the other common kind of check, where the target number for the check—called its Difficulty Class or DC—is determined by the DM. Sometimes a published encounter tells you what the DC should be. If an adventure doesn't tell you, decide whether you think the check should be easy, hard, or somewhere in between, and then use one of these DCs:

IMPROVISED SKILL CHECK DCS

Level of Difficulty	DC
Easy	8
Moderate	12
Hard	19

RUNNING COMBAT

The DUNGEONS & DRAGONS game organizes the chaos of combat into an orderly cycle of rounds and turns.

Round: A round represents about 6 seconds of time in the game world. In a round, every creature participating in an encounter takes a turn.

Turn: A creature takes actions on its turn: a standard action, a move action, a minor action, and any number of free actions.

Initiative: At the beginning of a combat encounter, the participants roll initiative to determine the order of turns within a round. Then the participants take turns, round after round, until one side or the other flees or is defeated and the encounter ends.

Once per Round: Certain benefits in the game can be used only once per round. When a creature uses such a benefit, the creature can't use it again until the start of its next turn.

The Structure of a Turn

Creatures take their turns in initiative order. Certain things occur at the start and the end of each turn, but those things are bookends to the actions on a turn.

The Start of a Turn
The start of a turn always takes place, even if the character or creature is unconscious. This phase takes no time in the game world. A character or creature can't take any actions during this phase of its turn.

Certain effects are tracked during this phase, including ongoing damage, regeneration, and some other effects. These effects take place in whatever order the player prefers. Some effects end automatically at the start of a turn.

Actions during a Turn
A character or creature can take several actions on its turn:

+ one **standard action**, which is usually some kind of attack
+ one **move action**, which involves moving
+ one **minor action**, which is something simple and quick such as drawing a weapon or opening a door
+ any number of **free actions**, which include speaking a few sentences or dropping an item

A player can take these actions in any order, and can skip any of them.

The End of a Turn
A turn ends when the character or creature finishes taking actions during its turn. The end of a turn always takes place, even if the character or creature is unconscious. This phase takes no time in the game world. A character or creature can't take any actions during this phase of its turn.

A character or creature makes saving throws (page 17) at the end of its turn to try to end any effects on it that a save can end. If a creature has used a power that it can sustain for multiple turns, check at the end of its turn to see whether it spent the action required to sustain the power. If the creature didn't, the power's effect ends. Some other effects end automatically at the end of a turn.

Triggered Actions
Most of a creature's actions take place among the regular actions on its turn. But anyone can take free actions on anyone else's turn, and an event or another creature's action might be the trigger that lets a character or creature use a triggered action. There are two kinds of triggered actions: **opportunity actions** and **immediate actions**. Some free actions also have triggers. A character or creature can take a triggered action only if its specific trigger occurs.

Opportunity Actions
A creature can take no more than one **opportunity action** on each turn and can't take an opportunity action on its own turn unless otherwise noted. An opportunity action interrupts the action that triggered it.

Opportunity Attack: This common opportunity action is a melee basic attack. A creature can make an opportunity attack when an enemy leaves a square adjacent to it or when an adjacent enemy makes a ranged or an area attack.

Immediate Actions
A creature can take no more than one **immediate action** per round and can never take an immediate action on its own turn. There are two kinds of immediate actions: *immediate interrupts* and *immediate reactions*.

Immediate Interrupt: An immediate interrupt lets a creature act before the action's trigger resolves. For example, an immediate interrupt that is triggered by an enemy hit might give a creature a bonus to defenses, which might turn the hit into a miss.

Immediate Reaction: An immediate reaction lets a creature act in response to a trigger, right after the trigger is resolved. For example, if a power lets a creature move as an immediate reaction after being hit by an attack, the creature still takes the hit but moves before the attacker can take any further actions on its turn.

Action Points

Action points allow creatures to take more actions than normal. Characters each start with one action point, and some monsters have action points, as noted in their statistics blocks.

Spending an Action Point: A creature, whether a character or a monster, can spend an action point on its turn as a free action. When the creature does so, it gains an extra action to use during that turn. The action can be a standard action, a move action, or a minor action.

MOVEMENT AND POSITION

During an encounter, characters and creatures use move actions to position themselves, and they sometimes move other creatures forcibly. Some creatures have movement powers that let them teleport, moving instantly from one location to another.

Speed: Regardless of their movement modes, all creatures have a speed. Speed determines how far a creature can move using a move action. A creature's speed is measured in squares on the battle grid, with each 1-inch square representing a 5-foot square in the game world. A creature that has a speed of 6 can move up to 6 squares (or 30 feet) on the battle grid by using a move action.

Moving Around Corners

White Dragon

Human

Common Move Actions

These are the three most common move actions.

Walk: A creature uses a move action to move up to its speed.

Shift: A creature uses a move action to move 1 square (certain powers allow a creature to shift more than 1 square). Shifting doesn't provoke opportunity attacks.

Run: A creature uses a move action to move its speed plus 2 additional squares. As soon as a creature starts running, it grants combat advantage and takes a –5 penalty to attack rolls until the start of its next turn.

Two other common move actions are usable only by creatures that are prone (see "Conditions," page 16).

Crawl: A prone creature uses a move action to move up to half its speed.

Stand Up: A creature uses a move action to stand up, which ends the prone condition on it.

General Movement Rules

The following rules govern how movement works in the game.

Diagonal Movement: Moving diagonally works the same as other movement, except a creature can't cross the corner of a wall or another obstacle that fills the corner between the square it's in and the square it wants to move to. A creature can move diagonally past other creatures, since they don't normally fill their squares completely.

Double Move: A creature can move twice on its turn if it takes a move action in place of a standard action. If the creature takes the same move action twice in a row—two walks, two runs, two shifts, two crawls—it's taking a double move. When a creature double moves, add the speeds of the two move actions together, and then the creature moves.

Occupied Squares: A creature is considered to occupy the square or squares within its space. Most creatures occupy just one square, but Large creatures, such as dragons, occupy four squares.

A creature can move through an ally's space, but it can end in an ally's space only if the ally is prone.

A creature can't normally move through an enemy's space unless that enemy is helpless or two size categories larger or smaller than it. A creature can end in an enemy's space only if the enemy is helpless.

If a creature doesn't have enough movement remaining to reach a square that the creature is allowed to be in, its move ends in the last square it could occupy.

Difficult Terrain: Rubble, undergrowth, shallow bogs, steep stairs, and many other impediments are difficult terrain, which hampers movement. Each square of difficult terrain costs 1 extra square of movement to enter. If a creature doesn't have enough movement remaining to enter a square of difficult terrain, the creature can't enter it.

An obstacle such as a low wall between two squares makes moving from one square to the other just like

entering a square of difficult terrain, even if the squares on each side of the wall are not difficult terrain.

Blocking Terrain: An obstacle such as a large tree, a pillar, or a floor-to-ceiling wall blocks a square entirely by completely filling it. Creatures can't normally enter a square of blocking terrain, and when blocking terrain fills a square, a creature can't move diagonally across the corner of that square.

Falling: When a creature falls at least 10 feet, it takes 1d10 damage for each 10 feet it falls. The creature falls prone when it lands, unless it took no damage from the fall.

Flanking: One of the simplest combat tactics is for a creature and an ally to move to flanking positions adjacent to an enemy. To flank an enemy, a creature and an ally must be adjacent to the enemy and on opposite sides or corners of the enemy's space. Creatures have combat advantage (page 14) against any enemies that they're flanking.

Flanking
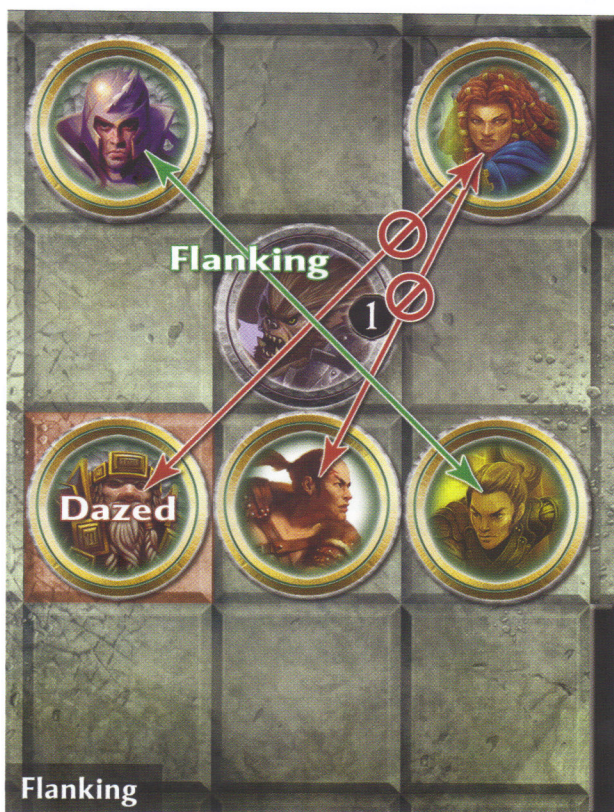
Forced Movement

Certain powers and effects allow creatures to use forced movement, with which they move other creatures forcibly. There are three kinds of forced movement: Pull, Push, and Slide.

Pull: When a creature is pulled, each square it is pulled must bring it closer to the creature pulling it.

Push: When a creature is pushed, each square it is pushed must place it farther away from the creature pushing it.

Slide: When a creature slides, it can be moved in any direction.

The power or other effect that lets a creature use forced movement specifies how far it can move another creature, where it must move that creature, or both. For example, a character's power might say, "You push the target 4 squares," which means the character can push the target up to 4 squares, as long as each square he or she moves the target places it farther away. Similarly, a power might say, "You slide the target 5 squares to a square adjacent to you," which means the character can move the target up to 5 squares in any direction but only if the target ends in a square adjacent to him or her.

Forced movement doesn't provoke opportunity attacks or other opportunity actions. It isn't hindered by difficult terrain. Being forced to move doesn't count against a creature's ability to move on its turn, and a creature's speed is irrelevant to the distance it is moved. A creature can't be forced into a space smaller than its size, and it can't be forced into or through an obstacle.

If a power forces a creature over a precipice or into a pit, the creature can immediately make a saving throw to avoid going over the edge (see "Saving Throws," page 17). If the creature saves, it falls prone at the edge, in the last square it occupied before it would have fallen. Otherwise, it falls over the edge. Whether or not the creature saves, the forced movement ends.

Teleportation

Some powers allow a creature to teleport, to move instantly from one point to another. The powers specify how far the creature can teleport, where it must end up, or both. Unless a power specifies otherwise, a creature has to see its destination. Leaving a square by teleporting doesn't provoke opportunity attacks or other opportunity actions.

When a creature teleports, it disappears and immediately reappears in its destination space. Creatures, objects, and terrain between the creature's starting position and the destination space don't hinder this movement in any way.

Being immobilized or restrained doesn't prevent a creature from teleporting. If a creature teleports away from a physical restraint, a monster's grasp, or some other immobilizing effect that is located in a specific space, the creature is no longer immobilized or restrained. Otherwise, it teleports but is still immobilized or restrained when it reaches its destination space.

Exploration

A significant part of adventures revolves around exploration, which takes place between encounters. Exploration includes traveling through unmapped dungeon corridors, untracked wilderness, or a sprawling city and exploring the environment's dangers and wonders.

Often you can summarize the characters' movement as they explore, without figuring out exact distances or travel times: "You travel for three days and reach the dungeon entrance." Even in a dungeon, particularly a large dungeon or a cave network, you can summarize movement between encounters.

You might evocatively describe the terrain the characters pass over, but the encounters along the way are the focus of the adventures. Sometimes it's important, however, to know how long it takes to get from one encounter to another, whether the answer is in days, hours, or minutes. The Base Overland Speed table shows how much distance a character who has a given speed covers in a day, an hour, or a minute of travel. A group of travelers moves at the slowest traveler's pace, so most groups use the table's first row (to accommodate the group's dwarves and heavily armored members).

BASE OVERLAND SPEED

Speed	Per Day	Per Hour	Per Minute
5	25 miles	2½ miles	250 feet
6	30 miles	3 miles	300 feet
7	35 miles	3½ miles	350 feet

ATTACKS

On a typical turn, a combatant uses its standard action to make an attack using one of its attack powers. The attacker's player makes an attack roll to determine whether the attack hits its target.

To make an attack roll, you roll a **d20**, add whatever modifiers apply, and compare the result to one of the target's four defenses: **Armor Class, Fortitude, Reflex**, or **Will**.

Whatever character or creature you're playing, attacks follow the same basic process.

1. Choose the attack the character or creature will use. Each attack has an **attack type: melee, ranged, close**, or **area**.
2. Choose targets for the attack. Each target must be within range.
3. Make an **attack roll,** and compare the roll to the target's defense to determine whether the attack hits or misses.
4. Deal **damage** and apply any other effects.

Melee Basic Attack

A melee basic attack is an at-will attack power that everyone can use. The power's description shows how powers specify the various details of an attack: the attack type, the targets, the ability modifier used to make the attack, the targeted defense, and what happens on a hit.

A creature uses a melee basic attack to make an opportunity attack and when it charges. Each monster has its own melee basic attack, which is noted by a special symbol (⊕) in its statistics block.

Melee Basic Attack	Basic Attack

You resort to the simple attack you learned when you first picked up a melee weapon.

At-Will ✦ Weapon
Standard Action   **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.

Attack Types

Attacks in the DUNGEONS & DRAGONS game world take many forms. A fighter swings a greatsword at a foe. A rogue throws a dagger at a distant target. A dragon exhales a blast of fire. A wizard creates a burst of lightning. These examples illustrate the four attack types: **melee, ranged, close**, and **area**.

Melee Attack: A melee attack usually uses a weapon and targets one or more individual creatures within the attacker's melee reach (reach is usually determined by the weapon an attacker is wielding; it's 1 square for most characters and many monsters). A melee attack against

multiple enemies consists of separate attacks, each with its own attack roll and damage roll.

Ranged Attack: A ranged attack is a strike against a distant target. A ranged attack usually targets one or more creatures within its range. A ranged attack against multiple enemies consists of separate attacks, each with its own attack roll and damage roll. The range of a ranged attack is specified by the attack's power, either as a number of squares, such as "Ranged 10," or as the range of the weapon used for the attack, expressed as "Ranged weapon." Weapon range is sometimes expressed as two numbers separated by a slash, such as Ranged 5/10; the first number indicates the weapon's normal range, and the second number indicates the weapon's long range.

Long Range: If an attacker uses a ranged weapon for an attack and the target is farther away than the weapon's normal range but within its long range, the attacker takes a –2 penalty to the attack roll. The attacker can't make the attack against a target beyond the weapon's long range. A ranged power that doesn't use a weapon has a normal range but no long range.

Close Attack: A close attack is an **area of effect** (usually a blast or a burst) that comes directly from the attacker; the attack's origin square is within the attacker's space. Swinging a sword in an arc to hit every adjacent enemy with one blow, creating a blast of fire from the hands, or causing radiant energy to burst from one's holy symbol—these are all examples of close attacks.

A close attack against multiple targets consists of separate attack rolls against each target, but a single damage roll for all the targets.

Area Attack: Area attacks are similar to close attacks, except that the origin square can be some distance away from the attacker. An area power specifies the distance in squares. An area attack's area of effect (usually a burst or a wall) sets the shape of the attack and the targets it affects. A ball of fire that streaks across the battlefield and explodes is an example of an area attack. A magical wall of fog that springs from the ground to obscure a dungeon corridor is another example.

When a character or creature you're playing uses an area power, choose a square within the power's range as the origin square, which is where the area of effect starts or is centered. The creature needs line of effect from a square in its space to the origin square (see "Seeing and Targeting," page 14). For a target to be affected by an area power, there needs to be line of effect from the origin square to that target. The user of the power doesn't have to be able to see either the origin square or the target, and concealment (page 15) between the origin square and the target doesn't apply.

An area attack against multiple targets consists of separate attack rolls against each target, but a single damage roll for all the targets.

Areas of Effect

Most close attacks and area attacks have one of two areas of effect: a **blast** or a **burst**.

Blast: A blast fills an area adjacent to its creator. The area is a specified number of squares on a side. For example, a "close blast 3" power affects a 3-square-by-3-square area adjacent to its creator. The blast must be adjacent to its origin square, which is a square in the space of the blast's creator. The origin square is not affected by the blast. A blast affects a target only if the target is in the blast's area and only if there is line of effect from the origin square to the target.

Burst: A burst starts in an origin square and extends in all directions to a specified number of squares from the origin square. For example, an "area burst 2 within 10 squares" power originates in a square up to 10 squares
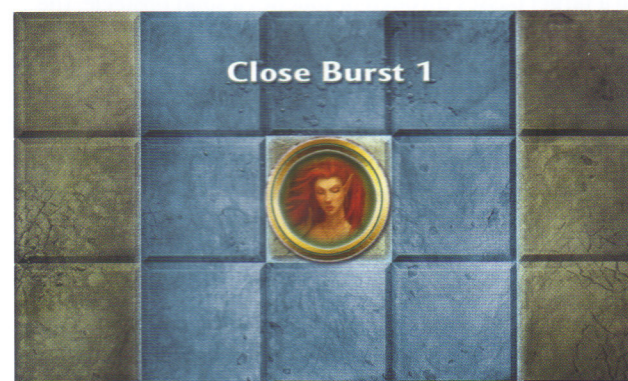
away from its creator and affects the origin square and every square within 2 squares of it (a 5-square-by-5-square area). A close burst uses the space of the burst's creator as its origin square, while an area burst uses a single square within range as the origin square.

A burst affects a target only if there is line of effect from the burst's origin square to the target. Unless a power description says otherwise, a close burst does not affect its creator. However, an area burst does affect its creator.

Choosing Targets

To use a power on a target, the target must be within the power's range and must not be completely behind a barrier. If a power can target multiple creatures, each of those creatures must be an eligible target.

Range: The first step in choosing targets for an attack is to check the attack's range. Range is the distance from the attacker to a target (or to the attack's origin square). The range of each power is noted in its description.

To determine the range between an attacker and a target, count the number of squares between them, including at least one square that the target occupies. If a target's space is larger than 1 square, the target can be included in an attack if any square of its space is within range or within the area of effect of that attack.

Seeing and Targeting: Cluttered dungeon chambers, dense forests, or brooding ruins offer plenty of places for creatures to hide. In a battle, figuring out who can see whom is often important.

Line of Sight: To determine whether an attacker can see a target, pick a corner of the attacker's space and trace an imaginary line from that corner to any part of the target's space. The attacker can see the target if at least one line doesn't pass through or touch an object or an effect that blocks the attacker's vision—such as a wall, a thick curtain, or a cloud of fog. Unless a power says otherwise, an attacker can attack a target that it can't see, but the attacker takes a penalty to attack rolls against that target as long as it remains invisible to it (see "Attack Rolls" below).

Line of Effect: An attacker can target a creature or a square if there's an unblocked path between the attacker and its intended target—that is, if the attacker has line of effect to it. If every imaginary line traced from an attacker to a target passes through or touches a solid obstacle, the attacker doesn't have line of effect to the target.

Fog, darkness, and other types of obscured squares block vision, but they don't block line of effect. If a wizard hurls a ball of fire into a pitch-black room, he or she doesn't have to see enemies for the fire to hit them. In contrast, an attacker can see through a transparent wall of magical force but doesn't have line of effect through it. A snarling demon can be seen on the other side, but the wall blocks attacks against it.

An attacker needs line of effect to intended targets and to any space in which the attacker wishes to create an effect.

Attack Rolls

To determine whether an attack hits, the attacker's player makes an attack roll—roll a d20 and add the appropriate modifiers. If the result equals or exceeds the specified defense of the target (AC, Fortitude, Reflex, or Will), the attack hits. Otherwise, it misses.

Automatic Hit: When an attacker makes an attack roll and rolls a 20 on the d20, the attack automatically hits, regardless of modifiers. The attacker also probably scored a critical hit (see page 15).

Automatic Miss: When an attacker makes an attack roll and rolls a 1 on the d20, the attack automatically misses.

Attack Roll Modifiers

Temporary advantages and disadvantages in combat are reflected in a set of common attack modifiers. An attack modifier is a bonus or a penalty that applies to an attack roll. Add the appropriate modifier when making attack rolls.

ATTACK ROLL MODIFIERS

Circumstance	Modifier
Combat advantage against target	+2
Attacker is prone	-2
Attacker is restrained	-2
Target has cover	-2
Target has superior cover	-5
Target has concealment (melee and ranged only)	-2
Target has total concealment (melee and ranged only)	-5
Long range (weapon attacks only)	-2
Charge attack (melee only)	+1

Combat Advantage: One of the most common attack modifiers is combat advantage. Combat advantage represents a situation in which a creature can't give full attention to defense. The creature is flanked by multiple enemies, stunned, surprised, or otherwise caught off guard. When an attacker has combat advantage against a target, the attacker gains a +2 bonus to attack rolls against that target.

Cover: To determine if a target has cover, choose a corner of a square in the attacker's space (or a corner of an attack's origin square) and trace imaginary lines from that corner to every corner of any one square of the target's space. If one or two of those lines are blocked by an obstacle or an enemy, the target has cover, causing the attacker to take a -2 penalty to attack rolls against the target. (A line isn't blocked if it runs along the edge of an obstacle's or an enemy's square.) If three or four of those lines are blocked but there is line of effect between the target and the attacker, the target has superior cover, causing the attacker to take a -5 penalty to attack rolls against the target.

Concealment: Concealment comes into play when a target is invisible or in an obscured square. Squares of dim light, foliage, fog, smoke, heavy falling snow, or rain

Cover

Hulking Zombie

Zombie

Cover

No Cover

Bugbear

Ally

Attacker

Attack Results

Powers specify what happens when their attacks hit or miss. The most common result of an attack that hits is damage. Attacks also subject targets to conditions (page 16), forced movement (page 11), and unusual effects described in certain powers.

Damage

The damage dealt by an attack is specified in the attack's power. Damage often has a type, such as fire or lightning, and it is either instantaneous or ongoing (see "Ongoing Damage," below). Whatever its type or duration, damage against a target reduces that target's hit points (see "Hit Points and Healing," on page 18).

Damage Types: In addition to normal damage, such as the damage a weapon or a monster's claws deal, powers and other effects can deal specific types of damage. For example, a white dragon's breath deals cold damage, and a green slime's slam attack deals acid damage. If a power doesn't specify a damage type, the damage has no type.

Resistance and Vulnerability: Some creatures are resistant or vulnerable to certain types of damage. Resistance means the creature takes less damage from a specific damage type. "Resist 5 fire," for example, means that any time the creature takes fire damage, that damage is reduced by 5. (An attack can't do less than 0 damage.) Similarly, vulnerability to a damage type means the creature takes extra damage from that damage type. "Vulnerable 5 fire" means that any time the creature takes fire damage, it takes 5 extra fire damage.

Critical Hits

When an attacker makes an attack roll and rolls a 20 on the d20, the attack not only automatically hits, but it also might be a critical hit (also called a crit). The attack is a critical hit if the result of the attack roll, after all modifiers are applied, is high enough to hit the target's defense.

A critical hit deals maximum damage. For example, an attack that deals 1d8 + 4 fire damage on a hit deals 12 fire damage on a crit. If an attack normally deals no damage, it still deals no damage on a crit.

If a character scores a critical hit with a magic weapon or implement, or with a high crit weapon, the item causes the attack to deal a specific amount of extra damage. If that extra damage involves a die roll, the extra damage is not automatically maximized. For example, if a character scores a critical hit with a magic weapon that deals 1d8 extra damage on a crit, the player rolls the d8 and adds the result to the attack's damage.

are *lightly obscured*. Squares of heavy fog, heavy smoke, or heavy foliage are *heavily obscured*. Squares of darkness are *totally obscured*.

A target in a lightly obscured square or in a heavily obscured square but adjacent to an attacker has concealment against that attacker, causing the attacker to take a -2 penalty to attack rolls against the target. A target that an attacker can't see at all—because the attacker is invisible, in a totally obscured square, or in a heavily obscured square and not adjacent to the attacker—has total concealment, causing the attacker to take a -5 penalty to attack rolls against the target.

Charging: A charge is a special kind of attack. As a standard action, a creature moves its speed. The creature must move at least 2 squares, and each square it moves must bring it closer to its intended target. At the end of the move, the creature makes a melee basic attack against the target, with a +1 bonus to the attack roll. After the attack, the creature can't take any further actions this turn, except free actions.

Ongoing Damage

Ongoing Damage Some powers deal ongoing damage to a target, which is damage that a target takes on its following turns. The target takes the specified damage at the start of each of its turns until some requirement is met, usually a successful saving throw (see "Saving Throws," page 17). For example, a creature that takes "ongoing 5 fire damage (save ends)" takes 5 fire damage at the start of each of its turns until it makes a successful saving throw against that effect.

If a creature is subjected to effects that deal ongoing damage of different types (fire damage and cold damage, for instance), it takes damage from each of those effects. If the effects deal ongoing damage of the same type, or if the damage has no type, only the higher number applies. For example, if a creature is taking ongoing 5 thunder damage and then takes ongoing 10 thunder damage, the creature is taking ongoing 10 thunder damage, not 15. Similarly, if a creature is taking ongoing 2 damage, which has no damage type, and then takes ongoing 5 damage, the creature is taking ongoing 5 damage, not 7.

Conditions

Powers, monsters, traps, and the environment can all cause conditions to be applied to a target. A condition imposes a penalty, a vulnerability, a hindrance, or a combination of effects.

Conditions are absolute; either a creature has one or doesn't. Putting the same condition on a creature more than once doesn't change the condition's effect on that creature.

Here are definitions for common conditions in the game and examples of how they come into play.

Blinded While a creature is blinded, it can't see, which means its targets have total concealment against it, and it takes a -10 penalty to Perception checks. It also grants combat advantage and can't flank.

The goblin hex hurler's blinding hex attack causes a creature to be blinded.

Dazed While a creature is dazed, it can take only one action—either a standard, a move, or a minor action—on its turn. It can still take free actions, but it can't take immediate or opportunity actions. It also grants combat advantage and can't flank.

The wizard's *illusory obstacles* power causes a target to be dazed.

Dying Dropping to 0 hit points or fewer causes a character to suffer the dying condition, which ends if the character regains hit points. While a character is dying, he or she is unconscious and must make death saving throws (see "Dying and Death," page 18).

Helpless While helpless, a creature grants combat advantage.

Immobilized When a creature is immobilized, it can't move, unless it teleports or is pulled, pushed, or slid.

The kobold slinger's gluepot attack causes a creature to be immobilized.

Marked When a creature marks a target, that target takes a -2 penalty to attack rolls for any attack that doesn't include the creature as a target. A creature can be subjected to only one mark at a time, and a new mark supersedes a previous one. A mark ends immediately when its creator dies or falls unconscious.

The skeleton's longsword attack marks a target.

Prone When a creature is prone, it is lying down. It takes a -2 penalty to attack rolls, and the only way it can move is by crawling, teleporting, or being pulled, pushed, or slid. In addition, it grants combat advantage to enemies making melee attacks against it, but it gains a +2 bonus to all defenses against ranged attacks from enemies that aren't adjacent to it. If a creature is flying when it falls prone, it safely descends a distance equal to its fly speed. If it doesn't reach a solid surface, it falls. A creature can drop prone as a minor action.

The gray wolf's bite attack knocks a target prone.

Slowed When a creature is slowed, its speed becomes 2 if it was higher than that. This speed applies to all of the creature's movement modes (walking, flying, and so on), but applies to neither forced movement against it nor teleportation. The creature also cannot benefit from bonuses to speed, although it can take actions, such as the run action, that allow it to move farther than its speed. If a creature is subjected to this condition while it is moving, it must stop if it has already moved at least 2 squares.

The fledgling white dragon's breath weapon causes a creature to be slowed.

Surprised While a creature is surprised, it can't take actions. It also grants combat advantage and can't flank.

Unconscious While a creature is unconscious, it is helpless, it can't take actions, and it takes a -5 penalty to all defenses. It also can't flank. When a creature is subjected to this condition, it falls prone, if possible.

Durations

Many powers are instantaneous and produce no lasting effects. However, some powers have effects that last for a round or more. The durations of those effects are specified in powers and are either conditional or sustained.

Conditional Durations
These effects last until a specific event occurs, such as the start or end of a creature's next turn, the end of the encounter, or when the target makes a successful saving throw (see "Saving Throws" below).

Sustained Durations
An effect that has a "sustain standard," a "sustain move," or a "sustain minor" duration lasts as long as the effect's creator sustains it. Starting on the turn after creating such an effect, the creator sustains it by taking the specified action: a standard action, a move action, or a minor action. An effect can be sustained only once per turn. Some effects do something specific, such as allowing the creator to make an attack, when they are sustained. At the end of its creator's turn, a sustainable effect ends if the creator hasn't spent the required action during that turn to sustain it.

Unless stated otherwise, an effect can be sustained for as long as 5 minutes. A creature can't rest while sustaining a power, which means a creature can't regain the use of encounter powers until it stops sustaining a power.

Overlapping Durations
When a creature is subjected to identical effects that end at different, specific times, such as at the end of the creature's next turn or at the end of the encounter, ignore all of those effects but the one with the most time remaining. For example, if a creature is dazed until the start of its next turn and is then dazed until the end of its next turn, the second application of the dazed condition supersedes the first, since the second one has a longer duration.

Effects that a save can end work differently, since they last for an indeterminate amount of time. You, therefore, track effects that a save can end separately from effects that end at specific times.

Saving Throws

Some persistent effects last until a creature makes a successful saving throw against them, and some instantaneous effects, such as falling down a pit, can be avoided by making a successful saving throw. A successful saving throw is called a *save*.

A persistent effect that a save can end includes one of the following notations in parentheses: "save ends," "save ends both," or occasionally "save ends all." For example, a power might say, "The target is dazed (save ends)," which means the target is dazed until it saves against that condition.

The rules tell you when an instantaneous effect can be avoided with a save. For example, see "Forced Movement," page 11.

When to Make Saving Throws
At the end of each of a creature's turns, the creature makes saving throws against each effect on it that a save can end. Whenever you make saving throws against multiple effects that a save can end on a character or creature you're playing, you choose the order of the saving throws.

Sometimes a power or other game feature allows a creature to make a saving throw at a time other than the end of its turn. If the creature is allowed to make a single saving throw when its suffering from multiple effects that a save can end, its player chooses which of those effects to make the saving throw against.

How to Make a Saving Throw
To make a saving throw for a character or creature you're playing, you roll a d20 without adding any modifiers, unless the creature has bonuses or penalties that specifically apply to saving throws. If you roll lower than 10, the creature fails the saving throw, and the effect continues. If you roll 10 or higher, the creature saves, and the effect ends.

When two effects are followed by the notation "save ends both," those effects are treated as a single effect when saving throws are made against them.

Identical Effects
If a creature is subjected to identical effects that a save can end, ignore all but one of those effects. For example, if a creature is dazed (save ends) and then is attacked and again dazed (save ends), ignore the second effect, since it is identical to the effect the creature is already suffering.

You never make multiple saving throws against identical effects. You do, however, make separate saving throws against effects that aren't identical, even if they contain the same condition.

Hit Points and Healing

Over the course of a battle, creatures take damage from attacks. Hit points (hp) measure a creature's ability to stand up to punishment, turn deadly strikes into glancing blows, and stay on its feet throughout a battle. Hit points represent physical endurance, skill, luck, and resolve.

When a creature takes damage, subtract that number from its current hit points. As long as its current hit point total is higher than 0, it can keep fighting. When a monster drops to 0 hit points, it dies. When an adventurer drops to 0 hit points or fewer, he or she is dying or might be dead.

Powers, abilities, and actions that restore hit points are known as healing. When a creature regains hit points, add them to its current hit points. A character or creature can heal up to its maximum hit point total, not beyond.

Healing Surges: Most healing requires a creature to spend a healing surge. When a creature does so, it regains a number of hit points equal to its healing surge value (one-quarter of its maximum hit points). Once per encounter, a player character can use his or her *second wind* to spend a healing surge. During a short rest, a character can spend as many healing surges as he or she likes outside combat.

Player characters have a number of healing surges determined by their class and Constitution. Monsters lower than 11th level have a single healing surge, but they don't necessarily have any way to use that surge; they can't use second wind, and they often don't have powers that allow them to heal.

Healing in Combat: Even in a heated battle, creatures can heal. Monsters heal only if they have healing powers, whereas player characters heal themselves in a variety of ways. They can heal themselves by using second wind (a standard action that also grants a +2 bonus to all of the character's defenses until the start of his or her next turn), one character can use the Heal skill to let another one use his or her second wind, and characters frequently use healing powers on one another. Some powers allow characters to heal as if they had spent a healing surge. When a character receives such healing, he or she doesn't actually spend the healing surge, but regains hit points as if he or she had.

Temporary Hit Points: A variety of sources grant temporary hit points, which aren't real hit points. They are a layer of insulation that attacks must get through before they start doing damage to a creature. Don't add temporary hit points to a creature's current hit points (if a character's current hit points are 0, he or she still has 0 after receiving temporary hit points). Keep track of temporary hit points as a pool separate from current hit points. Temporary hit points don't count when you compare a creature's current hit points to its maximum hit points, when you determine whether a creature is bloodied, or for other effects that depend on current hit points.

When a creature takes damage, first subtract the damage from its temporary hit points. If the damage eliminates all of the temporary hit points, subtract any remaining damage from the creature's current hit points.

Temporary hit points are not cumulative. If a creature gains temporary hit points when it already has some, use the higher value as its temporary hit point total, instead of adding the values together. For example, if a creature has 4 temporary hit points and then gains 6 temporary hit points, it has 6 temporary hit points, not 10.

A creature's temporary hit points last until they are reduced to 0 or until the creature takes a rest.

Dying and Death

When an attacker reduces a creature to 0 hit points or fewer, the attacker can decide to knock that creature unconscious (see "Conditions," page 16). Otherwise, a monster that drops to 0 hit points immediately dies, and a player character who drops to 0 hit points or fewer is dying.

Dying: Characters who are dying can continue taking damage until they drop to their bloodied value expressed as a negative number, at which point they die. For example, a character whose bloodied value is 25 dies when he or she drops to -25 hit points.

While dying, a character must make a special saving throw—called a death saving throw—at the end of each of his or her turns. The result of the saving throw determines how close the character is to death. On a roll of lower than 10, the character slips one step closer to death. If the character gets that result three times before taking a rest, he or she dies. On a roll of 10 or higher, there's no change in the character's condition. However, if the character gets a result of 20 or better, he or she can spend a healing surge. If the character does so, he or she is no longer dying and is conscious, but still prone. If a character gets a 20 or better but has no healing surges left, the character's condition doesn't change.

Healing the Dying: When a character is dying and receives healing, he or she goes to 0 hit points and then regains hit points from the healing effect. If the healing effect requires the character to spend a healing surge but he or she has none left, the character is restored to 1 hit point. As soon as a character has a current hit point total that's higher than 0, the character becomes conscious and is no longer dying. The character remains prone until he or she uses a move action to stand up.

Rest and Recovery

Sooner or later, even the toughest adventurers need to rest. When not in an encounter, a character can take one of two types of rest: a short rest or an extended rest.

Short Rest

About 5 minutes long, a short rest consists of stretching one's muscles and catching one's breath after an encounter. When a character takes a short rest, the character regains the use of any encounter powers he or she used in the encounter, so they are available for the next encounter. After a short rest, a character can spend as many of his or her healing surges as the player wants.

Extended Rest

At least 6 hours long, an extended rest includes relaxation, sometimes a meal, and usually sleep. A character can take an extended rest only once per day; after finishing the rest, the character has to wait 12 hours before beginning another one. A character normally sleeps during an extended rest, but doesn't have to. The character can engage in light activity that doesn't require much exertion.

At the end of an extended rest, a character regains any lost hit points and any spent healing surges. The character also regains the use of all his or her encounter powers and daily powers. The character loses any unspent action points, but starts fresh with 1 action point.

THE TWISTING HALLS

A DUNGEONS & DRAGONS Adventure "The Twisting Halls" is an adventure that picks up where the solo adventure in the *Player's Book* and "Your First Encounter" (page 4) leaves off.

Untold ages ago, a group of noble minotaurs built a grand temple dedicated to four gods of good and law: Bahamut (god of justice and nobility), Erathis (god of civilization), Moradin (god of creation and craft), and Pelor (god of the sun and agriculture). In the deep recesses of the temple, though, the minotaurs guarded a dark secret: a hidden shrine to the demon prince Baphomet, the Horned King who exhorts his followers to unleash their inner savagery, the "beast within." Thus, while they presented the appearance of nobility and virtue to the outside world, the priests met secretly in the inner shrine to honor the evil Horned King. The gods of good cursed the temple and its corrupt priests, and eventually it fell into disuse and ruin.

With the passage of centuries, the ancient temple was buried in the earth, abandoned and long forgotten. Over time, though, caves and burrows found their way toward the temple ruins, and monsters made their lairs in the shelter of its stone halls, as if drawn to the lingering taint of evil that still clung to the center of Baphomet's worship.

A few years ago, a human named Malareth discovered the ruined temple, enslaved the goblins that occupied its ancient halls, and began using it as a base to practice necromantic magic.

Quests

Quests are the fundamental story framework of an adventure—the reason the characters want to participate in the story. They're the reason an adventure exists, and they indicate what the characters need to do to solve the situation the adventure presents.

A character who has played through the solo adventure in the *Player's Book* has two quests leading into the Twisting Halls:

+ Find the mysterious rider and learn his identity.
+ Return Traevus's stolen box.

If only one character in the group completed the solo adventure and gained these quests, that's all right: That character sought other adventurers to help complete the quests, and they all get to share in the reward. If all the characters went through the solo adventure, explain to the players that they were all on Traevus's wagon, fighting the goblins separately, but they've come together to brave the goblin lair as a team.

Both quests are major quests. For each quest the characters complete, they receive 100 XP.

The Dungeon Map

The map on the next page shows the dungeon of the Twisting Halls. Numbers on the map correspond to encounter areas described on the following pages. The number 1 on the map corresponds to Encounter 1 on page 22, and so on. Moving through the dungeon is a lot like playing through the solo adventure, except that the adventurers will spend a lot of time in each numbered area. If they start with Encounter 1, they'll have a good, long fight in that area, and then have a choice. They can go through various doors to Encounter 2 or Encounter 3, as shown on the map. They can also spend time exploring the various features on the map, which don't have separate numbers but are explained in the "Features of the Area" section of each encounter. It's your job as Dungeon Master to track the adventurers' progress through the dungeon, describing the areas to them and telling them the consequences of their choices.

Awarding XP

As the adventurers progress through the dungeon, they'll defeat monsters and overcome other challenges. After each encounter, make a note of the XP they earned. The total XP for the encounter appears at the top of each encounter entry. That total is divided by the number of characters in the party.

All the characters in the party should have the same XP total all the time. If only some of the characters completed the solo adventure in the *Player's Book*, give the other characters 200 XP so that everyone's on even footing at the start of the adventure.

You can tell the players after each encounter how much XP they earned in that encounter, or wait until the characters take an extended rest and give them their XP then. That choice is up to you.

The characters reach 2nd level when they each have 1,000 XP. You can wait and have them level up their characters at the end of the adventure, or let them do it as soon as they get enough XP (which might be a room or two before they're done with the adventure). The rules describing what characters learn and gain at 2nd level appear on page 39.

Action Points

Give each character an action point token at the start of the adventure. When a character spends an action point, have the player give the token to you. Then you can give each character another token after they've completed an extended rest.

Stopping to Rest

It's always safe for the characters to take a short rest (see page 19) after completing an encounter, as long as they've defeated all the monsters in the area they're in. However, it's unlikely that the characters will survive if they try to complete all seven encounters in the Twisting Halls without stopping at some point for an extended rest. Make sure the players understand that they need to take an extended rest to regain spent healing surges and daily powers, but don't tell them when it's time to stop.

When they decide to take an extended rest, encourage them to think about where might be a safe place to hole up for several hours. They can barricade themselves in an enclosed room or retreat from the dungeon to camp outdoors. Either way, they'll have a restful night—but they don't have to know that ahead of time. You might want to briefly narrate some strange noises and disturbing shadows they notice during the night just to keep them on their toes, but let them complete their rest safely.

Depending on your own schedule and that of your players, you might also want to let your friends take an extended rest at the same time their characters do. An extended rest is a great time to end a gaming session, so when you pick up the next time there's no question of whether the characters have spent any healing surges or used any powers—characters and players are both starting the next session fresh.

The Two Doorways

Before the characters start this adventure, take a few moments to set up. First, make sure you and the other players know all the names of the characters. You should also make a note of each character's passive Perception check, since you'll need it in some of the dungeon rooms.

Then remind the players what their characters are doing. Read these paragraphs to the players:

While traveling with the merchant Traevus, on your way to Fallcrest, you were attacked by goblins. You fought them off, but Traevus discovered that the survivors had stolen a precious box from his wagon. You also saw a mysterious rider, a human on a black horse. Your search for both the rider and the goblins led you to a series of caves, where you fought a few goblins before deciding that you needed help against the monsters.

You joined together with other adventurers for a common purpose: to retrieve Traevus's stolen box and hunt down the rider who seems to have organized the attack. On your way back to the caves, you were attacked by more goblins and hungry wolves, but at last you've returned to the goblins' lair. Two passages head deeper into the earth.

Ask the players which passage they want to follow. The two passages lead to the two doors on the left edge of the map below, so the characters can begin with either Encounter 1 or Encounter 2.

Once they've made their choice, turn to the appropriate encounter and let the adventure begin!
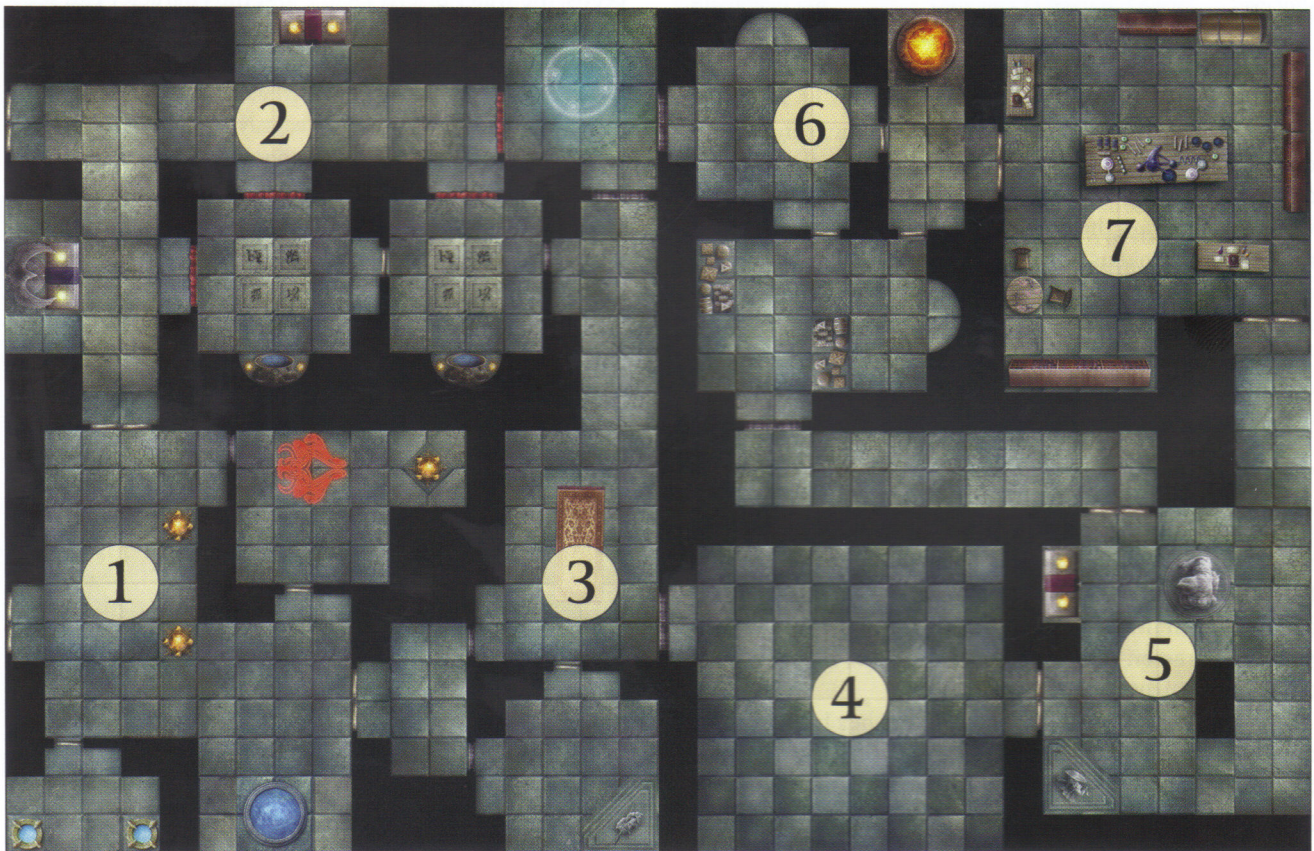
ENCOUNTER 1: PURIFICATION

Encounter Level 2 (525 XP)

Setup

1 goblin hex hurler
2 goblin cutthroats
1 guard drake

The main entry to the ancient minotaur temple allowed visitors to purify themselves in twin rituals involving water and fire. Now these chambers serve as a guard post for Malareth's goblin servitors, including the shaman of the goblin tribe.

When the adventurers enter the room, place the poster map (folded to show only this quarter of the dungeon) on the table and read:

Two ornate braziers cast a faint red glow around this large chamber. Thickly scented smoke clouds the air before disappearing through small ventilation holes in the stone ceiling. You can just make out a pool of water deep inside of the room. Tethered to an iron ring set into the wall near the pool is a black horse. You see a number of doors, covered in beaten brass, leading from this chamber.

Two goblins, clutching short spears, glare at you with blood-shot eyes.

"You're not welcome here," the nearest one snarls.

"Intruders!" the other screeches.

As you read this descriptive text, point out the features on the map as you mention them: the braziers, the pool of water, and the doors. Place the goblin cutthroat tokens when you mention the goblins. Don't place the drake or the hex hurler tokens until those monsters come into view.

The horse belongs to Malareth and plays no part in this encounter. If attacked, it flees and leaves the dungeon.

Roll initiative for all the monsters (even the ones the characters can't see yet), and record the player characters' initiative scores.

Tactics

The nearest cutthroat rushes to engage the adventurers on its first turn, while the second runs to open the door to the guard drake's room (using a move action and a minor action to open the door), and then throws a dagger at the nearest character. The cutthroats team up to flank characters on later turns.

Alerted by the cutthroat's screech, the hex hurler moves quietly to the door facing the pool. Roll a Stealth check for the hex hurler (d20 + 10) and compare the result to the passive Perception of the adventurers. The hex hurler is invisible to any character whose passive Perception doesn't equal or exceed its Stealth check result, so it has combat advantage against those characters when it attacks. It uses *blinding hex* on its first turn, targeting a character making ranged attacks (probably the wizard). On its second turn, the hex hurler places a *vexing cloud* in a position that includes itself and as many allies as possible. On its third turn, it uses *stinging hex* against a fighter or rogue, and it uses that power as often as it recharges. (Roll a d6 at the start of each of the hex hurler's turns; it regains the use of *stinging hex* if you roll a 5 or 6.)

As soon as the door to its room is open, the guard drake comes out and joins the battle. It stays close to the cutthroats at first but rushes to attack any character that threatens the hex hurler.

Features of the Area

Illumination: Dim light, from the braziers.

Braziers: A character might try to use one of the smoking braziers as a weapon, tipping it over onto a nearby enemy. The character must be adjacent to the brazier and succeed at a DC 12 Athletics check. This creates a close blast 3. The character makes an attack against each enemy in the blast, rolling a d20 + 4 against the enemy's Reflex. If the attack hits, the enemy takes 2d8 fire damage.

Pool: The large pool of water is cloudy with dirt, but it retains some of the divine magic vested in it centuries ago by the minotaurs. A character who studies the pool can make a DC 19 Arcana check. If the check succeeds, the water briefly clears, and the character can see another room in the dungeon. Roll 1d6 + 1. The result is an encounter number. The character sees a brief glimpse of one room in that encounter area, as well as one or two creatures there. The vision lasts only a moment. A character who successfully uses the pool can use it again only after taking an extended rest.

Basins: The two smaller basins in the room with the guard drake are supported on stone pedestals. The water in them is clean and pure. A character who drinks water from a basin regains one spent healing surge. A character can gain this benefit once per day.

Room of Fire: The room where the hex hurler begins the encounter has an elaborate glyph carved on the floor and inlaid with bright red glass. A creature gains resist 10 fire while standing on the glyph.

The brazier in this room, unlike the braziers in the outer chamber, glows with bright, hot flame—an eternal flame brought from the Elemental Chaos that burns without fuel. A character adjacent to the brazier can use it to create an eruption of fire in a close blast 3 by making a DC 12 Arcana check. If the check succeeds, the fire attacks everyone in the blast, d20 + 4 vs. Reflex. On a hit, the fire deals 3d8 fire damage.

2 Goblin Cutthroats — Level 1 Skirmisher

2 Goblin Cutthroats	Level 1 Skirmisher
Small natural humanoid	XP 100 each

HP 30; **Bloodied** 15 — **Initiative** +5
AC 15, **Fortitude** 13, **Reflex** 14, **Will** 13 — **Perception** +2
Speed 6 — Low-light vision

Standard Actions

⊕ **Short Sword** (weapon) ✦ At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d6 + 5 damage (or 2d6 + 5 if the goblin has combat advantage against the target), and the goblin shifts 1 square.

↗ **Dagger** (weapon) ✦ At-Will (2/encounter)

Attack: Ranged 5/10 (one creature); +6 vs. AC

Hit: 1d4 + 5 damage.

Move Actions

Deft Scurry ✦ At-Will

Effect: The goblin shifts 3 squares.

Triggered Actions

Goblin Tactics ✦ At-Will

Trigger: The goblin is missed by a melee attack.

Effect (Immediate Reaction): The goblin shifts 1 square.

Skills Stealth +8, Thievery +8

Str 13 (+1)	Dex 17 (+3)	Wis 14 (+2)
Con 14 (+2)	Int 8 (–1)	Cha 8 (–1)

Alignment evil — **Languages** Common, Goblin
Equipment leather armor, light shield, short sword, 2 daggers

Guard Drake — Level 2 Brute

Guard Drake	Level 2 Brute
Small natural beast (reptile)	XP 125

HP 48; **Bloodied** 24 — **Initiative** +3
AC 15, **Fortitude** 15, **Reflex** 13, **Will** 12 — **Perception** +7
Speed 6

Standard Action

⊕ **Bite** ✦ At-Will

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 1d10 + 5 damage (or 1d10 + 10 while within 2 squares of an ally).

Str 16 (+4)	Dex 15 (+3)	Wis 12 (+2)
Con 18 (+5)	Int 3 (–3)	Cha 12 (+2)

Alignment Unaligned — **Languages** —

Goblin Hex Hurler — Level 3 Controller (Leader)

Goblin Hex Hurler	Level 3 Controller (Leader)
Small natural humanoid	XP 150

HP 46; **Bloodied** 23 — **Initiative** +3
AC 17, **Fortitude** 14, **Reflex** 15, **Will** 16 — **Perception** +2
Speed 6 — Low-light vision

Standard Actions

⊕ **Staff** (weapon) ✦ At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d6 + 7 damage, and the goblin slides the target 1 square.

↗ **Blinding Hex** ✦ At-Will

Attack: Ranged 10 (one creature); +6 vs. Fortitude

Hit: 2d6 + 1 damage, and the target is blinded until the end of the goblin's next turn.

↗ **Stinging Hex** ✦ Recharge ⚄ ⚅

Attack: Ranged 10 (one creature); +6 vs. Will

Hit: The target takes 3d6 + 1 damage if it moves during its turn (save ends).

✳ **Vexing Cloud** (zone) ✦ Encounter

Effect: Area burst 3 within 10; the burst creates a zone that lasts until the end of the goblin's next turn. Enemies within the zone take a –2 penalty to attack rolls.

Sustain Minor: The zone persists, and the goblin can move it up to 5 squares.

Triggered Actions

Goblin Tactics ✦ At-Will

Trigger: The goblin is missed by a melee attack.

Effect (Immediate Reaction): The goblin shifts 1 square.

Lead from the Rear ✦ At-Will

Trigger: An enemy hits the goblin with a ranged attack.

Effect (Immediate Interrupt): The goblin can change the attack's target to an adjacent ally of its level or lower.

Skills Stealth +10, Thievery +10

Str 10 (+1)	Dex 15 (+3)	Wis 13 (+2)
Con 14 (+3)	Int 9 (+0)	Cha 18 (+5)

Alignment evil — **Languages** Common, Goblin
Equipment leather robes, staff

Conclusion

This section provides information you need at the end of the encounter, once the monsters are defeated.

The goblin hex hurler has a sack of silver stashed away, tucked behind the brazier in the room of fire. The sack contains 300 silver pieces (sp), which is the equivalent of 30 gold pieces (gp).

Three sets of double doors lead out from these rooms. The doors at the edge of the map lead back to the cavern entrance. The doors above the braziers lead to Encounter 2, and the doors near the pool lead to Encounter 3. The adventurers can go any way they choose; it's entirely up to the players.

ENCOUNTER 2: WORSHIP

Encounter Level 2 (700 XP)

Setup

1 fledgling white dragon
8 kobold tunnelers

This portion of the temple contains altars to the four deities publicly worshiped by the minotaurs who built it, gods of good and justice who were thought to bless the minotaur civilization of that ancient era. Now it's the lair of the white dragon Ferron and its kobold servitors, who reluctantly share the temple space with Malareth and the goblins.

When the adventurers enter the area, place the poster map (folded to show only this quarter of the dungeon) on the table. If they come from Encounter Area 1 or enter this area first, read this text:

The air here is colder than it was on the other side of the door. Orange candlelight flickers in alcoves set back from the hallway, and lush red velvet curtains hang in archways all along the passage. Small, scaly humanoids occupy this area. They clutch short spears and snarl at you, watching you with their sickly yellow eyes.

You might need to vary or expand this description, depending on where the adventurers enter the area.

If the adventurers come from Encounter Area 3 and enter the dragon's lair first (the area in the upper right), read this description:

A blast of wintry air hits you as the door swings open. A low, rumbling growl echoes from the chamber, and then you see it—a dragon! Coiled in the far corner of the room, it's about the size of a bear, though it stretches its long neck to glare at you with eyes like ice. White scales armor its hide, and claws like daggers scrape against the stone floor as it shifts. "What are you doing in my lair?" the dragon rumbles.

Place tokens on the map for any monsters the adventurers can see when they enter. Before rolling initiative, get a sense of what the players want to do.

If the adventurers rush to attack the kobolds or the dragon, continue on this page.

If the adventurers try to talk to the monsters in this area instead of fighting them, the kobolds take them to the dragon. Turn to page 26.

When combat breaks out, roll initiative for all the monsters (even the ones the characters can't see yet), and record the player characters' initiative scores.

Tactics

If they're careful, the adventurers can fight kobolds for a while before they have to deal with the dragon. A kobold stands its ground until a character attacks it. Being a minion, it drops the first time it's hit. If the character misses, the kobold flees on its next turn, using a minor action to shift out of reach of opportunity attacks if possible, then using a move action to run 8 squares toward the dragon's chamber. Upon entering that chamber, it falls prone in front of its draconic overlord and squeals a warning. This prompts the dragon to emerge lair to fight the intruders.

Kobolds the adventurers can't see when they enter the area move toward the sounds of fighting. If the kobolds act before the characters at the start of combat, kobolds who can't see the characters don't do anything, since they don't know a fight has started.

On its turn, the dragon uses *dragon's fury* only if it can't use its *breath weapon*. (Roll a d6 at the start of each of the dragon's turns; it regains the use of *breath weapon* if you roll a 5 or 6.)

By itself, without any help from the kobolds, the dragon would be a tough opponent. When the adventurers first see the dragon, read or paraphrase the description of it presented earlier, and if there's any question, feel free to tell the players that their characters should be afraid of this deadly creature.

Fortunately for the adventurers, the dragon's sole concern is protecting its lair and its hoard. If the adventurers flee out of this area, the dragon does not pursue them. The only trick, then, is getting out alive—particularly tricky if the adventurers have to drag an unconscious ally with them. (A character is slowed when carrying or dragging an ally—his or her speed is only 2.)
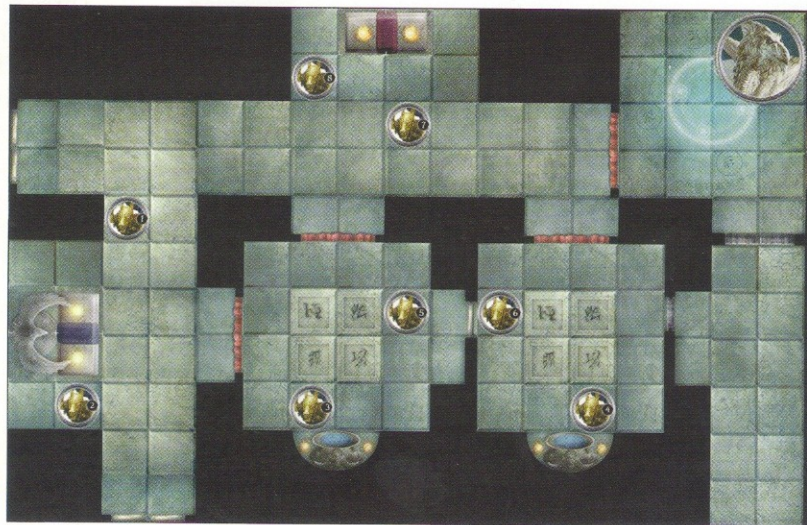
Features of the Area

Illumination: Dim light, from the candles.

Altars: This area contains four altars dedicated to the four gods of the temple. Each altar has two magical candles burning atop it, despite the kobolds' continual efforts to extinguish them.

The altar at the left edge of the map is dedicated to Bahamut, the god of justice and nobility, and sometimes known as the Platinum Dragon. A statue of a winged angel hovers above this altar, and the god's dragon-head symbol is carved into the stone face of the altar.

The altar in the top center is dedicated to Moradin, god of creation and craft, often associated with dwarves. A mural behind the altar shows the god as a powerfully muscled male minotaur working with hammer and chisel to carve mountains.

The altar at the bottom left is dedicated to Erathis, the god of civilization and empire. A basin of clear water stands on the altar before a crude statue of a female minotaur with a long spear and oval shield. Drinking this water has no magical effect, though it is clean and pure.

The altar at the bottom right is dedicated to Pelor, god of the sun and agriculture. A cracked, empty water basin stands in front of a statue of a hunched, elderly male minotaur.

Curtains: The curtains in some of the doorways block line of sight, but characters can move through them without spending an action to push them aside. It's also possible to attack through them, but targets on the other side of a curtain have total concealment (–5 penalty to attacks made against them).

Fledgling White Dragon	Level 1 Solo Brute
Large natural magical beast (dragon)	XP 500
HP 128; Bloodied 64	Initiative +0
AC 15, Fortitude 15, Reflex 11, Will 13	Perception +7
Speed 6, fly 6	Darkvision
Resist 5 cold	
Saving Throws +5; Action Points 2	

TRAITS

Savage Blood
  While the dragon is bloodied, it scores a critical hit on a roll of 17–20.

STANDARD ACTIONS

⊕ **Bite** (cold) ✦ At-Will
  Attack: Melee 2 (one creature); +6 vs. AC
  Hit: 1d12 + 6 damage plus 5 cold damage.

† **Claws** ✦ At-Will
  Attack: Melee 2 (one or two creatures); +6 vs. AC. Make the attack twice, attacking two targets or making both attacks against one target.
  Hit: 1d12 + 4 damage.

← **Breath Weapon** (cold) ✦ Recharge ⚄ ⚅
  Attack: Close blast 5 (creatures in blast); +4 vs. Reflex
  Hit: 2d8 + 4 cold damage, and the target is slowed (save ends).
  Miss: Half damage.

TRIGGERED ACTIONS

† **Tail Slap** ✦ At-Will
  Trigger: The dragon is hit by a creature flanking it.
  Attack (Immediate Reaction): Melee 2 (triggering creature); +4 vs. Fortitude
  Hit: 1d12 + 4 damage, and the dragon pushes the target 3 squares.

Bloodied Breath ✦ Encounter
  Trigger: The dragon first becomes bloodied.
  Effect (Free Action): Breath weapon recharges and the dragon uses it.

Skills Athletics +9, Intimidate +4		
Str 18 (+4)	Dex 11 (+0)	Wis 15 (+2)
Con 16 (+3)	Int 8 (–1)	Cha 8 (–1)
Alignment evil	Languages Common, Draconic	

Runes: Two sets of four runes are engraved in the floor in front of the altars of Erathis and Pelor. See page 27 for more about the runes.

Magic Circle: A magic circle is engraved in the floor of the dragon's room. See page 27 for more information about the magic circle.

Conclusion

The dragon has a small hoard of treasure piled in its chamber. This hoard includes 120 gold pieces (gp), 200 silver pieces (sp) (worth the same as 20 gp), a turquoise gem worth 100 gp, and a suit of magic leather armor. Find the treasure card with +1 *darkleaf leather armor* on it and give it to the players. A rogue can wear this armor, and any character can tell it's magical and what it does by examining it for a few minutes.

Four sets of double doors lead out from these rooms. One set leads to the cavern entrance, another set to Encounter 1, and the two far sets to Encounter 3. The adventurers can go any way they choose.

8 Kobold Tunnelers	Level 1 Minion Skirmisher
Small natural humanoid (reptile)	XP 25 each
HP 1; a missed attack never damages a minion.	Initiative +5
AC 15, Fortitude 12, Reflex 14, Will 12	Perception +1
Speed 6	Darkvision

STANDARD ACTIONS

⊕ **Javelin** (weapon) ✦ At-Will
  Attack: Melee 1 (one creature); +6 vs. AC
  Hit: 4 damage.

⊛ **Javelin** (weapon) ✦ At-Will (2/encounter)
  Attack: Ranged 10/20 (one creature); +6 vs. AC
  Hit: 4 damage.

MINOR ACTIONS

Shifty ✦ At-Will
  Effect: The kobold shifts 1 square.

TRIGGERED ACTIONS

Narrow Escape ✦ At-Will
  Trigger: A close or an area attack hits or misses the kobold.
  Effect (Immediate Interrupt): The kobold rolls a saving throw. If it succeeds, it shifts 3 squares.

Skills Athletics +4, Stealth +8, Thievery +8		
Str 8 (–1)	Dex 16 (+3)	Wis 12 (+1)
Con 12 (+1)	Int 9 (–1)	Cha 10 (+0)
Alignment evil	Languages Common, Draconic	
Equipment leather armor, 3 javelins		

SKILL CHALLENGE: TALKING TO THE DRAGON

The dragon is not a servant of Malareth, and while it is certainly evil, it has no particular reason to hate the player characters if they approach it with deference and respect.

Talking to the dragon is a **skill challenge**. A skill challenge is a kind of encounter that calls for the adventurers to use skill checks instead of combat powers. Since this challenge is all about interacting with the dragon, it means improvising the flow of conversation. The players should talk as if they were their characters, and you speak as the dragon, responding to what they say.

As the conversation progresses, the adventurers will make skill checks until one of two things happens: Either the adventurers make 8 successful skill checks and the dragon lets them go, or they fail 3 skill checks and the dragon attacks.

Roleplaying the Dragon

The white dragon, a fledgling named Farallax, is not particularly smart—its 8 Intelligence puts it just below the human average. It's not hungry, which is the main reason it doesn't attack the characters right away, but there's no reason it couldn't just freeze them in ice and eat them later if they offend it.

Bear these two things in mind as you play the dragon and respond to the adventurers:

✦ The dragon is arrogant and proud, and it loves treasure. It knows it's the most powerful creature in this dungeon, and it expects to be treated with respect. If it is insulted, it gets angry. If flattered, it responds well.

✦ The dragon has no love for Malareth. Malareth contributed to the size of its treasure hoard, so the dragon is willing to let the human share its space. However, the dragon could tell that Malareth was not completely sincere in his flattery—that Malareth might believe himself to be more powerful than the dragon. That makes the dragon resent the human wizard, and it would be happy to see the wizard and his filthy goblin servitors removed.

Diplomacy

Any time a character says more than a few words to the dragon, the player should roll a **Diplomacy** check (DC 8). Successful checks don't count as successes in the skill challenge, but failed checks do count as failures. Avoiding giving insult to the dragon by making these checks is the minimum requirement for success in the challenge.

Challenge Strategies

There are a couple of strategies the adventurers might use to talk their way out of the dragon's lair. Different characters might try different approaches. A successful check using skills other than Diplomacy gives all the characters a +2 bonus to their next Diplomacy check with the dragon, while a failed check gives a -2 penalty to their next Diplomacy check as the dragon grows increasingly angry.

Promise of Service
With this strategy, the adventurers try to find out what the dragon wants and then offer to help the dragon get it. They might use **Insight** to read the dragon's body language and **Nature** to draw on their knowledge of dragons in general. Successful checks with those skills (DC 12) reveal both the dragon's love of treasure and its dislike of Malareth. Failed checks anger the dragon, since it can tell the characters are trying to manipulate it.

If the adventurers offer to bring the dragon treasure or to get Malareth out of the way, they can make progress toward winning the dragon over. They can use **Bluff** if they don't intend to carry through with their promises, or **Diplomacy** if they do (DC 12 in either case). Successful Diplomacy checks made in this context (after characters have determined the dragon's desires using Insight or Nature) do count as successes in the skill challenge.

If the adventurers promise to rid the dungeon of Malareth, the dragon is willing to make it worth their while. See "Success and Failure," below.

Protestations of Insignificance
With this strategy, the adventurers try to convince the dragon that they're not worth its full attention, let alone the meager amount of trouble it would take to destroy them. They might use **Bluff** to hide their own abilities and convince the dragon they're harmless, and **Insight** to read the dragon's reaction to their words. Successful checks with those skills (DC 12) soothe the dragon's ruffled scales and guide the characters' approach to the dragon.

Characters might also use more direct means to downplay their own significance. A character might use **Stealth** to fade back out of sight a bit (without really becoming hidden from the dragon), or **Arcana** to use a simple illusion effect to make the group seem more harmless. These checks are more difficult (DC 19) because of their complexity.

Drawing on Knowledge
With this strategy, the adventurers try to compare the dragon to legendary dragons of history in order to flatter the dragon and win its favor. Characters might use **History** or **Religion** to draw on their own knowledge, and **Bluff** to flatter the dragon without letting on that they're indulging in flattery. Successful checks with those skills (DC 12) give the characters knowledge to draw on (a great white wyrm named Auslief served as a steed for one of the knight-heroes of the fallen empire of Nerath, and a white dragon named Furrashtalan served as a consort to the evil dragon-god Tiamat) and help them apply that knowledge to flattering the dragon.

Success and Failure
If the characters succeed at the skill challenge, the dragon lets them go without a fight. They receive 300 XP for completing the skill challenge (which is less than the 750 XP they would earn by killing the dragon, but much easier to get). In addition, if the characters promise to remove Malareth and clear the dungeon of goblins, the dragon promises to reward them with the magic armor from its hoard.

With each failed skill check in the challenge, the dragon grows more belligerent:

First Failure: The dragon spreads its wings and stands taller, making sure the adventurers know exactly what they're dealing with.

Second Failure: The dragon snorts a blast of frigid air—not its full breath weapon, but enough to deal 4 cold damage to each character in range.

Third Failure: The dragon roars, making its intention to attack quite plain. Roll initiative, and go back to page 24 to run the combat encounter.

Running the Challenge
Try to keep the skill challenge flowing like normal conversation. Let the players know up front that they need to use their skills to converse with the dragon, and that they don't want to fail three skill checks. Encourage them to think creatively about what they can do with their skills, but also encourage them to think naturally about the flow of the conversation.

Sometimes a player might say, "I'd like to use Bluff," without describing what the character is saying to the dragon. Encourage those players to get into character and at least tell you what their characters are actually doing .

On the flip side, sometimes players will talk for minutes on end, completely in character, and it's up to you to determine what the character is trying to accomplish. Use the guidelines under "Challenge Strategies" to determine what skill check to ask for.

The Runes
A character who makes a successful Religion check (DC 19) can identify the runes in front of Erathis's altar as symbols representing civilization, justice, creation, and war. The same check in front of Pelor's altar lets the character identify those runes as symbols for hope, life, the sun, and time. These symbols were intended to guide the meditation of worshipers here, encouraging them to think about the different aspects and core characteristics of the two deities.

A character who spends the duration of a short rest meditating on the runes can gain a minor blessing that lasts until the end of the next encounter. A character who meditates on Erathis's runes gains a +1 bonus to damage rolls with at-will attack powers or basic attacks for each adjacent enemy. A character who meditates on Pelor's runes heals an additional 2 hit points with each healing surge spent. A character can't benefit from both blessings at the same time.

The Magic Circle
A character who makes a successful Arcana check (DC 19) can identify the magic circle as a teleportation circle, useful with a ritual of teleportation to transport creatures from one location to another. The circle appears to have been designed to have only one specific destination. A second Arcana check (DC 12) allows the character to trace the magical energy flowing through the sigils in the circle to receive a vision of its destination: a grand undergound temple glittering with golden treasures. The character also gets the sense that the temple lies to the west.

You can use this magic circle to plant seeds for a later adventure, or just to tantalize the players with visions of another, grander dungeon that's out of reach. See "Creating Adventures" on pages 40–45 for more ideas.

ENCOUNTER 3: VESTING

Encounter Level 1 (400 XP)

Setup

2 dire rats
4 goblin snipers
1 false-floor pit trap

This portion of the temple was a private area for the minotaur priests to robe themselves for ceremonies. Their ancient furniture has long since rotted away, but a statue depicting a minotaur champion remains.

When the adventurers enter the room, place the poster map (folded to show only this quarter of the dungeon) on the table. If they enter from Encounter Area 1, read this paragraph:

This wide room looks like some kind of antechamber. Two doors on the opposite wall lead off to the left and the right, but between you and the doors is the largest rat you've ever seen, easily the size of a small dog!

If they arrive from Encounter Area 2 or Encounter Area 4, read this paragraph instead:

You're looking into a grand hall. Though everything else in the room is dusty and decayed, there's a lush carpet that looks fairly new spread down the middle of the floor. An enormous rat is chewing at one edge of the carpet as a filthy goblin clutching a shortbow looks on and laughs. At the sound of your approach, both the goblin and the rat snarl, and the goblin nocks an arrow to its bow.

If any adventurer has a passive Perception score of 15 or higher, read this additional text to that character's player:

You notice that the carpet on the floor is covering something— the floor around it doesn't look quite right. It could be some kind of trap!

Place tokens on the map for any monsters the characters can see when they enter. Then roll initiative for all the monsters (even the ones the characters can't see yet), and record the player characters' initiative scores.

The false-floor pit trap isn't a monster, but rather a feature of the room. It doesn't roll initiative and you don't need a token for it. Instead, the trap is triggered when anyone enters one of the four squares marked as the trap's location (see the map on the next page).

Tactics

On the goblins' first turn, the goblins in the interior room (with the statue) rush toward the sound of combat, throwing open the door to the room where the adventurers entered. However, if they roll higher initiative than any of the player characters, those goblins are still unaware of the characters' intrusion, so they don't act at all in the first round.

If the adventurers enter from Encounter 1, the goblin in the room with the carpet comes to the aid of the squeaking and snarling rat on its first turn.

Once the doors are open, the goblins try to stay out of reach, loosing arrows at the characters and using the doorways for cover as much as they can. The goblins know where the false-floor pit trap is and don't willingly enter its space.

The rats fight until they're dead. An adventurer that takes damage from a rat is exposed to the filth fever disease (described on page 56).

Features of the Area

Illumination: Dim light, from the sputtering torches on the walls.

Carpet: The carpet was placed to hide the mechanism of the false-floor pit trap. Characters could roll it up and lug it back to town, but it's not tremendously valuable— particularly since it's been gnawed on and soiled while in the goblins' care. It might fetch 5 gold pieces (gp) from a merchant in Fallcrest or another town.

False-Floor Pit Trap: If a character enters one of the trap's four squares, it triggers and makes an attack as an immediate reaction:

Attack: Melee 1 (the triggering creature); +4 vs. Reflex
Hit: The target falls into the pit, takes 1d10 damage, and falls prone.
Miss: The target returns to the last square it occupied before entering the trap's space and ends its current action immediately.
Effect: The false floor opens and the pit is no longer hidden.

Davek script

A character who didn't initially notice the trap can attempt to spot it by making a DC 19 Perception check as a minor action. Any character who has detected the trap knows what squares to avoid entering. A character adjacent to the trap can use Thievery (DC 12) to trigger the trap without being attacked.

A character adjacent to the unsprung trap can also disable it with a DC 19 Thievery check, preventing it from opening if a character enters its area.

Jumping over the pit, whether it's opened or closed, requires an Athletics check (DC 10 with a running start of at least two squares, or DC 20 without a running start). The squares covered in the jump count as part of the character's movement.

A character in the pit can climb out with an Athletics check (DC 12), or wait for another character to throw down a rope and hold it. Climbing out with a rope reduces the Athletics DC to 5.

Statue: The statue in the inner room depicts a minotaur warrior in armor carrying a greatsword. A character can squeeze behind it to get cover. Entering or leaving the square in the corner behind the statue costs 2 squares of movement.

A message is scratched into the stone back of the minotaur. It's written in the Dwarven language (which uses the Davek script, pictured on the previous page), and it reads:

Seven days have passed and I am the only one who remains. I fear I will never escape to bring word of this place to my clan, to warn them of the danger. Something has driven Morgana mad, and I despair of ever learning what it was. You who find this must warn—

The message ends abruptly. As DM, you can use this message to lay the groundwork for future adventures. Morgana is a character mentioned in a few of the Chaos Scar adventures published in *Dungeon*® magazine (part of DUNGEONS & DRAGONS Insider at dndinsider.com), but you can invent whatever role for her you want in future adventures. See "Creating Adventures" on pages 40–45 for more ideas.

2 Dire Rats	Level 1 Brute
Medium natural beast	XP 100 each
HP 38; Bloodied 19	Initiative +2
AC 13, Fortitude 13, Reflex 11, Will 9	Perception +5
Speed 6, climb 3	Low-light vision
Immune filth fever	

STANDARD ACTION

⊕ **Bite** ✦ At-Will
 Attack: Melee 1 (one creature); +6 vs. AC
 Hit: 1d10 + 5 damage, and the target is exposed to filth fever.

Skills Stealth +7

Str 14 (+2)	Dex 15 (+2)	Wis 10 (+0)
Con 18 (+4)	Int 2 (−4)	Cha 6 (−2)

Alignment unaligned   Languages —

4 Goblin Snipers	Level 1 Minion Artillery
Small natural humanoid	XP 25 each
HP 1; a missed attack never damages a minion.	Initiative +3
AC 13, Fortitude 12, Reflex 14, Will 12	Perception +1
Speed 6	Low-light vision

TRAITS

Sniper
 If the goblin misses with a ranged attack while hidden, it remains hidden.

STANDARD ACTIONS

⊕ **Short Sword** (weapon) ✦ At-Will
 Attack: Melee 1 (one creature); +8 vs. AC
 Hit: 4 damage.

⊙ **Shortbow** (weapon) ✦ At-Will
 Attack: Ranged 15/30 (one creature); +8 vs. AC
 Hit: 4 damage.

TRIGGERED ACTIONS

Goblin Tactics ✦ At-Will
 Trigger: The goblin is missed by a melee attack.
 Effect (Immediate Reaction): The goblin shifts 1 square.

Skills Stealth +8, Thievery +8

Str 13 (+1)	Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 8 (−1)	Cha 8 (−1)

Alignment evil   Languages Common, Goblin
Equipment leather armor, short sword, shortbow, 20 arrows

Conclusion

From this area, adventurers can go through the double doors to Encounter 1, up the hall to Encounter 2, or through the doors on the opposite side to Encounter 4.
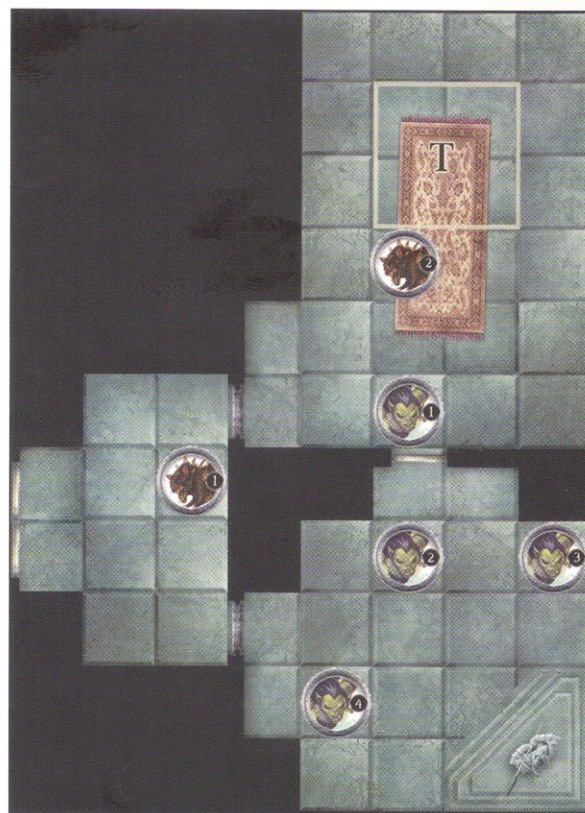
ENCOUNTER 4: THE TRIAL

Encounter Level 2 (500 XP)

Setup

4 pawns
1 knight
1 rook
1 queen

This room guarded the way from the minotaur's public temple to the hidden shrine where they gave their true homage to the demon prince Baphomet. To anyone who knows or guesses the room's secret, it is easy to traverse, but characters who stray from their appointed path will find it a challenge to reach the opposite door.

When the adventurers enter the room, place the poster map (folded to show only this quarter of the dungeon) on the table. If they enter from Encounter Area 3, read this paragraph:

The floor of this large room features an alternating pattern of lighter and darker squares. Seven statues are arrayed near the far wall: a front rank of four men-at-arms, and in the back a noble queen flanked by a mounted knight and a small elephant carrying a siege tower on its back.

If the adventurers approach this room from behind (from Encounter Area 5), paraphrase the description above, but refer to the statues arrayed right in front of them, with their backs to the characters.

If you have access to chess pieces, use them for the monsters, placing them in the starting positions shown on the map. Otherwise, use goblin tokens for the pawns, a guard drake token for the rook, a bugbear for the knight, and one of the female player character tokens for the queen.

The Trick

As the pattern in the floor suggests, this room is meant to replicate a chessboard. The first square a character enters in the room determines what kind of chess piece that character represents, and the character's movement is limited accordingly.

If the characters enter from Encounter Area 3, they must enter the room on either a knight's square (the upper space) or a bishop's square (the lower space). A character who attempts to jump over the first row of squares takes 5 psychic damage and slides back to the nearer of the two opening squares.

Knight: A character who enters the room on a knight's space must move like a knight move in chess, traveling one square diagonally and one orthogonally, as if forming an "L" shape from the character's starting square. (See the diagram on the next page.) The character can shift two squares in this fashion as a move action, and can otherwise walk or run according to his or her speed, but can't stop moving in the middle of a knight's move.

Bishop: The character must move on diagonally adjacent squares, remaining on the darker squares at all times.

If the characters enter from Encounter Area 5, they must enter the room on either a queen's square (the upper space) or the king's square (the lower one).

Queen: The character must move in a straight line, either diagonally or orthogonally, with each move action.

King: The character is slowed (his or her speed becomes 2), but otherwise moves as the queen does.

Illegal Moves: If a character enters a square that would violate the rules of his or her movement, the character takes 5 psychic damage and slides back to the last legal square he or she occupied. The character can then continue moving. If a knight character ends a move (runs out of speed) without completing a legal knight's move, the same thing happens: The character takes 5 psychic damage and slides back to the last legal position that completed a knight's move.

The first time a character makes an illegal move, the statues across the room come to life. At that point, record the monsters' and player characters' initiative. Note that these monsters don't roll initiative: They act in a set order at fixed points in the initiative order. They never delay or ready.

Until the statues come to life, characters can move through their spaces (as long as they move legally), so it's possible to get across the room without activating the monsters.

Monsters: The monsters in this room must obey the same rules as the characters do, but their rules are determined by their starting positions. The queen and knight move as described above. The rook must move orthogonally within the limits of its speed; it can never move diagonally. The pawns can only move forward (toward the doors from Encounter Area 3), and must move orthogonally, staying in the same row of squares. The exception is a pawn may move diagonally if that move puts it adjacent to an enemy.

Attacking: Characters and monsters can fight normally. They can make melee attacks against any adjacent enemy, and ranged, close, and area attacks all function normally.

Tactics

On the pawns' first turn, they double move forward, advancing their line to the center of the room. On subsequent turns, they move to attack any character they can reach, fighting until they are destroyed.

The knight and queen both use their mobility to strike at characters and get out of the way of return attacks. The queen in particular avoids ending a turn adjacent to a

character and moves so it's hard for characters to reach it given the limits of their movement. The rook swoops into melee and hits hard with little concern for its own survival.

4 Pawns	Level 1 Minion Soldier
Medium natural animate (construct)	XP 25 each

HP 1; a missed attack never damages a minion.	Initiative 17
AC 17, Fortitude 16, Reflex 14, Will 14	Perception +0
Speed 1	

STANDARD ACTION

⊕ **Slam** ✦ At-Will
> *Attack:* Melee 1 (one creature); +6 vs. AC (or +8 if the pawn is adjacent to at least one other pawn)
> *Hit:* 4 damage.

TRIGGERED ACTION

Pawn's Sacrifice ✦ Encounter
> *Trigger:* An adjacent nonminion ally is hit by a melee attack.
> *Effect (Immediate Interrupt):* The pawn is destroyed, and the damage to the triggering ally is reduced by 5.

Str 14 (+2)	Dex 10 (+0)	Wis 10 (+0)
Con 11 (+0)	Int 3 (–4)	Cha 3 (–4)
Alignment unaligned	Languages –	

Knight	Level 2 Skirmisher
Medium natural animate (construct)	XP 125

HP 38; Bloodied 19	Initiative 15
AC 16, Fortitude 14, Reflex 15, Will 14	Perception +3
Speed 2	

STANDARD ACTIONS

⊕ **Slam** ✦ At-Will
> *Attack:* Melee 1 (one creature); +7 vs. AC
> *Hit:* 2d6 + 3 damage, and the knight shifts 2 squares.

TRIGGERED ACTIONS

Knight's Tactics ✦ At-Will
> *Trigger:* The knight is missed by a melee attack.
> *Effect (Immediate Reaction):* The knight shifts 2 squares.

Str 13 (+2)	Dex 17 (+4)	Wis 14 (+3)
Con 14 (+3)	Int 8 (+0)	Cha 8 (+0)
Alignment unaligned	Languages –	

Rook	Level 2 Brute
Medium natural animate (construct)	XP 125

HP 48; Bloodied 24	Initiative 13
AC 14, Fortitude 14, Reflex 13, Will 12	Perception +7
Speed 7	

STANDARD ACTION

⊕ **Slam** ✦ At-Will
> *Attack:* Melee 1 (one creature); +7 vs. AC
> *Hit:* 2d6 + 6 damage.

Str 16 (+4)	Dex 15 (+3)	Wis 12 (+2)
Con 18 (+5)	Int 3 (–3)	Cha 7 (–1)
Alignment unaligned	Languages –	

Queen	Level 3 Skirmisher
Medium natural animate (construct)	XP 150

HP 44; Bloodied 22	Initiative 10
AC 18; Fortitude 15, Reflex 16, Will 14	Perception +7
Speed 7	

STANDARD ACTIONS

⊕ **Slam** ✦ At-Will
> *Attack:* Melee 1 (one creature); +8 vs. AC
> *Hit:* 1d6 + 5 damage.

† **Queen's Swoop** ✦ Recharge ⊡ ⦙⦙
> *Effect:* The queen shifts up to 4 squares and makes a melee basic attack against up to three targets adjacent to it at any point during the shift. The queen can't attack a target more than once during the use of this power.

Str 14 (+3)	Dex 17 (+4)	Wis 12 (+2)
Con 12 (+2)	Int 10 (+1)	Cha 10 (+1)
Alignment unaligned	Languages –	

Conclusion

If all the adventurers exit the room, any surviving monsters return to their starting positions and return to their inanimate state. If the adventurers defeat all the monsters, the movement rules of the room remain in effect, but they can safely take a short rest in the room before exiting.

The doors on either side of the room lead to Encounter 3 and Encounter 5.

Knight moves
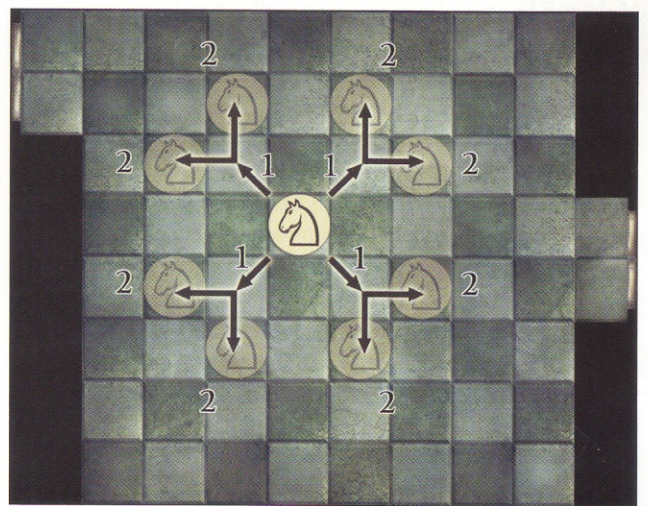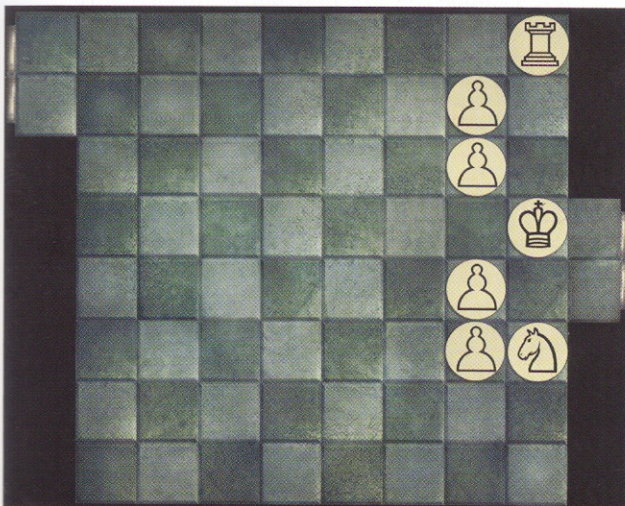
ENCOUNTER 5: THE HIDDEN SHRINE

Encounter Level 3 (600 XP)

Setup

1 doppelganger sneak
3 human town guards

This room was the secret shrine to Baphomet, the demon prince of savagery, deep in the heart of the ancient minotaur temple. The place still reeks of evil, psychic echoes of the horrors secretly perpetrated within it long ago, but now it is a guard post occupied by Malareth's most loyal servitors.

When the adventurers enter the room, place the poster map (folded to show only this quarter of the dungeon) on the table and read this paragraph:

A statue of a hulking minotaur wearing an iron crown dominates this room. An altar formed from a single, jagged slab of stone stands across from the statue, topped with two blood-red candles that flicker with dim reddish light. Another statue depicting a female minotaur draped in robes and wearing a cruel smile stands in the corner. Four humans look up as the door swings open. They clutch their weapons, grimly steeling themselves for battle. Three carry halberds, while the fourth carries a short sword.

Place four human tokens on the map, but keep a doppelganger token ready for when the shapechanging doppelganger reveals itself. Roll initiative for all the monsters and record the player characters' initiative scores.

Tactics

The three human guards fight fiercely. They are loyal to Malareth because he pays them well. They fight in pairs (and the doppelganger cooperates with this plan), with one guard positioned behind the other. The one behind marks a character, hoping to use *interceding strike* when the character attacks the nearer guard instead.

The doppelganger also fights fiercely, but only until the tide of battle begins to turn in favor of the adventurers. It uses *shapeshifter feint* each round to try to get combat advantage against a target.

If the doppelganger survives until only one guard remains alive, it turns on its former companion and helps the adventurers achieve victory. See "The Doppelganger" for more information about its actions after it betrays the human guards.

Features of the Area

Illumination: Dim light, from the flickering candles.

Baphomet Statue: An enormous statue of Baphomet, the demon prince known as the Horned King, stands in the upper part of the room. Adventurers (but not the guards or doppelganger) who are adjacent to the statue feel nauseated by the evil emanating from the statue and take a –1 penalty to attack rolls and skill checks.

A character who makes a DC 19 Arcana or Religion check can identify the Horned King and describe him as a demon prince. A successful DC 12 History or Nature check reveals that the cult of Baphomet is a terrible undercurrent in minotaur society, completely consuming some minotaur communities and converting them to evil. The cult is known to meet in secret in other settlements.

The two eyes of the statue are moonstones, each worth 100 gp. A DC 12 Thievery check is required to remove each gem. A character can try again after a failed check, but if the character fails by 5 or more (getting a result of 7 or less), the stone is damaged and its value is reduced to 50 gp.

Priest Statue: This statue depicts the founder of the Baphomet cult but otherwise has no special significance.

Altar: The aura of evil that surrounds the statue is even stronger next to the altar. An adventurer who starts his or her turn adjacent to the altar takes 2 necrotic damage, and an adventurer adjacent to the altar takes a –2 penalty to attack rolls.

The Doppelganger

The doppelganger's name is Jixin. If it helps kill the last human guard and survives, it drops its sword, puts up its hands, and takes on a face that it thinks will seem pleasing to the adventurers. "Look," it says in its whispery voice, "Malareth paid me well, but not well enough that I'm ready to die for him. If you let me go, I'll give you no further trouble." If the adventurers hesitate, Jixin offers them the *potion of healing* it carries as a ransom.

This is a simple conversation, not a skill challenge or any other kind of encounter (unless the adventurers launch back into combat). Play Jixin as well as you can, bearing these three facts in mind:

✦ Jixin is a mercenary who will do anything for a price, as long as the price is right. It values its life more highly than gold, though.

✦ Jixin has a bitter and sarcastic sense of humor. It jokes primarily at its own expense and that of its former allies so as not insult the adventurers.

✦ Jixin knows some important things about Malareth, and it's willing to use this information to convince the adventurers to let it live. It knows that Malareth hails from Fallcrest—and that he's a former business associate of the merchant Traevus. Jixin knows that Malareth and Traevus had a bitter falling-out many years ago, but doesn't know what they fought over. It knows that
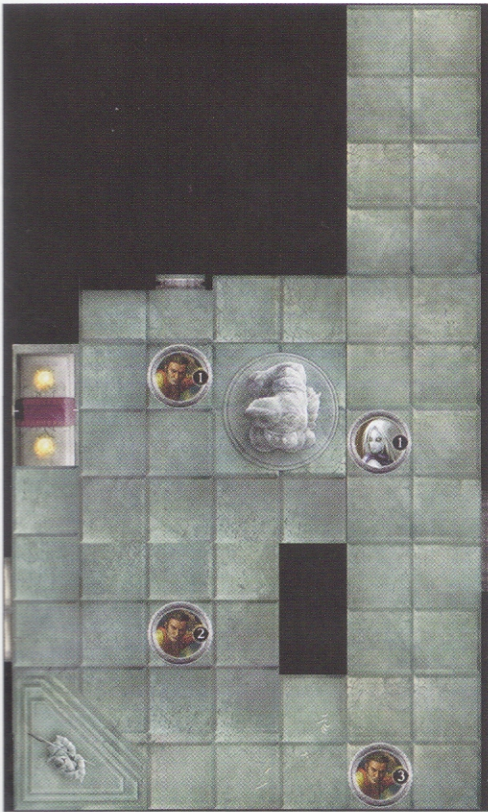
Malareth practices necromancy, so the adventurers should be prepared to fight undead in the wizard's laboratory (which it indicates is at the end of the hall past the statue of Baphomet). And it knows that Malareth sent the goblins to steal something from Traevus specifically, something that might have been connected to their old dispute.

It's entirely up to the adventurers (and their players) as to how they want to treat Jixin. If they let the doppelganger go, they might never see it again—or they might meet it in a future adventure you design. If they attack, Jixin picks up its sword but then tries to flee through the door near the statue of Baphomet (toward Encounter 6). Jixin won't help the adventurers fight Malareth unless death is the only alternative.

Conclusion

Jixin carries a *potion of healing*, but it doesn't use it in combat. If the adventurers defeat the doppelganger, give them the treasure card with the potion on it.

Doors in this room lead to Encounter 4, to a hallway leading to Encounter 6, and (at the end of a hall) to Encounter 7.

Doppelganger Sneak	Level 3 Skirmisher
Medium natural humanoid (shapechanger)	XP 150

HP 45; **Bloodied** 22 — **Initiative** +6
AC 17, **Fortitude** 14, **Reflex** 16, **Will** 15 — **Perception** +2
Speed 6

STANDARD ACTION

⊕ **Short Sword** (weapon) ✦ At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d6 + 6 damage (or 2d6 + 6 if the doppelganger has combat advantage against the target).

MINOR ACTIONS

Change Shape (polymorph) ✦ At-Will

Effect: The doppelganger alters its physical form to appear as a Medium humanoid until it uses *change shape* again or until it drops to 0 hit points. The creature retains its statistics in its new form. Its clothing, armor, and possessions do not change. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 26 Insight check to discern that the form is a disguise.

↧ **Shapeshifter Feint** ✦ At-Will (1/round)

Attack: Melee 1 (one creature); +6 vs. Reflex

Hit: The target grants combat advantage to the doppelganger until the end of the doppelganger's next turn.

Skills Bluff +10, Insight +7, Stealth +9
Str 11 (+1)   **Dex** 16 (+4)   **Wis** 12 (+2)
Con 13 (+2)   **Int** 10 (+1)   **Cha** 15 (+3)
Alignment unaligned   **Languages** Common
Equipment short sword

3 Town Guards	Level 3 Soldier
Medium natural humanoid, human	XP 150 each

HP 47; **Bloodied** 23 — **Initiative** +5
AC 19, **Fortitude** 16, **Reflex** 15, **Will** 14 — **Perception** +6
Speed 5

STANDARD ACTIONS

⊕ **Halberd** (weapon) ✦ At-Will

Attack: Melee 2 (one creature); +8 vs. AC

Hit: 1d10 + 5 damage, and the target is marked until the end of the town guard's next turn.

⟳ **Crossbow** (weapon) ✦ At-Will

Attack: Ranged 15/30 (one creature); +8 vs. AC

Hit: 1d8 + 5 damage.

↧ **Powerful Strike** (weapon) ✦ Recharge ⚅ ⚏

Attack: Melee 2 (one creature); +8 vs. AC

Hit: 2d10 + 5 damage, and the target falls prone.

TRIGGERED ACTIONS

↧ **Interceding Strike** (weapon) ✦ At-Will

Trigger: A creature marked by the town guard makes an attack that does not include the town guard as a target.

Attack (Immediate Interrupt): Melee 2 (triggering creature); +8 vs. AC

Hit: 1d10 + 5 damage.

Miss: Half damage.

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

ENCOUNTER 6: STORAGE AREA

Encounter Level 2 (550 XP)

Setup

Kurrash the bugbear
3 goblin cutthroats

Once used as a storage area in the ancient minotaur temple, these rooms are now the lair of the savage thug that leads the goblin band and serves as Malareth's lieutenant, a bugbear named Kurrash. Bugbears are cousins to goblins, but they are much larger (standing easily 8 feet tall) and covered in dirty hair.

When the adventurers enter the area, place the poster map (folded to show only this quarter of the dungeon) on the table. If the adventurers enter from Encounter Area 2, read this paragraph:

Dust coats the floor of this large, empty room, making the tracks of goblins and a few larger creatures plain to see. One goblin is poking into an alcove on the left-hand wall, but it looks up as you enter and yelps in surprise. A door stands in the opposite wall and another in the wall to the right.

If the adventurers enter from Encounter Area 5, read this paragraph instead:

A faint stench of mold pricks at your nostrils as the door swings open. Crates and boxes are stacked in two ramshackle clusters in

Kurrash

this large room. A goblin near the door cries out as it spots you, calling in its native language, and another high-pitched voice answers from the other side of one of the piles of crates. Two doors in the opposite wall lead out of the room.

If the adventurers enter from Encounter Area 7, read this paragraph instead:

A huge urn filled with fire casts patterns of flickering shadow around this antechamber. Doors lead ahead and to the left, but a massive, hairy creature resembling a giant goblin stands near the fiery urn. It roars at your intrusion, saying, "You are not Malareth!" as it raises its greataxe.

Place tokens on the map for any monsters the characters can see when they enter the area. Roll initiative for all the monsters (even the ones the characters can't see yet), and record the player characters' initiative scores.

Tactics

The goblin cutthroats throw their daggers at characters before moving closer to use melee attacks. As much as possible, they try to use crates and doorways for cover from return fire.

Once joined in melee, the goblins use their maneuverability to gain combat advantage by flanking. They use the doors and connecting rooms to circle around a party that keeps a tight formation and get at weaker party members (wizard and rogue) more easily.

Kurrash also tries to attack with combat advantage if possible. He relies on the goblins to flank enemies with him.

When Kurrash becomes bloodied, he tries to retreat to the area where he started, near the flaming urn. If he starts his turn with 10 or fewer hit points, he pulls the urn over on himself. He does not need to make a Strength check to tip the urn, but he catches himself in the blast along with any characters near him, in a final attempt to take his enemies with him.

If the adventurers enter from Encounter Area 7 and have already killed Malareth, they can convince Kurrash to flee. If the adventurers answer the bugbear's question with a show of force (for example, "We killed him, just like we're going to kill you!"), they can attempt a DC 19 Intimidate check. If this check succeeds, Kurrash flees on his first turn, running to Encounter Area 5 and then toward the exit. If Kurrash flees, his goblin cutthroats flee with him.

Features of the Area

Illumination: Dim light in each room.
Flaming Urn: The enormous urn near Kurrash's starting position is filled with eternally burning embers from the Elemental Chaos. A character behind the urn can tip it over with a DC 19 Strength check. When tipped, the urn

unleashes fire in a close blast 3, filling most of the room. The fire makes an attack:
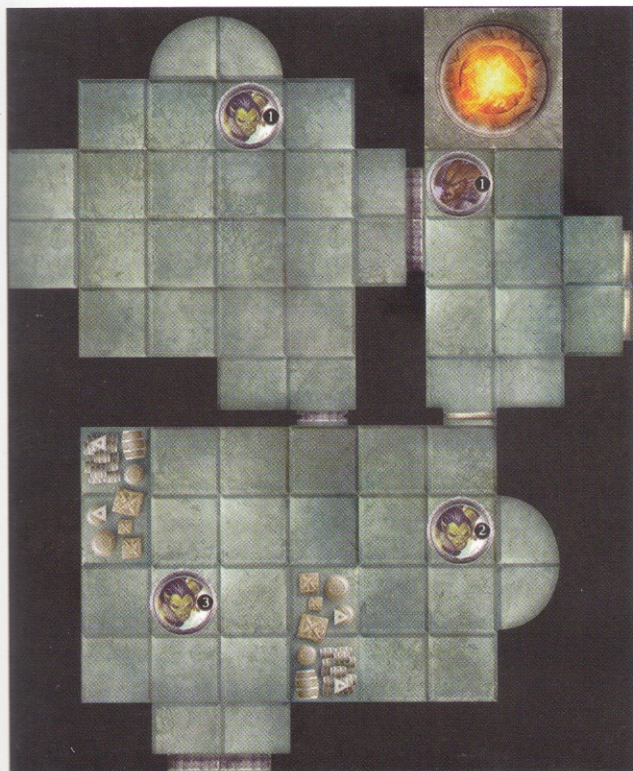
Attack: Close blast 3 (creatures in blast); +5 vs. Reflex
Hit: 1d10 fire damage, and ongoing 5 fire damage (save ends).
Miss: Ongoing 5 fire damage (save ends).
Effect: The blast creates a zone that lasts until the end of the tipping creature's next turn. A creature that ends its turn in the zone takes 5 fire damage.

The everburning embers quickly lose their magic once spilled from the urn.

Storage Crates: Though nothing remains from the ancient builders of this temple, the goblins have stockpiled a range of goods here, from rotting food to fresh wine. Each character who spends time searching through the supplies for something useful or valuable can make a DC 12 Perception check. For each character that makes a successful check, roll a d8 to determine what the character found:

RANDOM CRATE CONTENTS

d8	Contents
1	50 feet of rope
2	3 days of edible trail rations
3	A dozen candles
4	10 feet of chain
5	5 gallons of fresh water
6	3 pints of lamp oil
7	5 silver pieces (sp)
8	1 gold piece (gp)

Kurrash the Bugbear	Level 4 Brute
Medium natural humanoid	XP 175

HP 65; **Bloodied** 32	**Initiative** +7
AC 16, **Fortitude** 15, **Reflex** 15, **Will** 11	**Perception** +8
Speed 6	Low-light vision

TRAITS

Bushwhack
Kurrash gains a +4 bonus to attack rolls against a target if the target has no allies adjacent to it.

STANDARD ACTIONS

⊕ **Lifedrinker Greataxe** (weapon) ✦ At-Will
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 2d8 + 6 damage (or 3d8 + 6 if Kurrash has combat advantage against the target). If this attack drops the target to 0 hit points or fewer, Kurrash gains 5 temporary hit points.

↗ **Handaxe** (weapon) ✦ At-Will (2/encounter)
Attack: Ranged 5/10 (one creature); +9 vs. AC
Hit: 1d6 + 6 damage.

Skills Stealth +12

| **Str** 20 (+7) | **Dex** 20 (+7) | **Wis** 13 (+3) |
| **Con** 15 (+4) | **Int** 8 (+1) | **Cha** 10 (+2) |

Alignment evil   **Languages** Common, Goblin
Equipment leather armor, *+1 lifedrinker greataxe*, 2 handaxes

3 Goblin Cutthroats	Level 1 Skirmisher
Small natural humanoid	XP 100 each

HP 30; **Bloodied** 15	**Initiative** +5
AC 15, **Fortitude** 13, **Reflex** 14, **Will** 13	**Perception** +2
Speed 6	Low-light vision

STANDARD ACTIONS

⊕ **Short Sword** (weapon) ✦ At-Will
Attack: Melee 1 (one creature); +6 vs. AC
Hit: 1d6 + 5 damage (or 2d6 + 5 if the goblin has combat advantage against the target), and the goblin shifts 1 square.

↗ **Dagger** (weapon) ✦ At-Will (2/encounter)
Attack: Ranged 5/10 (one creature); +6 vs. AC
Hit: 1d4 + 5 damage.

MOVE ACTIONS

Deft Scurry ✦ At-Will
Effect: The goblin shifts 3 squares.

TRIGGERED ACTIONS

Goblin Tactics ✦ At-Will
Trigger: The goblin is missed by a melee attack.
Effect (Immediate Reaction): The goblin shifts 1 square.

Skills Stealth +8, Thievery +8

| **Str** 13 (+1) | **Dex** 17 (+3) | **Wis** 14 (+2) |
| **Con** 14 (+2) | **Int** 8 (–1) | **Cha** 8 (–1) |

Alignment evil   **Languages** Common, Goblin
Equipment leather armor, light shield, short sword, 2 daggers

Conclusion

Kurrash wields a magic greataxe called a *lifedrinker greataxe*. A fighter can use this weapon, and any character can tell it's magical and what it does by examining it for a few minutes. Give the adventurers this item's card if they take it with them.

Doors from this room lead to Encounter 3, Encounter 7, and (past a hallway) Encounter 6.

ENCOUNTER 7: WIZARD'S LABORATORY

Encounter Level 5 (800 XP)

Setup

Malareth
3 skeletons
1 hulking zombie

Malareth has taken this room, which used to be the inner sanctum of Baphomet's cult, and turned it into a laboratory for his magical experiments. Whether the evil that lingers in the temple corrupted his research or he brought his own evil to his work, Malareth practices vile magic assisted by undead servants.

When the adventurers enter the room, place the poster map on the table and read this paragraph:

The stench of death fills this room, along with an acrid chemical scent. Liquids of various colors bubble and steam in bottles and tubes scattered across three large tables. An enormous zombie, apparently the animated corpse of an ogre, looms in front of a bookcase in an alcove, and three skeletons animated by necromantic magic stand around the central table. Barely glancing up from whatever experiment is consuming his attention at the table, a gaunt human dressed in dark robes with a skull motif must be the necromancer you seek, the mysterious rider who commanded the attack on Traevus's wagon. "Dispose of them," he growls, and his undead servants turn toward you.

If any adventurer has a passive Perception score of 15 or higher, read this additional text to that character's player:

The necromancer is bending over a small open box on the table in front of him—a box that looks like the one Traevus has asked you to retrieve.

Place tokens on the map for all the monsters. Then roll initiative for the monsters, and record the player characters' initiative scores.

Tactics

Malareth initially believes that the adventurers are beneath his notice and trusts his undead servants to deal with them. Only after the first monster falls does Malareth even look up from his work, sigh in exasperation, and join the battle. "You will replace the undead you have destroyed," he promises, "by rising from death to serve me yourselves." If characters avoid the undead and attack Malareth, he joins the battle immediately.

Malareth uses *death burst* as his first action (bolstering the undead as well as blasting the adventurers), then uses *ray of immobilization* until *death burst* recharges. (Roll a d6 at the start of each of Malareth's turns; he regains *death burst* if you roll a 5 or 6.)

Malareth's aura (*death's cowl*) is a field of necromantic energy that affects all living creatures within 3 squares of him (which is much of the room at the start of the encounter).

Malareth is not interested in talking to the adventurers, and he fights to the death. As he fights, though, he taunts the characters, dropping clues about his true motives. Choose a taunt from this list on each of Malareth's turns:

✦ "That fool Traevus sent you, didn't he? He's even too stupid to hire proper help."

✦ "What are you playing at? Are you supposed to be heroes? Give up, children, you're out of your depth."

✦ "My lord Orcus will feast on your souls!"

A character who makes a DC 12 Arcana or Religion check knows that Orcus is the Demon Lord of Undeath, a demon prince worshiped by undead and necromancers.

Features of the Room

Illumination: Dim light, provided by torches on the walls.

Central Work Table: This table holds beakers, vials, and various distilling apparatuses full of volatile liquids used in Malareth's experiments. A character who examines the vials finds some that are labeled with descriptions such as "blood (human)," "wraith ichor," "blood (vampire)," "bone powder (dragon)," and "amaranth." A character who makes a DC 12 Heal or Nature check knows that amaranth is a flower used to prevent hemorrhaging.

A character adjacent to the table can overturn the table as a standard action, smashing the glass containers. The character must make a DC 12 Athletics check to overturn the table.

Side Tables: Malareth's notes are scattered around the two smaller tables. A few more vials, some bearing labels similar to the ones on the central table, lie on these tables as well. The round table near the hulking zombie is used by Malareth's human guards to entertain themselves with games of chance when they aren't attending to their master.

Bookshelves: The shelves of the heavy bookcases in this room carry a sparse supply of magical tomes, research volumes, and scrolls. Malareth is still working on building his library. The books are mostly concerned with foul necromancy, and are probably best destroyed. However, you can place information here to lead characters into a new adventure.

Hulking Zombie

Level 4 Brute

Large natural animate (undead) — XP 175

HP 70; Bloodied 45 — Initiative +1
AC 16, Fortitude 18, Reflex 14, Will 14 — Perception +1
Speed 4 — Darkvision
Immune disease, poison

Traits

Zombie Weakness
Any critical hit to the zombie reduces it to 0 hit points instantly.

Zombie Rejuvenation
Unless it was the result of a critical hit, a zombie reduced to 0 hit points rises with 1 hit point at the end of its next turn. A zombie at 0 hit points can be permanently prevented from rising in this way by dealing damage to the corpse.

Standard Actions

⊕ **Slam ✦ At-Will**
Attack: Melee 2 (one creature); +9 vs. AC
Hit: 2d12 + 2 damage (or 2d12 + 7 to a prone target).

⫟ **Zombie Rush ✦ At-Will**
Effect: The zombie charges and makes the following attack instead of a melee basic attack.
Attack: Melee 2 (one creature); +7 vs. Fortitude
Hit: 2d12 + 2 damage, the zombie pushes the target 1 square, and the target falls prone.

Str 20 (+7)	Dex 8 (+1)	Wis 8 (+1)
Con 20 (+7)	Int 1 (−3)	Cha 3 (−2)

Alignment unaligned — **Languages** —

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3 Skeletons

Level 3 Soldier

Medium natural animate (undead) — XP 150 each

HP 45; Bloodied 22 — Initiative +6
AC 19, Fortitude 15, Reflex 16, Will 15 — Perception +3
Speed 6 — Darkvision
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Traits

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

Standard Actions

⊕ **Longsword (weapon) ✦ At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d8 + 5 damage, and the target is marked until the end of the skeleton's next turn.

Str 15 (+3)	Dex 17 (+4)	Wis 14 (+3)
Con 13 (+2)	Int 3 (−3)	Cha 3 (−3)

Alignment unaligned — **Languages** —
Equipment longsword

SQUEEZING

A Large creature such as the hulking zombie has trouble moving through confined spaces. A smart tactic for the characters to use in this room is to keep the large table between them and the zombie, so that the zombie cannot reach them. The zombie stays to more open areas unless it has no other way to reach its enemies, in which case it can squeeze.

As a move action, a Large creature can reduce its space to 1 square, as if it were a Medium creature, and move up to half its speed (2 squares). It takes a −5 penalty to its attack rolls and grants combat advantage until it returns to its normal space, which it can do as a free action.

Malareth

Level 4 Artillery (Leader)

Medium natural humanoid, human — XP 175

HP 44; Bloodied 22 — Initiative +3
AC 18, Fortitude 15, Reflex 17, Will 15 — Perception +4
Speed 6

Traits

☼ **Death's Cowl ✦ Aura 3**
Living creatures within the aura grant combat advantage to undead creatures within the aura.

Standard Actions

⊕ **Bone Staff (necrotic, weapon) ✦ At-Will**
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 2d6 + 3 necrotic damage, and Malareth gains 5 temporary hit points.

⤙ **Ray of Immobilization (necrotic) ✦ At-Will**
Attack: Ranged 10 (one creature); +9 vs. Fortitude
Hit: 1d10 + 5 necrotic damage, and the target is immobilized until the end of Malareth's next turn.

✳ **Death Burst (necrotic) ✦ Recharge** ⚄ ⚅
Attack: Area burst 2 within 10 (enemies in burst); +9 vs. Fortitude
Hit: 2d8 necrotic damage.
Effect: Each undead ally in the burst gains 5 temporary hit points and shifts 1 square as a free action.

Str 10 (+2)	Dex 13 (+3)	Wis 15 (+4)
Con 14 (+4)	Int 18 (+6)	Cha 12 (+3)

Alignment evil — **Languages** Common, Draconic, Goblin
Equipment robes, bone staff

CONCLUDING THE ADVENTURE

The large chest in the back corner of the wizard's laboratory contains Malareth's treasure: a sack of 200 gold pieces (gp) and a +1 magic staff. A wizard can use this staff as an implement, and any character can tell it's magical and what it does by examining it for a few minutes. Give the characters this item's card if they take the staff with them.

Traevus's box lies open on the central table (unless a character knocked the table over). The inside is lined with black velvet that cradles a human skull. The skull seems to be what was consuming Malareth's attention so completely when the adventurers entered the room.

A character who makes a DC 12 Arcana check can identify that there is magic infused in the skull and that it seems to be some kind of focus for necromantic magic. The possession of such an item would certainly cast suspicion on anyone, even a merchant as apparently trustworthy as Traevus, but perhaps he was only transporting the skull in order to see it destroyed or put into safekeeping somewhere.

Returning to Traevus

When the adventurers emerge from the dungeon and return to Fallcrest, Traevus is prepared to give them the reward he promised for the safe return of his box (30 gp). However, the key question is whether the adventurers are prepared to return it to him. If they confront him with their knowledge of the box's contents, he tells them that he was transporting it to a mountain temple in the Cairngorm Peaks to the west where he hoped the holy monks could either destroy it or keep it safe.

Is Traevus lying? That's for you to decide. Maybe he hires the adventurers to escort him the rest of the way to the temple as their next adventure. Or maybe he's actually bringing the skull to another dark master—or to his hidden sanctuary to carry out his own sinister plans. He might continue to use the adventurers as his unwitting agents, or hire mercenaries to kill them before they can tell anyone else what they have learned.

However you decide to continue the story, this first adventure has come to an end. Make sure you've awarded experience points for all the encounters the adventurers completed. (If you have any question about whether they actually completed an encounter, see "Overcoming an Encounter" on page 60.) They also get XP for completing their quests: 100 XP if they discovered the identity of the mysterious rider, and an additional 100 XP if they retrieve the stolen box. If they overcame every encounter, they have enough XP to reach 2nd level, so they can adjust their characters according to the rules on the next page.

Feedback

Now is also a good time to get feedback from the players on how they thought the adventure went. What parts of the adventure did they particularly enjoy? What parts felt strange or frustrating to them? What would they like to do next, and where do they imagine their characters going from here? What do they think is going on with Traevus?

Listen carefully to what the players tell you about their experience, and try to shape future adventures to keep them happy. Different players enjoy different parts of the game and get different things out of it. You might have **actors** in your group who really enjoy the roleplaying aspect of the game and had the most fun talking to the dragon or trading insults with Malareth. Or you could have a group of **slayers** who like beating up monsters and could play combat encounters all day. **Explorers** love learning about the world of the game and experiencing it vicariously through their characters. **Storytellers** thrive on the narrative of the game. **Thinkers** approach the game as a puzzle and like to make careful choices, either in or out of combat. **Instigators** just love to make things happen, usually in an exciting and unexpected way.

Probably you have a mix of these different motivations at your table, but if you pay attention to what everyone is saying and doing during a session, you'll be better able to give the players more of what they like in future adventures.

2ND LEVEL

By the time the adventurers finish exploring the Twisting Halls, they should have at least 1,000 XP each, which is what they need to advance to 2nd level.

When the characters reach 2nd level, here's what they gain.

One important thing everyone gains is a +1 to almost everything. Ability checks (including initiative), skill checks, attack rolls, and defenses all include a bonus equal to one-half the character's level (rounded down), so reaching 2nd level means +1 to all those things. Everyone should fill in the "Check" boxes for their ability scores, adding +1 to the ability modifier. That +1 cascades through to skill checks, attack rolls, and defenses.

Damage rolls don't change, however.

All characters can also choose another feat at 2nd level. See Entry 86 in the *Player's Book* (page 28) to choose another feat.

Fighter

At 2nd level, the fighter gains 6 more hit points. Add 6 to your maximum hit points, and recalculate your bloodied value and healing surge value.

You also choose one 2nd-level utility power, either *minor resurgence* or *sudden sprint*. Find the card for the power you choose and add it to your other power cards.

Wizard

At 2nd level, you gain 4 more hit points. Add 4 to your maximum hit points, and recalculate your bloodied value and healing surge value.

You also gain the *shield* encounter utility power. Find the card for that power and add it to your other power cards.

Finally, choose one other 2nd-level utility power, either *expeditious retreat* or *spectral image*. Find the card for the power you choose and add it to your other power cards.

Rogue

At 2nd level, you gain 5 more hit points. Add 5 to your maximum hit points, and recalculate your bloodied value and healing surge value.

You also gain a feature called **weapon finesse**. This gives you a +1 bonus to attack and damage rolls with light blades (including your dagger), light crossbows, short bows, and slings.

Finally, choose one 2nd-level utility power, either *sudden leap* or *tumble*. Find the card for the power you choose and add it to your other power cards.

Cleric

At 2nd level, you gain 5 more hit points. Add 5 to your maximum hit points, and recalculate your bloodied value and healing surge value.

You also choose one 2nd-level utility power from this list: *bless*, *shield of faith*, or *resurgent strength*. Find the card for the power you choose and add it to your other power cards.

. . . And Beyond

Characters reach 3rd level when they acquire 2,250 XP. The rules in this box don't include powers or other benefits for 3rd-level characters. Check out the essential player's product, DUNGEONS & DRAGONS *Heroes of the Fallen Lands* for full details on the slayer fighter, the mage wizard, the thief rogue, and the warpriest cleric, which are the extended versions of the four classes presented in this product. With the rules in that book, characters can advance all the way to 30th level.

CREATING ADVENTURES

Once you've run the players through the Twisting Halls adventure, their future adventures are up to you. You can find a number of ready-to-play adventures, both in print and online, that will provide hours of gaming fun for your group. But part of what makes the Dungeons & Dragons Fantasy Roleplaying Game special is that you can build your own adventures, tailoring them to the players and their specific characters. You can build on the events of the Twisting Halls in any way you like, and let your players follow their own interests. These next few pages will help you create your own adventures for the players as they explore what 2nd level has to offer.

Quests

Quests are the fundamental story framework of an adventure—the reason the characters want to participate in it. They're the reason an adventure exists, and they indicate what the characters need to do to solve the situation the adventure presents.

The simplest adventures revolve around a single quest, usually one that gives everyone in the party motivation to pursue it. More complex adventures involve multiple quests, including quests related to individual characters' goals or quests that conflict with each other, presenting characters with interesting choices about which path to pursue.

Quests often center around adversaries, allies or patrons, events in the world, items or information, or locations.

A simple quest related to an adversary might be to capture a monster, drive it away from the pasturelands it is hunting in, or just kill it. Or characters might be asked to compete with a rival adventuring group, infiltrate a secret organization or cult, or escape from an enemy who has captured them.

Allies or patrons that sponsor the adventurers might ask the adventurers to escort them somewhere, help them perform a task, protect them from attack or kidnapping, or rescue them from existing danger. Adventurers might also take on a quest to establish a relationship with a new patron.

Sometimes weird magical effects take place in the world, or more mundane natural disasters threaten the adventurers or the people they care about. Adventurers might try to stop these events, flee or hide from them, or deal with their aftermath. Other events might include contests or wars that the adventurers are called on to participate in.

Quests related to items or information can cast the adventurers as couriers, transporting these things to a particular place or person. Or the adventurers might be called on to destroy an item, find a place to hide it safe from

harm, or retrieve a particular item for themselves or for an ally or patron.

Finally, quests might call on the adventurers to find or explore a location, seal off a dungeon so the evil within can't get out, escape from a terrible place, or simply survive in a dangerous locale until the danger has passed. Adventurers might be asked to protect a village from attack or secure an abandoned mine so it can be converted to a new dwarf stronghold.

Here are some examples of specific quests drawn from the hooks in the Twisting Halls adventure:

✦ Discover how to activate the magic circle in the dragon's lair (page 27) to get to the treasure-filled minotaur temple.

✦ Discover the identity of the Morgana mentioned in the inscription behind the minotaur statue (page 29), and warn whoever must be warned.

✦ Escort Traevus to the temple in the Cairngorm Peaks to ensure the skull stays out of evil hands.

Major Quests

Major quests define the fundamental reasons that characters get involved. They are the central goals of an adventure. A single major quest is enough to define an adventure, but a complex adventure might involve a number of different quests. A major quest should be important to every member of the party, and completing it should define success in the adventure. Achieving a major quest usually means either that the adventure ends, or that the characters have completed a major chapter in the unfolding plot.

Don't be shy about letting the players know what their quests are. Give the players an obvious goal, possibly a known villain to go after, and a clear course to get to their destination. That avoids searching for the fun—aimless wandering, arguing about trivial choices, and staring across the table because the players don't know what to do next. You can fiddle with using another secret villain or other less obvious courses, but one obvious path for adventure that is not wrong or fake should exist. You can count on the unpredictability of player actions to keep things interesting even in the simplest of adventure plots.

Thinking in terms of quests helps focus the adventure solidly where it belongs: on the player characters. A plot or an event can unfold without the characters' involvement, but an adventure can't. An adventure begins when the characters get involved, when they have a reason to participate and a goal to accomplish. Quests give them that.

Minor Quests

Minor quests are the subplots of an adventure, complications in the overall story. The characters might complete them along the way toward finishing a major quest, or they might tie up the loose ends of minor quests after they've finished the major quest.

Often, minor quests matter primarily to a particular character or perhaps a subset of the party. Such quests might be related to a character's background, a player goal, or the ongoing events in the campaign relevant to one or more characters. These quests still matter to the party overall. This game is a cooperative game, and everyone shares the rewards for completing a quest. Just make sure that the whole group has fun completing minor quests tied to a single character.

Sometimes minor quests come up as sidelines to the main plot of the adventure. For example, say the characters learn in town that a prisoner has escaped from the local jail. That has nothing to do with the main quest. It pales in importance next to the hobgoblin raiders that have been plundering caravans and capturing slaves. However, when the adventurers find and free some of the hobgoblins' slaves, the escaped prisoner is among them. Do they make sure he gets back to the jail? Do they accept his promise to go straight—and his offer of a treasure map—and let him go free? Do they believe his protestations of innocence and try to help him find the real criminal? Any of these goals can launch a side quest, but clearly the characters can't pursue all of them. This situation gives them the opportunity to roleplay and make interesting choices, adding richness and depth to the unfolding story of their game.

Designing Quests

Design quests so that they have a clear start, a clear goal, and clear consequences. Any quest should provide a ready answer for when the players ask, "What should we do now?"

Start
A quest's start is where the characters begin the quest if they choose to accept it. It might be a person who assigns the quest. It might be an observation they make that leads them to adopt a quest of their choosing. It's a point of reference that the players can refer to and that the characters might be able to return to.

Goal
The goal of a quest is what the characters have to accomplish to succeed on the quest. Goals should be as clear as you can make them. Goals can change as the characters uncover information, but such changes should also be clear.

Outcome
The reward for success and the cost of failure should be or become clear to the players and their characters. Like goals, outcomes can change over the course of an adventure as the characters expose the truth.

No Redundant Quests
Don't reward the characters twice for the same actions. Quests should focus on the story reasons for adventuring, not on the underlying basic actions of the game—killing monsters and acquiring treasure. "Defeat ten encounters of your level" isn't a quest. It's a recipe for advancing a level. Completing it is its own reward. "Make Harrows Pass safe for travelers" is a quest, even if the easiest way to accomplish it happens to be defeating ten encounters of the characters' level. This quest is a story-based goal, and one that has at least the possibility of solution by other means.

Conflicting Quests
You can present quests that conflict with each other, or with the characters' alignments or goals. The players have the freedom to make choices about which quests to accept, and these can be great opportunities for roleplaying and character development.
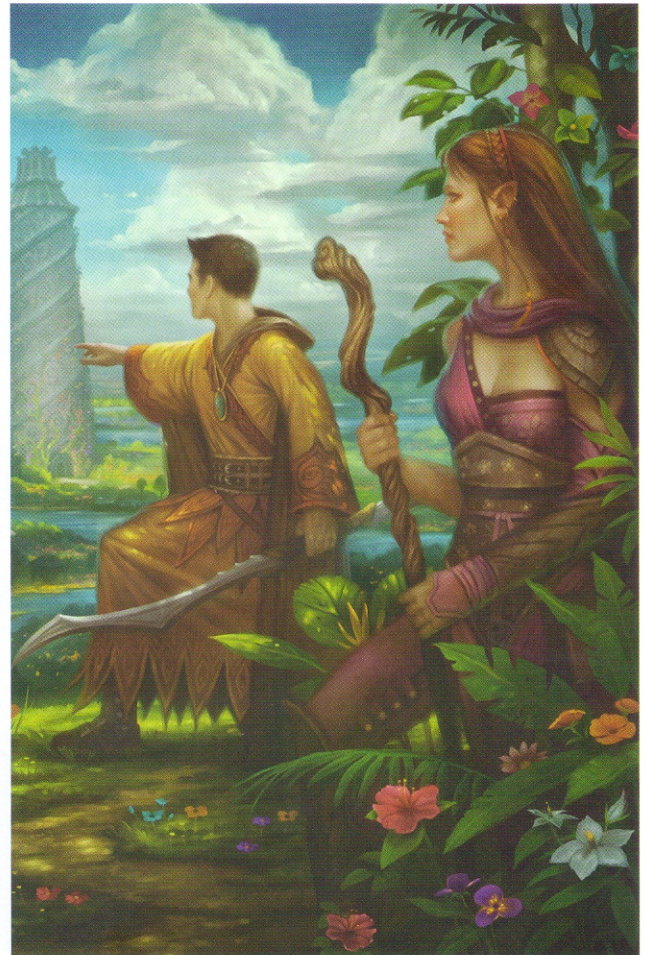
Building a Dungeon

Many adventures revolve around a dungeon setting. That's why it is called the DUNGEONS & DRAGONS game. The word "dungeon" might conjure images of dry, bare stone corridors with manacles on the walls, but dungeons also include great halls built into the walls of a volcanic crater, natural caverns extending for miles beneath the surface of the earth, and ruined castles that provide gateways to other planes.

Underground settings are such a staple of DUNGEONS & DRAGONS adventures because dungeon environments are cleanly defined, separated from the outside world and set apart as a special, magical environment. More important, dungeons physically embody good adventure design: They offer choices (branching passages and doorways), but not too many choices. They're limited environments that clearly define the options available. The rooms and corridors constrain the characters' movement, but the characters can explore them in any order they choose, so they have a feeling of control and meaningful choices.

Many dungeons are ancient ruins, long abandoned by their original creators and now inhabited only by monsters looking for underground lairs or humanoids setting up temporary camps. Some undying remnants of the original inhabitants might also linger in the ruins—undead, constructs, or immortal guardians set in place to keep watch over treasures or other important locations. The dungeon's rooms might contain hints of their previous purpose—rotting remnants of furnishings piled together to form monster nests, or faded tapestries hanging behind a crumbling throne. Rumors of ancient treasures or artifacts, historical information, or magical locations might lure adventurers into these ruins.

Other dungeons are currently occupied, presenting a very different sort of environment for the characters to explore. Whether they originally created the dungeon or not, intelligent creatures now inhabit it, calling its chambers and passages home. It might be a fortress, a temple, an active mine, a prison, or a head-quarters. The inhabitants organize guards to defend it, and they respond intelligently to the characters' attacks, especially if the characters withdraw and return later. Adventurers might fight or sneak their way into an occupied dungeon to discover the secrets of an underground cult, stop the orcs from pillaging nearby towns, or prevent a mad necromancer from animating undead legions to conquer the barony. Or they might seek to reclaim the ancient dwarven fortress from the orcs that have taken it over, making it safe for habitation once again.

Sometimes dungeons are built to hold something—whether a mighty artifact or the body of a revered ruler—and keep it safe. A dungeon might also serve as a prison for a powerful demon or primordial that couldn't be destroyed at the time. These dungeons are usually sealed, often trap-laden, and sometimes inhabited only by monsters that can survive the passage of ages—undead, constructs, immortal guardians, devils, or angels.

Some dungeons aren't built at all. They're sprawling networks of natural caverns stretching deep below the earth. Taken as a whole, this expanse of naturally occurring dungeon is called the Underdark. It is an almost lightless region of subterranean wilderness. Within those caverns, adventurers might find cities of the drow, ruins of long-forgotten dwarf strongholds, or the hidden tomb of a mind flayer lich. Many monsters call the Underdark home, making it among the most dangerous areas of the world.

Finally, many dungeons combine two or more of these elements. The Twisting Halls are ancient ruins built by minotaurs long ago, but they're currently occupied by Malareth and his minions.

A great way to think about the setting for your adventure is to imagine its personality. A dungeon built as a hobgoblin stronghold has a very different flavor from an ancient temple inhabited by lizardfolk, and both are different from a place where evil necromantic energies warp and twist all life into horrific forms. A setting's personality lends its flavor to the adventure as a whole.

Deciding on a setting's overall personality helps you create all the little details that make it come to life. That said, here and there you can throw in elements that don't fit the overall theme. While fighting their way through the hobgoblin stronghold, if the characters find a secret door

Reconfigured Dungeon #1

Reconfigured Dungeon #2
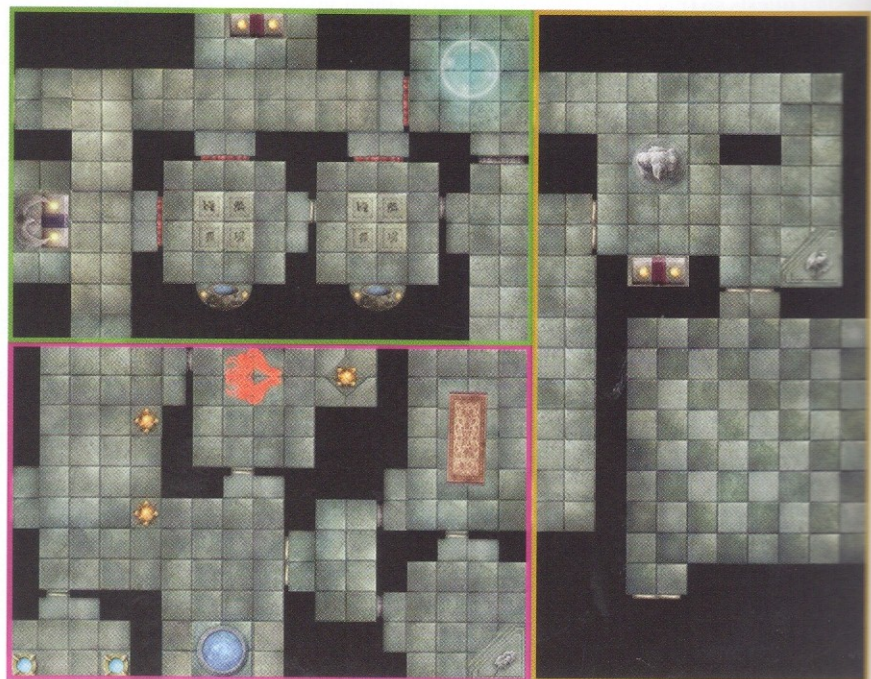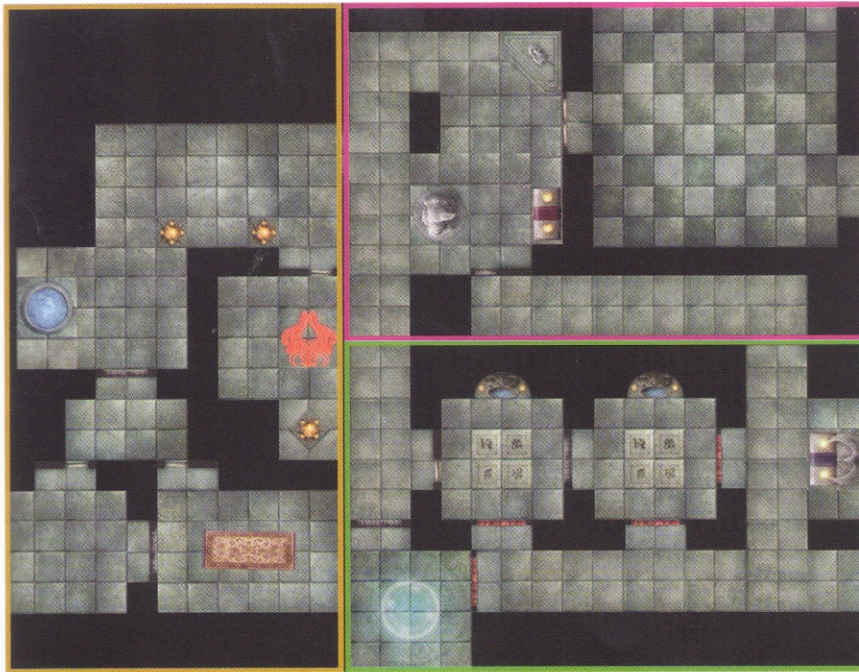
leading to an ancient shrine to Bahamut built by the dungeon's original creators, they get a sense of a bigger world beyond their adventures, a taste of history, and a larger view of the dungeon's place in the world.

Twisting the Halls

The poster map that shows the Twisting Halls is designed to make it easy for you to build your own dungeons. You can treat each quarter of the map as a discrete unit, and rearrange those pieces to make different dungeon configurations. The illustrations on this page show a few examples. All you're really doing is changing what doors lead where, but that can help make a dungeon distinct. (You might need to insert short hallways at the edges of the maps in some configurations.)

If you re-use the poster map in this way, take some time to come up with new descriptions of some of the features on the map. For example, the runes in Encounter 3 might be a trap, where stepping on the runes (or failing to step on them in a particular order) fills the room with fire. The large pool in Encounter 1 might be filled with green slime, freshwater fish, deadly acid, or a sleep-inducing potion. The chessboard pattern in Encounter 4 might operate differently or have no purpose at all. You can use the same map but still introduce the players to a significantly different environment just by changing these key details.
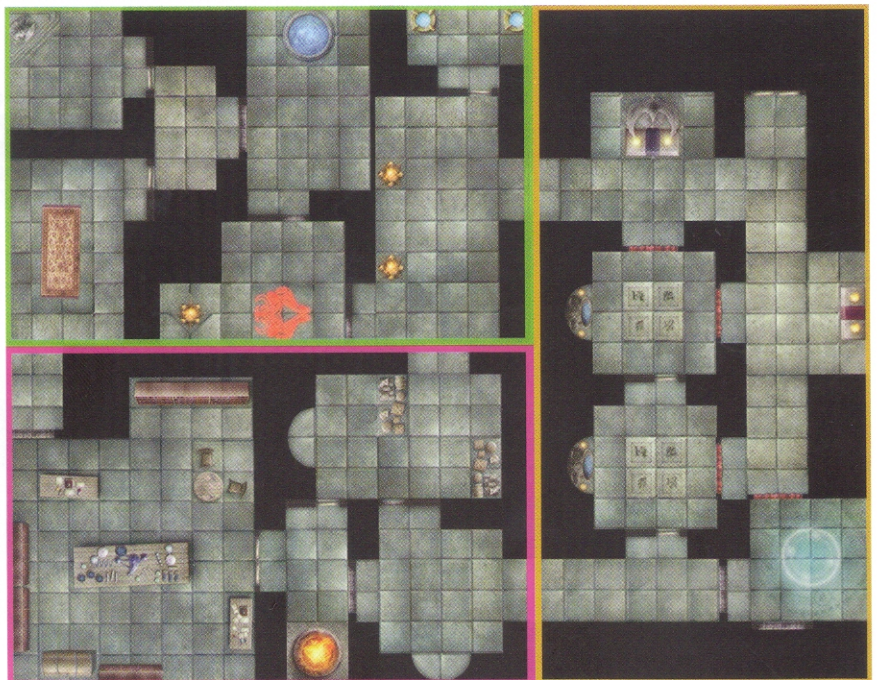
Drawing Your Own Dungeon

You can also draw your own dungeon map, sketching out the overall dungeon on graph paper. Use the Twisting Halls for inspiration, but feel free to design whatever you can imagine—a climactic encounter on a narrow bridge over a lava-filled chasm, a dungeon carved into a glacier, or a palace in the clouds, for example.

Unless cartography is fun for you, don't worry about the drawing quality in your mapping. Your map is a tool to help you keep track of the adventure and convey the setting to the players. It just needs to be clear and easy for you to use. Make notes on it that will help you describe the area and run the encounters.

Once you've mapped encounter areas, the trick is transfering them to a battle grid on the tabletop when the characters enter the area. You can use *Dungeon Tiles*, a vinyl wet-erase mat with a printed grid (available from a hobby store), a gridded whiteboard, or large sheets of grid paper to translate your map into a play surface. Make sure you plan ahead, and don't make areas that are too big to fit on whatever gridded surface you're using.

Reconfigured Dungeon #3

Designing Encounters

Building an encounter is a matter of choosing threats appropriate to the characters and combining them in interesting and challenging ways. The threats at your disposal include all the monsters in the *Monster Vault*™ boxed set, monsters and nonplayer characters of your own design, traps and hazards, and skill challenge elements. Encounter-building is a mixture of art and science as you combine these threats together.

Just as individual threats have a level that measures their danger, an encounter as a whole has a level. Build an encounter by choosing a level for the encounter. The level you choose determines the total XP reward you're aiming for. You then select monsters and other threats until you reach the target number, which is the minimum number of XP that an encounter of a given level can contain.

Think of it as spending XP against a budget. The encounter level gives you an XP budget, and you "buy" individual monsters, traps, or other threats until you've exhausted your budget.

Encounter Level

A standard encounter should challenge a typical group of adventurers but not overwhelm them. The characters should prevail if they haven't depleted their daily resources or had a streak of bad luck. An encounter that's the same level as the party, or one level higher, falls in this standard range of difficulty.

You can offer your players a greater challenge or an easier time by setting your encounter level two or three levels higher or one or two levels lower than the party's level. It's a good idea to vary the difficulty of your encounters over the course of an adventure, just as you vary other elements of encounters to keep things interesting.

Encounter level is relative to the number of characters in the party. The adventure in this book shows levels for encounters based on a party size of four characters. However, notice that a 3rd-level encounter for four characters (600 XP) is a 1st-level encounter for five characters or a 5th-level encounter for three.

Target XP Reward

To find your total XP budget, multiply the number of characters in the party by the XP value of a monster whose level is equal to the encounter level you chose.

Target XP = (XP value for a monster of the encounter's level) × (number of characters in the party)

The Target Encounter XP Totals table shows XP targets for parties of three, four, or five characters. For larger or smaller groups, find the XP value for a standard monster of the encounter's level on the Experience Rewards table and multiply it by the number of characters in the party.

Spending Your XP Budget

The simplest way to spend your XP budget on an encounter is to use a number of monsters equal to the number of characters, with each monster's level equal to the encounter level. If you're building a 3rd-level encounter for four characters, four 3rd-level monsters fit the bill perfectly.

You don't have to hit your XP target exactly. If you don't, just keep an eye on the XP targets for encounters a level above or below the level you chose. If you set out to build a 4th-level encounter for four characters (target XP 700), but you spend only 625 XP, you've created a 3rd-level encounter.

Once you've picked the monsters and traps you want to use in your encounter, make a note of the total XP reward for that encounter. Keep it for the end of the encounter when you award XP to the players.

Monster Roles

The key to designing interesting and varied groups of monsters for an encounter lies in the monster roles: artillery, brute, controller, lurker, skirmisher, and soldier. Each role has its own place in a typical encounter. The role of every monster is given in a monster entry at the top right of the creature's statistics block.

An encounter with a group of monsters that all have the same role is less interesting than one with a mix of roles. On the other hand, a group of five monsters with five different roles is *too* interesting—or, more to the point, too complex. A good rule of thumb is to pick a brute or soldier monster and use two or three of them. Pick one or two monsters of other roles to round out the encounter.

Brutes and soldiers create the front line of the combat and give skirmishers, lurkers, artillery, and controllers the room they need to be effective. When you start making encounters, this general rule makes for interesting combats. You can still create variety by slightly adjusting encounters to take advantage of the strengths of the latter four roles.

EXPERIENCE POINT REWARDS

Monster Level	Standard Monster	Minion	Elite	Solo
1	100	25	200	500
2	125	31	250	625
3	150	38	300	750
4	175	44	350	875
5	200	50	400	1,000

TARGET ENCOUNTER XP TOTALS

Encounter Level	Target Encounter XP		
	3 PCs	4 PCs	5 PCs
1	300	400	500
2	375	500	625
3	450	600	750
4	525	700	875
5	600	800	1,000

Artillery monsters excel at ranged combat. These creatures rain arrows, explosive fireballs, and similar attacks on the party from a distance. They're well protected against ranged attacks, but more vulnerable in melee. They often spread damage out over multiple characters in an area.

Use artillery monsters in an encounter to hang behind soldiers and brutes and rain damage down on the characters from protected positions.

Brute monsters specialize in dealing damage in melee. Brutes have relatively low defenses but high hit points. They deal a lot of damage when they hit. They don't move around a lot, and they're often big.

Use brutes in an encounter to threaten the party while shielding other monsters with their great size and imminent threat.

Controller monsters manipulate their enemies or the battlefield to their advantage. They restrict enemy options or inflict lasting conditions, alter terrain or weather, force enemies to move, or bend the minds of their adversaries.

Position controller monsters just behind a front line of melee-focused monsters, and use them to attack the characters at short range with their control powers.

Lurker monsters have some ability that lets them avoid attacks, whether by striking from hiding or by turning into an invulnerable statue while regaining strength. They usually deliver one devastating attack every few rounds, while concentrating on defense in between.

Use lurkers as surprise additions to encounters with other monsters or as sneaky assassins that circle around the main action of a fight, darting in from time to time with a well-timed strike.

Skirmisher monsters use mobility to threaten the player characters. Their combat statistics define the baseline for monsters, but their mobility is their defining feature.

Use skirmishers as the mobile strikers in an encounter, the creatures that move to attack vulnerable characters from the sides and rear.

Soldier monsters specialize in drawing the characters' attacks and defending other monsters. They have high defenses and average hit points. Their attacks are accurate, but they don't do exceptional damage. They tend not to move around, and they often have powers that hinder other creatures from moving around them.

Use soldiers in an encounter to keep the party in place, preventing its members from attacking the artillery or controller monsters behind the soldiers or chasing after the lurkers or skirmishers.

Minions are designed to serve as shock troops and cannon fodder for other monsters. Four minions are considered to be about the same as a standard monster of their level. Minions are designed to help fill out an encounter, but they go down quickly.

Use minions as melee combatants placed between the characters and back-rank artillery or controller monsters.

Elite monsters are tougher than standard monsters and constitute more of a threat than standard monsters of their main role and level. An elite monster counts as two monsters of its level. Elite monsters make great "mini-bosses," allowing you to add a tougher opponent to a mix of monsters without creating an entirely new monster. A group of ogres led by an elite ogre reduces the number of ogre figures on the table without diminishing the encounter's level.

Solo monsters are specifically designed to appear as single opponents against a group of adventurers of the same level. They function, in effect, as a group of monsters. They have more hit points to absorb the damage output of multiple characters, and they deal more damage in order to approximate the damage output of a group of monsters.

A solo monster is worth the same amount of XP as five monsters of its level. It provides the same level of challenge as five monsters.

A solo monster might have tendencies that flavor it toward the brute, soldier, skirmisher, lurker, artillery, or controller role. However, a solo monster can never completely take on a different role, because the roles are largely defined by how monsters interact with other monsters in an encounter. Every solo monster has to be able to stand and fight on its own.

Even though solo monsters are designed to be used by themselves, sometimes these encounters work better and are more fun when the solo monster has minions aiding it.

Leader is not a stand-alone role. It is an additional quality or subrole of some brutes, soldiers, skirmishers, lurkers, artillery, and controllers.

Leaders are defined by their relationship to the monsters under their command. A leader monster grants bonuses and special abilities to its followers, improving their attacks or defenses, providing some healing, or enhancing their normal abilities. Aside from one special ability to enhance its allies, a leader functions as its primary role indicates.

Add a leader to an encounter with monsters that gain the greatest benefit from the leader's abilities. For example, a leader that gives a defense bonus to nearby creatures is a great leader for brutes, who have weak defenses otherwise.

Monsters

Monsters are everywhere in the DUNGEONS & DRAGONS game world. Most of them are as natural as bears or horses are on Earth, and monsters inhabit civilized parts of the world and the wilderness alike. Griffon riders patrol the skies over dwarf cities, domesticated behemoths carry trade goods over long distances, a militaristic hobgoblin city-state holds sway just a few hundred miles from a human barony, and a dragon might lair in the mountains near a major city.

Monster statistics are presented in a format designed to be easy to use and reference. At the top, you'll find the monster's name, level, and role, its size and type, and XP value. In the next section are hit points, defenses, speed, initiative, Perception, and any special senses the monster has, such as darkvision (which lets it see in darkness without penalty). If the monster has resistance, vulnerability, or immunity to damage types or effects, that information also appears in this section.

Some monsters have traits, which are special abilities that are always active and don't require the use of actions. A monster's other powers are grouped by action type (standard, move, minor, or triggered). The Attack entry for a monster's attack power includes its range and target details, as well as its attack bonus.

Symbols appearing before the name of an attack indicate whether the attack is melee ($\dagger$), ranged ($\rightarrow$), close ($\leftarrow$), or area ($\maltese$). Basic attacks use the same symbols, but with a circle (ⓣ or ⓡ).

The bottom sections of the monster statistics show the monster's skills (if it's trained in any skills or has special bonuses), its ability scores, its typical alignment, and what languages it speaks.

Doppelganger

Doppelgangers are humanoid creatures that can shapeshift to take on the appearance of other humanoids. They are cunning opponents who use misdirection and their natural ability to disguise themselves to throw off pursuit.

Found in every land, yet with no true homeland of their own, doppelgangers transform their bodies to blend in with other races. Doppelgangers are much like humans in that they come in a wide variety of personalities and dispositions. Doppelgangers as a whole are few in number, but tend to congregate in small groups while living among other races; three doppelgangers might live together in disguise within a dwarf stronghold city, outwardly appearing to be a group of stalwart dwarven defenders while secretly plotting to bring down the city's defenses. Their knowledge of other cultures, and ability to put that knowledge to use while impersonating members of another race, allows them to walk about freely with little fear of detection.

Doppelganger Sneak	Level 3 Skirmisher
Medium natural humanoid (shapechanger)	XP 150

HP 45; Bloodied 22	Initiative +6
AC 17, Fortitude 14, Reflex 16, Will 15	Perception +2
Speed 6	

STANDARD ACTION

ⓣ **Short Sword** (weapon) ✦ At-Will

  Attack: Melee 1 (one creature); +8 vs. AC

  Hit: 1d6 + 6 damage (or 2d6 + 6 if the doppelganger has combat advantage against the target).

MINOR ACTIONS

Change Shape (polymorph) ✦ At-Will

  Effect: The doppelganger alters its physical form to appear as a Medium humanoid until it uses *change shape* again or until it drops to 0 hit points. The creature retains its statistics in its new form. Its clothing, armor, and possessions do not change. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 26 Insight check to discern that the form is a disguise.

$\dagger$ **Shapeshifter Feint** ✦ At-Will (1/round)

  Attack: Melee 1 (one creature); +6 vs. Reflex

  Hit: The target grants combat advantage to the doppelganger until the end of the doppelganger's next turn.

Skills Bluff +10, Insight +7, Stealth +9		
Str 11 (+1)	Dex 16 (+4)	Wis 12 (+2)
Con 13 (+2)	Int 10 (+1)	Cha 15 (+3)

Alignment unaligned	**Languages** Common
Equipment short sword	

Dragon

Of all the monsters in the world, dragons are the most feared. Chromatic dragons, of which the black and white dragons are two examples, are generally evil, greedy, and predatory. Each variety has its own breath weapon—a blast of elemental substance, from caustic acid to frigid cold—which it can expel from its mouth.

The dragons that appear here are young, fledged from the nest but still searching for a lair of their own, not yet secure in their place in the world. They are fearsome foes for novice adventurers, but if they reach truly ancient age they become awesome, devastating creatures that rival even the gods.

Fledgling Black Dragon+	Level 2 Solo Lurker
Large natural magical beast (dragon)	XP 625

HP 144; **Bloodied** 72	**Initiative** +9
AC 16, **Fortitude** 14, **Reflex** 15, **Will** 12	**Perception** +7
Speed 7, fly 7, swim 7	Darkvision
Resist 5 acid	
Saving Throws +5; **Action Points** 2	

TRAITS

Aquatic
The dragon can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

⊕ **Bite** (acid) ✦ **At-Will**
Attack: Melee 2 (one creature); +7 vs. AC
Hit: 1d8 + 6 damage (or 1d8 + 10 if the dragon has combat advantage against the target) plus 5 acid damage.

† **Claws** ✦ **At-Will**
Attack: Melee 2 (one or two creatures); +7 vs. AC. Make the attack twice, attacking two targets or making both attacks against one target.
Hit: 1d6 + 6 damage.

← **Breath Weapon** (acid) ✦ **Recharge** ⚅ ⚅
Attack: Close blast 5 (creatures in blast); +5 vs. Reflex
Hit: 1d10 + 4 acid damage, and ongoing 5 acid damage (save ends).
Miss: Half damage.

← **Shroud of Gloom** ✦ **Encounter**
Effect: Close burst 5; each enemy in the burst gains vulnerable 5 acid and takes a -2 penalty to attack rolls until the end of the encounter. In addition, the dragon gains combat advantage against each enemy affected by the shroud. As a standard action, an enemy can attempt a DC 8 Heal check to end this effect on itself or on an adjacent ally.

TRIGGERED ACTIONS

Acidic Blood (acid) ✦ **At-Will**
Trigger: The dragon takes damage while it is bloodied.
Effect (Free Action): The dragon deals 5 acid damage to each creature adjacent to it.

Bloodied Breath ✦ **Encounter**
Trigger: The dragon first becomes bloodied.
Effect (Free Action): Breath weapon recharges and the dragon uses it.

Skills Nature +8, Stealth +11

Str 16 (+4)	Dex 18 (+5)	Wis 13 (+2)
Con 12 (+2)	Int 12 (+2)	Cha 10 (+1)

Alignment evil   **Languages** Common, Draconic

Fledgling White Dragon	Level 1 Solo Brute
Large natural magical beast (dragon)	XP 500

HP 128; **Bloodied** 64	**Initiative** +0
AC 15, **Fortitude** 15, **Reflex** 11, **Will** 13	**Perception** +7
Speed 6, fly 6	Darkvision
Resist 5 cold	
Saving Throws +5; **Action Points** 2	

TRAITS

Savage Blood
While the dragon is bloodied, it scores a critical hit on a roll of 17-20.

STANDARD ACTIONS

⊕ **Bite** (cold) ✦ **At-Will**
Attack: Melee 2 (one creature); +6 vs. AC
Hit: 1d12 + 6 damage plus 5 cold damage.

† **Claws** ✦ **At-Will**
Attack: Melee 2 (one or two creatures); +6 vs. AC. Make the attack twice, attacking two targets or making both attacks against one target.
Hit: 1d12 + 4 damage.

← **Breath Weapon** (cold) ✦ **Recharge** ⚅ ⚅
Attack: Close blast 5 (creatures in blast); +4 vs. Reflex
Hit: 2d8 + 4 cold damage, and the target is slowed (save ends).
Miss: Half damage.

TRIGGERED ACTIONS

† **Tail Slap** ✦ **At-Will**
Trigger: The dragon is hit by a creature flanking it.
Attack (Immediate Reaction): Melee 2 (triggering creature); +4 vs. Fortitude
Hit: 1d12 + 4 damage, and the dragon pushes the target 3 squares.

Bloodied Breath ✦ **Encounter**
Trigger: The dragon first becomes bloodied.
Effect (Free Action): Breath weapon recharges and the dragon uses it.

Skills Athletics +9, Intimidate +4

Str 18 (+4)	Dex 11 (+0)	Wis 15 (+2)
Con 16 (+3)	Int 8 (-1)	Cha 8 (-1)

Alignment evil   **Languages** Common, Draconic

Drake

Regardless of whether they're wild or domesticated, the reptilian drakes make fierce and clever foes. They come in many shapes and sizes, and serve as attack animals for all types of masters.

All drakes have scales, tails, claws, and fangs, but have a wide range of variations beyond those commonalities. In many ways, they're similar to any ordinary animals, but with a reputation for toughness and viciousness that most common beasts don't share. Though a drake might not objectively be any more of a threat than a wolf, its mindset seems alien and cruel and its appearance reminds people of the power of the devastating dragons. People also fear drakes because the creatures seem fearless. The creatures attack anything that threatens them, regardless of size, and don't back down until they kill their foes or die themselves.
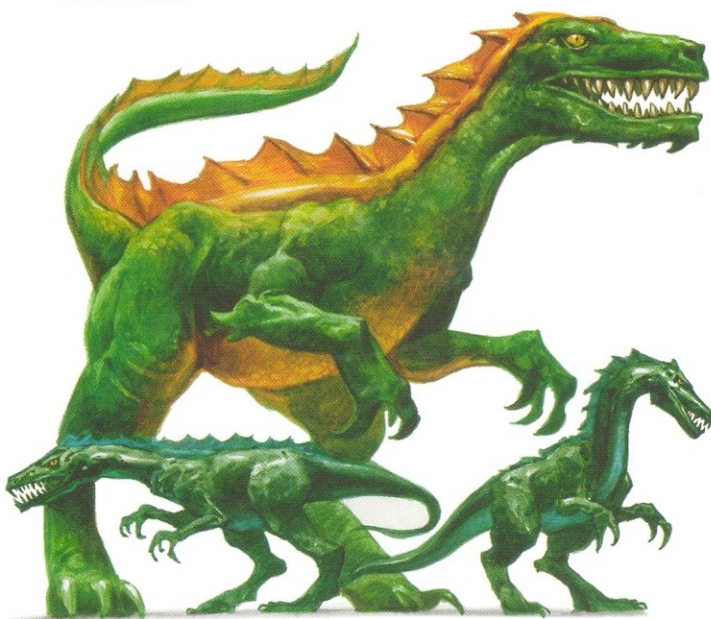
Guard Drake

A guard drake is a green-scaled reptile that walks on two legs, with an orange crest that runs down the length of its spine. Living up to their name, these drakes are often kept as attack or guard animals.

Guard Drake		Level 2 Brute
Small natural beast (reptile)		XP 125
HP 48; **Bloodied** 24		Initiative +3
AC 15, **Fortitude** 15, **Reflex** 13, **Will** 12		Perception +7
Speed 6		

STANDARD ACTION

⊕ **Bite** ✦ At-Will
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d10 + 5 damage (or 1d10 + 10 while within 2 squares of an ally).

Str 16 (+4)	Dex 15 (+3)	Wis 12 (+2)
Con 18 (+5)	Int 3 (−3)	Cha 12 (+2)
Alignment unaligned	**Languages** —	

Pseudodragon

A pseudodragon resembles a tiny dragon not much larger than a house cat, with a venomous stinger at the end of its sinuous tail. These drakes are often kept as pets and are by far the most intelligent drakes, able to communicate with their masters. With patience and training, some pseudodragons can grow to be fairly intelligent.

Pseudodragon		Level 3 Lurker
Small natural beast (reptile)		XP 150
HP 40; **Bloodied** 20		Initiative +9
AC 17, **Fortitude** 14, **Reflex** 15, **Will** 14		Perception +8
Speed 4, fly 8 (hover)		

STANDARD ACTIONS

⊕ **Bite** ✦ At-Will
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d8 + 4 damage.

⊕ **Sting** (poison) ✦ At-Will
Attack: Melee 1 (one creature that cannot see the pseudodragon);
+6 vs. Fortitude
Hit: 2d8 + 4 damage, and ongoing 5 poison damage (save ends).

Invisibility (illusion) ✦ Recharge when the pseudodragon takes damage
Effect: The pseudodragon is invisible until it moves.

Skills Insight +8, Stealth +10

Str 8 (+0)	Dex 18 (+5)	Wis 15 (+3)
Con 16 (+4)	Int 9 (+0)	Cha 17 (+4)
Alignment unaligned	**Languages** Common, Draconic	

Bloodseeker Drake

Bloodseeker drakes are dwarf-sized bipedal reptiles with blood-red scales and yellow-orange bellies. Like bloodhounds, they're often used to track fugitives or hunt prey.

Bloodseeker Drake		Level 4 Soldier
Medium natural beast (reptile)		XP 175
HP 53; **Bloodied** 26		Initiative +7
AC 20, **Fortitude** 15, **Reflex** 17, **Will** 15		Perception +7
Speed 6		

STANDARD ACTIONS

⊕ **Bite** ✦ At-Will
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 1d10 + 5 damage (1d10 + 10 against a bloodied creature).

TRIGGERED ACTIONS

↯ **Blood Frenzy** ✦ At-Will
Trigger: A bloodied creature adjacent to the drake shifts.
Effect (Opportunity Action): The drake makes a melee basic attack against the triggering creature.

Str 13 (+3)	Dex 17 (+5)	Wis 10 (+2)
Con 13 (+3)	Int 2 (−2)	Cha 13 (+3)
Alignment unaligned	**Languages** —	

Goblin

Goblins live for conquest and seek to rule all they can through the might of blade or spell.

The bellicose and cruel goblins range from outright savagery to rigid and brutal stratocracy. Slavers and beast tamers, goblins go to war for conquest instead of mere destruction.

Goblin Sniper	Level 1 Minion Artillery
Small natural humanoid	XP 25
HP 1; a missed attack never damages a minion.	Initiative +3
AC 13, Fortitude 12, Reflex 14, Will 12	Perception +1
Speed 6	Low-light vision

Traits

Sniper
> If the goblin misses with a ranged attack while hidden, it remains hidden.

Standard Actions

⊕ **Short Sword** (weapon) ✦ **At-Will**
> *Attack:* Melee 1 (one creature); +8 vs. AC
> *Hit:* 4 damage.

⊕ **Shortbow** (weapon) ✦ **At-Will**
> *Attack:* Ranged 15/30 (one creature); +8 vs. AC
> *Hit:* 4 damage.

Triggered Actions

Goblin Tactics ✦ **At-Will**
> *Trigger:* The goblin is missed by a melee attack.
> *Effect (Immediate Reaction):* The goblin shifts 1 square.

Skills Stealth +8, Thievery +8

Str 13 (+1)	Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 8 (–1)	Cha 8 (–1)

Alignment evil   **Languages** Common, Goblin
Equipment leather armor, short sword, shortbow, 20 arrows

Goblin Cutthroat	Level 1 Skirmisher
Small natural humanoid	XP 100
HP 30; Bloodied 15	Initiative +5
AC 15, Fortitude 13, Reflex 14, Will 13	Perception +2
Speed 6	Low-light vision

Standard Actions

⊕ **Short Sword** ✦ **At-Will**
> *Attack:* Melee 1 (one creature); +6 vs. AC
> *Hit:* 1d6 + 5 damage (or 2d6 + 5 if the goblin has combat advantage against the target), and the goblin shifts 1 square.

🗡 **Dagger** ✦ **At-Will** (2/encounter)
> *Attack:* Ranged 5/10 (one creature); +6 vs. AC
> *Hit:* 1d4 + 5 damage.

Move Actions

Deft Scurry ✦ **At-Will**
> *Effect:* The goblin shifts 3 squares.

Triggered Actions

Goblin Tactics ✦ **At-Will**
> *Trigger:* The goblin is missed by a melee attack.
> *Effect (Immediate Reaction):* The goblin shifts 1 square.

Skills Stealth +8, Thievery +8

Str 13 (+1)	Dex 17 (+3)	Wis 14 (+2)
Con 14 (+2)	Int 8 (–1)	Cha 8 (–1)

Alignment evil   **Languages** Common, Goblin
**Equipment** leather armor, light shield, short sword, 2 daggers

Snipers and cutthroats are among the weakest goblins and form the masses of goblin bands and tribes. Hex hurlers are the shamans and often leaders of goblin bands, though they defer to hobgoblins and bugbears when those larger creatures are present.

STEVE PRESCOTT

Goblin Hex Hurler — Level 3 Controller (Leader)

Small natural humanoid — XP 150

HP 46; **Bloodied** 23 — **Initiative** +3
AC 17, **Fortitude** 14, **Reflex** 15, **Will** 16 — **Perception** +2
Speed 6 — Low-light vision

Standard Actions

⊕ Staff (weapon) ✦ At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d6 + 7 damage, and the goblin slides the target 1 square.

⤢ Blinding Hex ✦ At-Will

Attack: Ranged 10 (one creature); +6 vs. Fortitude

Hit: 2d6 + 1 damage, and the target is blinded until the end of the goblin's next turn.

⤢ Stinging Hex ✦ Recharge ⚄ ⚅

Attack: Ranged 10 (one creature); +6 vs. Will

Hit: The target takes 3d6 + 1 damage if it moves during its turn (save ends).

❄ Vexing Cloud (zone) ✦ Encounter

Effect: Area burst 3 within 10; the burst creates a zone that lasts until the end of the goblin's next turn. Enemies within the zone take a -2 penalty to attack rolls.

Sustain Minor: The zone persists, and the goblin can move it up to 5 squares.

Triggered Actions

Goblin Tactics ✦ At-Will

Trigger: The goblin is missed by a melee attack.

Effect (Immediate Reaction): The goblin shifts 1 square.

Lead from the Rear ✦ At-Will

Trigger: An enemy hits the goblin with a ranged attack.

Effect (Immediate Interrupt): The goblin can change the attack's target to an adjacent ally of its level or lower.

Skills Stealth +10, Thievery +10

Str 10 (+1)	**Dex** 15 (+3)	**Wis** 13 (+2)
Con 14 (+3)	**Int** 9 (+0)	**Cha** 18 (+5)

Alignment evil — **Languages** Common, Goblin
Equipment leather robes, staff

Bugbear Thug — Level 4 Brute

Medium natural humanoid — XP 175

HP 65; **Bloodied** 32 — **Initiative** +7
AC 16, **Fortitude** 15, **Reflex** 15, **Will** 11 — **Perception** +8
Speed 6 — Low-light vision

Traits

Bushwhack

The bugbear gains a +4 bonus to attack rolls against a target if the target has no allies adjacent to it.

Standard Actions

⊕ Greatclub (weapon) ✦ At-Will

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 2d8 + 6 damage (or 3d8 + 6 if the bugbear has combat advantage against the target).

⤢ Handaxe (weapon) ✦ At-Will (2/encounter)

Attack: Ranged 5/10 (one creature); +9 vs. AC

Hit: 1d6 + 6 damage.

Skills Stealth +12

Str 20 (+7)	**Dex** 20 (+7)	**Wis** 13 (+3)
Con 15 (+4)	**Int** 8 (+1)	**Cha** 10 (+2)

Alignment evil — **Languages** Common, Goblin
Equipment leather armor, greatclub, 2 handaxes
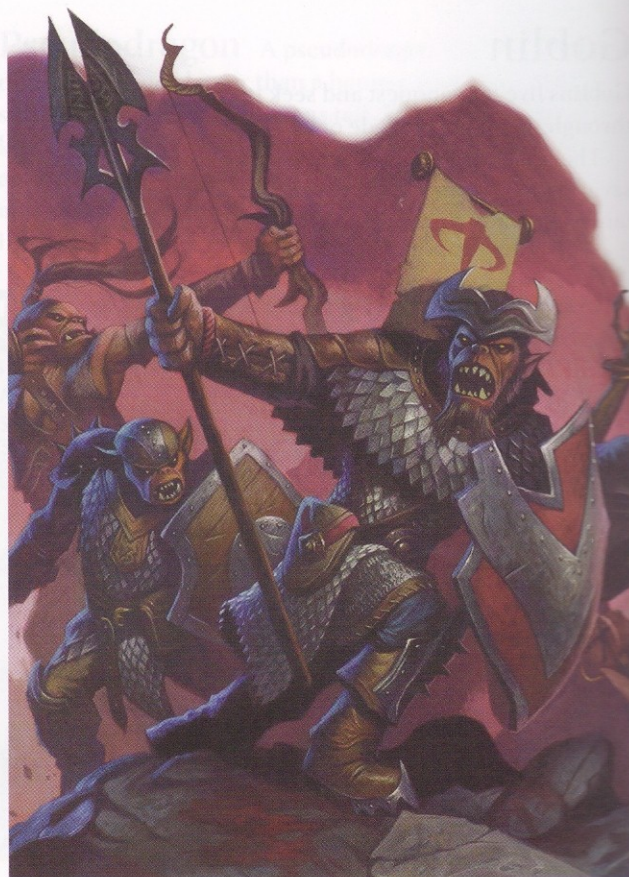
Hobgoblins

Hobgoblin Battle Guard — Level 3 Soldier

Medium natural humanoid — XP 150

HP 49; **Bloodied** 24 — **Initiative** +5
AC 19, **Fortitude** 17, **Reflex** 15, **Will** 15 — **Perception** +8
Speed 6 — Low-light vision

Standard Actions

⊕ Flail (weapon) ✦ At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d10 + 5 damage, and the target is marked until the start of the hobgoblin's next turn.

Move Actions

Phalanx Movement ✦ At-Will

Effect: The hobgoblin and each adjacent ally can shift 1 square as a free action. Shifting allies must end their shift adjacent to the hobgoblin.

Triggered Actions

Share Shield ✦ At-Will

Trigger: An adjacent ally is hit by an attack against AC or Reflex.

Effect (Immediate Interrupt): The ally gains a +2 bonus to AC and Reflex against the triggering attack.

Str 19 (+5)	**Dex** 14 (+3)	**Wis** 15 (+3)
Con 17 (+4)	**Int** 10 (+1)	**Cha** 10 (+1)

Alignment evil — **Languages** Common, Goblin
Equipment chainmail, heavy shield, flail

Hobgoblins and bugbears are larger cousins to the common goblins. Hobgoblins are the most civilized of goblinkind, inclined to build great city-states that thrive on war and the slave trade. Bugbears are more barbaric and less industrious, and more often serve hobgoblin masters than lead tribes despite their greater size and strength.

Human

Humans are the most populous race in the world. They are keepers of great ambition and resilience, but also susceptible to corruption.

Common Bandit	Level 2 Skirmisher
Medium natural humanoid, human	XP 125

HP 37; **Bloodied** 18   Initiative +6
AC 16, **Fortitude** 12, **Reflex** 14, **Will** 12   Perception +1
Speed 6

TRAITS

Combat Advantage
  The bandit deals 1d6 extra damage on melee and ranged attacks when it has combat advantage against a target.

STANDARD ACTIONS

⊕ **Mace (weapon)** ✦ **At-Will**
  Attack: Melee 1 (one creature); +7 vs. AC
  Hit: 1d8 + 5 damage, and the bandit shifts 1 square.

⊙ **Dagger (weapon)** ✦ **At-Will (4/encounter)**
  Attack: Ranged 5/10 (one creature); +7 vs. AC
  Hit: 1d4 + 5 damage, and the bandit shifts 1 square.

† **Dazing Strike (weapon)** ✦ **Recharge** when the attack misses
  Attack: Melee 1 (one creature); +7 vs. AC
  Hit: 1d8 + 5 damage, and the target is dazed until the end of the bandit's next turn.
  Effect: The bandit shifts 1 square.

Skills Stealth +9, Streetwise +7, Thievery +9

Str 12 (+2)	Dex 17 (+4)	Wis 11 (+1)
Con 13 (+2)	Int 10 (+1)	Cha 12 (+2)

Alignment unaligned   **Languages** Common
Equipment leather armor, mace, 4 daggers

Town Guard	Level 3 Soldier
Medium natural humanoid, human	XP 150

HP 47; **Bloodied** 23   Initiative +5
AC 19, **Fortitude** 16, **Reflex** 15, **Will** 14   Perception +6
Speed 5

STANDARD ACTIONS

⊕ **Halberd (weapon)** ✦ **At-Will**
  Attack: Melee 2 (one creature); +8 vs. AC
  Hit: 1d10 + 5 damage, and the target is marked until the end of the town guard's next turn.

⊙ **Crossbow (weapon)** ✦ **At-Will**
  Attack: Ranged 15/30 (one creature); +8 vs. AC
  Hit: 1d8 + 5 damage.

† **Powerful Strike (weapon)** ✦ **Recharge** ⚄ ⚅
  Attack: Melee 2 (one creature); +8 vs. AC
  Hit: 2d10 + 5 damage, and the target falls prone.

TRIGGERED ACTIONS

† **Interceding Strike (weapon)** ✦ **At-Will**
  Trigger: A creature marked by the town guard makes an attack that does not include the town guard as a target.
  Attack (Immediate Interrupt): Melee 2 (triggering creature); +8 vs. AC
  Hit: 1d10 + 5 damage.
  Miss: Half damage.

Skills Streetwise +7

Str 16 (+4)	Dex 14 (+3)	Wis 11 (+1)
Con 15 (+3)	Int 10 (+1)	Cha 12 (+2)

Alignment unaligned   **Languages** Common
Equipment chainmail, halberd, crossbow, 20 bolts

Humans live short lives by the standards of other races, but those short lives are filled with drive, ambition, and desire that is unmatched by other races. Humans can be found in all parts of the world, and their cultures vary wildly in customs and beliefs; they strive for individuality but are also capable of great loyalty, to family, community, or even just to other individuals.

The statistics presented here for common bandits might represent highwaymen, mercenaries, rebels, street thugs, or village militia. Similarly, the town guards could be any trained soldiers, from bandit leaders to army regulars.

Kobold

The small stature and cowardly behavior of these reptilian savages disguises a devious and murderous cunning.

Kobold Tunneler — Level 1 Minion Skirmisher

Small natural humanoid (reptile) — XP 25

HP 1; a missed attack never damages a minion. | **Initiative** +5
AC 15, **Fortitude** 12, **Reflex** 14, **Will** 12 | **Perception** +1
Speed 6 | Darkvision

Standard Actions

⊕ **Javelin** (weapon) ✦ At-Will
Attack: Melee 1 (one creature); +6 vs. AC
Hit: 4 damage.

⊗ **Javelin** (weapon) ✦ At-Will (3/encounter)
Attack: Ranged 10/20 (one creature); +6 vs. AC
Hit: 4 damage.

Minor Actions

Shifty ✦ At-Will
Effect: The kobold shifts 1 square.

Triggered Actions

Narrow Escape ✦ At-Will
Trigger: A close or an area attack hits or misses the kobold.
Effect (Immediate Interrupt): The kobold rolls a saving throw. If it succeeds, it shifts 3 squares.

Skills Athletics +4, Stealth +8, Thievery +8
Str 8 (−1) | **Dex** 16 (+3) | **Wis** 12 (+1)
Con 12 (+1) | **Int** 9 (−1) | **Cha** 10 (+0)
Alignment evil | **Languages** Common, Draconic
Equipment leather armor, 3 javelins

Kobold Slinger — Level 1 Artillery

Small natural humanoid (reptile) — XP 100

HP 24; **Bloodied** 12 | **Initiative** +3
AC 13, **Fortitude** 12, **Reflex** 14, **Will** 12 | **Perception** +1
Speed 6 | Darkvision

Standard Actions

⊕ **Dagger** (weapon) ✦ At-Will
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d4 + 3 damage.

⊗ **Sling** (weapon) ✦ At-Will
Attack: Ranged 10/20 (one creature); +8 vs. AC
Hit: 1d6 + 5 damage.

⊗ **Special Shot** (weapon) ✦ At-Will (3/encounter)
Attack: Ranged 10/20 (one creature); +8 vs. AC
Hit: 1d6 + 5 damage plus one of the following effects (roll a d6):
⚀⚁ *Stinkpot:* The target takes a −2 penalty to attack rolls (save ends).
⚂⚃ *Firepot* (fire): The target takes ongoing 2 fire damage (save ends).
⚄⚅ *Gluepot:* The target is immobilized (save ends).

Minor Action

Shifty ✦ At-Will
Effect: The kobold shifts 1 square.

Skills Stealth +8
Str 9 (−1) | **Dex** 17 (+3) | **Wis** 12 (+1)
Con 12 (+1) | **Int** 9 (−1) | **Cha** 10 (+0)
Alignment evil | **Languages** Common, Draconic
Equipment leather armor, dagger, sling, 20 sling bullets, 3 rounds of special shot

Kobold Quickblade — Level 1 Skirmisher

Small natural humanoid (reptile) — XP 100

HP 29; **Bloodied** 14 | **Initiative** +5
AC 15, **Fortitude** 12, **Reflex** 14, **Will** 12 | **Perception** +1
Speed 6 | Darkvision

Traits

Quick Blade
If the kobold shifts on its turn, the next melee attack it makes on its turn deals 2 extra damage per square shifted.

Standard Actions

⊕ **Short Sword** (weapon) ✦ At-Will
Attack: Melee 1 (one creature); +6 vs. AC
Hit: 1d6 + 3 damage.

Move Actions

Fleet Feet ✦ At-Will
Effect: The kobold shifts 3 squares.

Minor Actions

Shifty ✦ At-Will
Effect: The kobold shifts 1 square.

Skills Athletics +4, Stealth +8, Thievery +8
Str 8 (−1) | **Dex** 17 (+3) | **Wis** 13 (+1)
Con 13 (+1) | **Int** 9 (−1) | **Cha** 10 (+0)
Alignment evil | **Languages** Common, Draconic
Equipment leather armor, light shield, short sword

Few can spit out the word "kobold" with anything but disgust and disdain—few except for the prideful and copious kobolds, of course. These reptilian primitives pose a threat to all civilized people who allow the scaly monsters to creep close to their settlements and travel routes. Although dim-witted and cowardly by nature, many braver and smarter foes have fallen to kobold cunning after underestimating the diminutive savages.

Some kobolds revere dragons and willingly serve them. Others are enslaved by dragons are follow their commands out of fear of terrible punishment.

Lizardfolk

Primitive hunters stalking swamps and jungles, lizardfolk spring out of murky water or overgrown foliage. They capture prey to eat in great feasts or sacrifice to their lizard kings.

The bestial lizardfolk dwell in murky grottos, foreboding tropical isles, abandoned jungle temples, and underground caverns sealed off with water-filled passageways. Fiercely territorial, they guard their encampments with snares and scouts—lizardfolk rarely get caught unaware on their home turf. When unwelcome visitors approach, the lizardfolk either send out a hunting band to ambush them or harass the trespassers by making quick stealth attacks or tricking them into wandering near the lairs of crocodiles or other dangerous animals.

Intruders aren't the only ones in danger. Since they're such dominant hunters, lizardfolk quickly clear out choice small prey near their dwellings. Once lizardfolk go out in search of more succulent victims, they come into conflict with civilized tribes or cities. Unlike a brutal, devastating orc attack, a lizardfolk raid is brief and mysterious. A small band of the scaled creatures sweeps out from the nearby wilderness to capture a few choice victims—often children or young adults—before disappearing back into the wild. Rescuing the victims involves tracking the lizardfolk through their native terrain, which is always risky.

Poisonscale Brawler	Level 3 Brute
Medium natural humanoid (reptile), lizardfolk	XP 150

HP 55; **Bloodied** 27
AC 15, **Fortitude** 15, **Reflex** 13, **Will** 12 — **Initiative** +3, **Perception** +2
Speed 6 (swamp walk)

TRAITS
Swamp Walk
The lizardfolk ignores difficult terrain if that terrain is the result of bog, mud, or shallow water.

STANDARD ACTIONS
⊕ **Club** (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 2d6 + 7 damage.

↓ **Crushing Grasp** ✦ **At-Will**
Requirement: The lizardfolk must be grabbing a creature.
Attack: Melee 1 (one creature grabbed by the lizardfolk); +6 vs. Fortitude
Hit: 3d6 + 7 damage.
Miss: Half damage.

MINOR ACTIONS
↓ **Feral Grab** ✦ **At-Will** (1/round)
Requirement: The lizardfolk must not be grabbing a creature.
Attack: Melee 1 (one creature that isn't grabbed); +6 vs. Reflex
Hit: The lizardfolk grabs the target (escape DC 13).

Skills Athletics +10, Stealth +8
| Str 18 (+5) | Dex 15 (+3) | Wis 13 (+2) |
| Con 15 (+3) | Int 7 (−1) | Cha 8 (+0) |

Alignment unaligned **Languages** Draconic
Equipment club

Poisonscale Snatcher	Level 2 Lurker
Medium natural humanoid (reptile), lizardfolk	XP 125

HP 30; **Bloodied** 15 — **Initiative** +8
AC 16, **Fortitude** 13, **Reflex** 15, **Will** 14 — **Perception** +8
Speed 6 (swamp walk)

TRAITS
Poison Strike
The lizardfolk deals 2 extra damage when it hits an enemy taking ongoing poison damage.

Swamp Walk
The lizardfolk ignores difficult terrain if that terrain is the result of bog, mud, or shallow water.

STANDARD ACTIONS
⊕ **Dagger** (poison, weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d6 + 1 damage, and ongoing 5 poison damage (save ends).

↓ **Unseen Strike** (poison, weapon) ✦ **At-Will**
Attack: Melee 1 (one creature that can't see the lizardfolk); +9 vs. AC (includes combat advantage)
Hit: 2d6 + 6 damage, and ongoing 5 poison damage (save ends).

⟵ **Blinding Spittle** ✦ **Recharge** ⚄ ⚅
Attack: Close blast 2 (creatures in blast); +5 vs. Fortitude
Hit: The target is blinded (save ends).

TRIGGERED ACTIONS
↓ **Eye Rake** ✦ **At-Will** (1/round)
Requirement: The lizardfolk must be bloodied.
Trigger: An adjacent enemy hits the lizardfolk with a melee attack.
Attack (Immediate Reaction): Melee 1 (triggering enemy); +5 vs. Reflex
Hit: 1d4 damage, and the target is blinded until the start of its next turn.

Skills Athletics +7, Stealth +9
| Str 13 (+2) | Dex 17 (+4) | Wis 14 (+3) |
| Con 12 (+2) | Int 8 (+1) | Cha 8 (+0) |

Alignment unaligned **Languages** Draconic
Equipment dagger

Ooze

Among the weirdest creatures in the world, the formless oozes wriggle through dank underground passages. The mindless things attack anything that draws near, then dissolve the meal with their acidic bodies.

Oozes are a nuisance and a danger, a bit like vermin and a bit like natural hazards. Most people know the things exist, and descriptive names for them—black pudding, green slime, and the like—have become common parlance. An ordinary person follows a simple rule: If you see an ooze, just go the other way. That's easier said than done. A wandering ooze you see in advance is easy to avoid, but the creatures often hang from ceilings—or rest in other places where they're hard to detect—then drop on enemies.

Gelatinous Cube		Level 5 Elite Brute
Large natural beast (blind, ooze)		XP 400
HP 156; **Bloodied** 78		**Initiative** +4
AC 17, **Fortitude** 16, **Reflex** 16, **Will** 15		**Perception** +3
Speed 3		Blindsight 5
Immune blinded, gaze; **Resist** 5 acid		
Saving Throws +2; **Action Points** 1		

TRAITS

Ooze
While squeezing, the cube moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing. The cube cannot be knocked prone.

Translucent
The cube is invisible until seen (Perception DC 25) or until it attacks. A creature that fails to notice the cube might walk into it, automatically becoming engulfed.

STANDARD ACTIONS

⊕ **Slam** (acid) ✦ **At-Will**
Attack: Melee 1 (one creature); +8 vs. Fortitude
Hit: 2d6 + 9 acid damage, and the target is immobilized (save ends).

↓ **Engulf** (acid) ✦ **At-Will**
Attack: Melee 1 (one or two creatures); +8 vs. Reflex
Special: This attack automatically hits an immobilized creature.
Hit: The cube grabs the target (escape DC 15) and pulls the target into its space. The target is dazed and takes ongoing 10 acid damage until the grab ends. A creature that escapes shifts to a square adjacent to the cube. A creature inside the cube moves along with it.

Skills Stealth +9

Str 14 (+4)	Dex 14 (+4)	Wis 13 (+3)
Con 18 (+6)	Int 1 (-3)	Cha 1 (-3)

| **Alignment** unaligned | **Languages** — | |

Gelatinous cubes scour dungeon corridors and caves, digesting organic material they happen upon and expelling inorganic material after allowing it to pass through their translucent bodies.

Green Slime		Level 4 Lurker
Medium natural beast (blind, ooze)		XP 175
HP 47; **Bloodied** 23		**Initiative** +9
AC 18, **Fortitude** 17, **Reflex** 17, **Will** 14		**Perception** +2
Speed 4, climb 4		Blindsight 10
Immune blinded, gaze; **Resist** 5 acid; **Vulnerable** 5 fire, 5 radiant		

TRAITS

Ooze
While squeezing, the slime moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing. The slime cannot be knocked prone.

STANDARD ACTIONS

⊕ **Slam** (acid) ✦ **At-Will**
Attack: Melee 1 (one creature); +7 vs. Reflex
Hit: 5 acid damage, and ongoing 5 acid damage (save ends).

↓ **Engulf** (acid) ✦ **At-Will**
Attack: Melee 1 (one creature); +7 vs. Reflex
Hit: 1d6 + 3 acid damage, and the slime grabs the target (escape DC 14). While grabbed, the target takes ongoing 10 acid damage. Attacks that hit the slime deal half damage to the slime (round down) and the remaining damage to the grabbed creature. While the slime has a creature engulfed, it can't attack.

Skills Stealth +10

Str 11 (+2)	Dex 16 (+5)	Wis 11 (+2)
Con 17 (+5)	Int 1 (-3)	Cha 1 (-3)

| **Alignment** unaligned | **Languages** — | |

Dwarves consider green slime to be among the greatest nuisances hindering mining. These slimes slither up cavern walls and wait to drop on sources of heat. They devour flesh, bone, and metal with equal aplomb.

Orc

Hate beats in the hearts of orcs, and rage runs through their veins. What thoughts emerge from the darkness of their minds are bent on destruction and death. Wherever orcs go, ruin and pain results.

Battletested Orc	Level 3 Soldier
Medium natural humanoid	XP 150

HP 50; **Bloodied** 25	**Initiative** +5
AC 19, **Fortitude** 17, **Reflex** 15, **Will** 13	**Perception** +1
Speed 6 (8 when charging)	Low-light vision

STANDARD ACTIONS

⊕ **Battleaxe** (weapon) ✦ **At-Will**
  Attack: Melee 1 (one creature); +8 vs. AC
  Hit: 1d10 + 5 damage, or 1d10 + 10 on a charge attack.

↗ **Handaxe** (weapon) ✦ **At-Will** (4/encounter)
  Attack: Ranged 5/10 (one creature); +8 vs. AC
  Hit: 1d6 + 5 damage.

↚ **Hacking Frenzy** (weapon) ✦ **Recharge** ⚅ ⚏
  Attack: Close burst 1 (enemies in burst); +6 vs. AC
  Hit: 1d10 + 5 damage, and the target is marked until the end of the orc's next turn.
  Effect: The orc grants combat advantage until the start of its next turn.

TRIGGERED ACTIONS

Savage Demise ✦ **Encounter**
  Trigger: The orc drops to 0 hit points.
  Effect (Immediate Interrupt): The orc takes a standard action.

Str 18 (+5)	Dex 14 (+3)	Wis 10 (+1)
Con 18 (+5)	Int 8 (+0)	Cha 9 (+0)

Alignment chaotic evil   **Languages** Common, Giant
Equipment scale armor, heavy shield, battleaxe, 4 handaxes

Orc Archer	Level 4 Artillery
Medium natural humanoid	XP 175

HP 42; **Bloodied** 21	**Initiative** +6
AC 16, **Fortitude** 16, **Reflex** 18, **Will** 14	**Perception** +2
Speed 6	Low-light vision

STANDARD ACTIONS

⊕ **Handaxe** (weapon) ✦ **At-Will**
  Attack: Melee 1 (one creature); +11 vs. AC
  Hit: 1d6 + 6 damage.

↗ **Longbow** (weapon) ✦ **At-Will**
  Attack: Ranged 20/40 (one creature); +11 vs. AC
  Hit: 1d10 + 6 damage, and the orc pushes the target 1 square.

�֍ **Clustered Volley** (weapon) ✦ **At-Will**
  Attack: Area burst 1 within 20 (creatures in burst); +9 vs. AC
  Hit: 1d10 + 6 damage.

TRIGGERED ACTIONS

Savage Demise ✦ **Encounter**
  Trigger: The orc drops to 0 hit points.
  Effect (Immediate Interrupt): The orc takes a standard action.

Str 15 (+4)	Dex 18 (+6)	Wis 10 (+2)
Con 12 (+3)	Int 8 (+1)	Cha 9 (+1)

Alignment chaotic evil   **Languages** Common, Giant
Equipment leather armor, handaxe, longbow, 30 arrows

Orc Savage	Level 4 Minion Brute
Medium natural humanoid	XP 44

HP 1; a missed attack never damages a minion.	**Initiative** +3
AC 16, **Fortitude** 16, **Reflex** 14, **Will** 12	**Perception** +1
Speed 6	Low-light vision

STANDARD ACTIONS

⊕ **Handaxe** (weapon) ✦ **At-Will**
  Attack: Melee 1 (one creature); +9 vs. AC
  Hit: 8 damage, or 12 damage while charging.

↗ **Handaxe** (weapon) ✦ **At-Will** (4/encounter)
  Attack: Ranged 5/10 (one creature); +9 vs. AC
  Hit: 6 damage.

TRIGGERED ACTIONS

Savage Demise ✦ **Encounter**
  Trigger: The orc drops to 0 hit points.
  Effect (Immediate Interrupt): The orc takes a standard action.

Str 16 (+5)	Dex 13 (+3)	Wis 9 (+1)
Con 13 (+3)	Int 8 (+1)	Cha 8 (+1)

Alignment chaotic evil   **Languages** Common, Giant
Equipment hide armor, 4 handaxes

Orcs worship Gruumsh, the bloodthirsty one-eyed god of destruction, and theirs is a primal religion of brutality and carnage. Orcs hear Gruumsh's voice in the howl of the storm, know his wrath in the quaking of the earth, and see his face in the cascading avalanche. Orcs often seek to propitiate their deity by slaughtering the weak and prove their faith by putting out one of their eyes.

Rat

Rats prefer to live underground, venturing outdoors only at night. They skulk in the sewers and dark alleyways of towns and cities, drawn by the abundance of food, and occasionally inhabit dark caves, ruins, and dark thickets in the wilderness.

Rats are said to be sacred to Torog, the evil god of the Underdark, known as the King That Crawls. The presence of rats signifies plague, decay, and collapse in decadent cities.

Dire Rat	Level 1 Brute
Medium natural beast	XP 100

HP 38; **Bloodied** 19	**Initiative** +2
AC 13, **Fortitude** 13, **Reflex** 11, **Will** 9	**Perception** +5
Speed 6, climb 3	Low-light vision
Immune filth fever	

STANDARD ACTION

⊕ **Slam** (disease) ✦ **At-Will**

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d10 + 5 damage, and the target is exposed to filth fever.

Skills Stealth +7

Str 14 (+2)	Dex 15 (+2)	Wis 10 (+0)
Con 18 (+4)	Int 2 (-4)	Cha 6 (-2)

Alignment unaligned   **Languages** —

Scurrying Rat Swarm	Level 1 Skirmisher
Medium natural beast (swarm)	XP 100

HP 27; **Bloodied** 13	**Initiative** +5
AC 15, **Fortitude** 13, **Reflex** 15, **Will** 11	**Perception** +4
Speed 6, climb 2	Low-light vision
Resist half damage from melee and ranged attacks; **Vulnerable** 5 against close and area attacks	

TRAITS

✦ **Swarm Attack** ✦ **Aura** 1

Any enemy that begins its turn within the aura takes 4 damage, and the swarm slides it 1 square.

Swarm

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

⊕ **Swarm of Teeth** ✦ **At-Will**

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d10 + 3 damage, or 1d10 + 8 if the swarm moved at least 2 squares this turn.

Effect: The swarm shifts 1 square.

Skills Stealth +8

Str 12 (+1)	Dex 16 (+3)	Wis 9 (-1)
Con 11 (+0)	Int 1 (-5)	Cha 7 (-2)

Alignment unaligned   **Languages** —

Filth Fever Filth fever is a disease carried by dire rats and other creatures that dwell in refuse and offal. Each exposed character must make a saving throw at the end of the encounter. A character who fails this saving throw is **infected** with the disease.

An infected character suffers the **initial effect** of the disease. After each extended rest, the character makes an Endurance check. If the character gets a 16 or better, his or her condition improves one stage, but if the result is 10 or worse, the character's condition worsens one stage. If the result is 11 to 15, the character's condition doesn't change that day.

A character who reaches the top stage is cured and can stop making Endurance checks. If a character reaches the bottom stage (the **final state**), he or she can no longer improve without the use of magic, such as a special ritual designed to cure afflictions.

An ally can use the Heal skill in place of the infected character's Endurance check.

The stages of filth fever (in worsening order) are:

✦ The character is cured.

✦ **Initial Effect:** The target loses a healing surge.

✦ The target takes a -2 penalty to AC, Fortitude, and Reflex.

✦ **Final State:** The target takes a -2 penalty to AC, Fortitude, and Reflex. The target loses all healing surges and cannot regain hit points.

Skeleton

Necromancy grants violent motion to these fleshless bones, and they defy death to bring it upon others.

It's said the history of a life is written in bone. The fall from a tree in youth, the kick of horse in middle age, a trip upon the stairs as the end nears—all make their marks upon bone. Yet these scars are but whispers of the past. Nothing else of the life once lived remains when a skeleton walks without flesh. No memory or dream lasts within the empty shell of its skull. No hint of the joy or sorrow can be seen upon its vacant face. A skeleton's only expression is posture. Its actions speak for it, and more often than not, the message it bears is death.

Skeleton	Level 3 Soldier
Medium natural animate (undead)	XP 150
HP 45; **Bloodied** 22	Initiative +6
AC 19, **Fortitude** 15, **Reflex** 16, **Will** 15	Perception +3
Speed 6	Darkvision
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant	

TRAITS

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

STANDARD ACTIONS

⊕ **Longsword** (weapon) ✦ At-Will
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d8 + 5 damage, and the target is marked until the end of the skeleton's next turn.

Str 15 (+3)	Dex 17 (+4)	Wis 14 (+3)
Con 13 (+2)	Int 3 (−3)	Cha 3 (−3)

Alignment unaligned   **Languages** —
Equipment longsword

Decrepit Skeleton	Level 1 Minion Skirmisher
Medium natural animate (undead)	XP 25
HP 1; a missed attack never damages a minion.	Initiative +3
AC 16, **Fortitude** 13, **Reflex** 14, **Will** 13	Perception +2
Speed 6	Darkvision
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant	

STANDARD ACTIONS

⊕ **Longsword** (weapon) ✦ At-Will
Effect: The skeleton shifts 1 square before making its attack.
Attack: Melee 1 (one creature); +6 vs. AC
Hit: 4 damage.

↗ **Shortbow** (weapon) ✦ At-Will
Effect: The skeleton shifts 1 square before making its attack.
Attack: Ranged 15/30 (one creature); +6 vs. AC
Hit: 4 damage.

Str 15 (+2)	Dex 17 (+3)	Wis 14 (+2)
Con 13 (+1)	Int 3 (−4)	Cha 3 (−4)

Alignment unaligned   **Languages** —
Equipment longsword, shortbow, 20 arrows

Spider

Stealthy killers hungry for blood, monstrous spiders haunt the dark places of the world. Monstrous spiders can be found in almost any environment—dark forests, sandy deserts, dank caverns, Underdark passages, or even in the gloomy spaces between the planes of existence.

Deathjump Spider	Level 4 Skirmisher
Medium natural beast (spider)	XP 175
HP 52; **Bloodied** 26	Initiative +5
AC 18, **Fortitude** 17, **Reflex** 16, **Will** 15	Perception +7
Speed 6, climb 6 (spider climb)	Tremorsense 5
Resist 5 poison	

TRAITS

Soft Fall
The spider ignores the first 30 feet when determining damage from a fall.

Web Walk
The spider ignores difficult terrain composed of webs.

STANDARD ACTIONS

⊕ **Bite** (poison) ✦ At-Will
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 1d6 + 3 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).

↓ **Death from Above** ✦ Recharge ⚄ ⚅ ⚃
Effect: The spider jumps 6 squares. This movement does not provoke opportunity attacks. It then makes a melee basic attack. On a hit, the spider deals 1d6 extra damage and the target falls prone.

MOVE ACTIONS

Prodigious Leap ✦ Encounter
Effect: The spider jumps 10 squares. This movement does not provoke opportunity attacks.

Skills Athletics +9, Stealth +8
Str 14 (+4)	Dex 12 (+3)	Wis 10 (+2)
Con 12 (+3)	Int 1 (−3)	Cha 8 (+1)

Alignment unaligned   **Languages** —

Stirge

Swarms of these flying menaces kill much larger creatures in seconds, draining their blood like great mosquitoes and leaving behind withered bags of pale skin filled with stiff flesh and bones.

Few can forget the dreadful noise of the flapping dual wings. The distinctive sound of a swarm in flight is something like bats and something like bees. Once the stirges have had their fill, the drone becomes a sickening din as tired wings slap into blood-gorged bellies.

With elements of lizard, bat, crab, and mosquito, a stirge might be considered comical if not for its feeding habits. A stirge hovers on four membranous wings as it follows its long and wickedly sharp nose to the presence of blood or warm-bodied creatures. When it spots prey, the stirge homes in and clamps onto the target with the claws of its four limbs before plunging its pointed proboscis into the victim's body. The stirge then sucks, drawing life from another's death.

Stirge	Level 1 Lurker
Small natural beast	XP 100
HP 22; **Bloodied** 11	**Initiative** +7
AC 15, **Fortitude** 12, **Reflex** 15, **Will** 12	**Perception** +0
Speed 2, fly 6 (hover)	Darkvision

TRAITS

Bloodsucker
While grabbing a target, the stirge can't attack and gains a +5 bonus to AC and Reflex.

STANDARD ACTIONS

⊕ **Bite** ✦ **At-Will**
Attack: Melee 1 (one creature); +6 vs. AC
Hit: 1d4 + 5 damage, and the target is grabbed (escape DC 12). The target takes ongoing 5 damage until the grab ends.

Skills Stealth +8		
Str 8 (-1)	**Dex** 16 (+3)	**Wis** 10 (+0)
Con 10 (+0)	**Int** 1 (-5)	**Cha** 4 (-3)
Alignment unaligned	**Languages** –	

Wererat

Wererats are one kind of lycanthrope, shapeshifters that take on the forms of animals. Their bestial natures take over when they transform.

The most urban of lycanthropes, wererats dwell in packs within sewers or catacombs. Cunning and materialistic, they get involved in criminal organizations or start their own. A wererat might be a pickpocket, criminal mastermind, or spy.

Wererats have three different forms. They can appear as normal humans, large rats, or as furred humanoids with ratlike features and tails.

Wererat	Level 3 Skirmisher
Medium natural humanoid (shapechanger)	XP 150
HP 37; **Bloodied** 18	**Initiative** +7
AC 17, **Fortitude** 16, **Reflex** 14, **Will** 13	**Perception** +7
Speed 6, climb 4 (rat or hybrid form only)	Low-light vision

TRAITS

Regeneration
The wererat regains 5 hit points whenever it starts its turn and has at least 1 hit point. If the wererat takes damage from a silvered weapon, its regeneration doesn't function on its next turn.

STANDARD ACTIONS

⊕ **Short Sword** (weapon) ✦ **At-Will**
Requirement: The wererat must be in human or hybrid form.
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d6 + 6 damage (or 2d6 + 6 if the wererat has combat advantage against the target).

⊕ **Bite** ✦ **At-Will**
Requirement: The wererat must be in rat or hybrid form.
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d4 + 6 damage, and if the wererat has combat advantage against the target, the target takes ongoing 5 damage (save ends).

MOVE ACTIONS

Rat Scurry ✦ **At-Will**
Requirement: The wererat must be in rat form.
Effect: The wererat shifts its speed.

MINOR ACTIONS

Change Shape (polymorph) ✦ **At-Will**
Effect: The wererat alters its physical form to appear as a rat, a unique human, or a hybrid creature. The form lasts until it uses *change shape* again or until it drops to 0 hit points (whereupon it assumes human form). The creature retains its statistics in its new form. Its clothing, armor, and possessions do not change.

Skills Bluff +6, Stealth +10		
Str 10 (+1)	**Dex** 18 (+5)	**Wis** 12 (+2)
Con 15 (+3)	**Int** 13 (+2)	**Cha** 11 (+1)
Alignment evil	**Languages** Common	
Equipment short sword		

Wolf

Aggressive and coordinated hunters, wolves are rightly feared in the wild places of the world—especially when they hunt with goblins. Dire wolves are huge wolves the size of horses.

Gray Wolf	Level 2 Skirmisher
Medium natural beast	XP 125
HP 38; Bloodied 19	Initiative +6
AC 16, Fortitude 14, Reflex 15, Will 13	Perception +7
Speed 8	Low-light vision

STANDARD ACTIONS

⊕ **Bite** ✦ At-Will

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 1d6 + 5 damage, or 2d6 + 5 against a prone target. If the wolf has combat advantage against the target, the target falls prone.

Effect: The wolf shifts 4 squares.

Str 13 (+2)	Dex 16 (+4)	Wis 13 (+2)
Con 14 (+3)	Int 2 (-3)	Cha 10 (+1)

Alignment unaligned **Languages** —

Dire Wolf	Level 5 Skirmisher
Large natural beast (mount)	XP 200
HP 67; Bloodied 33	Initiative +7
AC 19, Fortitude 18, Reflex 17, Will 16	Perception +9
Speed 8	Low-light vision

TRAITS

Pack Harrier

The wolf gains combat advantage against a target that has one or more of the wolf's allies adjacent to it.

Pack Hunter (mount)

The wolf's rider gains combat advantage against an enemy if it has at least one ally other than the mount adjacent to it.

STANDARD ACTIONS

⊕ **Bite** ✦ At-Will

Attack: Melee 1 (one creature); +10 vs. AC

Hit: 2d8 + 4 damage (or 3d8 + 4 against a prone target). If the wolf has combat advantage against the target, the target falls prone.

Str 19 (+6)	Dex 16 (+5)	Wis 14 (+4)
Con 19 (+6)	Int 5 (-1)	Cha 11 (+2)

Alignment unaligned **Languages** —

Zombie

From somewhere in the darkness comes a thump and a scuff, and then another. A wheezing, gurgling moan can be heard, a sick sound from rotten lungs pressing air through a broken and bloody jaw. Then it lurches into the light, dragging one foot as it raises bloated arms and broken hands like a child seeking an embrace. The zombie aims to crush all life.

Grasping Zombie	Level 1 Brute
Medium natural animate (undead)	XP 100
HP 33; Bloodied 16	Initiative -1
AC 13, Fortitude 14, Reflex 11, Will 11	Perception -1
Speed 4	Darkvision
Immune disease, poison	

TRAITS

Zombie Weakness

Any critical hit to the zombie drops it to 0 hit points instantly.

Zombie Rejuvenation

Unless it was the result of a critical hit, a zombie reduced to 0 hit points rises with 1 hit point at the end of its next turn. A zombie at 0 hit points can be permanently prevented from rising in this way by dealing damage to the corpse.

STANDARD ACTIONS

⊕ **Slam** ✦ At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d12 + 3 damage (or 1d12 + 8 to a grabbed target).

↓ **Zombie Grasp** ✦ At-Will

Attack: Melee 1 (one creature); +4 vs. Reflex

Hit: The target is grabbed (escape DC 14).

Str 16 (+3)	Dex 8 (-1)	Wis 8 (-1)
Con 13 (+1)	Int 1 (-5)	Cha 3 (-4)

Alignment unaligned **Languages** —

Hulking Zombie	Level 4 Brute
Large natural animate (undead)	XP 175
HP 70; Bloodied 35	Initiative +1
AC 16, Fortitude 18, Reflex 14, Will 14	Perception +1
Speed 4	Darkvision
Immune disease, poison	

TRAITS

Zombie Weakness

Any critical hit to the zombie drops it to 0 hit points instantly.

Zombie Rejuvenation

Unless it was the result of a critical hit, a zombie reduced to 0 hit points rises with 1 hit point at the start of its next turn. A zombie at 0 hit points can be permanently prevented from rising in this way by dealing damage to the corpse.

STANDARD ACTIONS

⊕ **Slam** ✦ At-Will

Attack: Melee 2 (one creature); +9 vs. AC

Hit: 2d12 + 2 damage (or 2d12 + 7 to a prone target).

↓ **Zombie Rush** ✦ At-Will

Effect: The zombie charges and makes the following attack instead of a melee basic attack.

Attack: Melee 2 (one creature); +7 vs. Fortitude

Hit: 2d12 + 2 damage, the zombie pushes the target 1 square, and the target falls prone.

Str 20 (+7)	Dex 8 (+1)	Wis 8 (+1)
Con 20 (+7)	Int 1 (-3)	Cha 3 (-2)

Alignment unaligned **Languages** —

REWARDS

Experience points, treasure, action points, and intangible rewards keep adventurers moving from encounter to encounter, level to level, and adventure to adventure. Small rewards come frequently, while large rewards provide a big boost once in a while. Both are important.

Without frequent small rewards, players begin to feel like their efforts aren't paying off. They're doing a lot of work with nothing to show for it. Without occasional large rewards, encounters feel like pushing a button to get a morsel of food—a repetitive grind with no meaningful variation.

Adventurers gain experience points (XP) for every encounter they complete. They gain action points when they reach milestones, generally after every two encounters. They gain treasure as they complete encounters—not after every encounter, but sporadically over the course of an adventure. They gain a level after completing eight to ten encounters (including quests).

Experience Points

Experience points (XP) are the fundamental reward of the game, just as encounters are the building blocks of adventures and campaigns. Every encounter comes with an experience reward to match its difficulty.

Earning XP
Adventurers earn XP for every encounter they overcome. The XP reward for completing an encounter is the sum of the XP values for each monster, nonplayer character (NPC), trap, or hazard that makes up the encounter. You noted or assigned this number when you built the encounter, to judge its difficulty against your players. (Ready-to-play adventures note the XP value of each encounter they contain.) Divide the XP total for the encounter by the number of players present to help overcome it, and that's how many XP each character gets.

Overcoming an Encounter: What counts as overcoming an encounter? Killing, routing, or capturing the opponents in a combat encounter certainly counts. Meeting the success conditions of a skill challenge is overcoming it. Remember that an encounter, by definition, has a risk of failure. If that risk isn't present, it's not an encounter, and the characters don't earn XP. If the characters accidentally trigger a trap as they make their way down a hallway, they don't get XP because it wasn't an encounter. If the trap constitutes an encounter or is part of an encounter, though, they do earn XP if they disarm or destroy it.

Say the characters avoid a black dragon to get into the treasure vault it guards. Do they get XP for overcoming the challenge of the dragon? No. If the treasure was the object of a quest, they get the reward for completing the quest, which should include XP as well as treasure. But because they didn't have an encounter with the dragon, they didn't overcome the challenge. (If they sneak past, trick, or defeat the dragon in an encounter, they do earn XP.)

XP for Combat Encounters: Each monster statistics block in this book indicates the XP reward each monster is worth. That number comes from the Experience Rewards table on page 44 and is based on the monster's level. A minion is worth one-quarter of the XP of a standard monster of its level. An elite monster is worth twice as much XP, and a solo monster is worth five times as much XP.

A nonplayer character (such as Malareth on page 37) counts as a monster of his or her level for calculating XP. Traps and hazards that serve as combat complications also have levels. If the characters overcome a combat encounter where a trap or hazard presented a threat during the encounter, give them XP for the trap or hazard even if they didn't disable or neutralize it. They overcame the challenge it presented most directly, which was its danger during the combat.

Treasure

Treasure rewards come in two basic forms: magic items and monetary treasure. Magic items include magic weapons, armor, gear, and wondrous items. Monetary treasure includes coins (silver, gold, and the rare and costly platinum), precious gems, and valuable objects of art. Over the course of an adventure, characters acquire treasure of all kinds.

Precious gems are as good as currency. Adventurers can cash them out at full value or use them to purchase expensive items. Most gemstones are worth 100 gp (or at least the ones most commonly found by low-level characters are). These might include amber, amethyst, garnet, moonstone, jade, pearl, peridot, or turquoise stones.

Art objects include idols of solid gold, necklaces dripping with gems, old paintings of ancient monarchs, bejeweled golden chalices, and more. Art objects found as treasure are at least reasonably portable, as opposed to enormous statues (even if they are made of solid platinum) or tapestries woven with gold thread. In their early levels, adventurers find art objects worth 250 gp, which might include such items as a gold ring set with a 100 gp gem, a bone or ivory statuette of some unusual creature or a noted personage, a gold bracelet, a silver necklace, a bronze crown, a silver-plated sword, or a silk robe.

Awarding Treasure While experience points are fundamentally an encounter-based (or quest) reward, treasure is a larger-scale reward doled out over the course of an adventure. You plan treasure in terms of the eight to ten encounters it takes characters to advance from one level to the next.

During the course of gaining that level, a group of four adventurers should acquire nine treasure parcels. Those cards will give them three magic items plus some amount of gold and other monetary treasure.

If you want to, you can give the characters one treasure parcel after each encounter they complete (including one for a major quest reward, if appropriate). It's more interesting, however, to give out some treasure in larger hoards of two to four parcels and leave some encounters with no treasure at all. Sometimes it's a good idea to include treasures with no associated encounter, such as a hidden cache of gold or stashed item that the characters can find with careful searching after they've overcome a few encounters.

A set of nine treasure parcels includes only three magic items, when you might have four or more characters in the party. That's not meant to be unfair, just to make sure that characters gain magic items at a manageable rate.

Here are the nine treasure parcels your characters should gain over the course of 2nd level:

✦ *+2 chainmail armor* (see card)

✦ *Bag of holding* (see card)

✦ *+1 amulet of health* (see card)

✦ *Potion of healing* (see card)

✦ 3 precious pearls (100 gp each)

✦ Silver necklace (250 gp)

✦ Garnet (100-gp gem) and pouch of gold (80 gp)

✦ Sack of gold (170 gp)

✦ Pouch of gold (90 gp)

You can substitute different treasure of equal value for these specific items. For example, instead of three precious pearls, the adventurers might find a gold idol worth 250 gp plus 50 gold coins, worth the same total of 300 gp.

WARREN MAHY

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THE NENTIR VALE

The Nentir Vale is a great place to start a DUNGEONS & DRAGONS campaign. This section reveals various interesting locales within the vale, giving you enough information to create your own adventures in the region. Feel free to change the names of people and places to suit your own needs.

The Nentir Vale was the frontier of the Nerath Empire, the northernmost portion of the empire right up to the empire's collapse about a century ago. Now the vale is mostly empty, with a handful of living villages and towns scattered over a wide area. Abandoned farmsteads, ruined manors, and broken keeps litter the countryside. Bandits, wild animals, and monsters roam freely throughout the vale, threatening anyone who fares more than few miles away from one of the surviving settlements. Travel along the roads or river is usually safe–usually. But every now and then, travelers come to bad ends between towns. What was once the borderland of the old empire has become a fallen land.

The "clear" parts of the map are covered in mixed terrain–large stretches of open meadowland, copses of light forest, gently rolling hills, and the occasional thicket of dense woodland and heavy undergrowth. The downs marked on the map are hilly grassland, with little tree cover. The hills are steeper and more rugged, and include light forest in the valleys and saddles between the hilltops.

The Chaos Scar

A long, wide valley between the Ogrefist Hills and the Witchlight Fens, the Chaos Scar is thought to have been carved by the fall of a massive meteor. The arrival of this fallen star was fraught with ill omen, and the place has become a dark magnet for all that is evil, drawing horrific monsters and people of malign character to make their homes in the valley.

The sides of the valley are dotted with caves and ruins crawling with monstrous denizens. Adventures set within the Chaos Scar are readily available at **dndinsider.com**.

Fallcrest

Fallcrest stands amid the Moon Hills, at the falls of the Nentir River. The walled town hugs the river's eastern shore, and ranging farmlands and small forests dot the western shore. Fallcrest imports ironwork from the dwarf town of Hammerfast and exports timber, leather, fruit, and grain, sending goods downriver to larger communities south of the vale.

Fallcrest's resident population of 1,350 mostly consists of humans, halflings, and dwarves. The Fallcrest Guard numbers sixty warriors, and law and order is maintained by the town's Lord Warden, a human noble named Faren Markelhay. Visitors to town often stay at the Nentir Inn, on the west bank of the river.

Map of The Nentir Vale showing: The Stonemarch, Cairngorm Peaks, Lake Wintermist, Winterbole Forest, Keep on the Shadowfell, Winterhaven, Gardmore Abbey, The Sword Barrow, Winter River, Gray Downs, Lake Nen, Nenlast, Ruins of Fastormel, The Old Hills, Hammerfast, Fiveleague House, Dawnforge Mts., Gardbury Downs, King's Road, Kobold Hall, Thunderspire, Trade Road, Fallcrest, Raven Roost, The Cloak Wood, Moon Hills, Ogrefist Hills, Temple of Yellow Skulls, Nentir River, The Witchlight Fens, Chaos Scar, Kalton Manor, Harken Forest, King's Road, White River, Harkenwold.

miles 0 5 10 25 50

Fiveleague House

Fiveleague House is a strongly built inn surrounded by a wooden palisade. It caters to travelers and merchants coming or going from Hammerfast, a day's journey (five leagues) farther east. The proprietor is a big, bearlike human named Barton. Barton makes a good show of joviality, but he's secretly allied with the bandits of Raven Roost and sends them word of travelers worth robbing who will be continuing west toward Fallcrest.

Gardmore Abbey

The Gardbury Downs take their name from this striking ruin, a monastery that has lain in ruins for almost one hundred fifty years. The abbey once served as the base of a militant order of paladins. As the story goes, the paladins brought a dark artifact back from a far crusade for safekeeping, and evil forces gathered to assault the abbey and take it back. Extensive dungeons lie beneath the ruins, perhaps concealing the hoarded wealth of the noble order.

Harken Forest

This large woodland extends for miles to the south. A strong goblin keep called Daggerburg lies somewhere in the southwest reaches, not too far from the ruined keep called Kalton Manor. The goblins sometimes raid river traffic or send small parties of marauders to tyrannize Harkenwold's borders.

An elf tribe known as the Woodsinger Clan roams the eastern portions of the forest. They occasionally trade with the humans of Harkenwold and keep an eye on travelers along the old King's Road. They have a long-standing feud with the Daggerburg goblins, and the goblins keep to the western parts of the forest to avoid swift and deadly elven arrows. However, the goblins are growing more numerous and have become bolder in recent months.

Harkenwold

Half a dozen small villages lie along the upper vales of the White River. Together, they make up the Barony of Harkenwold—a tiny realm whose total population is not much greater than Fallcrest's. The people of Harkenwold are farmers, woodcutters, and woodworkers; little trade comes up or down the old King's Road.

Nenlast

This tiny human village lies at the east end of Lake Nen. The folk here make a meager living by trading smoked fish to the dwarves of Hammerfast. They also deal with the Tigerclaw barbarians of the Winterbole Forest, who come to Nenlast to barter their pelts and amber for good dwarven metalwork.

Raven Roost

This small keep stands at the southern end of the Old Hills. It fell into ruin long ago and has recently been taken over by a gang of bandits. The bandits secretly deal with Barton, the proprietor of Fiveleague House, giving him a cut of the take when he tips them off about wealthy travelers on the Trade Road.

Ruins of Fastormel

Once a prosperous town on the shores of Lake Nen, Fastormel was destroyed by the Bloodspear orcs and has never been resettled. The Mistborn Tower of the last Lord Mage still stands amid the ruins of the town. The tower is shrouded in a strange silver mist that never dissipates, no matter the weather.

The Stonemarch

A rugged land of stony hills and deep gorges cut by white-rushing rivers, the Stonemarch is home to tribes of dangerous humanoids and giants. Orcs, ogres, giants, and trolls haunt the farther reaches of these barren lands. Fortunately for the residents of the vale, the monsters rarely come east over the Cairngorm Peaks. A great orc-warren known as the Fanged Jaws of Kulkoszar lies in the northern part of the wasteland; here the chief of the Bloodspear tribe rules over hundreds of fierce orc warriors.

Temple of Yellow Skulls

This ruined temple stands amid the Ogrefist Hills and is rumored to contain demons imprisoned in gold-plated human skulls. No golden skulls have yet been recovered from the ruins, but the story persists. Deep caverns beneath the ruins lead down to the Underdark, and from time to time dangerous monsters emerge here and prowl the nearby lands.

Thunderspire

This striking peak is the largest of the Old Hills. Beneath Thunderspire lies the ancient minotaur city of Saruun Khel. The minotaur kingdom fell almost a hundred years before Fallcrest was established, when a struggle for succession led to a vicious civil war. In the upper halls of the minotaur city, the mysterious order of wizards known as the Mages of Saruun have established a secretive stronghold known as the Seven-Pillared Hall; merchants passing along the Trade Road sometimes take shelter here.

Winterhaven

In the remote foothills of the Cairngorms lies the fortified village of Winterhaven, surrounded by a few miles of farmland and pastures. To the north lies a ruined keep that guards a portal to the Shadowfell, a dismal plane haunted by undead.

Conditions

Blinded While a creature is blinded, it can't see, which means its targets have total concealment against it, and it takes a -10 penalty to Perception checks. It also grants combat advantage and can't flank.

Dazed While a creature is dazed, it can take only one action—either a standard, a move, or a minor action—on its turn. It can still take free actions, but it can't take immediate or opportunity actions. It also grants combat advantage and can't flank.

Dying Dropping to 0 hit points or fewer causes a character to suffer the dying condition, which ends if the character regains hit points. While a character is dying, he or she is unconscious and must make death saving throws (see "Dying and Death," page 18).

Helpless While helpless, a creature grants combat advantage.

Immobilized When a creature is immobilized, it can't move, unless it teleports or is pulled, pushed, or slid.

Marked When a creature marks a target, that target takes a -2 penalty to attack rolls for any attack that doesn't include the creature as a target. A creature can be subjected to only one mark at a time, and a new mark supersedes a previous one.

Prone When a creature is prone, it is lying down. It takes a -2 penalty to attack rolls, and the only way it can move is by crawling, teleporting, or being pulled, pushed, or slid. In addition, it grants combat advantage to enemies making melee attacks against it, but it gains a +2 bonus to all defenses against ranged attacks from enemies that aren't adjacent to it.

Slowed When a creature is slowed, its speed becomes 2 if it was higher than that. This speed applies to all of the creature's movement modes (walking, flying, and so on), but applies to neither forced movement against it nor teleportation. The creature also cannot benefit from bonuses to speed, although it can take actions, such as the run action, that allow it to move farther than its speed. If a creature is subjected to this condition while it is moving, it must stop if it has already moved at least 2 squares.

Surprised While a creature is surprised, it can't take actions. It also grants combat advantage and can't flank.

Unconscious While a creature is unconscious, it is helpless, it can't take actions, and it takes a -5 penalty to all defenses. It also can't flank. When a creature is subjected to this condition, it falls prone, if possible.

ATTACK MODIFIERS

Circumstance	Modifier
Combat advantage against target	+2
Attacker is prone	-2
Attacker is restrained	-2
Target has cover	-2
Target has superior cover	-5
Target has concealment (melee and ranged only)	-2
Target has total concealment (melee and ranged only)	-5
Long range (weapon attacks only)	-2
Charge attack (melee only)	+1

IMPROVISED SKILL CHECK DCS

Level of Difficulty	DC
Easy	8
Moderate	12
Hard	19

BASE OVERLAND SPEED

Speed	Per Day	Per Hour	Per Minute
5	25 miles	2½ miles	250 ft.
6	30 miles	3 miles	300 ft.
7	35 miles	3½ miles	350 ft.