

A HEROIC TIER ADVENTURE

DUNGEONS & DRAGONS[®]

JOURNEY THROUGH THE SILVER CAVES



AN ADVENTURE FOR CHARACTERS OF 5TH LEVEL

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In *Journey Through the Silver Caves*, the PCs pursue a kobold wyrm priest in pursuit of a stolen book of prophecy. An initial showdown in a remote cavern sees the PCs face off against drakes, harpies, and the infamous rust monster. The party then travels down a fast-flowing river guarded by ancient spirits and powerful magic. In the heart of the Silver Caves, the party finally battles the kobold, now possessed by the spirit of the long-dead dragon that once dwelt there.

Journey Through the Silver Caves is designed for five characters of 5th level. If you run the adventure for more or fewer characters, the encounters provide guidelines for adjusting the number of monsters.

BACKGROUND

An ambitious kobold wyrm priest named Sarna has stolen an ancient book of prophecy belonging to the people of the fortress of Albura. Recent orc raids have threatened the fortress, and the advice in the book has been instrumental in allowing its stalwart defenders to hold off the raiders. The folk of the keep suspect that the wyrm priest might be in league with the orcs, and they offer a 150 gp reward if the PCs can recover the stolen book.

As the adventure begins, the PCs have followed the kobold to the mouth of a remote cavern a few miles from Albura. The PCs arrived at the keep just a few hours after the book was stolen, but they were able to move faster than Sarna and her allies.

Before the PCs set out, the folk of Albura tell them of the Silver Caves.

“The Silver Caves are a complex of numerous caverns connected by the streams and channels of a great river. A silver dragon named Erithon ruled over this region with an iron claw before dying years ago. Its lair was said to be somewhere deep in the Silver Caves, but powerful magic and evil creatures guard the river and the caverns alike.”

After returning to Erithon’s abandoned lair, Sarna plans to channel the dead dragon’s spirit and power using the stolen book of prophecy.

ALBURA

The fortress of Albura is home to several practitioners of simple magic, including the oracle who consulted the book of prophecy. Sitting atop a high hill, the fortress marks the crossroads of several poorly maintained roads, remnants of the empire of Nerath, leading into the wilderness. An ancient but still functioning teleportation circle can be found in Albura, and the folk of the fortress are happy to provide the PCs with the portal’s sequence of sigils.

ADVENTURE HOOKS

The PCs’ primary objective is to return the book of prophecy to the folk of Albura. Additionally, the following options can be used to bring the PCs to Albura if you use this adventure as part of an ongoing campaign.

- ◆ The PCs encounter an orc raiding party in the wilderness. They hear talk of the recent attacks on Albura, and of the planned theft of a precious magic tome.
- ◆ As they travel across the frontier, the PCs hear rumors of a treasure hoard abandoned deep within the legendary Silver Caves.

Quest XP: 1,000 (major quest) if the PCs recover the book of prophecy and return it to Albura.

MINOR CHARACTER HOOKS

A number of minor quest hooks tie to the locations and events within the adventure.

- ◆ A sage (either met in Albura or already known to the PCs) seeks information and maps detailing the great river whose main flow and tributaries connect the Silver Caves.
- Quest XP:** 200 (minor quest) if the PC returns with a reasonable map or a description of the river’s course and features.

- ◆ Albura is built on an ancient outpost of the empire of Nerath, and coins and other relics of that age are highly prized by the folk of the fortress.

Quest XP: 200 (minor quest) if the PC returns to Albura with the Nerath coins found in the dragon’s hoard (see Encounter 4).

- ◆ The river that flows between the Silver Caves was once considered a holy place by local clans. However, the frontier has become too dangerous for travel, and the spirits within the river have long been neglected.

Quest XP: 200 (minor quest) if a PC successfully communes with the guardian spirits of the river (see Encounter 3).

ENCOUNTER SUMMARIES

1. Wandering Wyrmpriest: The PCs catch up to Sarna and her orc guards in a remote cavern, but the kobold has already planned her escape.

2. Rust and Ruin: Deeper within the caves, the PCs face rust monsters, burrowing beetles, and an ancient construct guardian as they pursue the last of Sarna’s guards.

3. Rushing River: A fast-moving watercourse twists across the frontier wilderness and through the Silver Caves. In an extended skill challenge, the PCs must safely navigate the river even as they face the supernatural forces that protect it.

4. Lair of Erithon: The river leads the PCs to caverns that were once the lair of a long-dead silver dragon. There, Sarna uses the book of prophecy to channel the dragon’s spirit and claim its power.

RUST MONSTER

RUST MONSTERS ROAM CAVERNS AND DUNGEONS seeking metals to devour, making them a nightmare for any civilized creature dwelling underground.

RUST MONSTER

A RUST MONSTER TYPICALLY ATTACKS the nearest large source of metal, so the most heavily armored enemy is often its target.

Rust Monster Level 6 Skirmisher

Medium natural beast

XP 250

Initiative +10 **Senses** Perception +5; low-light vision

HP 66; **Bloodied** 33

AC 20; **Fortitude** 16, **Reflex** 21, **Will** 17

Speed 8

⊕ **Bite** (standard; at-will)

+11 vs. AC; 1d10 + 5 damage, and if the target is wearing heavy armor, the armor is rusting until the end of the encounter. While the armor is rusting, the target takes a cumulative -1 penalty to AC, to a maximum penalty of -5.

⊕ **Dissolve Metal** (standard; encounter) ⊕ **Reliable**

Targets a creature wearing or wielding a rusting magic item of 10th level or lower or any non-magic rusting item; +9 vs. Reflex; the rusting item is destroyed.

Rusting Defense (when the rust monster is hit by a weapon attack; at-will)

The weapon used in the triggering attack is rusting until the end of the encounter. While the weapon is rusting, the target takes a cumulative -1 penalty to damage rolls on attacks that use the weapon, up to a maximum penalty of -5.

Residuum Recovery

A rust monster consumes any item it destroys. The *residuum* from any magic items the monster has destroyed can be retrieved from its stomach. The *residuum* is worth the market value of the item (not one-fifth the value).

Alignment Unaligned **Languages** –

Str 8 (+2) **Dex** 20 (+8) **Wis** 15 (+5)

Con 10 (+3) **Int** 2 (-1) **Cha** 12 (+4)

DWEOMER EATER

SOME RUST MONSTERS DEVELOP A TASTE FOR MAGIC and eat items infused with arcane energy in order to grow larger and stronger.

Dweomer Eater

Large natural beast

Level 11 Skirmisher

XP 600

Initiative +13 **Senses** Perception +9; low-light vision

HP 110; **Bloodied** 55

AC 25; **Fortitude** 20, **Reflex** 25, **Will** 23

Speed 8

⊕ **Bite** (standard; at-will)

+16 vs. AC; 2d6 + 6 damage, and if the target is wearing magic armor, the armor is decaying until the end of the encounter.

While the armor is decaying, the armor's enhancement bonus takes a cumulative -1 penalty, to the maximum of the armor's enhancement bonus.

⊕ **Dissolve Item** (standard; recharge [⚡]) ⊕ **Reliable**

Targets a creature wearing or wielding a decaying magic item of 15th level or lower; +14 vs. Reflex; the decaying magic item is destroyed.

Magic Consumption (when the dweomer eater is hit by an attack that uses a magic implement or weapon; at-will)

The implement or weapon used in the triggering attack is decaying until the end of the encounter. While the implement or weapon is decaying, the target takes a cumulative -1 penalty to that implement's or weapon's enhancement bonus, to the maximum of the item's enhancement bonus.

Residuum Recovery

A dweomer eater consumes any item it destroys. The *residuum* from any magic items the dweomer eater has destroyed can be retrieved from its stomach. The *residuum* is worth the market value of the item (not one-fifth the value).

Alignment Unaligned

Languages –

Str 12 (+6)

Dex 23 (+11)

Wis 18 (+9)

Con 14 (+7)

Int 2 (+1)

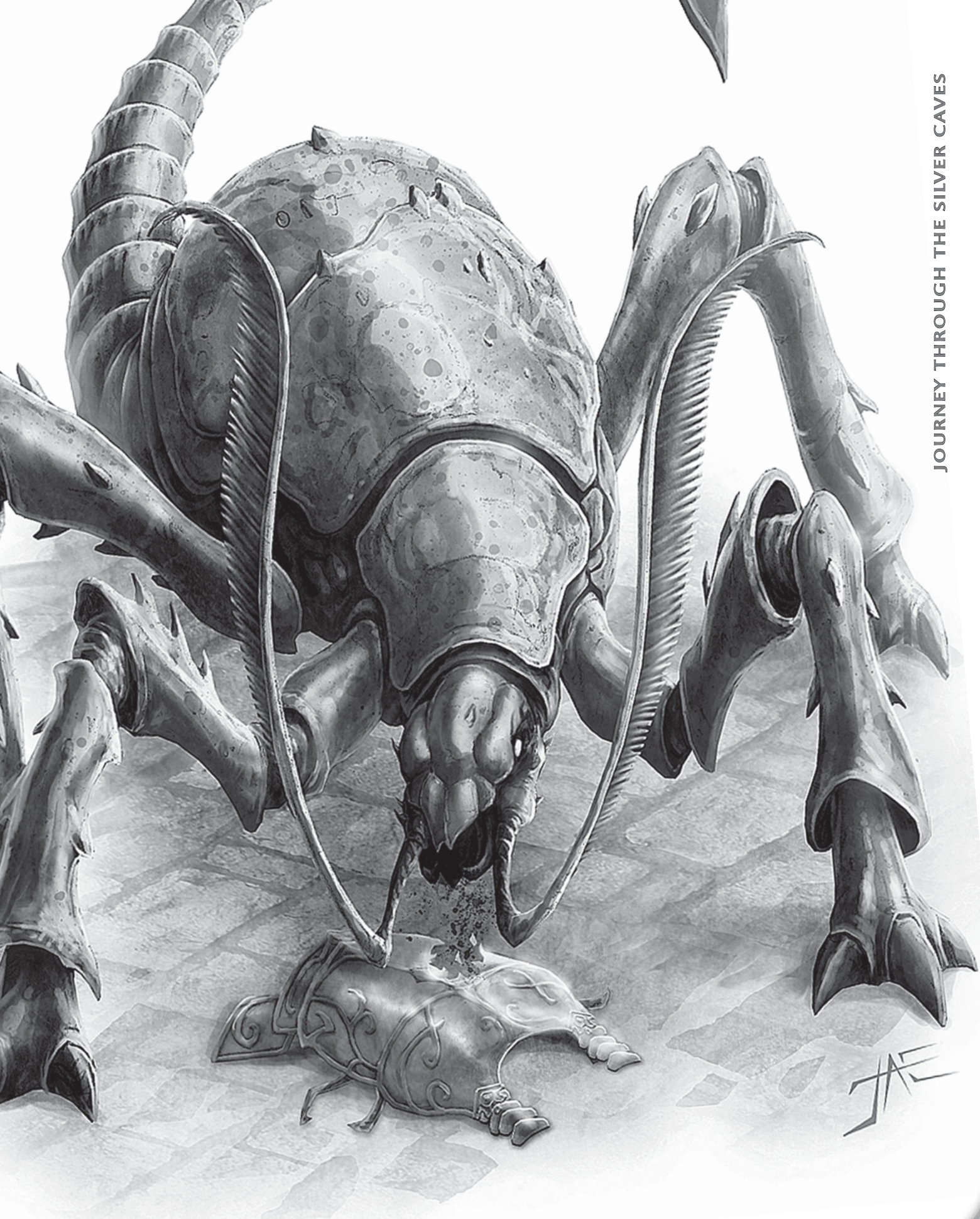
Cha 13 (+6)

RUST MONSTER LORE

Nature DC 20: Rust monsters devour metals to survive. Most spend their lives leaching minerals from stone, but purer manufactured metals draw them like blood draws sharks.

Since their food is scarce, rust monsters typically have only one or two young per brood. In places where food is plentiful, such as near a lode of metal ore, a pair of rust monsters can have dozens of offspring.

Nature DC 25: A rust monster that feeds on *residuum* retains it within its body. The *residuum* can be retrieved after its death. Those that have eaten a large amount of *residuum*, called dweomer eaters, eventually absorb it, growing in size and becoming hungry for more magic.



ENCOUNTER 1: WANDERING WYRMPRIEST

Encounter Level 5 (1,000 XP)

Encounter Level 6 (1,250 XP)

if the harpy is defeated

SETUP

2 bloodseeker drakes (D)

2 orc terrorblades (O)

Sarna, kobold wyrm Priest (K)

1 harpy (H)

After stealing the book of prophecy, Sarna fled to this remote cavern to await transport to the lair of Erithon.

When the PCs can see into the cavern, read:

A wide cavern splits into two halves, the east dominated by a wide natural chimney. To the west, a stealthy drake with blood red scales keeps watch, two orcs sitting on stone steps behind it. On a landing above them, a kobold bearing a staff and a dragon-shaped silver headdress paces impatiently.

If the PCs wait out of sight, the harpy appears from the natural chimney after 10 minutes, meeting up with the wyrm Priest and transporting her away. If combat starts, the harpy rolls initiative and enters the fight in the third round or when Sarna is bloodied.

Sarna, Kobold Wyrmpriest (K) Level 3 Artillery (Leader)

Small natural humanoid (reptile) XP 150

Initiative +4 **Senses** Perception +4; darkvision

HP 36; **Bloodied** 18

AC 17; **Fortitude** 13, **Reflex** 15, **Will** 15; see also *trap sense*

Speed 6

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

+7 vs. AC; 1d8 damage.

↘ **Energy Orb** (standard; at-will) ♦ **Cold**

Ranged 10; +6 vs. Reflex; 1d10 + 3 cold damage.

↖ **Incite Faith** (minor; encounter)

Close burst 10; kobold allies in the burst gain 5 temporary hit points and shift 1 square.

↖ **Dragon Breath** (standard; encounter) ♦ **Cold**

Close blast 3; +6 vs. Fortitude; 1d10 + 3 cold damage.
Miss: Half damage.

Shifty (minor; at-will)

The kobold shifts 1 square.

Trap Sense

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Common, Draconic

Skills Stealth +10, Thievery +10

Str 9 (+0) **Dex** 16 (+4) **Wis** 17 (+4)

Con 12 (+2) **Int** 9 (+0) **Cha** 12 (+2)

Equipment hide armor, spear, headdress

Orc Terrorblade (O)

Medium natural humanoid

Level 6 Brute

XP 250

Initiative +5 **Senses** Perception +2; low-light vision

HP 87; **Bloodied** 43; see also *bloodfury attack*

AC 18; **Fortitude** 19, **Reflex** 18, **Will** 16

Speed 6 (8 while charging)

⊕ **Falchion** (standard; at-will) • **Weapon**

+9 vs. AC; 3d4 + 6 damage (crit 2d4 + 18).

⊕ **Bloodfury Attack** (standard; requires a falchion; usable only

while bloodied; encounter) • **Healing, Weapon**

+9 vs. AC; 4d4 + 6 damage (crit 2d4 + 22). **Effect:** The orc regains 10 hit points.

Bloodthirsty

If the orc hits a bloodied target, the attack deals an extra 2d4 damage.

Alignment Chaotic evil

Languages Common, Giant

Skills Endurance +11, Intimidate +7

Str 20 (+8)

Dex 14 (+5)

Wis 9 (+2)

Con 17 (+6)

Int 8 (+2)

Cha 8 (+2)

Equipment leather armor, falchion

Harpy

Medium fey humanoid

Level 6 Controller

XP 250

Initiative +5

Senses Perception +5

HP 71; **Bloodied** 35

AC 20; **Fortitude** 17, **Reflex** 17, **Will** 19

Resist 10 thunder

Speed 6, fly 8 (clumsy)

⊕ **Claw** (standard; at-will)

+11 vs. AC; 1d8 + 2 damage.

↖ **Alluring Song** (standard; sustain minor; at-will) ♦ **Charm**

Close burst 10; deafened creatures are immune; +12 vs. Will; the target is pulled 3 squares and immobilized (save ends).

When the harpy sustains the power, any target that has not yet saved against the effect is pulled 3 squares and immobilized (save ends).

↖ **Deadly Screech** (standard; recharge ☒ ☒) ♦ **Thunder**

Close burst 4; +12 vs. Fortitude; 1d6 + 4 thunder damage, and the target is dazed (save ends).

Alignment Evil

Languages Common

Skills Stealth +10

Str 15 (+5)

Dex 15 (+5)

Wis 14 (+5)

Con 15 (+5)

Int 10 (+3)

Cha 19 (+7)

Bloodseeker Drake (D)

Medium natural beast (reptile)

Level 4 Soldier

XP 175

Initiative +8

Senses Perception +7 (+12 when tracking bloodied creatures)

HP 53; **Bloodied** 26

AC 20; **Fortitude** 15, **Reflex** 17, **Will** 15

Immune fear (while within 2 squares of an ally)

Speed 6

⊕ **Bite** (standard; at-will)

+11 vs. AC; 1d10 + 4 damage.

Blood Frenzy

A bloodseeker drake can make an opportunity attack against any adjacent bloodied creature that shifts.

Bloodthirsty

A bloodseeker drake gains a +3 bonus to damage rolls against bloodied targets.

Alignment Unaligned

Languages –

Skills Athletics +8

Str 13 (+3) **Dex** 19 (+6)

Wis 10 (+2)

Con 13 (+3)

Int 2 (-2) **Cha** 13 (+3)



TACTICS

The drakes try to stop melee combatants from reaching Sarna, while the terrorblades go after PCs targeting the wympriest from range. All focus their attacks on bloodied foes when they can, making maximum effect of their *bloodthirsty* power.

Unable to use her *incite faith* power (which works only on kobold allies), Sarna stays out of melee to shoot *energy orbs*. She uses her *dragon breath* just before fleeing with the harpy, or when first bloodied.

When it arrives, the harpy uses *deadly screech* against PCs blocking its path, but it otherwise avoids combat as it flies up and out with the kobold on its back.

TREASURE

The orcs carry a total of 80 gp. In addition, one carries a map showing that this cavern is one of the legendary Silver Caves. Other caverns are shown connected to this one by a twisting river that leads to Erithon's lair.

DEVELOPMENT

The encounter ends if the kobold and harpy escape and all other enemies are defeated. Even if Sarna escapes, award the PCs full experience as long as they successfully engage her. However, they gain XP for the harpy only if it is slain.

As the harpy and Sarna flee, read:

Riding on the harpy's back, the kobold laughs. "When the power of the Silver Caves is mine, I will return to deal with you and your Albura allies!" The harpy flies for the stone chimney, shooting up and disappearing from sight.

If the PCs stop the harpy or kill the kobold, see the "Failed Escape" sidebar.

A third orc exploring the second cavern held back when it heard sounds of combat. It peeks around the corner to assess the PCs' victory, then quickly flees.

Peering around the corner of the passage to the southeast, another orc glares grimly. Without a word, it bolts into the shadows, footsteps quickly fading.

See Encounter 2 for more information.

FEATURES OF THE AREA

Illumination: Sunlight through the entrance and the chimney fills the cave with dim light.

Rubble: Areas of rocky rubble are difficult terrain.

Cliffs: These steep slopes rise to a height of 10 feet. Scaling a cliff requires a DC 15 Athletics check.

Stairs: These crumbling and uneven steps are difficult terrain.

Bridge: A rickety bridge crosses 20 feet above a narrow chasm. AC/Reflex 5, Fortitude 10, 15 hit points.

Shallow Pool: A 2-foot-deep depression has been eroded by water dripping down from the natural chimney. The water-filled pool is difficult terrain.

Natural Chimney: Above the pool, a 10-foot-wide natural stone chimney leads to open sky 25 feet above.

GROUP SIZE

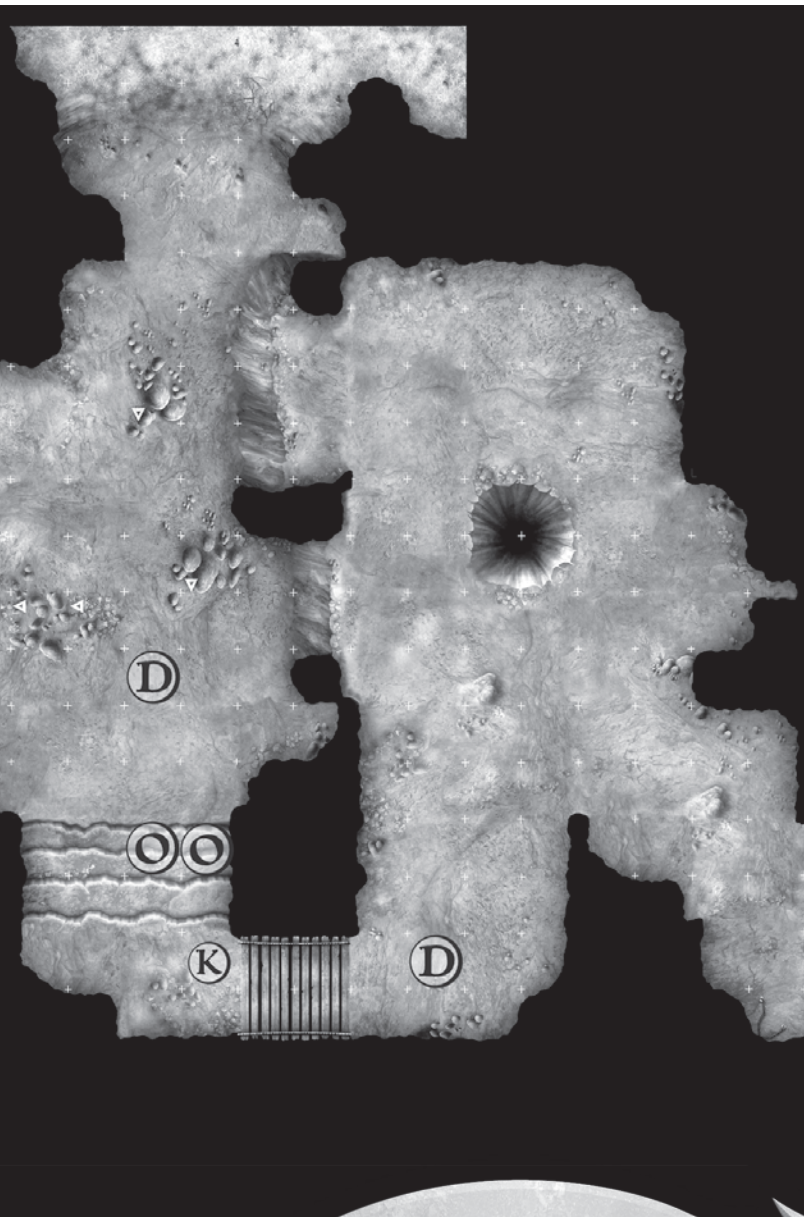
4 Characters: Remove one orc terrorblade.

6 Characters: Add a stonetrapp scarab (from Encounter 2) or another bloodseeker drake.

FAILED ESCAPE

If Sarna is slain in this encounter, it is important that the book of prophecy makes its way to the Silver Caves. One of her orc allies can grab the book from her robes, escaping with the harpy's help. Alternatively, the harpy can snatch the book up as it flees. (If the harpy is killed, a second harpy arrives 1 round later.)

In the aftermath, the PCs find a note on Sarna's body indicating that she is the ally of another wympriest waiting for the book in the Silver Caves. This kobold takes Sarna's place in Encounter 4.



ENCOUNTER 2: RUST AND RUIN

Encounter Level 5 (1,075 XP)

SETUP

2 rust monsters (R)
2 stonetrap scarabs (S)
1 arbalester (A)

An underground stream enters this cavern and flows out over a waterfall to the east. A pair of rust monsters and two stonetrap scarabs lair here, along with an arbalester homunculus abandoned by a long-dead adventurer.

The orc that came this way took a shot from the arbalester but fled down the waterfall cliff and made use of an abandoned canoe to escape. The orc's appearance caught the creatures in this area by surprise, but they are now alert.

When the PCs enter this area, read:

Daylight can be seen to the northeast, a cool breeze accompanying the sound of rushing water. Amid patches of mushrooms that dot the cavern, someone has installed a 6-foot-long ballista built of wood and bone.

The rust monsters begin the encounter out of sight. The scarabs begin underground. Do not place any of their miniatures unless they are spotted or until they attack.

When the PCs see a rust monster, show them the illustration on page XX and read:

A chitinous, rust-colored quadruped twitches its long, feathery antennae as it paces on squat legs.

When a scarab appears, read:

An enormous beetle suddenly erupts from the ground, solid rock fracturing around it.

TACTICS

The arbalester moves behind rubble to hinder melee attackers, shooting from cover if it can.

The rust monsters attack the closest characters with metal armor or weapons. Though they prefer to attack different targets, they flank a single foe if no other metal-bearing creature can be found.

The scarabs use their *stone trap* power to immobilize creatures within the homunculus's guarded area. They flee by burrowing if reduced to 10 hit points or fewer.

The rust monsters and stonetrap scarabs pursue PCs who flee back into the western caves, but the creatures here do not go past the waterfall.

TREASURE

The skeletal remains of an explorer in rusted chainmail lie among the heavy rubble to the east (Perception DC 12). PCs who shift the rubble can find a +2 *cloak of resistance* (*Player's Handbook*, page 250), a 100 gp gem, and 40 gp.

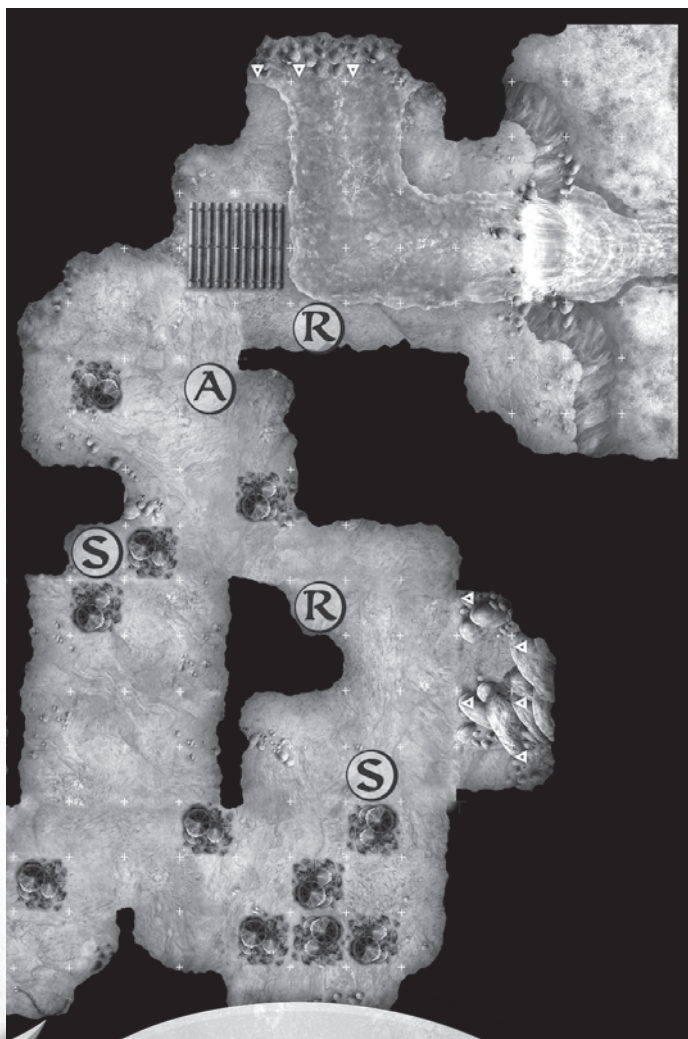
DEVELOPMENT

The encounter ends if all the monsters are defeated, or when all the PCs have fled the cavern.

In the aftermath, the course of the river can be seen in the distance.

The waterfall stream quickly joins up with a larger river that winds its way east, eventually disappearing into a close-growing forest of evergreens. Where the stream meets the river, a raft lies on the bank. Farther ahead, a single canoe can be seen, an orc madly paddling as it races along with the fast-flowing current.

The course of the river matches that shown on the orcs' rough map (see Encounter 1).



FEATURES OF THE AREA

Illumination: Sunlight from the waterfall entrance fills the northern half of the cavern with bright light and the southern half with dim light.

Heavy Rubble: This area of fallen stone is challenging terrain, and can be crossed only with a DC 12 Acrobatics or Athletics check.

Mushrooms: Patches of mushrooms throughout the cavern are difficult terrain.

Stream: The shallow water is difficult terrain, but the flow below the waterfall is 10 feet deep (Athletics DC 10 to swim).

Waterfall: The stream drops 30 feet as it leaves the cave. The rocks of the falls can be climbed with a DC 15 Athletics check. A creature that falls hits the water below, lessening the impact for 2d10 damage.

Arbalester (A) Level 4 Artillery

Medium natural animate (construct, homunculus) XP 175

Initiative +6 **Senses** Perception +9; darkvision

HP 43; **Bloodied** 21

AC 16; **Fortitude** 15, **Reflex** 17, **Will** 15

Immune disease, poison

Speed 6

⬇ **Slam** (standard; at-will)

+11 vs. AC; 1d6 + 4 damage.

⤴ **Bolt** (standard; at-will)

Ranged 20/40; +11 vs. AC; 1d10 + 4 damage.

⤵ **Double Shot** (standard; recharge ⏏ ⏏ ⏏)

The arbalester makes two bolt attacks, each against a different target. The targets must be within 5 squares of each other.

Guard Area

If an enemy is within an arbalester's guarded area (see the "Guard" sidebar) at the start of the arbalester's turn, the arbalester recharges *double shot*.

Alignment Unaligned **Languages** –

Str 15 (+4) **Dex** 18 (+6) **Wis** 15 (+4)

Con 13 (+3) **Int** 5 (-1) **Cha** 8 (+1)

Stonetrap Scarab (S) Level 5 Soldier

Medium natural beast XP 200

Initiative +3 **Senses** Perception +5

Scarab's Mark aura 1; any creature that starts its turn in the aura is marked by the scarab until the start of its next turn. The aura requires line of effect, and does not function if the scarab is burrowing.

HP 67; **Bloodied** 33

AC 21; **Fortitude** 18, **Reflex** 15, **Will** 17

Speed 5, burrow 5

⬇ **Bite** (standard; at-will)

+12 vs. AC; 1d8 + 5 damage.

⬇ **Stone Trap** (standard; at-will)

The stonetrap scarab burrows its speed and rises in a square adjacent to the target; +10 vs. Reflex; 1d6 + 4 damage, and the target is immobilized (save ends). The immobilized condition ends if the scarab is no longer adjacent to the target.

Alignment Unaligned **Languages** –

Str 17 (+5) **Dex** 12 (+3) **Wis** 16 (+5)

Con 19 (+6) **Int** 1 (-3) **Cha** 7 (+0)

Rust Monster (R) Level 6 Skirmisher

Medium natural beast XP 250

Initiative +10 **Senses** Perception +5; low-light vision

HP 66; **Bloodied** 33

AC 20; **Fortitude** 16, **Reflex** 21, **Will** 17

Speed 8

⬇ **Bite** (standard; at-will)

+11 vs. AC; 1d10 + 5 damage, and if the target is wearing heavy armor, the armor is rusting until the end of the encounter. While the armor is rusting, the target takes a cumulative -1 penalty to AC, to a maximum penalty of -5.

⬇ **Dissolve Metal** (standard; encounter) ⬆ **Reliable**

Targets a creature wearing or wielding a rusting magic item of 10th level or lower or any non-magic rusting item; +9 vs. Reflex; the rusting item is destroyed.

Rusting Defense (when the rust monster is hit by a weapon attack; at-will)

The weapon used in the triggering attack is rusting until the end of the encounter. While the weapon is rusting, the target takes a cumulative -1 penalty to damage rolls on attacks that use the weapon, up to a maximum penalty of -5.

Residuum Recovery

A rust monster consumes any item it destroys. The *residuum* from any magic items the monster has destroyed can be retrieved from its stomach. The *residuum* is worth the market value of the item (not one-fifth the value).

Alignment Unaligned **Languages** –

Str 8 (+2) **Dex** 20 (+8) **Wis** 15 (+5)

Con 10 (+3) **Int** 2 (-1) **Cha** 12 (+4)

GROUP SIZE

4 Characters: Remove one stonetrap scarab.

6 Characters: Add another arbalester with a different guarded area or an orc terrorblade (from Encounter 1).

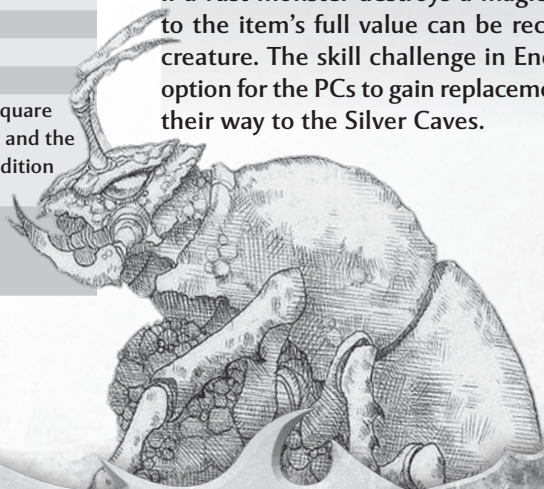
GUARD

A homunculus can be attuned to a specific area, creature, or object, guarding it with its life. The homunculus gains certain powers and benefits in this guard role (as noted in its statistics).

Guarded Area: The arbalester homunculus's guarded area is marked by a 5-square-wide outline on the map.

MAGIC ITEM DESTRUCTION

If a rust monster destroys a magic item, *residuum* equal to the item's full value can be recovered from the slain creature. The skill challenge in Encounter 3 provides an option for the PCs to gain replacement items as they make their way to the Silver Caves.



ENCOUNTER 3: RUSHING RIVER

Encounter Level 5 (1,000 XP)

SETUP

This encounter is an extended skill challenge covering the PCs' trip down the river connecting the different sections of the Silver Caves.

When the PCs have climbed down from the waterfall cavern and made their way to the raft, read:

The wide river ahead flows fast but appears navigable. The raft is old but in good condition, though the orc appears to have made a quick attempt at hacking through its ropes.

THE RIVER PASSAGE

This extended skill challenge features several different segments that play out based on how far the PCs have progressed. Skills that are useful throughout the challenge are noted first, followed by the skills that apply to each individual segment.

Level: 5 (XP 1,000).

Complexity: 5 (12 successes before 3 failures).

Success: The PCs successfully reach Encounter 4 just as Sarna completes her ritual. Though she has channeled the spirit of the long-dead silver dragon that once guarded this realm, the ritual has left her vulnerable.

Failure: The PCs go off course, damage the raft, or are otherwise delayed in their journey. Each character loses 1 healing surge, and the party arrives at Encounter 4 only after Sarna has gained the full power granted by the ritual.

GENERAL CHECKS

With a few noted exceptions, these skills can be used at any point during the challenge.

Primary Skills: Nature, Perception, Thievery.

Nature (DC 12): The PC navigates the twisting, branching sections of the river. This skill cannot be used in the last two segments of the challenge.

Perception (DC 17): The PC spots the orc's canoe ahead, and is able to follow its course. Each PC can gain only 1 success with this skill, and the party can gain only 1 Perception success per segment of the journey.

Thievery (DC 12): The PC is able to affect repairs to keep the old raft afloat. This check can be used to gain 1 success in this challenge.

Secondary Skills: Endurance.

Endurance (DC 12): The PC stays alert despite the rigors of the journey. With a successful Endurance check, a PC can reroll one failed skill check made subsequently in the challenge. A PC can make this Endurance check only once in the challenge.

WILDERNESS

This first segment of the journey takes place immediately after the PCs enter the river.

Primary Skills: Nature.

Nature (DC 7): Navigating the river is easier with recognizable landmarks. Use this DC rather than the DC noted in the "General Checks" section.

UNDERGROUND RAPIDS

After 3 successes in the skill challenge, the river passes underground into an area of white water and forbidding magic.

As the river flows into a cave mouth beneath a high rocky slope, a stretch of rapids appears as if from nowhere. With no way to avoid it, the raft surges forward, white-flecked waves crashing against jagged rocks to all sides. Ephemeral voices fill the air, screaming in rage.

When the raft enters this area, each PC makes a DC 17 Acrobatics or Athletics check. On a failed check, a PC falls into the water. This check does not count as a success or failure in the challenge, but it sets up the following checks.

Primary Skills: Acrobatics, Athletics, Endurance.

Acrobatics (DC 12): A PC on the raft can make an Acrobatics check to keep on course and out of danger. This check can be used to gain 2 successes in this challenge.

Athletics (DC 17): A PC who has fallen into the water can swim back to the raft or float through the rapids. This check can be used to gain 1 success in this challenge.

Endurance (DC 17): A PC on the raft or in the water can make an Endurance check to weather the rapids. This check can be used to gain 1 success in this challenge.

Secondary Skills: Diplomacy.

Diplomacy (DC 12): The PC speaks to the raging voices in the river, calming them. This check does not count as a success or failure in the skill challenge, but a successful check grants a +5 bonus to all subsequent Athletics and Endurance checks in this segment of the skill challenge.

RESPIRE

After 6 successes in the skill challenge, the raft emerges from the underground rapids and the river returns to normal. Only "General Checks" skills can be used in this segment. The PCs also find an old, wrecked boat that they can temporarily tie on to. A skeletal corpse bearing ruined gear and wearing boots of striding (*Player's Handbook*, page 246) is inside.

GUARDIAN GHOSTS

This segment occurs after the PCs have gained 7 successes in the skill challenge. Two guardian spirits, both former arcanists of the empire of Nerath, halt the party's progress.

With no warning, the raft stops in midstream, the air blurred and misty. Beneath the rippling water can be seen countless dead bodies, their armor and weapons glistening. Ahead of the raft, two ghostly humans in robes appear. "This place is the domain of the honored dead of Nerath. Present a token of passage or prove that you deserve to travel this waterway."

As long as the raft is held in arcane stasis by the two spirits, Nature checks cannot be made to navigate.

Primary Skills: Arcana, Bluff, Diplomacy, Thievery

Arcana (DC 12): The PC placates the guardians by demonstrating a dedication to and respect for the arcane arts.

Bluff or Diplomacy (DC 17): The character extols the party's exploits and noble purpose, attempting to convince the guardians that the PCs are no threat.

Thievery (DC 17): The PC quickly forges the letter of passage the guardians ask for (see the sidebar). Succeeding on this check lets the party move on to the next segment, but failure bestows a $\times 2$ penalty to all further checks against the guardians.

Secondary Skills: Diplomacy, Insight

Diplomacy (DC 7): A PC can convince the guardians to give up the items possessed by the dead at the bottom of the river. With a successful check, the PC can obtain a magic item for an amount of *residuum* equal to the item's cost. This use of the skill does not count as a success or failure in the challenge, but it allows the PCs to easily replace items lost to the rust monsters in Encounter 2.

Weapons and armor obtainable by the PCs should be consistent with those obtainable as treasure (so maximum level 9 for 5th-level characters). The spirits subsume the *residuum* into their ghostly forms as the weapon or armor rises from the water.

Insight (DC 12): The PC recognizes the guardians as arcanists of Nerath. This use of the skill does not count as a success or failure in the challenge, but grants a +2 bonus to all further skill checks against the guardians.

ROLEPLAYING THE GUARDIANS

The river guardians are stoic and difficult to read. If they see a letter of passage from Nerath, they allow the raft to pass. Otherwise, they insist that the PCs convince them they present no threat to the (now-fallen) empire. They believe that Nerath still rules, and reject all talk or evidence to the contrary.

DRAGON CAVES

When the PCs have 10 successes, the river guardians allow them to pass into the stone tunnels that lead to Encounter 4.

Darkness falls as the river passes within a wide tunnel of stone. However, after only a few minutes of drifting, the raft slows at an underground lake that splits off into seven channels. No sign or clue indicates which path is the correct one.

The PCs cannot use Nature to navigate here.

Primary Skills: Arcana, Dungeoneering, Perception.

Arcana (DC 12): By detecting the presence of residual magical energy, the character narrows the number of possible paths. This check can be used to gain 1 success in this challenge.

Dungeoneering (DC 12): The PC watches the currents in order to note the faster flow down the correct passage.

Perception (DC 17): The PC notices where something wooden has recently scraped the stone edge of one of the tunnels, a sign that the orc's canoe passed this way. This check grants 2 successes in the challenge.

TREASURE

See the "Respite" section, above.

DEVELOPMENT

The raft drifts into a long, twisting tunnel that eventually deposits the PCs in an expansive underground cavern. See the next encounter for details.

YOU'RE SWIMMING? REALLY?

This challenge assumes the PCs are using the raft found below the cave. If they don't, every PC needs to take part in a DC 15 group Athletics check at the start of the challenge. If all PCs succeed, the party gains 1 success. Otherwise, they earn 1 failure. Give the PCs a second chance to obtain a watercraft at the end of the "Wilderness" section, such as an abandoned river boat. If they continue swimming, they must make DC 15 group Athletics checks in each segment of the challenge (DC 20 for the "Underground Rapids" section). The PCs gain no further successes for group Athletics checks made to swim, but they can gain failures.

GROUP SIZE

4 Characters: The encounter is complexity 4 (requiring 10 successes to complete) and is worth 800 XP. "Respite" occurs after 5 successes, "Guardian Ghosts" after 6 successes, and "Dragon Caves" after 9 successes.

6 Characters: The encounter requires 14 successes and is worth 1,200 XP. "Underground Rapids" takes place after 4 successes, "Respite" after 8 successes, "Guardian Ghosts" after 9 successes, and "Dragon Caves" after 12 successes.

ENCOUNTER 4: LAIR OF ERITHON

Encounter Level 7 (1,500 XP)

SETUP

2 orc terrorblades (O)

1 orc favored of Gruumsh (G)

Sarna, Vessel of Erithon (E)

Sarna has completed the ritual that channeled the silver dragon Erithon's spirit into her body. However, if the PCs succeeded on the "Rushing River" skill challenge, the ritual has left her vulnerable (see her statistics block).

When the PCs enter the cave, place their miniatures on or adjacent to the raft, then read:

A vast cavern is lit by torches, the river channel passing over a short waterfall to the south. To the west is a chasm, the echo of brutish voices coming from beyond it.

If the orcs spot the PCs, they attack at once. Sarna enters combat in the second round.

When the PCs first see Sarna as the Vessel of Erithon, read:

The kobold wyrm priest carries the same staff and headdress, but her scales have taken on a glittering silver sheen. "Your new ruler is here, her might and beauty reborn! Bow before Erithon, Dragon Queen of the Silver Caves!"

TACTICS

The orc favored of Gruumsh uses *eye of wrath* against each PC in turn, attacking with *chaos hammer* or using *swift arm of destruction* to aid a bloodied ally. Once bloodied, it enters melee with *warrior's surge*.

The orc terrorblades target lightly armored PCs with their falchions and *bloodfury attack*. They focus on bloodied foes whenever possible for increased damage.

Sarna stays in the thick of combat, using *dragon breath* as often as possible between *silver strike* attacks. Her *bloodied transformation* sees her fight even more fiercely.

TREASURE

The last remnants of Erithon's hoard are scattered about the cavern: 100 gp, 1,000 sp, and 275 Nerath gold pieces. The folk of Albura will gladly trade the Nerath coins for three 100 gp gems.

Orc Terrorblade (O)

Medium natural humanoid

Level 6 Brute

XP 250

Initiative +5 Senses Perception +2; low-light vision

HP 87; Bloodied 43; see also *bloodfury attack*

AC 18; Fortitude 19, Reflex 18, Will 16

Speed 6 (8 while charging)

⚔ Falchion (standard; at-will) • Weapon

+9 vs. AC; 3d4 + 6 damage (crit 2d4 + 18).

⚔ Bloodfury Attack (standard; requires a falchion; usable only while bloodied; encounter) • Healing, Weapon

+9 vs. AC; 4d4 + 6 damage (crit 2d4 + 22). Effect: The orc regains 10 hit points.

Bloodthirsty

If the orc hits a bloodied target, the attack deals an extra 2d4 damage.

Alignment Chaotic evil

Languages Common, Giant

Skills Endurance +11, Intimidate +7

Str 20 (+8)

Dex 14 (+5)

Wis 9 (+2)

Con 17 (+6)

Int 8 (+2)

Cha 8 (+2)

Equipment leather armor, falchion

Orc Favored of Gruumsh (G)

Medium natural humanoid

Level 5 Elite Controller (Leader)

XP 400

Initiative +6

Senses Perception +3; low-light vision

Wrath of Gruumsh aura 10; orcs in the aura can use *death strike* (see below).

HP 128; Bloodied 64; see also *warrior's surge* and *death strike*

AC 20; Fortitude 17, Reflex 14, Will 17

Saving Throws +2

Speed 6 (8 while charging)

Action Points 1

⚔ Spear (standard; at-will) • Weapon

+10 vs. AC; 1d8 + 3 damage.

⚔ Warrior's Surge (standard, usable only while bloodied; encounter) • Healing, Weapon

The favored of Gruumsh makes a melee basic attack and regains 16 hit points.

⚔ Death Strike (when the favored of Gruumsh drops to 0 hit points)

The orc makes a melee basic attack.

☞ Eye of Wrath (minor; at-will) • Fear

Ranged 5; +8 vs. Will; the target takes a -4 penalty to AC (save ends).

☞ Swift Arm of Destruction (standard; recharge 5 6) • Healing

Ranged 5; one orc within range makes a melee basic attack (as a free action) and regains 15 hit points on a hit or 5 hit points on a miss.

☞ Chaos Hammer (standard; encounter) • Force

Area burst 1 within 10; +8 vs. Reflex; 2d6 + 3 force damage, and the target is knocked prone. Miss: Half damage, and the target is not knocked prone.

Call to Battle (immediate reaction; when first hit by a melee attack)

One orc ally within 10 squares charges an enemy adjacent to the favored of Gruumsh.

Alignment Chaotic evil

Languages Common, Giant

Skills Endurance +10, Intimidate +10, Religion +7

Str 17 (+5)

Dex 14 (+4)

Wis 12 (+3)

Con 16 (+5)

Int 11 (+2)

Cha 17 (+5)

Equipment leather armor, fur cloak, spear

Sarna, Vessel of Erithon (E)		Level 7 Elite Brute
Small natural humanoid, kobold (dragon)		XP 600
Initiative +6	Senses Perception +12; darkvision	
Erithon Unleashed (Cold) aura 5; while Sarna is bloodied, each enemy that begins its turn in the aura takes 5 cold damage or a -2 penalty to attack rolls until the start of its next turn (target's choice).		
HP 184; Bloodied 92; see also <i>bloodied presence</i> and <i>Erithon unleashed</i>		
AC 21; Fortitude 20, Reflex 19, Will 21		
Resist 5 cold; Vulnerable see <i>ritual's aftermath</i>		
Saving Throws +2		
Speed 6, fly 4 (hover)		
Action Points 1 (can be spent only while bloodied)		
⚔ Spear (standard; at-will) • Weapon		
+10 vs. AC; 2d8 + 5 damage.		
⚔ Silver Strike (standard; at-will) • Cold		
Close burst 1; +10 vs. AC; 2d8 + 5 cold damage.		
⚔ Dragon Breath (standard; recharge 5/6) • Cold		
Close blast 5; +8 vs. Reflex; 3d6 + 5 cold damage, and the target gains vulnerable 5 to all damage until the end of Sarna's next turn.		
⚔ Bloodied Transformation (when first bloodied; encounter) • Fear		
Close burst 5; +8 vs. Will; the target is dazed (save ends). <i>Effect:</i> Sarna gains a +2 bonus to her fly speed and adds 1d4 to all damage rolls until the end of the encounter.		
Ritual's Aftermath		
If the PCs succeeded on the skill challenge in Encounter 3, Sarna has vulnerable 5 to all damage until first bloodied.		
Shifty (minor; at-will)		
Sarna shifts 1 square.		
Alignment Evil	Languages Common, Draconic	
Str 19 (+7)	Dex 16 (+6)	Wis 18 (+7)
Con 12 (+4)	Int 12 (+4)	Cha 12 (+4)
Equipment hide armor, spear, headdress		

DEVELOPMENT

If both Sarna and the favored of Gruumsh are defeated, the orc terrorblades flee.

The prophecy book lies open in the southwest part of the chamber, where a worked stone wall depicts the silver dragon Erithon laying waste to a village. A secret door (Perception DC 17) leads to a wide staircase spiraling up to a cave mouth (not shown on the poster map) containing a teleportation circle. The PCs can use the circle to travel back to Albura (add the 50 gp component cost to the reward below). Otherwise, a one-day hike takes them back to the fortress.

Returning the prophecy book earns the PCs their 150 gp reward. They complete their major quest and a great banquet is held in their honor.

FEATURES OF THE AREA

Illumination: Torches throughout the caverns fill the area with bright light.

Rocks and Crystals: Patches of rocky ground and clusters of natural crystal are difficult terrain.

Cliffs: These steep slopes rise to a height of 10 feet, separating the higher east and west caverns from the lower middle cavern. Scaling the slope requires a DC 15 Athletics check.

Stairs: These crumbling and uneven steps are difficult terrain.

Stream Channel: The shallow water is difficult terrain, but the flow below the waterfall is 10 feet deep (Athletics DC 10 to swim).

Waterfall: The stream drops 30 feet in the southeast corner of the cavern. The rocks of the falls can be climbed with a DC 20 Athletics check. A creature that falls hits the water below, lessening the impact for 2d10 damage.

Bridge: A rickety bridge crosses 10 feet above the central part of the cavern. AC/Reflex 5, Fortitude 10, 15 hit points.

Ritual Basins: Two basins in the southwest chamber are filled with expended components for Sarna's ritual.

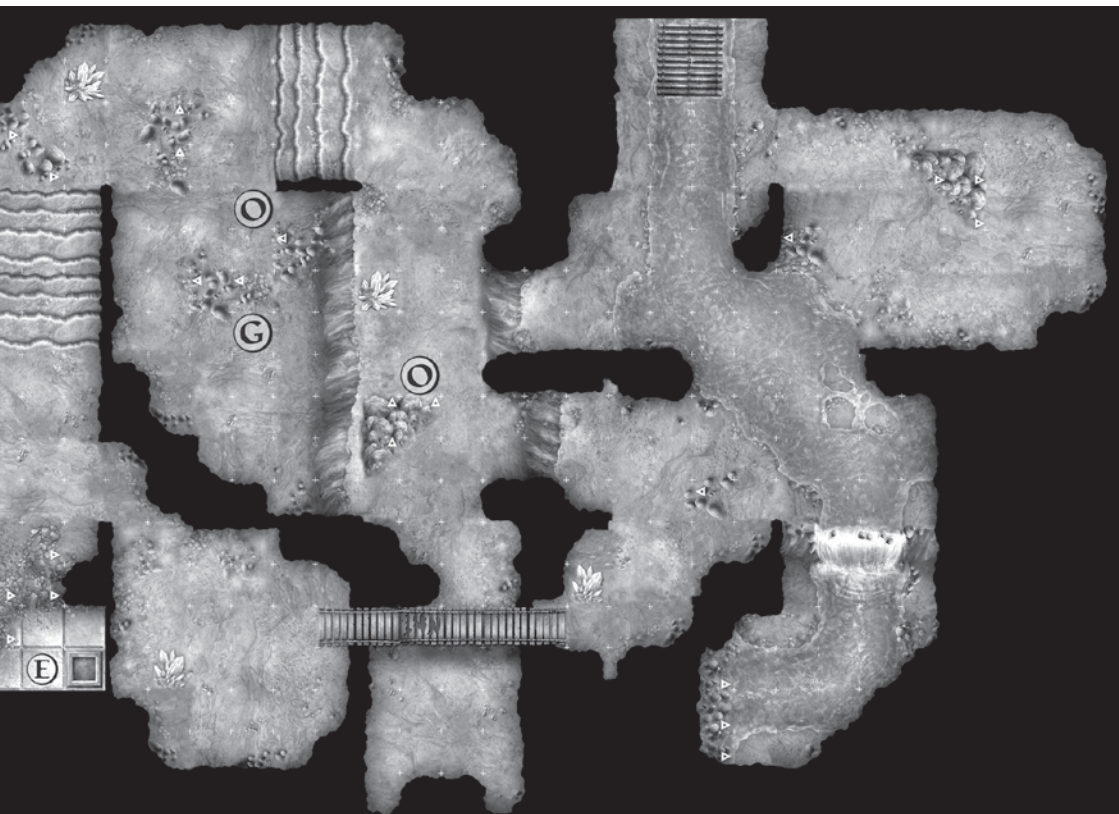
GROUP SIZE

4 Characters:

Remove an orc terrorblade.

6 Characters:

Add a rust monster or orc terrorblade.





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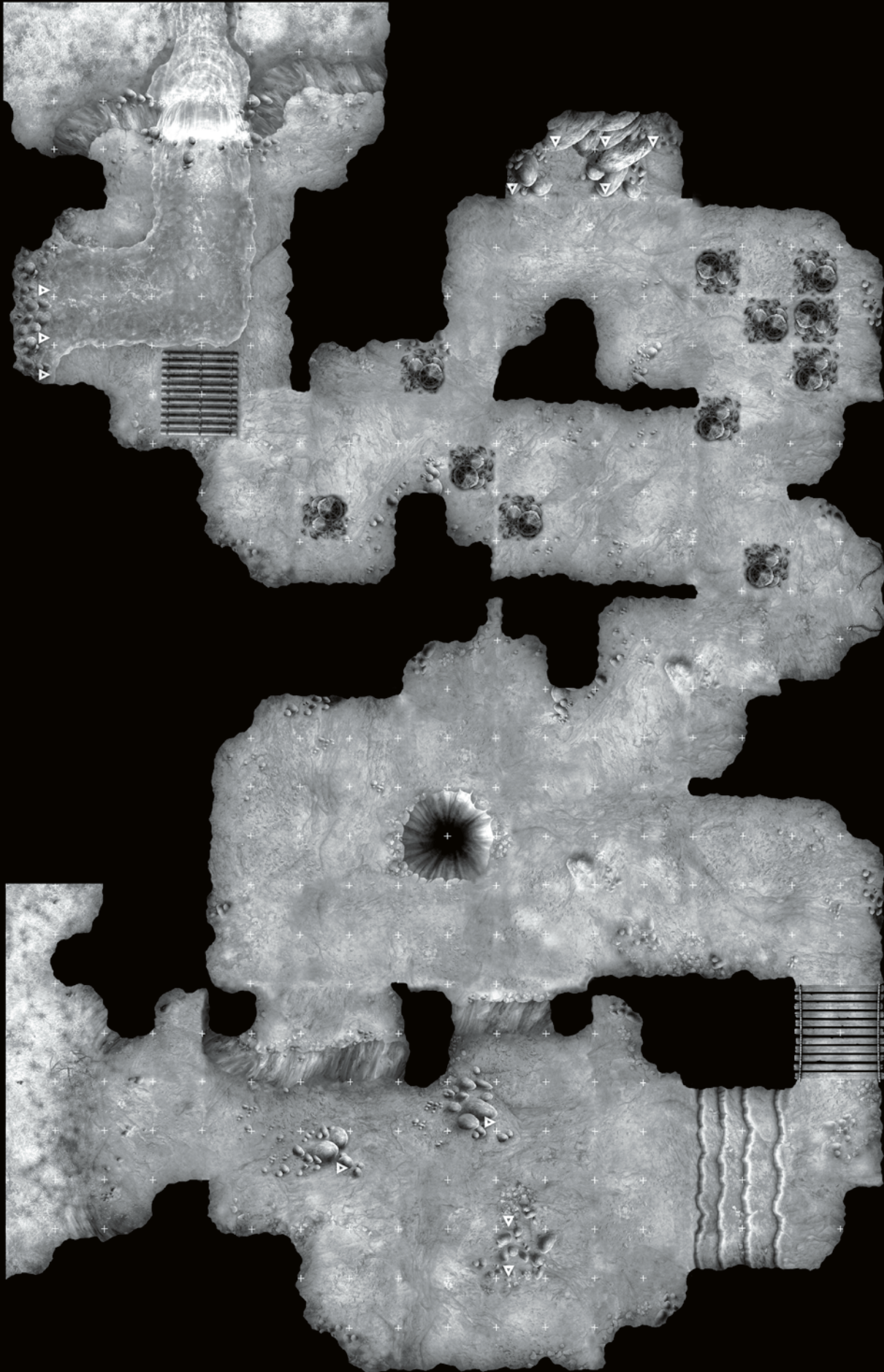
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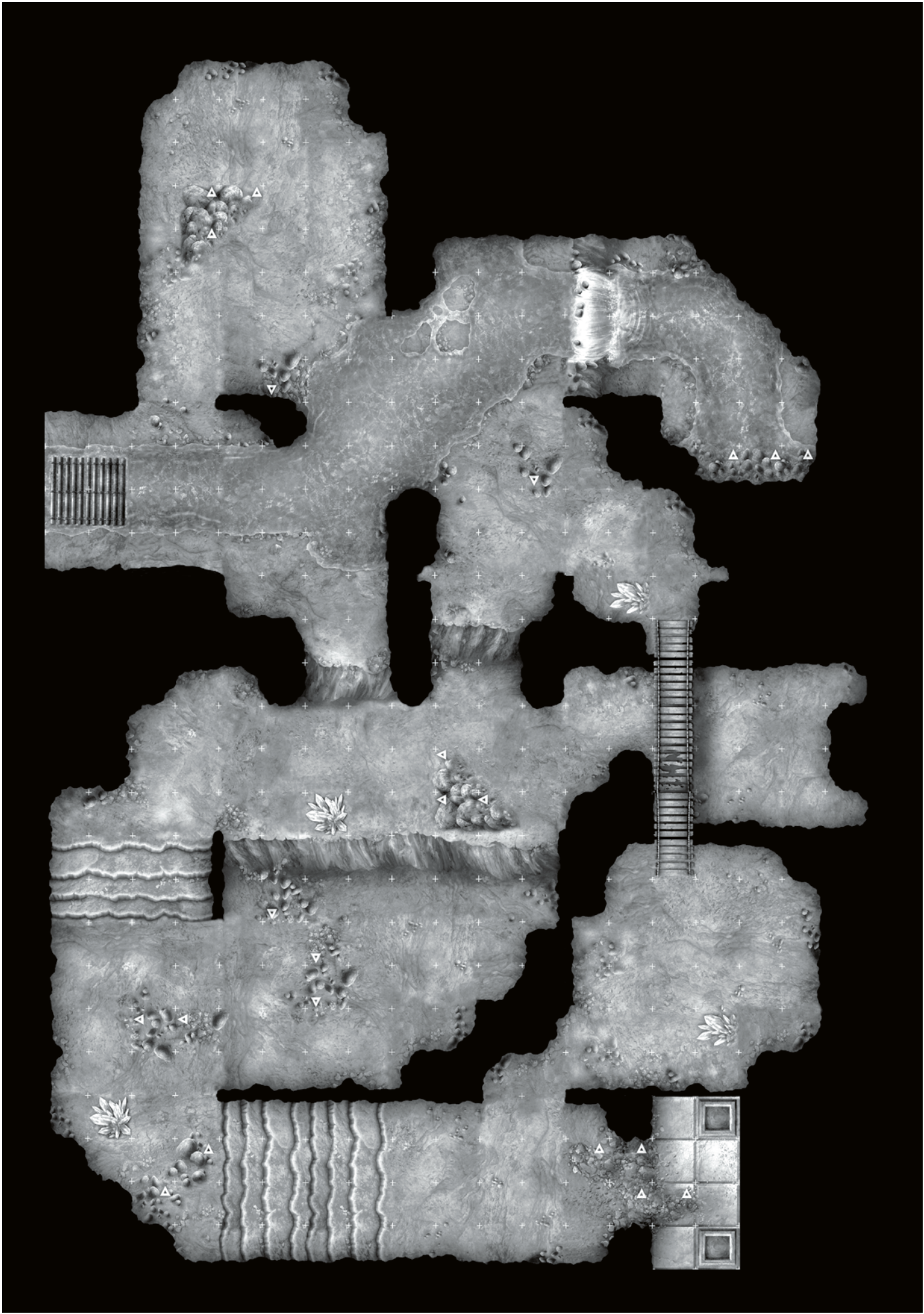
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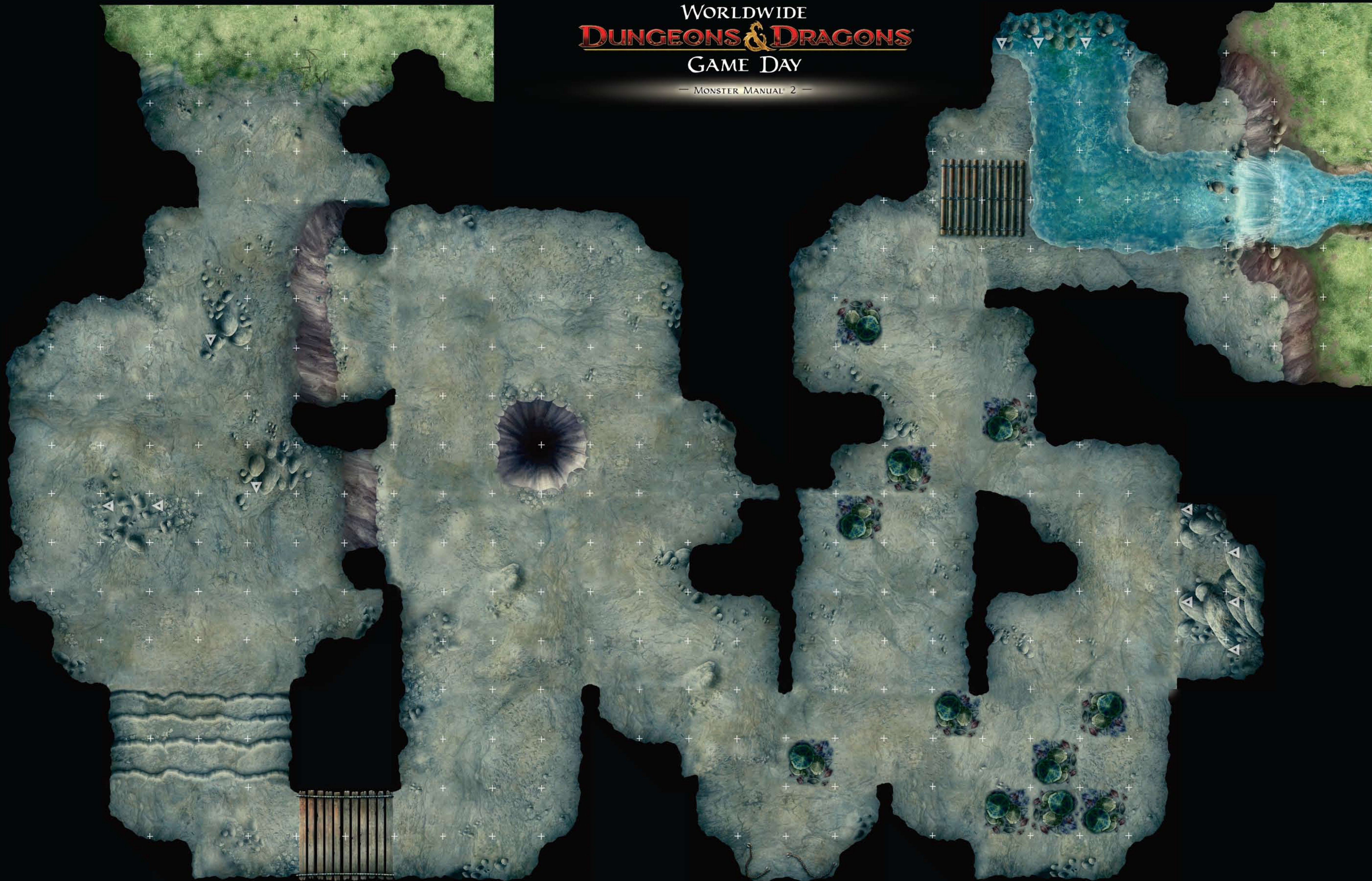


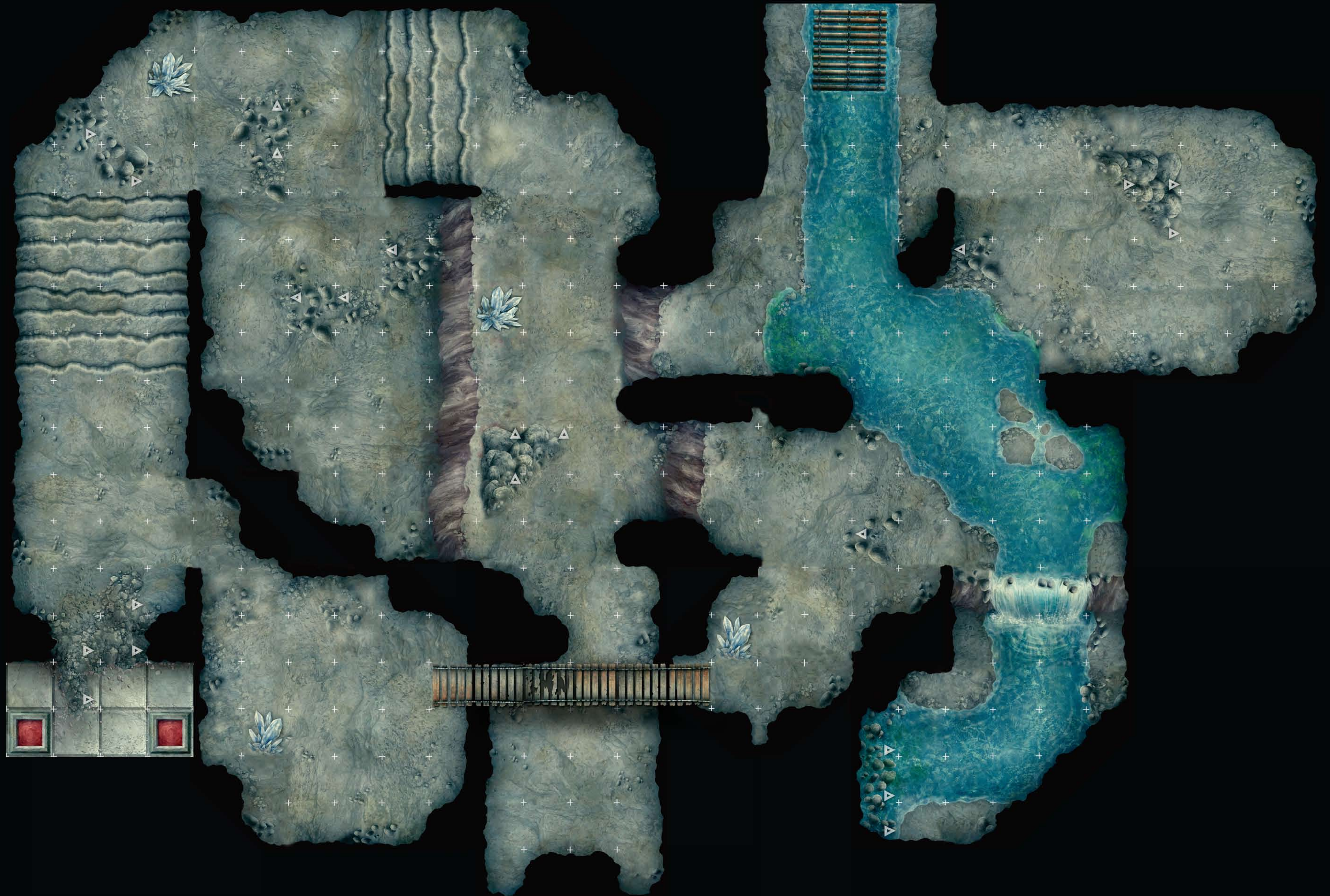




WORLDWIDE
DUNGEONS & DRAGONS
GAME DAY

— MONSTER MANUAL 2 —





MONSTER MANUAL 2 WORLDWIDE D&D GAME DAY

INSTRUCTIONS

GET READY FOR ADVENTURE!

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

KIT CONTENT DESCRIPTION

Your kit contains the following materials:

- **An adventure entitled "Journey Through the Silver Caves" (3 copies).** The focal point of the event, the adventure is designed to be played in about 3-4 hours. Give this adventure to the Dungeon Masters (DMs) that will be running the adventure.
- **A double-sided poster map detailing all of the combat encounter locations in the adventure (3 copies).** These maps are all to scale, making it very easy for the DM to get right to the action with minimal set-up. Give these to the DMs that will be running the adventure.
- **5 pregenerated character sheets to play with the adventure (3 copies of each).** These 5th-level characters were all created using the Character Builder application on D&D Insider. Give these out to the players when they sit down to play the adventure; photocopy more sheets if you need them.
- **Monster miniatures for all the foes in the adventure (3 packs).** All the monsters encountered in the adventure are present in the pack. Give these packs to the DMs running the adventure.
- **5 player character miniatures for the adventurers (3 of each).** These miniatures go with the character pictured on the character sheet. Hand these out to the players of the appropriate characters.
- **Flyers promoting the next Game Day event and upcoming D&D releases (50 copies).** Hand these out to anyone at your location, whether they're playing the adventure or just showing up to hang out.
- **This instruction and trivia sheet.** Make photocopies of the trivia sheet and hand them

out to everyone at your event. People can work on the trivia when they're not playing the adventure.

GAME DAY EVENT TIPS

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

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

SEPTEMBER 19 – *DMG 2* DAY

Enjoy your summer, head to some conventions, and pick up the re-launched Eberron campaign setting. Then, join us for *Dungeon Master's Guide 2* Worldwide D&D Game Day. Sign-ups for the event will be starting in late July, so keep an eye on your email inbox and our website at www.dndgameday.com. Remind your players to come back for more fun on September 19!

Game Day Trivia Answers

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

D&D TRIVIA: MONSTERS, MONSTERS, EVERYWHERE!

Which of these monsters is also known as a “sea devil?”

- A: Kraken
- B: Spinagon
- C: Kuo-toa
- D: Sahuagin

How many different colors of dragons are in the *Monster Manual*?

- A: 4
- B: 5
- C: 6
- D: 7

What is the origin type of an umber hulk?

- A: Natural
- B: Aberrant
- C: Immortal
- D: Elemental

Which of these is a distinguishing trait of a rakshasa?

- A: Six-fingered claws
- B: Slain by a blessed bolt
- C: Has a jackal-like visage
- D: Hands are backwards

What is the leader of a mind flayer enclave commonly called?

- A: Mastermind
- B: Illithid champion
- C: Elder brain
- D: Tentacled master

What is the range on a beholder eye tyrant’s eye rays?

- A: 5 squares
- B: 10 squares
- C: 20 squares
- D: Aura of 5 squares

What is the race from which the githzerai and githyanki originated?

- A: Gish
- B: Gith
- C: Gaff
- D: Giff

Devils live in the Nine Hells, which is located in what plane?

- A: Elemental Chaos
- B: Shadowfell
- C: Astral Sea
- D: Nessus

A chimera’s three heads consist of what creatures?

- A: Dragon, lion, bull
- B: Lion, drake, panther
- C: Dragon, lion, ram
- D: Lion, drake, eagle

Where are balhannoths commonly found?

- A: Mountains
- B: Underdark
- C: Feywild
- D: Crypts

Skeletal tomb guardians wield what weapon in their four bony hands?

- A: Scimitars
- B: Longswords
- C: Daggers
- D: Handaxes

How many failed saving throws must occur before a creature is petrified by a medusa’s *petrifying gaze*?

- A: 1
- B: 2
- C: 3
- D: None

Foulspawn were humanoids corrupted by which plane?

- A: Shadowfell
- B: Elemental Chaos
- C: Far Realm
- D: Abyss

A raavasta has the head of which animal?

- A: Dog
- B: Tiger
- C: Fox
- D: Snake

What is the collective name for corrupted draconic offspring that serve Tiamat?

- A: Dragonspawn
- B: Dragonborn
- C: Half-dragons
- D: Drakes

Which of the following humanoids are commonly associated with dragons?

- A: Yuan-ti
- B: Kobolds
- C: Lizardfolk
- D: Troglodytes

Which of the following creatures are known to harvest souls?

- A: Ghosts
- B: Liches
- C: Wights
- D: Oni

Which of the following creatures is not featured in *Monster Manual 2*?

- A: Rust monster
- B: Frost giant
- C: Lamia
- D: Kenku

Player Name

Eomer 5 Paladin 5,500
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Dwarf Medium Male Lawful Good Moradin
 Race Size Age Gender Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2		2	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
23	AC	12	8			1	2	

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	5
13	CON Constitution	1	3
10	DEX Dexterity	0	2
8	INT Intelligence	-1	1
14	WIS Wisdom	2	4
18	CHA Charisma	4	6

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	FORT	12	3	1		1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	12		1		1	2	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	WILL	12	4	1		1		

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Insight	10 +	4

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Perception	10 +	4

 SPECIAL SENSES
 Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dynamic Craghammer +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	2	3		2		2	

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	2	3		3			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dynamic Craghammer +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+7	3	2	2		

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+3	3				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Dynamic Craghammer +2	1d10+7
8	vs AC	Longsword	1d8+3
4	vs AC	Crossbow	1d8
5	vs AC	Unarmed (Melee)	1d4+3

FEATS

Healing Hands - Add Cha modifier to damage healed with lay on hands
Toughness - Gain 5 additional hit points per tier
Dwarven Weapon Training - +2 damage and proficiency with axes and hammers

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
57	28	14	11	

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS	USED

DEATH SAVING THROW FAILURES

SAVING THROW MODS	RESISTANCES	CURRENT CONDITIONS AND EFFECTS
+5 racial bonus against poison		

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dwarven Weapon Proficiency - Proficient with hammers.
Cast-Iron Stomach - +5 bonus to saving throws against poison.
Encumbered Speed - Armor or heavy load doesn't reduce your speed. (Other effects still can.)
Dwarven Resilience - Second wind is minor action.
Stand Your Ground - Can move 1 less when forced to move. Immediate saving throw to avoid being knocked prone.

CLASS / PATH / DESTINY FEATURES

Channel Divinity - Invoke a channel divinity class feature or other power; encounter.
Divine Challenge - Use divine challenge as an at-will power; minor action.
Lay on Hands - Use lay on hands as an at-will (special) power; minor.

LANGUAGES KNOWN

Common, Dwarven

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
-2	Acrobatics	DEX	2	0	-4
1	Arcana	INT	1	0	n/a
1	Athletics	STR	5	0	-4
6	Bluff	CHA	6	0	n/a
11	Diplomacy	CHA	6	5	n/a
6	Dungeoneering	WIS	4	0	n/a 2
1	Endurance	CON	3	0	-4 2
9	Heal	WIS	4	5	n/a
1	History	INT	1	0	n/a
4	Insight	WIS	4	0	n/a
11	Intimidate	CHA	6	5	n/a
4	Nature	WIS	4	0	n/a
4	Perception	WIS	4	0	n/a
6	Religion	INT	1	5	n/a
-2	Stealth	DEX	2	0	-4
6	Streetwise	CHA	6	0	n/a
-2	Thievery	DEX	2	0	-4

CHARACTER NAME
Eomer

PLAYER NAME

RACE Dwarf CLASS Paladin LEVEL 5

HP 57	16 STR	AC 23
Spd 5	13 CON	Fort 17
Init +2	10 DEX	Ref 16
	8 INT	Will 18
	14 WIS	
	18 CHA	

14 Passive Insight 14 Passive Perception



Second Wind

KEYWORDS

Minor	↑	✈	Personal
ACTION	←	✳	RANGE
	vs		Self
ATTACK	DEFENSE	TARGET	

Effect: You spend a healing surge and regain 14 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS
Second wind is a minor action for dwarves.

CLASS LEVEL BOOK PH

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

ENCOUNTER ACTION DUNGEONS & DRAGONS

Divine Challenge

KEYWORDS Divine, Radiant USED

Minor	↑	✈	Close burst 5
ACTION	←	✳	RANGE
	vs		One creature in burst
ATTACK	DEFENSE	TARGET	

Effect: You mark the target. The target remains marked until you use this power against another target, or if you fail to engage the target (see below). A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place. While a target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. Also, it takes radiant damage equal to 3 + your Charisma modifier (+4) the first time it makes an attack that doesn't include you as a target before the start of your next turn. The damage increases to 6 + your Charisma modifier (+4) at 11th level, and to 9 + your Charisma modifier (+4) at 21st level. On your turn, you must engage the target you challenged or challenge a different target. To engage the target, you must either attack it or end your turn adjacent to it. If none of these events occur by the end of your turn, the marked condition ends and you can't use divine challenge on your next turn. You can use divine challenge once per turn. Special: Even though this ability is called a challenge, it doesn't rely on the intelligence or language ability of the target. It's a magical compulsion that affects the creature's behavior, regardless of the creature's nature. You can't place a divine challenge on a creature that is already affected by your or another character's divine challenge.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL BOOK PH

Lay on Hands

KEYWORDS Divine, Healing USED

Minor	*	↑	✈	Melee touch
ACTION	←	✳	RANGE	
	vs		One creature	
ATTACK	DEFENSE	TARGET		

Special: You can use this power a number of times per day equal to your Wisdom modifier (+2) (minimum 1), but only once per round. Effect: You spend a healing surge but regain no hit points. Instead, the target regains hit points as if it had spent a healing surge. You must have at least one healing surge remaining to use this power.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL BOOK PH

Bolstering Strike

KEYWORDS Divine, Weapon USED

Standard	*	↑	✈	Melee weapon
ACTION	←	✳	RANGE	
10	vs	AC	One creature	
ATTACK	DEFENSE	TARGET		

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) damage, and you gain temporary hit points equal to your Wisdom modifier (+2).
Increase damage to 2[W] + Charisma modifier (+4) at 21st level.

Dynamic Craghammer +2: +10 attack, 1d10+8 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Enfeebling Strike

KEYWORDS Divine, Weapon USED

Standard	*	↑	✈	Melee weapon
ACTION	←	✳	RANGE	
10	vs	AC	One creature	
ATTACK	DEFENSE	TARGET		

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn. Increase damage to 2[W] + Charisma modifier (+4) at 21st level.

Dynamic Craghammer +2: +10 attack, 1d10+8 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

Divine Mettle

KEYWORDS Divine USED

Minor	↑	✈	Close burst 10
ACTION	←	✳	RANGE
	vs		One creature in burst
ATTACK	DEFENSE	TARGET	

Channel Divinity: You can use only one channel divinity power per encounter
Effect: The target makes a saving throw with a bonus equal to your Charisma modifier (+4).
Prerequisite: Channel Divinity, Paladin

ADDITIONAL EFFECTS

CLASS Paladin LEVEL BOOK PH

Divine Strength

KEYWORDS Divine USED

Minor	↑	✈	Personal
ACTION	←	✳	RANGE
	vs		
ATTACK	DEFENSE	TARGET	

Channel Divinity: You can use only one channel divinity power per encounter
Effect: Apply your Strength modifier (+3) as extra damage on your next attack this turn.
Prerequisite: Channel Divinity, Paladin

ADDITIONAL EFFECTS

CLASS Paladin LEVEL BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Fearsome Smite

KEYWORDS Divine, Fear, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

10 vs AC One creature

ATTACK **DEFENSE** **TARGET**

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+4) damage. Until the end of your next turn, the target takes a penalty to attack rolls equal to your Wisdom modifier (+2).

Dynamic Craghammer +2: +10 attack, 2d10+8 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

Righteous Smite

KEYWORDS Divine, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

10 vs AC One creature

ATTACK **DEFENSE** **TARGET**

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+4) damage, and you and each ally within 5 squares of you gain temporary hit points equal to 5 + your Wisdom modifier (+2).

Dynamic Craghammer +2: +10 attack, 2d10+8 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 3 BOOK PH

Paladin's Judgment

KEYWORDS Divine, Healing, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

9 vs AC One creature

ATTACK **DEFENSE** **TARGET**

Attack: Strength vs. AC
Hit: 3[W] + Strength modifier (+3) damage, and one ally within 5 squares of you can spend a healing surge.
Miss: One ally within 5 squares of you can spend a healing surge.

Dynamic Craghammer +2: +9 attack, 3d10+7 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

ENCOUNTER POWER

ENCOUNTER POWER

DAILY POWER

Hallowed Circle

KEYWORDS Divine, Implement, Zone USED

Standard Close burst 3

ACTION 3 **RANGE**

6 vs Reflex Each enemy in burst

ATTACK **DEFENSE** **TARGET**

Attack: Charisma vs. Reflex
Hit: 2d6 + Charisma modifier (+4) damage.
Effect: The burst creates a zone of bright light that lasts until the end of the encounter. You and your allies gain a +1 power bonus to all defenses while within the zone.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 5 BOOK PH

Sacred Circle

KEYWORDS Divine, Implement, Zone USED

Standard Close burst 3

ACTION 3 **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: The burst creates a zone that, until the end of the encounter, gives you and allies within it a +1 power bonus to AC.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 2 BOOK PH

Dynamic Craghammer +2

	+2 attack rolls and damage	+2d6 damage
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

KEYWORDS USED

ACTION

AT-WILL ENCOUNTER DAILY

POWER

Power (Encounter • Polymorph): Minor Action. Change the weapon into a different weapon from any melee category (simple, military, or superior). This effect lasts until the end of the encounter, or until you end it as a minor action.

ITEM SLOT/TYPE One-hand LEVEL 6 PRICE 1800 BOOK AV

DAILY POWER

UTILITY POWER

MAGIC ITEM

Cloak of the Walking Wounded +1

	+1 Fortitude, Reflex, and Will	
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

If you use your second wind while bloodied, you can expend two healing surges instead of one (gaining hit points from both).

KEYWORDS USED

ACTION

AT-WILL ENCOUNTER DAILY

POWER

Item Slot: Neck

ITEM SLOT/TYPE Neck LEVEL 4 PRICE 840 BOOK AV

Plate Armor of Sacrifice +1

	+1 AC	
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

KEYWORDS USED

ACTION

AT-WILL ENCOUNTER DAILY

POWER

Power (At-Will): Minor Action. Use this power when you are adjacent to an ally who is subject to an effect that a save can end. The ally is no longer affected, and you now have the effect. You cannot make a saving throw against this effect until the end of your next turn.
Power (Daily • Healing): Minor Action. Spend a healing surge. One ally within 5 squares of you regains hit points as though he or she had spent a healing surge.

ITEM SLOT/TYPE Body LEVEL 5 PRICE 1000 BOOK PH

MAGIC ITEM

MAGIC ITEM

Player Name

Chance 5 Warlord 5,500
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Tiefling Medium Male Good
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4		2	2

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	12	6			1	1	

CONDITIONAL BONUS

+2 AC against the first attack made against you in each encounter

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	6
12	CON Constitution	1	3
10	DEX Dexterity	0	2
16	INT Intelligence	3	5
8	WIS Wisdom	-1	1
16	CHA Charisma	3	5

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
44	22	11	11	8
	1/2 HP		1/4 HP	

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES	Resist 7 Fire,

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
1	Acrobatics	DEX	2	0	-1
5	Arcana	INT	5	0	n/a
10	Athletics	STR	6	5	-1
7	Bluff	CHA	5	0	n/a 2
10	Diplomacy	CHA	5	5	n/a
1	Dungeoneering	WIS	1	0	n/a
2	Endurance	CON	3	0	-1
1	Heal	WIS	1	0	n/a
10	History	INT	5	5	n/a
1	Insight	WIS	1	0	n/a
10	Intimidate	CHA	5	5	n/a
1	Nature	WIS	1	0	n/a
1	Perception	WIS	1	0	n/a
5	Religion	INT	5	0	n/a
3	Stealth	DEX	2	0	-1 2
5	Streetwise	CHA	5	0	n/a
1	Thievery	DEX	2	0	-1

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
1	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Infernal Wrath - Use infernal wrath as an encounter power.

Fire Resistance - Resist fire 5 + 1/2 level.

Bloodhunt - +1 on attacks against bloodied foes.

CLASS / PATH / DESTINY FEATURES

Combat Leader - You, and allies within 10 that see and hear you, gain +2 to initiative.

Commanding Presence - Choose a Presence benefit; provides bonuses with certain powers.

Bravura Presence - Ally who sees you who spends action point to take action and attacks can use this; on hit, ally can make basic attack or take move; on miss, ally grants combat advantage until end of next turn

Inspiring Word - Use inspiring word as an encounter (special) power, minor action.

LANGUAGES KNOWN

Common, Draconic

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10	+ 1

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Perception	10	+ 1

SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Sacrificial Longsword +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	2	4		3		2	

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	2	4		3			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Sacrificial Longsword +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+6	4		2		

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
11	vs AC	Sacrificial Longsword +2	1d8+6
9	vs AC	Longsword	1d8+4
6	vs AC	Unarmed (Melee)	1d4+4
2	vs AC	Unarmed (Range)	1d4

FEATS

Improved Bravura - Ally gains +1 to attack rolls or speed with Bravura Presence

Saving Inspiration - Ally gains saving throw with inspiring word

Sickening Finish - Drop foe to gain +1 to defenses

CHARACTER NAME
Chance

PLAYER NAME

RACE Tiefling CLASS Warlord LEVEL 5

HP 44	18 STR	AC 20
Spd 6	12 CON	Fort 18
Init +4	10 DEX	Ref 17
	16 INT	Will 17
	8 WIS	
	16 CHA	

11 Passive Insight **11** Passive Perception



Second Wind

KEYWORDS

Standard	↑	✈	Personal
ACTION	←	✳	RANGE
	vs		Self
ATTACK	DEFENSE	TARGET	

Effect: You spend a healing surge and regain 11 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK *PH*

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

ENCOUNTER ACTION DUNGEONS & DRAGONS

Brash Assault

KEYWORDS Martial, Weapon

Standard	* ↑	✈	Melee weapon
ACTION	←	✳	RANGE
11	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage.
Increase damage to 2[W] + Strength modifier (+4) at 21st level.
Effect: The target can make a melee basic attack against you as a free action and has combat advantage for the attack. If the target makes this attack, an ally of your choice within 5 squares of the target can make a basic attack against the target as a free action and has combat advantage for the attack.
Sacrificial Longsword +2: +11 attack, 1d8+6 damage

ADDITIONAL EFFECTS
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlord LEVEL 1 BOOK *MP*

Wolf Pack Tactics

KEYWORDS Martial, Weapon

Standard	* ↑	✈	Melee weapon
ACTION	←	✳	RANGE
11	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Special: Before you attack, you let one ally adjacent to either you or the target shift 1 square as a free action.
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage.
Increase damage to 2[W] + Strength modifier (+4) at 21st level.
Sacrificial Longsword +2: +11 attack, 1d8+6 damage

ADDITIONAL EFFECTS
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlord LEVEL 1 BOOK *PH*

Infernal Wrath

KEYWORDS

Minor	↑	✈	Personal
ACTION	←	✳	RANGE
	vs		
ATTACK	DEFENSE	TARGET	

Effect: You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add your Charisma modifier (+3) as extra damage.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK *PH*

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Inspiring Word

KEYWORDS Healing, Martial

Minor	↑	✈	Close burst 5 (10 at 11th level, 15 at 16th level)
ACTION	←	5	RANGE
	vs		You or one ally in burst
ATTACK	DEFENSE	TARGET	

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use inspiring word three times per encounter.
Effect: The target can spend a healing surge and regain an additional 1d6 hit points.
The amount of additional hit points regained is 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

ADDITIONAL EFFECTS
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlord LEVEL BOOK *PH*

Luring Focus

KEYWORDS Martial, Weapon

Standard	* ↑	✈	Melee weapon
ACTION	←	✳	RANGE
11	vs	Fort	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. Fortitude
Hit: 1[W] + Strength modifier (+4) damage. Choose another enemy within 5 squares of you and pull it 1 square.
Bravura Presence: Pull the enemy a number of squares equal to your Charisma modifier (+3).
Special: When charging, you can use this power in place of a melee basic attack.
Sacrificial Longsword +2: +11 attack, 1d8+6 damage

ADDITIONAL EFFECTS
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlord LEVEL 1 BOOK *MP*

Shielding Retaliation

KEYWORDS Martial, Weapon

Imm Interr	* ↑	✈	Melee 1
ACTION	←	✳	RANGE
11	vs	AC	The triggering enemy
ATTACK	DEFENSE	TARGET	

Trigger: An adjacent enemy hits an ally with an opportunity attack
Effect: The opportunity attack hits you instead.
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+4) damage, and the ally can shift 2 squares.
Sacrificial Longsword +2: +11 attack, 2d8+6 damage

ADDITIONAL EFFECTS
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlord LEVEL 3 BOOK *MP*

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Fearless Rescue

KEYWORDS Healing, Martial, Weapon USED

Imm React * Melee weapon

ACTION **RANGE**

12 vs AC The triggering enemy

ATTACK DEFENSE TARGET

Trigger: An enemy within 5 squares of you reduces an ally to 0 hit points or fewer
 Effect: Before the attack, you can move to the nearest square from which you can attack the target.
 Attack: Strength + 1 vs. AC
 Hit: 2[W] + Strength modifier (+4) damage.
 Effect: The ally can spend a healing surge and regain an additional 1d6 hit points for every opportunity attack you provoke while moving to the target.

Sacrificial Longsword +2: +12 attack, 2d8+6 damage

ADDITIONAL EFFECTS
 +1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlord LEVEL 1 BOOK MP

DAILY POWER DUNGEONS & DRAGONS®

Scent of Victory

KEYWORDS Martial USED

Standard Close burst 5

ACTION 5 **RANGE**

vs Each ally in burst

ATTACK DEFENSE TARGET

Special: Each target can make a melee basic attack as a free action against a bloodied enemy adjacent to him or her.

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 5 BOOK MP

DAILY POWER DUNGEONS & DRAGONS®

Heroic Effort

KEYWORDS Martial USED

Minor Close burst 10

ACTION 10 **RANGE**

AT-WILL ENCOUNTER DAILY

Requirement: You must be bloodied.
 Effect: The target can add your Charisma modifier (+3) to damage rolls until you are no longer bloodied. Also, you gain temporary hit points equal to your level + your Charisma modifier (+3).

ADDITIONAL EFFECTS

CLASS Warlord LEVEL 2 BOOK MP

UTILITY POWER DUNGEONS & DRAGONS®

Sacrificial Longsword +2

	+2 attack rolls and damage	+2d6 damage
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

KEYWORDS USED

ACTION

AT-WILL ENCOUNTER DAILY

POWER
 Power (Daily): Free Action. Use this power when you hit with the weapon. Spend a healing surge, and instead of regaining hit points, you cause the target to become weakened until the end of your next turn.

ITEM SLOT/TYPE One-hand LEVEL 6 PRICE 1800 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS®

Healer's Brooch +1

	+1 Fortitude, Reflex, and Will	
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the hit points gained.

KEYWORDS USED

ACTION

AT-WILL ENCOUNTER DAILY

POWER
 Item Slot: Neck

ITEM SLOT/TYPE Neck LEVEL 4 PRICE 840 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS®

Darkleaf Hide Armor +1

	+1 AC	
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

Gain a +2 item bonus to AC against the first attack made against you in each encounter.

KEYWORDS USED

ACTION

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT/TYPE Body LEVEL 4 PRICE 840 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS®

Player Name

Arjhana 5 Rogue 5,500
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Dragonborn Medium Female Unaligned
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
6	4	2	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	12	6			1		

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	5
13	CON Constitution	1	3
19	DEX Dexterity	4	6
10	INT Intelligence	0	2
10	WIS Wisdom	0	2
10	CHA Charisma	0	2

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	12	3			1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	REF	12	4	2		1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	WILL	12				1		

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Insight	10	+ 7

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Perception	10	+ 7

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	2	3		3			1

ABILITY: Ranged Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 10	2	4		3			1

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
50	25	13	7	

1/2 HP

1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
11	Acrobatics	DEX	6	5		
2	Arcana	INT	2	0	n/a	
10	Athletics	STR	5	5		
2	Bluff	CHA	2	0	n/a	
2	Diplomacy	CHA	2	0	n/a	
2	Dungeoneering	WIS	2	0	n/a	
3	Endurance	CON	3	0		
2	Heal	WIS	2	0	n/a	
4	History	INT	2	0	n/a	2
7	Insight	WIS	2	5	n/a	
4	Intimidate	CHA	2	0	n/a	2
2	Nature	WIS	2	0	n/a	
7	Perception	WIS	2	5	n/a	
2	Religion	INT	2	0	n/a	
11	Stealth	DEX	6	5		
2	Streetwise	CHA	2	0	n/a	
11	Thievery	DEX	6	5		

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dragon Breath - Use dragon breath as an encounter power.

Dragon Breath Dexterity - Use DEX for Dragon Breath

Dragon Breath Poison - Dragon Breath deals poison

damage

Draconic Heritage - Add Con mod to healing surge value.

CLASS / PATH / DESTINY FEATURES

First Strike - At encounter start, get combat advantage against foes that haven't acted yet.

Rogue Tactics - Choose one of the rogue tactics.

Brutal Scoundrel - Add Str mod to Sneak Attack damage.

Rogue Weapon Talent - Damage die increases one size with shuriken; +1 on attacks with daggers.

Sneak Attack - Once per round, if you have combat advantage and hit with a crossbow, light blade, or sling, deal extra damage.

LANGUAGES KNOWN

Common, Draconic

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	3	1			

ABILITY: Ranged Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+5	4	1			

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Dagger (Melee)	1d4+4
10	vs AC	Dagger (Range)	1d4+5
11	vs AC	Sacrificial Dagger +2 (Melee)	1d4+6
12	vs AC	Sacrificial Dagger +2 (Range)	1d4+7

FEATS

Weapon Focus (Light Blade) - Gain +1 damage per tier with Light Blades.

Toughness - Gain 5 additional hit points per tier

Backstabber - Sneak Attack dice increase to d8s

CHARACTER NAME
Arjhana

PLAYER NAME

RACE Dragonborn CLASS Rogue LEVEL 5

HP 50	16 STR	AC 19
Spd 6	13 CON	Fort 16
Init +6	19 DEX	Ref 19
	10 INT	Will 13
	10 WIS	
	10 CHA	

17 Passive Insight **17** Passive Perception



Second Wind

KEYWORDS

Standard	↑	✈	Personal
ACTION	←	✳	RANGE
	vs		Self
ATTACK	DEFENSE	TARGET	

Effect: You spend a healing surge and regain 13 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK *PH*

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

ENCOUNTER ACTION DUNGEONS & DRAGONS

Piercing Strike

KEYWORDS Martial, Weapon USED

Standard	* ↑	✈	Melee weapon
ACTION	←	✳	RANGE
10	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. Reflex
Hit: 1[W] + Dexterity modifier (+4) damage.
Increase damage to 2[W] + Dexterity modifier (+4) at 21st level.

Dagger: +10 attack, 1d4+5 damage
Sacrificial Dagger +2: +12 attack, 1d4+7 damage

ADDITIONAL EFFECTS
+2d8+3 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK *PH*

Riposte Strike

KEYWORDS Martial, Weapon USED

Standard	* ↑	✈	Melee weapon
ACTION	←	✳	RANGE
10	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+4) damage. If the target attacks you before the start of your next turn, you make your riposte against the target as an immediate interrupt: a Strength vs. AC attack that deals 1[W] + Strength modifier (+3) damage.
Increase damage to 2[W] + Dexterity modifier (+4) and riposte to 2[W] + Strength modifier (+3) at 21st level.

Dagger: +10 attack, 1d4+5 damage
Sacrificial Dagger +2: +12 attack, 1d4+7 damage

ADDITIONAL EFFECTS
+2d8+3 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK *PH*

Dragon Breath

KEYWORDS Acid, Cold, Fire, Lightning or Poison USED

Minor	↑	✈	Close blast 3
ACTION	3	←	✳
8	vs	Reflex	All creatures in area.
ATTACK	DEFENSE	TARGET	

Attack: Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex
Hit: 1d6 + Constitution modifier (+1) damage.
Increase to +4 bonus and 2d6 + Constitution modifier (+1) damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier (+1) damage at 21st level.
Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK *PH*

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Guarded Attack

KEYWORDS Martial, Weapon USED

Standard	* ↑	✈	Melee weapon
ACTION	←	✳	RANGE
10	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Requirement: You must be wielding a light blade.
Hit: 2[W] + Dexterity modifier (+4) damage, and if the target makes a melee attack against you before the start of your next turn, you can make a secondary attack against it as an immediate interrupt.
Secondary Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage, and the target takes a -2 penalty to the triggering attack roll.

Dagger: +10 attack, 2d4+5 damage
Sacrificial Dagger +2: +12 attack, 2d4+7 damage

ADDITIONAL EFFECTS
+2d8+3 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK *MP*

Nasty Backswing

KEYWORDS Martial, Weapon USED

Free	* ↑	✈	Melee weapon
ACTION	←	✳	RANGE
10	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Trigger: You miss with a melee attack
Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC. You have combat advantage for this attack.
Hit: 1[W] + Dexterity modifier (+4) damage, and you can shift 1 square.
Brutal Scoundrel: The attack deals extra damage equal to your Strength modifier (+3).

Dagger: +10 attack, 1d4+5 damage
Sacrificial Dagger +2: +12 attack, 1d4+7 damage

ADDITIONAL EFFECTS
+2d8+3 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 3 BOOK *MP*

Easy Target

KEYWORDS Martial, Weapon USED

Standard	* ↑	* ✈	Melee or Ranged weapon
ACTION	←	✳	RANGE
10	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier (+4) damage, and the target is slowed and grants combat advantage to you (save ends both).
Miss: Half damage, and the target grants combat advantage to you until the end of your next turn.

Dagger: +10 attack, 2d4+5 damage
Sacrificial Dagger +2: +12 attack, 2d4+7 damage

ADDITIONAL EFFECTS
+2d8+3 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK *PH*

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

DAILY POWER DUNGEONS & DRAGONS

Deep Cut

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	↶ ↷	RANGE	
10	vs	Fort	One creature
ATTACK	DEFENSE	TARGET	

Requirement: You must be wielding a light blade.
 Attack: Dexterity vs. Fortitude
 Hit: 2[W] + Dexterity modifier (+4) damage, and ongoing damage equal to 5 + your Strength modifier (+3) (save ends).
 Miss: Half damage, and no ongoing damage.

Dagger: +10 attack, 2d4+5 damage
 Sacrificial Dagger +2: +12 attack, 2d4+7 damage

ADDITIONAL EFFECTS
 +2d8+3 to damage once per round (Sneak Attack)

CLASS	Rogue	LEVEL	5	BOOK	PH
-------	-------	-------	---	------	----

Tumble

KEYWORDS		Martial	USED
Move	↑ ↗ ↘	Personal	
ACTION	↶ ↷	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Prerequisite: You must be trained in Acrobatics.
 Effect: You can shift a number of squares equal to one-half your speed.

ADDITIONAL EFFECTS

CLASS	Rogue	LEVEL	2	BOOK	PH
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Sacrificial Dagger +2

	+2 attack rolls and damag	+2d6 damage
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

KEYWORDS		USED
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

POWER

Power (Daily): Free Action. Use this power when you hit with the weapon. Spend a healing surge, and instead of regaining hit points, you cause the target to become weakened until the end of your next turn.

ITEM SLOT/TYPE	Off-hand	LEVEL	6	PRICE	1800	BOOK	PH
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Shared Suffering Leather Armor +1

	+1 AC	
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

KEYWORDS		USED
ACTION		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

POWER

Power (Encounter): Immediate Reaction. Use this power when an attack gives you ongoing damage. The attacker gains an equal amount of untyped ongoing damage.

ITEM SLOT/TYPE	Body	LEVEL	5	PRICE	1000	BOOK	PH
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Cloak of Distortion +1

	+1 Fortitude, Reflex, and \	
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll.

KEYWORDS		USED
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

POWER

Item Slot: Neck

ITEM SLOT/TYPE	Neck	LEVEL	4	PRICE	840	BOOK	AV
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Player Name

Althaea 5 Wizard 5,500
 Character Name Level Class Epic Destiny Total XP
 Eladrin Medium
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
9	3	2	4

CONDITIONAL MODIFIERS

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC
20	AC	12	7			1	

CONDITIONAL BONUSES

MOVEMENT			
SCORE	BASE	ARMOR	ITEM
6	Speed (Squares)	6	

SPECIAL MOVEMENT

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	2
11	CON Constitution	0	2
16	DEX Dexterity	3	5
21	INT Intelligence	5	7
12	WIS Wisdom	1	3
8	CHA Charisma	-1	1

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
13	FORT	12				1	
18	REF	12	5			1	
17	WILL	12	1	2		1	1

CONDITIONAL BONUSES

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10	5
15	Passive Perception	10	5

SPECIAL SENSES
Low-light Vision

HIT POINTS			
MAX HP	BLOODED	HEALING SURGES	SURGES/DAY
37	18	9	6

1/2 HP 1/4 HP

CURRENT HIT POINTS CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES [][]

SAVING THROW MODS +5 racial bonus against charm effects

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS		
ACTION POINTS	MILESTONES	ACTION POINTS
1	0	1
2	1	2
3	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

ATTACK WORKSPACE							
ABILITY	ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH
Ability: Magic Missile - Arcane Implement, Wand	+ 7		2	5			
Ability: Magic Missile - Magic Wand +2	+ 9		2	5			2

DAMAGE WORKSPACE					
ABILITY	DAMAGE	ABIL	FEAT	ENH	MISC
Ability: Magic Missile - Arcane Implement, Wand	2d4+5	5			
Ability: Magic Missile - Magic Wand +2	2d4+7	5		2	

SKILLS						
BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
7	Acrobatics	DEX	5	0		2
14	Arcana	INT	7	5	n/a	2
4	Athletics	STR	2	0		2
3	Bluff	CHA	1	0	n/a	2
3	Diplomacy	CHA	1	0	n/a	2
5	Dungeoneering	WIS	3	0	n/a	2
4	Endurance	CON	2	0		2
5	Heal	WIS	3	0	n/a	2
14	History	INT	7	5	n/a	2
5	Insight	WIS	3	0	n/a	2
3	Intimidate	CHA	1	0	n/a	2
8	Nature	WIS	3	5	n/a	
5	Perception	WIS	3	0	n/a	2
12	Religion	INT	7	5	n/a	
10	Stealth	DEX	5	5		
3	Streetwise	CHA	1	0	n/a	2
7	Thievery	DEX	5	0		2

RACE FEATURES	
Trance	Meditate aware 4 hours instead of sleep.
Eladrin Weapon Proficiency	Proficient with longsword.
Eladrin Education	Training in any one additional skill.
Eladrin Will	+1 Will; +5 to saving throws against charm.
Fey Step	Use fey step as an encounter power.
Fey Origin	Your origin is fey, not natural.

CLASS / PATH / DESTINY FEATURES	
Arcane Implement Mastery	Choose Orb of Imposition, Staff of Defense, or Wand of Accuracy.
Wand of Accuracy	Encounter, free; with wand, add Dex mod to one attack roll.
Cantrips	Use ghost sound, light, mage hand, and prestidigitation as at-will powers.
Ritual Casting	Gain Ritual Caster as a bonus feat.
Spellbook	Three 1st-level rituals, plus more at higher levels. Also, twice the daily and utility spells you can use; choose from among these at each extended rest.

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs Ref	Magic Missile (Arcane Implem)	2d4+5
9	vs Ref	Magic Missile (Magic Wand +2)	2d4+7
2	vs AC	Unarmed (Melee)	1d4
5	vs AC	Unarmed (Range)	1d4+3

FEATS	
Ritual Caster	Master and perform rituals
Improved Initiative	+4 to initiative checks
Armor Proficiency (Leather)	Training with leather armor
Jack of All Trades	+2 to untrained skill checks

LANGUAGES KNOWN	
Common	Elven

CHARACTER NAME
Althaea

PLAYER NAME

RACE Eladrin CLASS Wizard LEVEL 5

HP 37	10 STR	AC 20
Spd 6	11 CON	Fort 13
Init +9	16 DEX	Ref 18
	21 INT	Will 17
	12 WIS	
	8 CHA	

15 Passive Insight **15** Passive Perception



Second Wind

KEYWORDS

Standard	10	Ranged 10
ACTION		RANGE
vs		Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 9 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

PLAY DATA **DUNGEONS & DRAGONS**

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

ENCOUNTER ACTION **DUNGEONS & DRAGONS**

Ghost Sound

KEYWORDS Arcane, Illusion

Standard	10	Ranged 10
ACTION		RANGE
vs		One object or unoccupied square
ATTACK	DEFENSE	TARGET

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

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

Light

KEYWORDS Arcane

Minor	5	Ranged 5
ACTION		RANGE
vs		One object or unoccupied square
ATTACK	DEFENSE	TARGET

Effect: You cause the target to shed bright light. The light fills the target's square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting out the light is a free action.
Special: You can have only one light cantrip active at a time. If you create a new light, your previously cast light winks out.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

Mage Hand

KEYWORDS Arcane, Conjuration

Minor	5	Ranged 5
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand.
As a move action, you can move the hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object.
Sustain Minor: You can sustain the hand indefinitely.
Special: You can create only one hand at a time.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Prestidigitation

KEYWORDS Arcane

Standard	2	Ranged 2
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: Use this cantrip to accomplish one of the effects given below.
• Move up to 1 pound of material.
• Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
• Color, clean, or soil items in 1 cubic foot for up to 1 hour.
• Instantly light (or snuff out) a candle, a torch, or a small campfire.
• Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
• Make a small mark or symbol appear on a surface for up to 1 hour.
• Produce out of nothingness a small item or image that exists until the end of your next turn.
• Make a small, handheld item invisible until the end of your next turn.
Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power.
Special: You can have as many as three prestidigitation effects active at one time.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

Scorching Burst

KEYWORDS Arcane, Fire, Implement

Standard	10	Area burst 1 within 10 squares
ACTION	1	RANGE
7	vs Reflex	Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex
Hit: 1d6 + Intelligence modifier (+5) fire damage.
Increase damage to 2d6 + Intelligence modifier (+5) at 21st level.
Arcane Implement, Wand: +7 attack, 1d6+5 damage
Magic Wand +2: +9 attack, 1d6+7 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

Magic Missile

KEYWORDS Arcane, Force, Implement

Standard	20	Ranged 20
ACTION		RANGE
7	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex
Hit: 2d4 + Intelligence modifier (+5) force damage.
Increase damage to 4d4 + Intelligence modifier (+5) at 21st level.
Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.
Arcane Implement, Wand: +7 attack, 2d4+5 damage
Magic Wand +2: +9 attack, 2d4+7 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Fey Step

KEYWORDS Teleportation USED

Move	↑	↗	Personal
ACTION	↶	✱	RANGE
	vs		
ATTACK	DEFENSE	TARGET	

Effect: Teleport up to 5 squares.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH

Wand of Accuracy

KEYWORDS Implement USED

Free	↑	↗	
ACTION	↶	✱	RANGE
	vs		
ATTACK	DEFENSE	TARGET	

Effect: you gain a bonus to a single attack roll equal to your Dexterity modifier (+3).
Requirement: You must wield your wand.

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

Burning Hands

KEYWORDS Arcane, Fire, Implement USED

Standard	↑	↗	Close blast 5
ACTION	5	↶	✱
	vs	Reflex	Each creature in blast
ATTACK	DEFENSE	TARGET	

Attack: Intelligence vs. Reflex
Hit: 2d6 + Intelligence modifier (+5) fire damage.

Arcane Implement, Wand: +7 attack, 2d6+5 damage
Magic Wand +2: +9 attack, 2d6+7 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Color Spray

KEYWORDS Arcane, Implement, Radiant USED

Standard	↑	↗	Close blast 5
ACTION	5	↶	✱
	vs	Will	Each creature in blast
ATTACK	DEFENSE	TARGET	

Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier (+5) radiant damage, and the target is dazed until the end of your next turn.

Arcane Implement, Wand: +7 attack, 1d6+5 damage
Magic Wand +2: +9 attack, 1d6+7 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 3 BOOK PH

Acid Arrow

KEYWORDS Acid, Arcane, Implement USED

Standard	↑	20	↗	Ranged 20
ACTION	↶		✱	RANGE
	vs	Reflex		One creature
ATTACK	DEFENSE	TARGET		

Attack: Intelligence vs. Reflex
Hit: 2d8 + Intelligence modifier (+5) acid damage, and ongoing 5 acid damage (save ends). Make a secondary attack.
Secondary Target: Each creature adjacent to the primary target
Secondary Attack: Intelligence vs. Reflex
Hit: 1d8 + Intelligence modifier (+5) acid damage, and ongoing 5 acid damage (save ends).
Miss: Half damage, and ongoing 2 acid damage to primary target (save ends), and no secondary attack.

Arcane Implement, Wand: +7 attack, 2d8+5 damage
Magic Wand +2: +9 attack, 2d8+7 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

Fireball

KEYWORDS Arcane, Fire, Implement USED

Standard	↑	20	↗	Area burst 3 within 20 squares
ACTION	↶	3	✱	RANGE
	vs	Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET		

Attack: Intelligence vs. Reflex
Hit: 3d6 + Intelligence modifier (+5) fire damage.
Miss: Half damage.

Arcane Implement, Wand: +7 attack, 3d6+5 damage
Magic Wand +2: +9 attack, 3d6+7 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 5 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

DAILY POWER DUNGEONS & DRAGONS

DAILY POWER DUNGEONS & DRAGONS

Stinking Cloud

SPELLBOOK

KEYWORDS Arcane, Implement, Poison, Zone USED

Standard	↑	20	↗	Area burst 2 within 20 squares
ACTION	↶	2	✱	RANGE
	vs	Fort		Each creature in burst
ATTACK	DEFENSE	TARGET		

Attack: Intelligence vs. Fortitude
Hit: 1d10 + Intelligence modifier (+5) poison damage.
Effect: The burst creates a zone of poisonous vapor that blocks line of sight until the end of your next turn. Creatures that enter the zone or start their turns there take 1d10 + Intelligence modifier (+5) poison damage. As a move action, you can move the zone up to 6 squares.
Sustain Minor: The zone persists.

Arcane Implement, Wand: +7 attack, 1d10+5 damage
Magic Wand +2: +9 attack, 1d10+7 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 5 BOOK PH

Freezing Cloud

SPELLBOOK

KEYWORDS Arcane, Cold, Implement USED

Standard	↑	10	↗	Area burst 2 within 10 squares
ACTION	↶	2	✱	RANGE
	vs	Fort		Each creature in burst
ATTACK	DEFENSE	TARGET		

Attack: Intelligence vs. Fortitude
Hit: 1d8 + Intelligence modifier (+5) cold damage.
Miss: Half damage.
Effect: The cloud lasts until the end of your next turn. Any creature that enters the cloud or starts its turn there is subject to another attack. You can dismiss the cloud as a minor action.

Arcane Implement, Wand: +7 attack, 1d8+5 damage
Magic Wand +2: +9 attack, 1d8+7 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

Shield

KEYWORDS Arcane, Force USED

Imm Interr	↑	↗	Personal
ACTION	↶		✱
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
Trigger: You are hit by an attack Effect: You gain a +4 power bonus to AC and Reflex defense until the end of your next turn.			

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 2 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

DAILY POWER DUNGEONS & DRAGONS

UTILITY POWER DUNGEONS & DRAGONS

Expeditious Retreat

SPELLBOOK

KEYWORDS Arcane USED

Move ↑ ↓ ↔ ↻ Personal

ACTION ↖ ✱ RANGE

AT-WILL ENCOUNTER DAILY

Effect: Shift up to twice your speed.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 2 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS®

Magic Wand +2

	+2 attack rolls and damage	+2d6 damage
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

KEYWORDS USED

ACTION

AT-WILL ENCOUNTER DAILY

POWER

Item Slot: Off-hand

ITEM SLOT/TYPE Off-hand LEVEL 6 PRICE 1800 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS®

Bloodcut Leather Armor +1

	+1 AC	
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

KEYWORDS USED

ACTION

AT-WILL ENCOUNTER DAILY

POWER

Power (Healing Surge): Minor Action. While you are bloodied, use this armor to gain resist 10 to all damage until the end of your next turn.

ITEM SLOT/TYPE Body LEVEL 4 PRICE 840 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS®

Cape of the Mountebank +1

	+1 Fortitude, Reflex, and \	
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

KEYWORDS USED

ACTION

AT-WILL ENCOUNTER DAILY

POWER

Item Slot: Neck

Power (Daily • Teleportation): Immediate Reaction. Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.

ITEM SLOT/TYPE Neck LEVEL 5 PRICE 1000 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS®

Player Name

Uthal 5 Barbarian 5,500
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Goliath Medium Male Unaligned
 Race Size Age Gender Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2		2	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	12	3			1		1

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
21	STR Strength	5	7
17	CON Constitution	3	5
11	DEX Dexterity	0	2
10	INT Intelligence	0	2
10	WIS Wisdom	0	2
8	CHA Charisma	-1	1

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	FORT	12	5	2		1	

CONDITIONAL BONUSES

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	REF	12			1		1

CONDITIONAL BONUSES

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	WILL	12			1	1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10	+ 2
12	Passive Perception	10	+ 2

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dynamic Greatsword +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 13	2	5		3		2	1

ABILITY: Melee Basic Attack - Greatsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	2	5		3			1

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	
1/2 HP	1/4 HP	SURGE VALUE	SURGES/DAY
56	28	14	11

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dynamic Greatsword +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+8	5		2		1

ABILITY: Melee Basic Attack - Greatsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+6	5				1

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

RACE FEATURES

Mountain's Tenacity - +1 racial bonus to Will

Powerful Athlete - Roll twice and use either result when making Athletics check to jump or climb

Stone's Endurance - Have the stone's endurance power

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
13	vs AC	Dynamic Greatsword +2	1d10+8
11	vs AC	Greatsword	1d10+6
7	vs AC	Unarmed (Melee)	1d4+5
2	vs AC	Unarmed (Range)	1d4

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
1	Acrobatics	DEX	2	0	-1
2	Arcana	INT	2	0	n/a
14	Athletics	STR	7	5	-1 3
1	Bluff	CHA	1	0	n/a
1	Diplomacy	CHA	1	0	n/a
2	Dungeoneering	WIS	2	0	n/a
9	Endurance	CON	5	5	-1
2	Heal	WIS	2	0	n/a
2	History	INT	2	0	n/a
2	Insight	WIS	2	0	n/a
1	Intimidate	CHA	1	0	n/a
9	Nature	WIS	2	5	n/a 2
2	Perception	WIS	2	0	n/a
2	Religion	INT	2	0	n/a
1	Stealth	DEX	2	0	-1
1	Streetwise	CHA	1	0	n/a
1	Thievery	DEX	2	0	-1

CLASS / PATH / DESTINY FEATURES

Barbarian Agility

Feral Might - Choose Rageblood Vigor or Thaneborn Triumph

Rageblood Vigor - Swift charge power; temporary hp equal to Con mod (+5 at 11th, +10 at 21st) when you drop enemy to 0 hp

Rage Strike - Gain the rage strike power at 5th level

Rampage - Critical hit grants free melee basic attack; once per round, barbarian attack power only

FEATS

Weapon Expertise (Heavy Blade) - Gain bonus to attack rolls with Heavy Blades.

Weapon Focus (Heavy Blade) - Gain +1 damage per tier with Heavy Blades.

Long Jumper - Make standing jumps as if from a running start, +1 to Athletics

LANGUAGES KNOWN

Common, Giant

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Recuperating Strike	
Howling Strike	

ENCOUNTER POWERS

Stone's Endurance	<input type="checkbox"/>
Swift Charge	<input type="checkbox"/>
Avalanche Strike	<input type="checkbox"/>
Blade Sweep	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Rage Strike	<input type="checkbox"/>
Swift Panther Rage	<input type="checkbox"/>
Frost Wolf Rage	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Primal Vitality	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Hide Armor
Greatsword
Adventurer's Kit

COINS AND OTHER WEALTH

Money on hand: 840 gp
 Stored money:
 Encumbrance: 115 lb. / 210 lb.

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

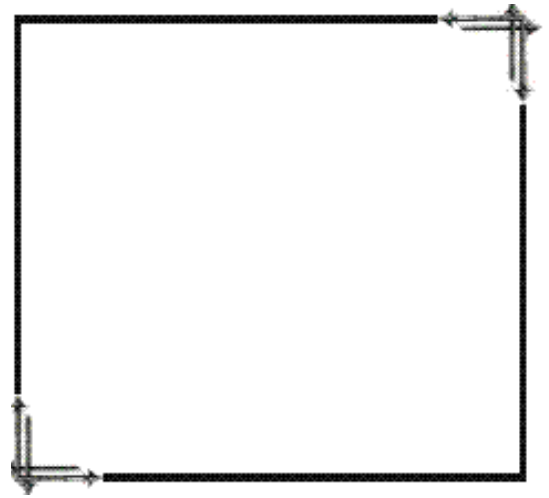
WEAPON	Dynamic Greatsword +2 (Two-Hands) (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Barkskin Hide Armor +1 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Healer's Brooch +1 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
		<input type="checkbox"/>
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		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Uthal

PLAYER NAME

RACE Goliath CLASS Barbarian LEVEL 5

HP 56	21 STR	AC 17
Spd 6	17 CON	Fort 20
Init +2	11 DEX	Ref 14
	10 INT	Will 14
	10 WIS	
	8 CHA	

12 Passive Insight **12** Passive Perception



Second Wind

KEYWORDS

Standard	↑	✈	Personal
ACTION	←	✳	RANGE
	vs		Self
ATTACK	DEFENSE	TARGET	

Effect: You spend a healing surge and regain 14 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK *PH*

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

ENCOUNTER ACTION DUNGEONS & DRAGONS

Recuperating Strike

KEYWORDS Primal, Weapon USED

Standard	* ↑	✈	Melee weapon
ACTION	←	✳	RANGE
13	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Requirement: You must be wielding a two-handed weapon.
 Attack: Strength vs. AC
 Hit: 1[W] + Strength modifier (+5) damage, and you gain temporary hit points equal to your Constitution modifier (+3). If you are raging, the number of temporary hit points you gain equals 5 + your Constitution modifier (+3).
 Level 11: 1[W] + 1d6 + Strength modifier (+5) damage.
 Level 21: 2[W] + 2d6 + Strength modifier (+5) damage.

Dynamic Greatsword +2: +13 attack, 1d10+8 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK *PH2*

Howling Strike

KEYWORDS Primal, Weapon USED

Standard	* ↑	✈	Melee weapon
ACTION	←	✳	RANGE
13	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Requirement: You must be wielding a two-handed weapon.
 Attack: Strength vs. AC
 Hit: 1[W] + 1d6 + Strength modifier (+5) damage.
 Level 11: 1[W] + 2d6 + Strength modifier (+5) damage.
 Level 21: 2[W] + 3d6 + Strength modifier (+5) damage.
 Special: When charging, you can use this power in place of a melee basic attack. If you are raging, you can move 2 extra squares as part of the charge.

Dynamic Greatsword +2: +13 attack, 1d10+1d6+8 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK *PH2*

Stone's Endurance

KEYWORDS USED

Minor	↑	✈	Personal
ACTION	←	✳	RANGE
	vs		
ATTACK	DEFENSE	TARGET	

Effect: You gain resist 5 to all damage until the end of your next turn.
 Level 11: Resist 10 to all damage.
 Level 21: Resist 15 to all damage.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK *PH2*

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Swift Charge

KEYWORDS Primal USED

Free	↑	✈	Personal
ACTION	←	✳	RANGE
	vs		
ATTACK	DEFENSE	TARGET	

Trigger: Your attack reduces an enemy to 0 hit points
 Effect: You charge an enemy.

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL BOOK *PH2*

Avalanche Strike

KEYWORDS Primal, Weapon USED

Standard	* ↑	✈	Melee weapon
ACTION	←	✳	RANGE
13	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. AC
 Hit: 3[W] + Strength modifier (+5) damage.
 Rageblood Vigor: The attack deals extra damage equal to your Constitution modifier (+3).
 Effect: Until the start of your next turn, any attacker gains a +4 bonus to attack rolls against you.

Dynamic Greatsword +2: +13 attack, 3d10+8 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK *PH2*

Blade Sweep

KEYWORDS Primal, Weapon USED

Standard	* ↑	✈	Melee weapon
ACTION	←	✳	RANGE
13	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. AC
 Hit: 2[W] + Strength modifier (+5) damage, and each bloodied enemy adjacent to you takes damage equal to your Constitution modifier (+3).
 Rageblood Vigor: Each enemy adjacent to you that is not bloodied also takes damage equal to your Constitution modifier (+3).

Dynamic Greatsword +2: +13 attack, 2d10+8 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 3 BOOK *PH2*

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Rage Strike

KEYWORDS Primal, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

13 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

Requirement: You must be raging and have at least one unused rage power.
 Attack: Strength vs. AC. To make this attack, you expend an unused barbarian rage power.
 Hit: You deal damage based on the level of the rage power you expend:
 1st level 3[W] + Strength modifier (+5)
 5th level 4[W] + Strength modifier (+5)
 9th level 5[W] + Strength modifier (+5)
 15th level 6[W] + Strength modifier (+5)
 19th level 7[W] + Strength modifier (+5)
 25th level 8[W] + Strength modifier (+5)
 29th level 9[W] + Strength modifier (+5)
 Miss: Half damage.
 Special: You can use this power twice per day.

Dynamic Greatsword +2: +13 attack, As Above+3 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL BOOK PH2

DAILY POWER

Swift Panther Rage

KEYWORDS Primal, Rage, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

13 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Strength vs. AC
 Hit: 3[W] + Strength modifier (+5) damage.
 Miss: Half damage.
 Effect: You enter the rage of the swift panther.
 Until the rage ends, you gain a +2 bonus to speed and can shift 2 squares as a move action.

Dynamic Greatsword +2: +13 attack, 3d10+8 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK PH2

DAILY POWER

Frost Wolf Rage

KEYWORDS Cold, Primal, Rage, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

13 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

Effect: Before the attack, the target can make a melee basic attack against you as a free action. If it does so, your attack deals 1[W] extra cold damage.
 Attack: Strength vs. AC
 Hit: 3[W] + Strength modifier (+5) cold damage.
 Miss: Half damage.
 Effect: You enter the rage of the frost wolf. Until the rage ends, any enemy that hits you with a melee attack takes cold damage equal to 3 + your Constitution modifier.

Dynamic Greatsword +2: +13 attack, 3d10+8 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 5 BOOK PH2

DAILY POWER

Primal Vitality

KEYWORDS Primal USED

Minor Personal

ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: You gain temporary hit points equal to one-half your level + your Constitution modifier (+3). If you are raging, the number of temporary hit points you gain equals one-half your level + twice your Constitution modifier (+3).

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 2 BOOK PH2

UTILITY POWER

Dynamic Greatsword +2

	+2 attack rolls and damage	+2d6 damage
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

KEYWORDS USED

ACTION

AT-WILL ENCOUNTER DAILY

POWER

Power (Encounter • Polymorph): Minor Action. Change the weapon into a different weapon from any melee category (simple, military, or superior). This effect lasts until the end of the encounter, or until you end it as a minor action.

ITEM SLOT/TYPE Two-Hands LEVEL 6 PRICE 1800 BOOK PH

MAGIC ITEM

Healer's Brooch +1

	+1 Fortitude, Reflex, and \	
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the hit points gained.

KEYWORDS USED

ACTION

AT-WILL ENCOUNTER DAILY

POWER

Item Slot: Neck

ITEM SLOT/TYPE Neck LEVEL 4 PRICE 840 BOOK AV

MAGIC ITEM

Barkskin Hide Armor +1

	+1 AC	
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

KEYWORDS USED

ACTION

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Minor Action. Gain a +2 power bonus to AC until the end of the encounter. Each time an attack hits your AC, reduce this bonus by 1 (minimum 0).

ITEM SLOT/TYPE Body LEVEL 5 PRICE 1000 BOOK PH

MAGIC ITEM



ANCIENT AND FELL MAGIC

RITES

A kobold wyrm Priest has stolen an ancient book of prophecy from the people of Albura, a fortress on the borderlands. The kobold has a dark plan for the book - and only you can stop him in time!

This Dungeons and Dragons adventure is designed for five characters of 5th level, but contains notes on adjusting the adventure for groups of four or six characters. Specifically created for Worldwide D&D Game Day, this adventure includes a full-color poster map, encounter write-ups, monster stat blocks, enemy tactics, and even stats for new monsters to be released in the upcoming *Monster Manual 2*.

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

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

