

# Defense of Lorraine

Adventure #1 in the *Rome: Decline and Fall* series

SPOILERS: PLAYERS SHOULD NOT READ

See the *Rome: Decline and Fall* campaign information for the background of this adventure series.

This adventure is for 4-7 characters, level 1. Scaling information is provided for party-size, as well as for characters one higher than the base level. No maps are provided; you should be able to use commercial maps or make your own. The adventure should run in about 6 hours. If you have less time, you can split the adventure over two sessions. Alternately, you can skip the middle fight (Encounter 6) and let the heroes track the goblins straight to the final confrontation (Encounter 8) to finish in 4 hours.

**Power Notations:** Pre-generated characters are provided at the end of the adventure, or you can create your own. Powers marked with a [○] can be used once per encounter. Powers marked with a [□] can be used once per day. Powers marked with a [●] can be used at-will. Powers marked with a [-] may be used freely and often add bonuses to other abilities. Powers marked with a [\*] have some other special usage consideration (such as recharges). Most powers are in italics. Those abilities that are not italicized count as basic attacks. Attacks without a listed range are melee attacks.

**Adventure Summary:** Lorraine is a valley and town near the Rhine. It is close to the base of the XXII Primigenia Legion. The town exists mainly to support the legionary base, and is seriously threatened now that the legion is withdrawing. Goblin raiders have been attacking over the last few weeks, and unless the heroes intervene, the town will suffer greatly from their depredations.

This adventure is designed to bring the heroes together, introduce them to the setting and to start them down the path toward their epic destiny.

*Encounter 1:* Goblin raiders attack a small caravan on the road. Fortunately, the heroes arrive in time to save them.

*Interlude 2:* The heroes visit the town of Lorraine, hearing complaints of goblinoid threats.

*Interlude 3:* The heroes talk to the local legions about the situation.

*Interlude 4:* The heroes investigate who might be passing information to the goblins.

*Interlude 5:* The heroes plan how to intercept the goblins in their next raid.

*Encounter 6:* The heroes face a band of goblin raiders in the middle of an attack.

*Interlude 7:* The heroes can track the raiders back to their lair.

*Encounter 8:* The heroes confront the main goblin band at a lost temple of the Olympian gods.

*Interlude 9:* The gods show their gratitude toward the heroes by blessing their weapons. Whether they realize it or not, this puts the heroes on their path of destiny toward saving the world.

## Encounter 1

## Level 1 (100 XP per player)

**Setting:** A road near the town of Lorraine.

**Setup:** This encounter introduces the heroes to each other. Each of them either has travelled to or lives in north eastern Gaul. Several of them already know each other, and may be traveling together. Put the heroes into two or three groups so that they can meet each other during this battle.

*Pre-generated Characters:* If you use the pre-generated characters, put them into the following groups:

1) Diedre, Dannicus and Ismet are all “locals” who are not associated with the legions. Diedre only recently arrived in Lorraine, having just come to the Roman world from her hidden elven home. The others are acting as guides for Diedre to help her learn more about the area. They are traveling through the woods when they hear the fighting.

2) Marius and Xabier are military men. Because the local legion is mostly gone and its rearguard is inactive, they have taken it upon themselves to patrol the local area. They are traveling down the road from Lorraine when they hear the battle.

3) Arion and Tameri are both traveling to Lorraine for their own reasons. They met each other on the road and chose to travel together. They are coming up the road toward Lorraine at the start of the fight.

*Other Characters:* If you are using your own characters, put them into small groups with similar reasons for traveling near Lorraine so that they can encounter the goblins. The fight should bond the heroes together as a group and start them on their heroic path for the adventure series.

*Goblins:* The goblins are mopping up after their attack on the caravan. Their wolf-rider calvary has already escaped with the caravan’s lock box and a few portable prisoners. The remaining goblins are just going through the rest of the caravan to see if there is anything else of value.

*Halfings:* The halfling caravaners are completely defeated and cowed, and do not take part in the fight. The surviving halfings and their few human companions lie low to the ground. The heroes can aim their area attacks to that they go “above” the halfings, thereby avoid harming them. There is no need to put miniatures for the halflings on the map.

**Starting Positions:** The heroes enter in several groups at the edges of the board. Possible positions for the heroes are coming down the road from Lorraine, coming up the road toward Lorraine, or exploring through the woods. The goblin raiders are in the center of the board, around the caravan.

**Tactics:** The goblins are not expecting serious opposition. They fight back against whoever attacks them in no particularly organized way, concentrating fire on whoever seems like the biggest threat. Only when most of them have fallen will they realize (too late) that they are in real danger and flee.

Unless the players *explicitly* say they are trying to take prisoners, the defeated goblins are killed. Even if the heroes try to take prisoners, the defeated goblins are too badly hurt to be of use. If the heroes do not have mounts, they have no hope of following the goblin wolf-riders who left with the caravan lock box or the other prisoners. Even if they have mounts, not enough of the heroes are familiar with the area to mount an effective pursuit.

This means that, however the battle ends, the heroes should be left wanting to beat the goblins, but with no clear path forward other than to head into the town of Lorraine to learn more.

### 12 Goblin Raiders; Level 1 Minion, XP 25

Str 14 (+2); Con 13 (+1); Dex 17 (+3); Int 8 (-1); Wis 12 (+1); Cha 8 (-1)

HP 1; a missed attack never damages a minion. ○○○○ ○○○○ ○○

*Initiative:* +3      *Speed:* 6      *Perception:* 11; low-light vision

*Defense:* **AC** 16; **Fortitude** 12, **Reflex** 14, **Will** 11

- Shortbow: +5 vs AC, 3 damage, range 15/30
- Shortsword: +5 vs. AC; 4 damage, 5 damage with combat advantage against the target.
- *Goblin Tactics:* Once per round, when missed by a melee attack, the goblin shifts 1 square.

### 2 Goblin Blackblades; Level 1 Lurker, XP 100

Str 14 (+2); Con 13 (+1); Dex 17 (+3); Int 8 (-1); Wis 12 (+1); Cha 8 (-1)

*Hit Points:* 25

*Hit Points:* 25

*Bloodied:* 12      *Initiative:* +7      *Speed:* 6      *Perception:* 11; low-light vision

*Defense:* **AC** 16; **Fortitude** 12, **Reflex** 14, **Will** 11

- Shortsword: +5 vs. AC; 1d6+2 damage, +1d6 with combat advantage on the target.
- *Sneaky:* When shifting, the goblin can switch spaces with an ally of his level or lower.
- *Goblin Tactics:* Once per round, when missed by a melee attack, the goblin shifts 1 square.

### 2 Goblin Warriors; Level 1 Skirmisher, XP 100

Str 14 (+2); Con 13 (+1); Dex 17 (+3); Int 8 (-1); Wis 12 (+1); Cha 8 (-1)

*Hit Points:* 29

*Hit Points:* 29

*Bloodied:* 14      *Initiative:* +5      *Speed:* 6      *Perception:* 11; low-light vision

*Defense:* **AC** 17; **Fortitude** 13, **Reflex** 15, **Will** 12

- Spear: +6 vs. AC; 1d8+2 damage.
- Javelin: +6 vs. AC; 1d6+2 damage, range 10/20, +1d6 if he moved 4 squares on his turn.
- *Mobile Attack:* Move half speed and make a ranged attack without provoking an attack of opportunity for either the movement or the attack.
- *Goblin Tactics:* Once per round, when missed by a melee attack, the goblin shifts 1 square.

### Encounter Scaling:

*6 Players:* 12 raiders, 1 blackblade, 2 warriors

*5 Players:* 12 raiders, 1 blackblade, 1 warrior

*4 Players:* 8 raiders, 1 blackblade, 1 warrior

*+1 PC Level:* Add +8 HP, +1 defenses, +1 to attack to all creatures, XP 125 per player

**Aftermath:** The leader of the caravan, Petri, thanks the heroes and asks them to accompany the caravan the rest of the way to Lorraine. He puts the safety of his caravan above recovering his lock box. A young halfling mother, Mari, begs the heroes to save her son Dardan, taken by the goblins. With no good way to follow the goblins, and with Petri insisting the caravan's safety comes first, the heroes have no choice but to go to town first. The halfling boy Dardan will appear in the final encounter.

## Interlude 2: Meeting the Town Leaders

The heroes come into town with the halving caravan and seeing a small crowd haranguing the town elder, Sollus. They are outraged by increasing goblin raids and demand that Sollus do something about it. For his part, Sollus can't do much without the support of the legion.

The heroes being who they are, should offer their aid. Sollus takes the heroes into the town hall to discuss the situation along with the town leaders.

**Sollus (half-elven male):** The town elder, Sollus describes the situation, some of which the PCs may already be know. A few weeks ago, the XXII Primigenia legion left their fortress and marched south for reasons unknown. The left behind only a century of legionnaires (100 men), who haven't even left the fort since the legion left.

Almost immediately after the legions retreated, goblin raiders started attacking the town. They show up every couple of nights, attacking outlying farms looking for prisoners and goods to steal. There is no pattern to their raids. Left unchecked, they are likely to settle down and become a permanent threat.

Most of all, Sollus wants the legions to do their job, but he has no influence over them.

**Titus Fabius Opis (human male):** A Roman noble and the wealthiest man in town, he fears that the raids will destroy the harvest and make it impossible for the town to meet its tax obligations. He is not evil, but his small-mindedness means he fixates on economic problems without considering the impact of the raids on the people of Lorraine. If they have no mounts of their own, Opis offers to lend them some of his own horses to better enable the heroes to pursue the goblins.

**Ivixia (half-elven female):** A member of a local, wealthy family, Ivixia has nothing helpful to add. She raves that the goblin raids are a sign that the gods have forsaken the empire because of its sins and that the empire will soon fall. The DM can interject with crazy-talk from Ivixia to spice things up. She appears in this scene to foreshadow her role in the next adventure.

**Ureth (elven female):** Ureth is the local priestess. She is pledged to Mab/Athena, but will perform services for any of the Olympian gods. Though elven, she passes herself off as a half-elf. Any fey PCs (elf or eladrin) can see through her disguise with a DC 10 Perception or Insight check, but such PCs will also know enough to realize that revealing her true race would be wrong. Other PCs can make a Perception or Insight check at DC 20 to realize something is off about Ureth.

Ureth remains quiet and calm in the debate. Her only major contribution is to point out that the goblins showed up so quickly after the legions left. There is no reasonable way they could have got word in their wilderness homes that fast. This should hint to the players that the goblins are getting information from someone local, though she won't explain this to them if they can't figure it out on their own. In time, Ureth will learn to trust the heroes more once they prove themselves, and she plays a major role in later adventures.

**Where to go next:** Two obvious avenues to pursue are talking to the legions about their inaction (Interlude 3) or figuring out who may be passing information to the goblins (Interlude 4). Both of these approaches are optional, and involve skill challenges. Ultimately, the heroes need to come up with a plan to catch the goblins during their next raid (Interlude 5), so they can catch them in the act (Encounter 6).

## Interlude 3: Talking to the Legion

## Level 1 (300 XP)

If the heroes want to talk to the legions about the situation, they need to travel out to the fort of the XXII Primigenia legion. Since the legion patrols the frontier and moves regularly, the “fort” is a set of earthen ramparts surrounding a field for camping. There are only a few permanent buildings, since most of the legionnaires sleep in tents. The fort is huge, capable of housing 6000 men, with camps nearby for auxiliary soldiers.

All of this is eerily empty now since the legion has left. There are only a few dozen tents pitched around the central wooden building where the legate (legion commander) Gaius Nonnius Mico used to live. All that remains is a century (100 men) of the legion's worst men, leftovers that the legate didn't want to bring south with him. Mico left the lazy and useless centurion Vibius Gratus Vulso in charge of this nearly empty camp. The soldiers laze about and eat through their remaining food supplies. They show no interest in the outside world.

If the heroes want any help from the legions, they have to talk to Vulso. This is a social skill challenge to convince him to help. Since the legate left Vulso in charge, any PCs that have superior rank (such as pre-generated character Marius) can't simply overrule Vulso and take the men. Vulso's *optio* (deputy) Umbrenius Curio and several other soldiers are also present, but they don't speak. Curio will become important later in this adventure. See the next few sections for the details.

**Level 1:** Skill checks for primary skills are DC 15 (house rules for assigning DC).

**Complexity 3:** Requires 7 successes before 6 failures (house rules balancing success vs. failure).

**Primary Skills:** Insight, Diplomacy, Intimidate

The heroes can make whatever arguments they think are appropriate, alternately using the carrot (Diplomacy) and stick (Intimidate) to cajole Vulso. Insight checks can be used to guess what might convince Vulso to help, including things like:

- Promises of future help from the town (like more and better food).
- Connections to military men or nobles that would help advance his career.
- Threats to report him to Roman superiors other than his own legate, hurting his career.
- Pointing out that if the town falls, his handful of soldiers could be in big trouble.

As with most skill challenges, Vulso doesn't roll any skills. His reactions are determined by the results of the skill checks of the PCs. If they roll well, he reacts positively. If they roll poorly, he reacts negatively. Vulso is crude, rude and mean, so even if they heroes convince him to help, he isn't likely to be friendly. The major point of this encounter is to make it clear that if the heroes don't intervene, the legion won't solve the problem.

**Other Notes:** Players that roleplay well when describing their actions get a +2 bonus to the skill check. If a player can justify using some other skill, that skill can be used once for the challenge but the check is more difficult (DC 20). Aid Another is not allowed for this challenge.

**Success:** Vulso grudgingly gives the heroes a couple squads of men (20 men total). The last century of legionnaires consists of only foot soldiers. They aren't very mobile and won't be much help pursuing wolf-mounted goblins. The heroes will have to direct the soldiers themselves for them to be useful.

**Defeat:** Vulso won't help at all. The heroes will have to come up with another plan to catch the goblins.

## Interlude 4: Finding the Traitor

## Level 1 (200 XP)

The heroes may want to investigate who might be passing information to the goblins. They must ask around the town to learn who might be betraying them to the enemy. Do not offer this challenge the players unless they think of this possibility.

**Level 1:** Skill checks for primary skills are DC 15 (house rules for assigning DC).

**Complexity 2:** 5 successes before 5 failures (house rules balancing success vs. failure).

**Primary Skills:** Streetwise, Insight, Perception

The heroes can use their knowledge of the streets (Streetwise), the sense of the peoples mood (Insight) and simply look around (Perception) to identify potential traitors. Each failure gives the heroes a false lead (one of the options below). A success let's them eliminate one of these false leads from this list. Once all other options are eliminated, the heroes identify the culprit.

- Ivixia occasionally leaves her household for some unknown reason (true, but this hasn't happened in well over a month. The explanation is revealed in the next adventure).
- The halfling caravaners are small and sneaky like goblins, and might betray the town for money (they have been away from the area too long to have the opportunity).
- Titus Fabius Opis's slaves might betray their master to gain their freedom (his slaves are pretty happy with their lives, preferring farm work to the other things they might be forced to do).
- Ordinary legionnaires would know a lot about the troop movements and don't earn much money (true, but the remaining century of men hasn't poke its nose out of the fort).
- Umbrenius Curio is Vulso's optio (deputy) and regularly travels to town to gather supplies. He is the best candidate (and is, in fact, the traitor).

**Other Notes:** Players that roleplay well when describing their actions get a +2 bonus to the skill check. If a player can justify using some other skill, that skill can be used once for the challenge but the check is more difficult (DC 20). Aid Another is not allowed for this challenge.

**Victory:** PCs learn that Umbrenius Curio is the best candidate for passing information to the goblins. As soon as they confront him, he confesses, offering to help catch the goblins in exchange for mercy. He meets with them regularly in the woods. He doesn't know where their base is, however.

**Defeat:** The traitor isn't discovered and the trail runs cold.

## Interlude 5: Making Plans

Regardless of how the skill challenges go, the heroes have to concoct some scheme to catch the goblin raiders. For example, the heroes can wait with horses in town, with runners in the outlying farm who will warn them of the attacks (the soldiers that Vulso provided make good runners). If they uncovered Umbrenius Curio, they could follow him or force him to trick the goblins into an ambush. The DM should judge the quality of their plan, and stage the next encounter based on it:

- A good plan means the heroes intercept the goblins before they do more damage.
- A moderate plan means the heroes catch the goblins while they are attacking a farmhouse.
- A poor plan means the heroes only learn of the goblins raid after it over, but in time to pursue the raiders by horseback into the woods.

## Encounter 6

## Level 2 (125 XP per player)

**Setting:** Nighttime, either at a farmhouse or in the woods near Lorraine.

**Setup:** The location of this encounter depends on what plans the heroes come up with for catching the goblins. The fight will likely happen either immediately before, during or immediately after a raid.

If the heroes have already discovered Umbrenius Curio, he betrays the goblins and tells the heroes what little he knows about them. It isn't much, but is enough for the heroes to set up an ambush.

If the heroes have not discovered Curio, he is present at the battle. He has come to warn the goblins that the heroes are in town. Curio is unlucky enough to be caught red-handed. Replace one of the goblin warriors with Curio (using the same stats). When the fight starts, the heroes overhear him trying to warn the goblins. Realize that he is damned as a traitor, Curio will fight on the goblin's side.

**Starting Locations:** The exact starting locations depend on the heroes' plan. Very likely the heroes are on one side and the goblins are on the other. If the heroes arrived on horseback, they should have time to dismount and go into combat on foot. This is typical in this period for warriors who are not trained in mounted combat. Likewise, the goblin wolf-riders will dismount before the fight.

**Tactics:** The goblins send their wolves forward to attack a dangerous or vulnerable target. The wolves all concentrate on a single target. The goblins themselves try to hang back and use ranged attacks. If most of the goblins are defeated, the remaining goblins will flee on foot back to their home base. The heroes can follow them back to their leaders.

The goblin stats are on the next page.

## Interlude 7: The Goblin's Trail

## Level 1 (200 XP)

This is a skill challenge to track the goblins to their lair. The heroes can either follow fleeing goblins or work back up their trail.

**Level 1:** Skill checks for primary skills are DC 15 (house rules for assigning DC).

**Complexity 2:** 5 successes before 5 failures (house rules balancing success vs. failure).

**Primary Skills:** Nature, Perception, Stealth, Endurance

The heroes can use Nature and Perception to follow the trail. Stealth can be used to keep the pursuit quiet and to catch the goblins by surprise. Endurance can be used to forge through the rough woods in dark of the night. If the heroes get 5 successes, they can continue past the end of the challenge, trying to get two extra successes for a better result (7 successes before 5 failures).

**Other Notes:** Players that roleplay well when describing their actions get a +2 bonus to the skill check. If a player can justify using some other skill, that skill can be used once for the challenge but the check is more difficult (DC 20). Aid Another is not allowed for this challenge.

**Failure:** The heroes find the camp, but the goblins hear them and are prepared (surprising the heroes).

**Success:** The heroes meet the goblins on an equal footing.

**Two extra successes:** The goblins are surprised in the final encounter (Encounter 8).

## Encounter 6 (Continued): Goblin Stats

### 8 Goblin Raiders; Level 1 Minion, XP 25

Str 14 (+2); Con 13 (+1); Dex 17 (+3); Int 8 (-1); Wis 12 (+1); Cha 8 (-1)

HP 1; a missed attack never damages a minion. ○○○○○ ○○○

*Initiative:* +3      *Speed:* 6      *Perception:* 11; low-light vision

*Defense:* **AC** 16; **Fortitude** 12, **Reflex** 14, **Will** 11

- Shortbow: +5 vs AC, 3 damage, range 15/30
- Shortsword: +5 vs. AC; 4 damage, 5 damage with combat advantage against the target.
- *Goblin Tactics:* Once per round, when missed by a melee attack, the goblin shifts 1 square.

### 3 Goblin Warriors; Level 1 Skirmisher, XP 100

Str 14 (+2); Con 13 (+1); Dex 17 (+3); Int 8 (-1); Wis 12 (+1); Cha 8 (-1)

*Hit Points:* 29

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*Bloodied:* 14      *Initiative:* +5      *Speed:* 6      *Perception:* 11; low-light vision

*Defense:* **AC** 17; **Fortitude** 13, **Reflex** 15, **Will** 12

- Spear: +6 vs. AC; 1d8+2 damage.
- Javelin: +6 vs. AC; 1d6+2 damage, range 10/20, +1d6 if he moved 4 squares on his turn.
- *Mobile Attack:* Move half speed and make a ranged attack without provoking an attack of opportunity for either the movement or the attack.
- *Goblin Tactics:* Once per round, when missed by a melee attack, the goblin shifts 1 square.

### 3 Gray Wolves; Level 2 Skirmisher, XP 125

Str 13 (+2); Con 14 (+3); Dex 14 (+3); Int 2 (-3); Wis 13 (+2); Cha 10 (+1)

*Hit Points:* 38

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*Hit Points:* 38

*Bloodied:* 19      *Initiative:* +5      *Speed:* 8      *Perception:* 17; low-light vision

*Defense:* **AC** 16; **Fortitude** 14, **Reflex** 14, **Will** 13

- Bite: +7 vs. AC; 1d6 + 2 damage, or 2d6 + 2 damage against a prone target.
- *Combat Advantage:* If the gray wolf has combat advantage against the target, the target is also knocked prone on a hit.

### Encounter Scaling:

*6 Players:* 7 raiders, 3 wolves, 2 warriors

*5 Players:* 7 raiders, 2 wolves, 2 warriors

*4 Players:* 6 raiders, 2 wolves, 1 warrior

*+1 PC Level:* Add +8 HP, +1 defenses, +1 to attack to all creatures, XP 125 per player

## Encounter 8

## Level 3 (150 XP per player)

**Setting:** A lost temple in the woods near Lorraine, the goblin's hidden lair.

**Setup:** The goblins are hiding in a long lost temple outside Lorraine. This temple is thousands of years old, dating back to the time of the War of the Gods. The goblins don't care much about this, though.

**Starting Positions:** Goblins are in the ruined temple. The players are outside. Either side may have surprise, depending on the results of the skill challenge in Interlude 7. The prisoners of the goblin are chained in the rear of the temple and won't take part in the fight.

**Tactics:** The raiders try to stay back and use ranged weapons. The skullcleaver wades into melee, supported by the blackblades. The hexer tries to stay close to allies so he can support them with his powers. He will start by creating a vexing cloud either around himself or around the skullcleaver. He will then use Stinging Hex to pin down the most dangerous enemy warrior, repeating this whenever the power recharges. Otherwise, he will use Blinding Hex to disable enemies.

### 14 Goblin Raiders; Level 1 Minion, XP 25

Str 14 (+2); Con 13 (+1); Dex 17 (+3); Int 8 (-1); Wis 12 (+1); Cha 8 (-1)

HP 1; a missed attack never damages a minion.                      ○○○○○ ○○○

*Initiative:* +3                      *Speed:* 6                      *Perception:* 11; low-light vision

*Defense:* AC 16; **Fortitude** 12, **Reflex** 14, **Will** 11

- Shortbow: +5 vs AC, 3 damage, range 15/30
- Shortsword: +5 vs. AC; 4 damage, 5 damage with combat advantage against the target.
- *Goblin Tactics:* Once per round, when missed by a melee attack, the goblin shifts 1 square.

### 3 Goblin Blackblades; Level 1 Lurker, XP 100

Str 14 (+2); Con 13 (+1); Dex 17 (+3); Int 8 (-1); Wis 12 (+1); Cha 8 (-1)

*Hit Points:* 25

*Hit Points:* 25

*Hit Points:* 25

*Bloodied:* 12                      *Initiative:* +7                      *Speed:* 6                      *Perception:* 11; low-light vision

*Defense:* AC 16; **Fortitude** 12, **Reflex** 14, **Will** 11

- Shortsword: +5 vs. AC; 1d6+2 damage, +1d6 with combat advantage on the target.
- *Sneaky:* When shifting, the goblin can switch spaces with an ally of his level or lower.
- *Goblin Tactics:* Once per round, when missed by a melee attack, the goblin shifts 1 square.

### 1 Goblin Skullcleaver; Level 3 Brute, XP 150

Str 18 (+5); Con 13 (+2); Dex 14 (+3); Int 8 (+0); Wis 13 (+2); Cha 8 (+0)

*Hit Points:* 53

*Bloodied:* 26      *Initiative:* +3      *Speed:* 5      Perception 12; low-light vision  
*Defense:* **AC** 16; **Fortitude** 15, **Reflex** 14, **Will** 12

- Battleaxe: +6 vs. AC; 1d10+5 damage, 2d10+5 when bloodied.
- *Bloodied Rage:* While bloodied, the skullcleaver loses the ability to use goblin tactics and can do nothing but attack the nearest enemy, charging when possible.
- *Goblin Tactics:* Once per round, when missed by a melee attack, the goblin shifts 1 square.

### 1 Goblin Hexer; Level 3 Controller (Leader), XP 150

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

*Hit Points:* 46

*Bloodied:* 23      *Initiative:* +3      *Speed:* 5      Perception 12; low-light vision  
*Defense:* **AC** 16; **Fortitude** 15, **Reflex** 14, **Will** 12

- Hexer Rod: +7 vs. AC; 1d6+1 damage.
- *Blinding Hex:* +7 vs. Fort; 2d6+1 damage, range 10, target is blinded (save ends).
- \* *Stinging Hex (Recharge 5+):* +7 vs. Will; the target takes 3d6 + 1 damage if it moves during its turn (save ends).
- *Vexing Cloud:* Range 10, area burst 3 (5x5). All enemies within the zone take a -2 penalty to attack rolls. The zone grants concealment to the goblin hexer and its allies. The goblin hexer can sustain the zone as a minor action, moving it up to 5 squares.
- *Insight Bravery (immediate reaction):* When an ally within 10 squares uses Goblin Tactics, the ally can shift 2 extra squares and make an attack.
- *Lead from the Rear (immediate interrupt):* When targeted by a ranged attack, the goblin hexer can change the attack's target to an adjacent ally.
- *Goblin Tactics (immediate reaction):* When missed by a melee attack, the goblin shifts 1 square.

### Encounter Scaling:

*6 Players:* 12 raiders, 3 blackblades, 1 skullcrusher, 1 hexer

*5 Players:* 10 raiders, 2 blackblades, 1 skullcrusher, 1 hexer

*4 Players:* 8 raiders, 1 blackblade, 1 skullcrusher, 1 hexer

*+1 PC Level:* Add +6 HP for the blackblades, +10 HP for the skullcrusher, +8 HP for the hexer, +1 defenses and +1 to attack for all creatures, XP 175 per player

## Interlude 9: Gratitude of the Gods

Once the heroes defeat the goblins and free the prisoners, something strange happens. A deer, an owl and a large snake will appear from out of the woods, coming to rest in various places around the temple. An easy Religion check (DC 10) recognizes these animals as symbols of Artemis, Athena and Apollo, respectively. As the heroes watch, one of the prisoners, the halfling child Dardan mentioned in the first encounter, begins to glow with a heavenly light.

Dardan speaks with an inhuman, resonant voice. He thanks the heroes for saving the villagers and for cleansing the unbelievers (the goblins) from the temple. As a reward for their bravery, he says that the gods will bless one item of each hero if they place it on the temple's altar. This could be a weapon, armor or a magic implement. Any item (one per PC) placed on the altar is enchanted as a third level magic item. Choose something appropriate to the characters. The DM can simply ask the player to pick something cool for the character, though in the context of the game it is the choice of the gods.

After all the equipment is blessed, the gods (through Dardan) thank the heroes again, saying that they have earned their respect. They then withdraw their power from Dardan, and the three animals retreat back into the woods.

The temple itself is an old abandoned temple of these three gods: Athena, Artemis and Apollo (three siblings, all children of Zeus). It has been forgotten for centuries, and if the heroes wish to restore it and claim it for themselves, they are welcome to do so. Future adventures assume that the heroes will use this temple as their own base of operations in the future. The temple itself holds nothing more of value, but it is covered with many strange murals from the early days of the reign of the Olympian gods.

This scene is important for the campaign. By acting as they have in this ancient temple, the group of heroes has drawn the attention of the gods. Though they will not directly interact with the heroes for some time, they keep an eye on this band of heroes. Eventually (in the paragon and epic tiers), the gods will choose these characters to be their champions in a quest to save the world.

# Glossary

*Note:* For Roman names, the personal name (cognomen) is last, and the family name is in the middle. Sextus Aquillius Marius is known to his friends as Marius, and he is from the Aquillius family. Only members of his family address him directly by his praenomen (Sextus).

**Lorraine:** The name a region near the border between Gaul and Germany. This is also the name of a town in the same region.

**XXII Primigenia:** The local legion. It has recently withdrawn from the border for unknown reasons.

## PCs

**Arion Bassus:** Human paladin of Athena

**Dannicus:** A half-elf fey-pact warlock.

**Diedre Meagher:** An elvish ranger.

**Ismet:** A halfling rogue.

**Sextus Aquillius Marius:** A tiefling warlord.

**Tameri Kamenwati:** An eladrin wizard.

**Xabier:** A dragonborn fighter.

## NPCs

**Gaius Nonnius Mico:** The legate of the XXII Primigenia legion. He has left the area, having taken the legion with him.

**Vibius Gratus Vulso:** Roman centurion leading the remaining XXII Primigenia century (100 men).

**Umbrenius Curio:** Optio in the legion (Vulso's deputy), secretly passing legion movements to the goblins.

**Petri:** Halfling caravan leader.

**Mara:** Halfling mother and trader.

**Dardan:** Her son, kidnapped by goblins.

**Sollus:** Pious half-elven village elder.

**Titus Fabius Opis:** Wealthy Roman landowner.

**Ivixia:** Half-elven crazy witch, proclaiming doom.

**Ureth:** Priestess of Mab-Athena (secretly elvish).

## Character Summaries

**Arion Bassus:** A human paladin, Arion was born in a prosperous family. He was effectively orphaned 10 years ago when his parents were imprisoned during the reign of the half-orc emperor Maximus Thrax. He was fostered with and raised in the temple of Athena, choosing to become her champion. When he was of age, he campaigned to have his parents freed, delving into dangerous secrets. The temple sent him to Gaul, ostensibly to repair temples and minister to the folks of the province, but in reality to keep him out of trouble. Arion has learned that the man who convicted his parents is a member of the provincial governor's staff.

*Heroic Motivation:* To free his parents and fight tyranny in the name of his goddess.

**Diedre Meagher:** An elvish ranger, Diedre grew up in an elven enclave hidden in Gaul. Her father suffered some tragedy before she was born, and dedicated Diedre to the goddess Epona (Artemis). Her older brother taught her the way of the bow so they could guard their home, but when Diedre got older she felt called to do more than just protect her own people. The people of Gaul were suffering and Epona-Artemis would want Diedre to help them as much as she could. Over the objections of her brother and to the delight of her father, Diedre ventured forth into the wider world.

*Heroic Motivation:* Serve Epona-Artemis and help those in need.

**Ismet:** A halfling rogue, Ismet was born in a family of traveling merchants and thieves. He was taught that all the "big folk" were brutal and evil, and that stealing from them was perfectly acceptable. As he grew older, he learned that other races were both good and bad, and that his family was preying on them in the same way that evil members of other races preyed on the halflings. He left his family to try and find another path, and a way to make the world better.

*Heroic Motivation:* To do good and make up for the bad things his family has done.

**Sextus Aquillius Marius:** A tiefling warlord, Marius was born to a noble family whose goal was to "purify" Rome of the foreign elements. The Gens Aquillius was not so pure itself, however, having mingled with demons as much of Roman nobility has done. Marius manifested the demonic traits of his Marilith ancestor too strongly, and his family quietly have him sent of to join the legions. He is now a tribune in the XXII Primigenia legion. He struggles to lead his men well despite the common soldier's prejudices against demon-tainted nobility and the obvious corruption of his superiors.

*Heroic Motivation:* To exemplify the best of Roman nobility, and aid the helpless provincials who don't know what is best for themselves.

**Tameri Kamenwati:** An eladrin wizard, Tameri was born and raised as part of the royal house of Egypt. Like many of his fellow eladrin, he chafed under the rule of Rome, but unlike others, Tameri also recognized that the eladrin race itself was dying. He eventually realized that nothing could be done in Egypt, and decided to travel the world to learn how he might save his race. He came to Gaul searching for his race's elven cousins, hoping they may know something that could help.

*Heroic Motivation:* Angered by injustice, especially those perpetuated by Rome.

**Xabier:** A dragonborn fighter, Xabier grew up separately from Roman society in a small Dragonborn enclave. Like many of his kin, he chose to work as a mercenary in the legions of Rome. He did well until the treacherous assassination of the teenage emperor Gordian by the emperor-to-be Marcus Julius Philippus (Philip the Arab). This was too great an offense to his honor; he could not serve under such an evil man. He withdrew from the legions, and now searches for a cause worthy of a dragonborn.

*Heroic Motivation:* Be loyal to his companions and uphold the honor of the dragonborn race.

Arion Bassus	
Human Paladin	
<b>Level</b>	1

<b>Str</b>	18	+4	(+4)
<b>Con</b>	12	+1	(+1)
<b>Dex</b>	9	-1	(-1)
<b>Int</b>	10	+0	(+0)
<b>Wis</b>	14	+2	(+2)
<b>Cha</b>	14	+2	(+2)

Skills	
Diplomacy	+7
Endurance	+4
Insight	+7
Intimidate	+7
Religion	+5

Combat	
Initiative	-1
Speed	5

<b>AC</b>	18
<b>Fortitude</b>	16
<b>Reflex</b>	12
<b>Will</b>	14

<b>Hit Points</b>	27
<i>Bloodied</i>	13
<b>Healing Surges</b>	+6
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### Racial Traits, Class Features and Feats

- *Human Racial Features*: Bonus at-will power, feat and skill (included).
- *Human Perseverance [Feat]*: +1 feat bonus to saving throws.

Standard Actions	Attack	Damage	Critical	Your special attacks (prayers) use your Great Axe.
● Javelin	+6 AC	1d6+4	10	Basic attack. Range 10/20.
● Great Axe	+6 AC	1d12+4	16+1d12	Basic attack. High crit (bonus included).
● <i>Enfeebling Strike</i>	+4 AC	1d12+2	14+1d12	If you hit and the target is marked by you, the target is -2 to attacks until your next turn.
● <i>Holy Strike</i>	+6 AC	1d12+4	16+1d12	Radiant damage. If marked by you, the target suffers +2 damage.
● <i>Valiant Strike</i>	+6 AC	1d12+4	16+1d12	Gain +1 to attack per adjacent enemy.
○ <i>Radiant Smite</i>	+6 AC	2d12+6	30+1d12	Radiant damage.
□ <i>Paladin's Judgment</i>	+6 AC	3d12+4	40+1d12	Hit or miss, you or an ally within 5 squares can spend a healing surge.
○ <i>Second Wind</i>	Spend a healing surge and gain +2 to all defenses until the end of your next turn.			

### Minor Actions

- *Divine Challenge*: Once per turn, you mark a target within 5 squares. The mark lasts until you mark another target or fail to engage the target during your turn (by attacking it or ending your turn adjacent to it). The marked creature suffers a -2 attack penalty and 5 points of radiant damage if it makes an attack that does not include you as a target.
- *Channel Divinity*:
  - Divine Mettle - One creature within 10 squares makes a saving throw at +2. (one effect only)
  - Divine Strength - Gain +4 damage on your next attack this turn.
- *Lay on Hands and Healing Hands [Feat]*: Once per turn, touch a target and spend a healing surge. The target gains HP as if he had spent a healing surge, +2 extra hit points (from the *healing hands* feat).

**Equipment:** Great Axe, Javelins, Plate Armor

<b>Diedre Meagher</b>	
Elf Ranger	
<b>Level</b>	1

<b>Str</b>	16	+3	(+3)
<b>Con</b>	10	+0	(+0)
<b>Dex</b>	18	+4	(+4)
<b>Int</b>	10	+0	(+0)
<b>Wis</b>	14	+2	(+2)
<b>Cha</b>	10	+0	(+0)

<b>Skills</b>	
Acrobatics	+8
Athletics	+7
Nature	+9
Perception	+9
Stealth	+8

<b>Combat</b>	
<b>Initiative</b>	+4
<b>Speed</b>	7

<b>AC</b>	17
vs OA	19
<b>Fortitude</b>	14
<b>Reflex</b>	15
<b>Will</b>	12

<b>Hit Points</b>	22
<b>Bloodied</b>	11
<b>Healing Surges</b>	+5
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### Racial Traits, Class Features and Feats

-	<i>Elven Weapon Proficiency</i> : Proficient with a longbow and shortbow.
-	<i>Fey Origin</i> : You are considered a fey creature.
-	<i>Group Awareness</i> : Non-elf allies within 5 squares gain a +1 racial bonus to Perception checks.
-	<i>Wild Step</i> : You ignore difficult terrain when you shift.
-	<i>Prime Shot</i> : If none of your allies are nearer to your target, you gain a +1 bonus to ranged attacks.
-	<i>Archer Fighting Style</i> : Bonus on some ranger powers, plus the Defensive Mobility feat.
-	<i>Defensive Mobility [Feat]</i> : +2 bonus to AC against opportunity attacks (bonus noted).
-	<i>Lethal Hunter [Feat]</i> : The extra damage from <i>Hunter's Quarry</i> increase from d6s to d8s (bonus noted).
-	<i>Stealthy Attack</i> (house rule, requires Stealth training): After moving to cover, roll Stealth vs your target's Perception, at -5 if you moved 3 squares and -10 if you ran. You gain a combat advantage for your next attack this turn on that target.
○	<i>Elven Accuracy</i> : Once per encounter, you may re-roll one attack roll. You must use this roll, even if it is lower.

<b>Standard Actions</b>	<b>Attack</b>	<b>Damage</b>	<b>Critical</b>	<b>Your special attacks (exploits) use your bow or picks, as noted.</b>
● Long Bow	+6 AC	1d10+4	14	Basic attack. Range 20/40.
● War Pick	+5 AC	1d8+3	11+1d8	Basic attack. High crit (included). +1 damage if used two-handed.
● Light War Pick	+5 AC	1d6+3	9+1d6	Basic attack. High crit (included). Off-hand.
● Nimble Strike (bow)	+6 AC	1d10+4	14	Shift 1 square before or after you attack
● Twin Strike (bow)	+6 AC	1d10+4	14	Make two attacks on one or two targets.
● Twin Strike (picks)	+5 AC	1d8+3	11+1d8	Make two attacks on one or two targets. The second attack is
○ <i>flight pick attack</i>	+5 AC	1d6+3	9+1d6	with your off-hand weapon.
○ <i>Evasive Strike (bow)</i>	+6 AC	2d10+4	24	Shift 3 squares before or after you attack.
○ <i>[with war pick]</i>	+5 AC	2d8+3	19+1d8	Shift 3 squares before or after you attack.
□ <i>Split the Tree (bow)</i>	+6 AC	2d10+4	24	Attack two creatures within 3 squares of each other. Make two attack rolls, take the best, and apply it to both targets.
○ <i>Second Wind</i> : Spend a healing surge and gain +2 to all defenses until the end of your next turn.				

### Minor Actions

● <i>Hunter's Quarry</i> : You may designate the closest enemy you see as your quarry. Once per round, you may inflict +1d8 extra damage to your quarry when you hit him. This effect lasts until your quarry falls or you choose another quarry.
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**Equipment:** Long Bow, War Pick, Light War Pick (off-hand), Hide Armor

Ismet	
Halfling Rogue	
Level	1

Str	16	+3	(+3)
Con	10	+0	(+0)
Dex	18	+4	(+4)
Int	10	+0	(+0)
Wis	10	+0	(+0)
Cha	14	+2	(+2)

Skills	
Acrobatics	+6
Athletics	+8
Bluff	+7
Perception	+5
Streetwise	+7
Stealth	+9
Thievery	+11

Combat	
Initiative	+4
Speed	6

AC	17
vs OA	19
Fortitude	13
Reflex	17
Will	12

Hit Points	22
Bloodied	11
Healing Surges	+5
	○○○○○

### Racial Traits, Class Features and Feats

- *Bold*: +5 racial bonus to saving throws for throwing off fear effects.
- *Nimble Reaction*: +2 racial bonus to AC against opportunity attacks (bonus noted).
- Second Chance: Once per encounter, you may force an enemy to a re-roll an attack roll for an attack that hit you.
- *First Strike*: You have combat advantage against any creatures that has not acted yet in the encounter.
- *Brutal Scoundrel*: Add your Strength bonus to your sneak attack damage (bonus noted).
- *Rogue Weapon Talent*: Your shuriken damage die increases by one size. You get a +1 bonus to attack with daggers.
- *Sneak Attack, Backstabber [Feat]*: Once per round, do +2d8+3 damage if you have a combat advantage on your target.
- *Stealthy Attack* (house rule, requires Stealth training): After moving to cover, roll Stealth vs your target's Perception, at -5 if you moved 3 squares and -10 if you ran. You gain a combat advantage for your next attack this turn on that target.

Standard Actions				Attack	Damage	Critical	Your special attacks work with your sword, unless noted.
●	Shuriken	+7	AC	1d6+4	10	Range 6/12. Basic Attack.	
●	Short Sword	+6	AC	1d6+3	9	Basic attack.	
●	Parrying Dagger	+6	AC	1d4+3	7	Basic attack. Off-hand. Defensive (+1 AC, bonus included).	
●	Piercing Strike	+7	Refl	1d6+4	10	Rapier only.	
●	Sly Flourish	+7	AC	1d6+6	12	Your Charisma bonus is added to your damage (bonus included).	
	with shuriken	+7	AC	1d6+6	12		
○	Torturous Strike	+7	AC	2d6+7	19	Your Strength bonus is added to your damage (bonus included).	
□	Trick Strike	+7	AC	3d6+4	22	Until the end of the encounter, each time you hit the target you may slide it 1 square. This includes the current attack.	
	with shuriken	+7	AC	3d6+4	22		
○	Second Wind	Spend a healing surge and gain +2 to all defenses until the end of your next turn.					

**Equipment:** Short Sword, Parrying Dagger, Shuriken, Leather Armor, Thieves Tools

<b>Sextus Aquilius Marius</b>	
Tiefling Warlord	
<b>Level</b>	1

<b>Str</b>	16	+3	(+3)
<b>Con</b>	12	+1	(+1)
<b>Dex</b>	8	-1	(-1)
<b>Int</b>	14	+2	(+2)
<b>Wis</b>	10	+0	(+0)
<b>Cha</b>	18	+4	(+4)

<b>Skills</b>	
<i>Bluff</i>	+6
<i>Diplomacy</i>	+9
<i>Dungeoneering</i>	+5
<i>Heal</i>	+5
<i>History</i>	+7
<i>Stealth</i>	+0

<b>Combat</b>	
<b>Initiative</b>	+1
<b>Speed</b>	5

<b>Resistance</b>	
Fire	5

<b>AC</b>	17
<b>Fortitude</b>	14
<b>Reflex</b>	13
<b>Will</b>	15

<b>Hit Points</b>	24
<i>Bloodied</i>	12
<b>Healing Surges</b>	+6
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### Racial Traits, Class Features and Feats

- *Bloodhunt*: +1 racial bonus to attack rolls against bloodied foes.
- *Fire Resistance*: You have resist fire 5 + one-half your level (bonus noted).
- *Combat Leader*: You and allies within 10 squares who can see you gain a +2 power bonus to initiative (bonus included).
- *Inspiring Presence* and *Inspired Recovery [Feat]*: When an ally who can see you spends an action point, that ally also regains 4 lost hit points and can roll a saving throw as a free action, adding a +4 bonus to the roll.

Standard Actions			
	Attack	Damage	Critical
● Javelin	+5 AC	1d6+3	9
● Longsword	+6 AC	1d8+3	11
● <i>Furious Smash</i>	+6 Fort	3	3
● <i>Commander's Strike</i>	Choose an ally to make a basic melee attack on the target, with +2 damage.		
○ <i>Hammer and Anvil</i>	+6 Refl	1d8+3	11
□ <i>Bastion of Defense</i>	+6 AC	3d8+3	27
○ <i>Second Wind</i>	Spend a healing surge and gain +2 to all defenses until the end of your next turn.		

### Minor Actions

- *Infernal Wrath*: Gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits, gain +4 damage.
- *Inspiring Word*: You or an ally within 5 squares may use a healing surge. Your target gains an extra 1d6 hit points with the surge. May only be used once per round.

**Equipment:** Longsword, Javelins, Chainmail, Light Shield

<b>Tameri Kamenwati</b>	
Eladrin Wizard	
<b>Level</b>	1

<b>Str</b>	8	-1	(-1)
<b>Con</b>	14	+2	(+2)
<b>Dex</b>	14	+2	(+2)
<b>Int</b>	18	+4	(+4)
<b>Wis</b>	14	+2	(+2)
<b>Cha</b>	11	+0	(+0)

<b>Skills</b>	
Arcana	+11
History	+11
Insight	+7
Nature	+7
Religion	+9

<b>Combat</b>	
Initiative	+2
Speed	6

<b>AC</b>	16
<b>Fortitude</b>	12
<b>Reflex</b>	14
<b>Will</b>	15

<b>Hit Points</b>	24
<i>Bloodied</i>	12
<b>Healing Surges</b>	+6
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<b>Racial Traits, Class Features and Feats</b>	
-	<i>Eladrin Weapon Proficiency:</i> Proficient with a longsword.
-	<i>Eladrin Will:</i> +5 racial bonus to saving throws for throwing off charm effects.
-	<i>Fey Origin:</i> You are considered a fey creature.
-	<i>Trance:</i> You take an extended rest in 4 hours instead of 6. You are fully aware of your surroundings while in the trance.
○	<i>Orb of Imposition:</i> Choose a target and give it a -2 penalty to saves to throw off one of your effects. Alternately, extend the effect of one of your at-will spells that would end on your current turn, so that it lasts until the end of your next turn.
●	<i>Cantrips:</i> You can use the <i>ghost sound</i> , <i>light</i> , <i>mage hand</i> , and <i>prestidigitation</i> cantrips as at-will powers.
-	<i>Spell Book:</i> You may re-memorize a different daily spells after an extended rest.
-	<i>Ritual Casting:</i> You know Animal Messenger, Comprehend Language and Tenser's Disk. You can cast one ritual per day.
-	<i>Armor Proficiency (Leather) [Feat]:</i> You can wear leather armor without penalty.

<b>Standard Actions</b>					
●	Longsword	+2	AC 1d8-1	7	Your special attacks (spells) use your orb.
●	Ray of Frost	+4	Fort 1d6+4	10	Basic attack. +1 damage if used two-handed.
●	Scorching Burst	+4	Refl 1d6+4	10	Range 10. Cold damage. If you hit, your target is slowed for one turn.
○	Icy Terrain	+4	Refl 1d6+4	10	Range 10, burst 1 (3x3 square). Fire damage.
					Range 10, burst 1 (3x3 square). Cold damage. Each target hit is knocked prone. The area is difficult terrain until the end of your next turn.
□	Sleep	+4	Will		Range 20, burst 2 (5x5 square). Hit or miss, each target is slowed (saved ends). Targets who were hit and fail their first save also fall unconscious (save ends).
□	Flaming Sphere	+4	Refl 2d6+4	16	Range 10. Fire damage. You can sustain this sphere with a minor action. A creature that starts its turn next to the sphere suffers 1d4+4 fire damage. You may move the sphere 6 squares as a move action and attack with it as standard attack action.
○	Second Wind				Spend a healing surge and gain +2 to all defenses until the end of your next turn.

<b>Move Actions</b>	
○	<i>Fey Step:</i> Teleport 5 squares.

<b>Equipment:</b>	Longsword, Leather Armor, Orb
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Xabier	
Dragonborn Fighter	
<b>Level</b>	1

<b>Str</b>	18	+4	(+4)
<b>Con</b>	16	+3	(+3)
<b>Dex</b>	10	+0	(+0)
<b>Int</b>	10	+0	(+0)
<b>Wis</b>	13	+1	(+1)
<b>Cha</b>	11	+0	(+0)

Skills	
Athletics	+7
Endurance	+6
History	+2
Intimidate	+7

Combat	
Initiative	+0
Speed	5

<b>AC</b>	19
<b>Fortitude</b>	16
<b>Reflex</b>	12
<b>Will</b>	11

<b>Hit Points</b>	31
<i>Bloodied</i>	15
<b>Healing Surges</b>	+10
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### Racial Traits, Class Features and Feats

- *Dragonborn Fury*: When you're bloodied, you gain a +1 racial bonus to attack.
- *Draconic Heritage*: Your Constitution bonus is added to the hit points your gain from a healing surge (bonus included).
- *Combat Challenge*: If you attack a target (whether you hit or miss), you may mark it until the end of your next turn. The marked target suffers a -2 penalty to attack anyone other than you. If your marked target is adjacent to you and shifts or attacks someone else, you may make a melee attack as an immediate interrupt. This is not an opportunity attack.
- *Combat Superiority*: +1 to opportunity attacks. If you hit, your target stops moving.
- *Fighter Weapon Talent*: +1 to attack with 1 handed weapons (bonus included).
- *Enlarged Dragon Breath [Feat]*: You can choose to make your dragon breath be blast 5 instead of blast 3 (bonus noted).

Standard Actions			
	Attack	Damage	Critical
● Hand Axe	+7 AC	1d6+4	10
● Khopesh	+7 AC	1d8+4	12
● Cleave	+7 AC	1d8+4	13
● <i>Tide of Iron</i>	+7 AC	1d8+4	13
○ <i>Passing Attack</i>	+7 AC	1d8+4	13
	+9 AC	1d8+4	13
□ <i>Comeback Strike</i>	+7 AC	2d8+4	21
○ <i>Second Wind</i> : Spend a healing surge and gain +2 to all defenses until the end of your next turn.			

Minor Actions		
○ <i>Dragon Breath</i>	+6 Refl	1d6+3
		9

**Equipment:** Khopesh, Hand Axes, Scale Mail, Large Shield