

Day of the Demon

by Paul Strack

Adventure #2 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 2. Scaling information is provided for party-size, as well as for characters one level lower or 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 shorten the party in Interlude 1 to get straight to first fight (Encounter 2), then skip Encounter 6 in order to finish in about 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: After their defeat of the goblin raiders (in the previous adventure), the heroes enjoy the adoration of the people of Lorraine. Not everyone in the towns sees the heroes as saviors, however. Some secretive demon-worshippers see them as a threat and move to destroy them. When the heroes are invited to dine with the local town leaders, this band of cultists send demon-tainted beasts to kill them. The heroes must root out the cult to end the influence of demons within the region.

Interlude 1: The heroes are invited to a party at the estate of the local patrician, Titus Fabius Opis. They socialize with each other and the local town leaders.

Encounter 2: When the party is in full swing, a group of demon-tainted wolves and implings attack. The heroes must defend themselves and the helpless civilians.

Interlude 3: The heroes investigate the source of the demonic attack in Lorraine. They uncover several rumors that may explain this situation, and must sort truth from fiction.

Interlude 4: The heroes confront a potential leader of the cultists, Ivixia. Since they have no proof against her and can do nothing at this time.

Interlude 5: Unable to deal with the cult leader directly, the heroes regroup in the local temple to discuss with the priestess Ureth what to do next, based on what they know about the nature of demons.

Encounter 6: (Optional) If the investigation moves too slowly, the heroes are attacked a second time by a group of demon-tainted beasts in an attempt to finish them off.

Interlude 7: Knowing that demons cannot normally enter the world without being summoned, the heroes perform an elaborate magic ritual to try to triangulate the source of the demonic power.

Encounter 8: The heroes confront the cultists and their demonic master.

Interlude 1: Party with Opis

Setting: The courtyard of the villa owned by Titus Fabius Opis.

Flush from their victory over the goblins, the heroes are invited to a formal dinner party with the local patrician Titus Fabius Opis. This gives them another opportunity to introduce themselves and get to know each other better. It also lets them hobnob with the local luminaries and learn more about the situation in the province. If there are any new PCs, this is a good time to introduce them as well.

The party is in the courtyard interior of the patrician's villa. The heroes can lounge about on cushions as slaves serve them food that is luxurious by provincial standards. As heroes and warriors, Titus asks the PCs to bring their weapons and armor to show off (incidentally letting them fight Encounter 2). Give the heroes time to interact with each other. In addition, the following NPCs will be at the party:

Titus Fabius Opis (human male): The local patrician. He is arrogant and completely believes in Roman superiority, but not an inherently bad person. He owns slaves but cares for their welfare. He is the wealthiest man in Lorraine, which is why he is hosting the party.

Fabia Silvia (human female): The wife of Opis, she is bored and lonely in the provinces. She flirts aggressively with any handsome men among the PCs, hoping to begin an affair. Opis is oblivious.

Sollus (half-elf male): Town elder of Lorraine. He is deeply respectful and grateful to the heroes. He is very worried about the future of his town now that the legions are gone.

Ureth (elven female): Ureth is the town's priestess. She is pledged to Athena, but will perform rituals on behalf of all the Olympian gods. In a public setting such as the party, she is quiet and introspective. She prefers to interact privately with the heroes. She is passing herself off as a half-elf from further west, and will not reveal her elven heritage publically.

Vibius Gratus Vulso (human male): The centurion leader of the remaining local legionnaires. He is crude, corrupt and cowardly. He acts like a total bore at the party.

Colban (half-elf male): A young slave that serves food to the heroes. He won't speak unless spoken to. He is happy with his lot as a slave; being a house-slave is better than working in the fields.

The heroes may talk about whatever they want. Possible topics of conversation include:

- 1) Who the heroes are and where they came from.
- 2) Speculation on what the legate Gaius Nonnius Mico was up to when he withdrew his legions. All that is really known is they are moving south at the request of the governor of Gaul.
- 3) Concern about humanoid migrations. There is fear that the goblin raiders were only the first to come. There are rumors that orcish tribes are moving as well (this foreshadows the next adventure).
- 4) Curiosity about the temple that the heroes found when destroying the goblins, how old it might be and what discovering it means. This may lead to a general conversation about the nature of the gods.
- 5) Speculation about the emperor himself, Marcus Julius Philippus (Philip the Arab), who only took power a year ago and has recently arrived in Rome.

When the conversation reaches a natural lull or the players start to lose interest in talking, the party is interrupted by an attack of ravaging, demon-tainted beasts.

Encounter 2

Level 2 (125 XP per player)

Setting: The courtyard of the villa owned by Titus Fabius Opis.

Starting Positions: The demon-tainted wolves and impling swarms burst into one side of the courtyard. The heroes are standing around the dining table in the middle of the courtyard. All the NPCs immediately withdraw to the opposite side of the courtyard except for the poor slave Colban, who ends up trapped behind the monsters.

Tactics: The wolves and impling swarms push to the middle of the PCs. They try to surround them and pull them down, keeping them pinned (prone). The monsters fight to the death. They make no move on the NPCs. Don't point out this last fact to the players unless they specifically ask about it.

4 Demon-Tainted Wolves; Level 2 Skirmisher, Medium natural beast [XP 125]

These coal-black wolves have glowing red eyes and are tainted with demonic magic. They are based on the Gray Wolves (MM264), with extra fire resistance and cold vulnerability.

HP 38

HP 38

HP 38

HP 38

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

Defenses: AC 16; Fortitude 14, Reflex 14, Will 13

Resist Fire 5; **Vulnerable** Cold 5

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

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

3 Impling Swarms, Level 2 Soldier, Medium elemental magical beast (swarm) [XP 125]

Miniscule demons (18" tall) who run in swarms. Stats based on Needlefang Drake Swarms (MM90).

HP 38

HP 38

HP 38

Bloodied 19 Initiative +7 Speed 7 Perception 17

Defenses: AC 18; Fortitude 15, Reflex 17, Will 14

Immune fear; **Resist** half damage from melee and ranged attacks; **Vulnerable** 5 against close and area attacks.

- Swarm of Teeth: +8 vs. AC; 1d10+4 damage, or 2d10+4 damage against a prone target.
- *Pull Down* (minor action): +7 vs. Fortitude; the target is knocked prone.
- Swarm Attack (aura 1): The swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

Str 15 (+3); Con 14 (+3); Dex 18 (+5); Int 2 (−3); Wis 12 (+2); Cha 10 (+1)

Colban: The slave Colban cowers behind the monsters, begging the heroes to save him. He takes no actions on his own. If any PC is closer to him than a monster, they can order him to move 6 squares as a minor action, no more than once per round. He is in no real danger unless the PCs are defeated or if one of the swarms happens to get too close. He dies on any hit.

Other NPCs: The other NPCs stay back and let the heroes fight. Opis, Silvia and Sullo have no fighting skills. Vulso is simply a coward and won't do anything but hide and whimper. Ureth can not reveal herself in a fight, but she will help the heroes indirectly. Once per turn (but at most two times in the battle) on initiative count 12, she will cast a healing word on a nearby PC that seems to need it.

- *Ureth's Healing Word:* One target within 5 squares may spend a healing surge, and gains an addition 1d6+4 hit points.

Encounter Scaling:

6 Players: 3 wolves, 3 swarms

5 Players: 3 wolves, 2 swarms

4 Players: 2 wolves, 2 swarms

+1 PC Level: Add +8 HP, +1 defenses, +1 to attack to all creatures, XP 150 per player

-1 PC Level: Add -8 HP, -1 defenses, -1 to attack to all creatures, XP 100 per player

Aftermath: The heroes should be able to easily establish that the creatures are unnatural. A Religion check (DC 10) identifies the implings as very minor demons, incapable to travel to the physical world unless summoned. They are nuisances as individuals, but dangerous in groups. A Nature, Religion or Arcane check (DC 15) reveals the demonic taint in the wolves. If the check matches DC 20 or better, the heroes also learn that this tainted could only have been imparted by a more powerful demon.

Titus Fabius Opis is convinced that his family was the target of the attack. He begs the PCs to learn who is after him. Ureth is not so sure, but she agrees that those responsible need to be uncovered.

If he survived, Colban is extremely grateful to the heroes for saving his life. He fawns all over them.

Interlude 3: Hunting the Cultists

Level 2 (450 XP)

Setting: The town of Loraine, various locations.

The heroes investigate who is responsible for the attack on Titus Fabius Opis's villa. This is a skill challenge to locate the guilty parties.

Level 2: 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: Streetwise, Insight, Diplomacy, Religion

Streetwise and Insight: The hero uses his information gathering skills or his sense of the local people's mood to get information about strange activities in town. Each success gives the heroes one rumor and a lead to follow. Once the group has 3 successes from these checks, these two skills may not be used any more in this challenge (all the possible leads have been found).

- **Lead 1:** There is growing resentment in the town against Roman rule. Many of the malcontents spend time at the Summer Twilight tavern. The heroes can talk to them there. The tavern folk are not directly involved, but they can be cajoled to reveal the outspoken enemies of Rome.

- **Lead 2:** Although it hasn't happened in a while now, people have been disappearing at a rate of one every couple of months, especially among the poorer parts of the town or among slaves. The heroes can question those who have lost loved ones to learn what they know.
- **Lead 3:** Attendance and worship at the temple of the Olympian gods is less than it has been in the past. Rumor has it that the gods are forsaking the provinces because of the many sins of the empire. The heroes can ask about who is conspicuous in their absence from the temple.
- A failure results in a false lead. The heroes soon figure out each isn't true, but waste some time:
 - * Some legionnaires worship strange gods (they are auxiliaries worshipping Egyptian gods).
 - * The halflings in town hate the "big folk" are trying to destroy them (pure prejudice).
 - * The goblins are back and looking for revenge (there are no real signs of their return).

Diplomacy and Religion: The heroes pursue the leads they have found, persuading folks to tell them what they know (Diplomacy). Because the group they are pursuing are demon-worshippers, invoking the gods and asking leading questions about demonic signs is also helpful (Religion). Once the party has multiple leads, each player can choose which of the groups he is questioning.

Intimidate: None of the people that the heroes talk to in their investigation are really hostile to them. Because of this, Intimidation is not particularly effective at getting them to reveal information, since they are not deliberately concealing anything. This means Intimidation checks are DC 20.

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: The heroes piece things together and learn that the old woman Ivixia is a likely candidate for a leader of their enemies. She has been especially vocal in her opposition to Rome, she has not been to the temple in years and her neighbors note that the disappearances have been near her home. If the heroes go to talk to her, proceed to Interlude 4.

Defeat: The heroes are unable to connect the rumors to any actual people that may be leading their enemies, but even if they have failed they will have picked up a few rumors. They must regroup at the temple. Proceed to Interlude 5.

Interlude 4: Ivixia's Den

Setting: The home of Ivixia.

The heroes confront the elderly half-elf Celt Ivixia in her home about her possible involvement in the strange going on in the town plus her possible connection to the demon-tainted beasts. The heroes have no real evidence against her, so they can only talk to her. Ivixia is from an old, wealthy and respectable family, but she now lives alone with only a few slaves to keep her company.

After speaking to her for only a few moments, it is clear Ivixia is insane. She raves that the doom of Rome is at hand. The emperors have become completely corrupt and are not worthy to lead the empire any longer (basically true). The Roman empire now deserves to fall so that the old kingdoms can rise again (possibly true, but debatable). The gods have turned away from the empire because of the sins of the people (slivers of truth mixed with misconceptions). Without the gods, the people can only save themselves by reaching out to other, older powers (deranged and hypocritical, because the "corruption" of the empire has a lot to do with widespread demon-summoning in Rome).

Ivixia stops short of admitting to turning to the “old powers” herself, but in fact she is the leader a cult of demon-worshippers following a minor demon named Axoth. Ivixia only admits that people *should* turn to the old powers, not that she actually has. Though she is lying through her teeth, the heroes have no real proof of her involvement. Cutting her down in the street would simply be murder.

If they leave her be: Ivixia makes a point of sitting outside her house served by her household slaves. She makes it clear from her actions that she is going nowhere and cannot be followed to where the rest of the cultists are. She never leaves public areas, making it difficult to capture her for interrogation.

If they interrogate her slaves: It is easier to get ahold of Ivixia’s slaves, but this is another dead end. Her slaves only know that Ivixia leaves the house about once a month without telling them where she goes. They fear her greatly and have no idea what she is doing or who she is doing it with.

If they attack Ivixia: If the heroes attack Ivixia, either to kill or capture her, she invokes a demonic amulet that makes black clouds billow out and cover the entire area. When the clouds clear, she is gone. Optionally, the heroes are attacked by more demon-wolves to help cover her escape (Encounter 6).

Whatever the heroes do, the DM should let Ivixia get away to appear in the final encounter.

Interlude 5: Regrouping at the Temple

Setting: Either the temple in Lorraine or the lost temple outside of town.

Whether they discover Ivixia or not, the heroes will need to regroup to figure out what happens next. The likeliest place for them to meet will be the lost temple outside of town they discovered in the previous adventure. Alternately, they can meet at the modern temple in the town of Lorraine. Either way, the priestess Ureth will speak with them about what they have learned so far. Ureth acts as the prompts the heroes to discuss on what they have learned. By this point, they likely know:

- There is strange demonic activity in town.
- This has been going on for some time.
- The activity is likely tied to some anti-Roman group.

One likely question the PCs may have is why such a group would work with demons, especially since the Roman’s themselves often summon demons. Though Ureth cannot answer this question, she can discuss the history of the war of the gods, the primordial and demonkind. If the heroes discuss this in the lost temple, there are ancient carvings that Ureth can point to that depict the war.

About demons: Most of this story in the campaign information for *Rome: Decline and Fall*. At the beginning of history, Zeus and the other Olympians fought against their parents, the Titans. The mortal servants of the gods (the modern races) also fought against the mortal servants of the Titans (dragons and giants). Both the Olympians and the Titans used terrible creatures in their war. The demons were one such group, and they fought with whoever would reward them.

The exact origins of demon-kind is unknown, but it believed they come for the Elemental Chaos from which the world was originally made. They may be remnants of earlier creations. They hunger for the beauty of this world and the souls of its inhabitants, but their very nature is antithetical to the physical world. It is possible, with the correct ancient rituals, to call demons into this world. They offer service in exchange for strange gift. The thing they value most are the lives and souls of mortals.

What next: From here, you can interrupt the discussion with another attack (Encounter 6) or proceed to the skill challenge to uncover the demonic power (Interlude 7).

Encounter 6

Level 2 (125 XP per player)

This encounter is optional. You may include it if you have time and if the adventure needs more action. The heroes are surrounded by and attacked by more demon wolves. This may happen in two places:

- With Ivixia (Interlude 4) if the heroes decide to attack her.
- In the temple (Interlude 5) while the heroes are trying to figure out what to do next.

Tactics: The wolves come in two groups on opposite sides of the heroes. Each group focuses on one target at a time, trying to put that target down before moving to another. They fight to the death.

4 Demon-Tainted Wolves; Level 2 Skirmisher, Medium natural beast [XP 125]

These coal-black wolves have glowing red eyes and are tainted with demonic magic. They are based on the Gray Wolves (MM264), with extra fire resistance and cold vulnerability.

HP 38

HP 38

HP 38

HP 38

Bloodied 19

Initiative +5

Speed 8

Perception 17; low-light vision

Defenses: AC 16; Fortitude 14, Reflex 14, Will 13

Resist Fire 5; **Vulnerable** Cold 5

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

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

3 Rabid Demon-Tainted Wolves; Level 2 Skirmisher, Medium natural beast [XP 125]

As above, but frothing at the mouth and based on hyenas (MM166).

HP 37

HP 37

HP 37

Bloodied 18

Initiative +5

Speed 8

Perception 17; low-light vision

Defenses: AC 16; Fortitude 14, Reflex 13, Will 12

- Bite: +7 vs. AC; 1d6+3 damage, +1d6 if the target is adjacent to two of the wolf's allies.
- If the rapid wolf is adjacent to an enemy, all other creatures have combat advantage against that enemy when making melee attacks.

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

Encounter Scaling:

Fewer players: Wolves equal to the number of PCs.

+1 PC Level: Add +8 HP, +1 defenses, +1 to attack to all creatures, XP 150 per player

–1 PC Level: Add –8 HP, –1 defenses, –1 to attack to all creatures, XP 100 per player

Interlude 7: Demon Spiral

Level 2 (300 XP)

Setting: The wilderness around Loraine, various locations.

Ureth explains that the regular demon summoning would leave some sign of their unnatural power. She knows enough about demon-kind that she can help the heroes locate the center of the demonic activity by appealing to the gods. Ureth must remain in the temple to work this ritual. She sends the heroes out to extend the ritual's power and to follow the signs to where they might lead.

Level 2: Skill checks for primary skills are DC 15 (house rules for assigning DC).

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

Primary Skills: Arcana, Nature, Religion, Perception

Arcana and Religion: By herself, Ureth's ritual cannot reach very far. Those with arcane or divine knowledge can help her extend the scope of her ritual. As they travel from the temple, the heroes can use their Arcana or Religion skills to maintain and extend the ritual and reveal signs of demonic taint. The heroes must get at least two of the successful checks from these skills to win the challenge.

Nature and Perception: As the ritual reveals demonic signs, heroes can use Nature and Perception checks to locate and follow the signs. Possible signs include tree with blood instead of sap, forest animals with glowing red eyes, black miasma floating low to the ground or unnatural warmth coming from the earth. Note that these signs are not actually physically present; they ritual is create the signs to indicate the source of demonic power, and they will fade when Ureth stops working her ritual.

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: The heroes follow the signs of demonic taint to the cultist's hidden cave. The heroes arrive before the cultists have time to finish freeing Axoth into this world.

Defeat: Running out of time, the heroes see a flash of dark power in the distance, visible as a swirl of black smoke with reddish tints. They can follow it to the cultists cave, but when they arrive, Axoth is free to move into the world.

Alternate Challenges: If the players come up with an alternate plan for locating the cultists, such as finding and following some cultists other than Ivixia, the DM should construct an appropriate skill challenge and use that instead. The victory and defeat conditions should be the same.

Encounter 8

Level 5 (200 XP per player)

Setting: The demon worshipper's cave.

Setup: With the heroes becoming active, the cultists are now rushing to finish freeing their demonic master. In desperation, they are using own of their own members as the final sacrificial victim. The cultists are not experts at demon summoning, so they have worked painstakingly for months to open a small door into the Elemental Chaos. This gate has open enough that Axoth can enter the cave where he has been summoned, but cannot go far beyond it.

Axoth has tainted some local beasts and given the cultists minor impling servants to whet their appetite for more power. He is coaching them with more knowledge so that the cultists can finish freeing him. When freed, he has promised to fulfill their desires by driving out the Romans and putting the cultists in charge of the town of Lorraine. In truth, Axoth simply plans to kill all the cultists and go on a rampage once he is free, but the cultists are too foolish to see that.

In the grand scheme of things, Axoth is not an especially powerful demon. If he were called by one of the greater demon summoners, he would be cannon fodder in some battle and possibly be destroyed. He is hoping to wriggle his way into a place of minor power in the Roman provinces so he can devour souls and become more powerful in the demonic hierarchy. He isn't all that clever, but fortunately for him the cultists are even more idiotic and deluded.

If Ivixia has survived to this point, she is present as the leader of the cultists. Before the battle begins, she will rant about how the heroes are "too late" and that Axoth is (or soon will be) free. She exults that he will sweep through Lorraine and destroy the weak and sinful, putting the righteous in charge of the town as they should be. The DM should have a separate miniature for Ivixia, making her a likely target. However, Ivixia is just another deluded cultist minion. Despite her stronger personality, she is no better than the rest and will fall in a single hit.

Starting Positions: The heroes are grouped in the forest outside the cave. The cultists are arranged inside the cave with the impling swarms among them. One cultist is chained to an alter in the cave and doesn't take part in the fight. Axoth is standing behind the alter.

Tactics: The implings swarm among the heroes, trying to position themselves so that their aura reaches more than one target. The cultists hang back, using their throwing axes to attack their targets at a distance. Axoth's tactics depend on his current status:

If Axoth is free: This is the situation if the heroes lost the previous skill challenge. Axoth will charge out of the cave, going for the weakest looking PC. He will concentrate his attacks on that PC until the PC falls. He is willing to suffer a few Opportunity Attacks to get to his target. He is overcome with battle lust, and will fight until he is down to 25% of his hit points (50 points). At that point, he will realize that the heroes might defeat him, and will attempt to disengage and get away. Axoth is a clumsy flyer, so he takes a while to take off. If he reaches the edge of the map, he is able to launch himself into the air and escape.

If Axoth is not free: This is the situation if the heroes won the previous skill challenge. Axoth cannot move more than 20 squares from the alter. He will still try to target and take down one hero at a time, but he will retreat into the cave for cover if he is suffering from too many ranged attacks. Retreating back through the gate means his eventual doom, so Axoth will fight to the death.

1 Cultist Sacrifice

This cultist chained to the alter cannot take actions or fight. If he is alive, he screams and begs for mercy, but his life or death has no impact on the battle. He does not count as one of the cultist for the battle. If Axoth has been freed, this cultist is already dead.

9 Cultists; Level 2 Minion, XP 31

Half-elven demon worshippers, based on human rabble (MM162). One of them is Ivixia.

Str 14 (+2); Con 12 (+1); Dex 10 (+0); Int 9 (−1); Wis 10 (+0); Cha 11 (+0)

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

Initiative: +0 *Speed:* 6 *Perception:* 10

Defense: **AC** 15; **Fortitude** 13, **Reflex** 11, **Will** 11; +2 defense if two other cultists are within 5 squares

- Axes (melee or thrown): +6 vs. AC; 4 damage, range 5/10

3 Impling Swarms; Level 2 Soldier, XP 125

Miniscule demons (18" tall) who run in swarms. Stats based on Needlefang Drake Swarms (MM90).

Str 15 (+3); Con 14 (+3); Dex 18 (+5); Int 2 (−3); Wis 12 (+2); Cha 10 (+1)

Hit Points: 38

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Hit Points: 38

Bloodied: 19 *Initiative:* +7 *Speed:* 7 *Perception:* 17

Defense: **AC** 18; **Fortitude** 15, **Reflex** 17, **Will** 14

Immune fear; **Resist** half damage from melee and ranged attacks; **Vulnerable** 5 against close and area attacks.

- Swarm of Teeth: +8 vs. AC; 1d10+4 damage, or 2d10+4 damage against a prone target.
- *Pull Down* (minor action): +7 vs. Fortitude; the target is knocked prone.
- *Swarm Attack* (aura 1): The swarm makes a Swarm of Teeth attack as a free action against each enemy that begins its turn in the aura.

Axoth, Fire Demon; Level 3 Solo Brute, Large elemental magical beast (demon), XP 750

A 10 foot tall, fiery red, winged minor demon, stats loosely based on a young white dragon (MM84).

Str 18 (+5); Con 18 (+5); Dex 10 (+1); Int 10 (+1); Wis 12 (+2); Cha 8 (+0)

Hit Points: 200

Bloodied: 100 *Initiative:* +1 *Speed:* 6, fly 6 *Perception:* 17; darkvision
Defense: AC 18; **Fortitude** 20, **Reflex** 16, **Will** 17; **Resist** 15 fire; **Saving Throws** +5

Action Points: ○○

- Tail Whip (Fire): Reach 2; +6 vs. AC; 1d8+4 plus 1d6 fire damage; plus an extra 1d6 fire damage on a successful opportunity attack.
- Claw: Reach 2; +6 vs. AC; 1d8+4 damage.
- *Demon's Fury*: The demon makes two claw attacks. If it hits with both, it makes a tail whip attack on the same target.
- *Hell Blast* (recharge 5+, Fire): Close blast 5; +4 vs. Reflex; 3d6+4 fire damage and ongoing 5 fire damage (save ends).
- *Bloodied Blast*: When the demon is bloodied, it's *Hell Blast* recharges and may be used as an immediate reaction.
- *Frightful Presence* (Fear): Close burst 5 vs. enemies; +4 vs. Will; target is stunned until the end of the demon's next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

Encounter Scaling:

6 Players: Axoth, 6 cultists, 2 swarms

5 Players: Axoth, 4 cultists, 1 swarm

4 Players: Axoth, 2 cultists

+1 PC Level: Add +8 HP (swarms), +40 HP (demon), +1 defenses, +1 to attack, XP 250 per player

-1 PC Level: Add -8 HP (swarms), -40 HP (demon), -1 defenses, -1 to attack, XP 175 per player

Aftermath: If the heroes defeat Axoth and kill the cultists, the threat against Lorraine is ended. If Axoth manages to get away, he escapes to the interior of Gaul where he goes on a brief rampage, killing dozens before eventually being destroyed. Either way, the grateful citizens of Lorraine reward the heroes.

A Slave of Their Own: Titus Fabius Opis is especially grateful, and may still be convinced the demon was after his family. He rewards the heroes with the slave Colban to be their servant. The heroes may balk at having a slave of their own, but Colban is personally grateful to the heroes for saving his life. Colban will want to devote himself to the heroes, and won't want to be freed. If the heroes insist on getting rid of him, Colban asks the heroes to keep him until they can find a good home to sell him into.

The purpose of Colban is to get the players used to the idea that slavery is an accepted part of Roman society, and that slave owners are not considered evil. He does not have any special skills and is not useful in combat, but he can take care of mundane activities like cooking and cleaning for the heroes. Having been slave owners themselves, the heroes will have less of a moral high-ground when confronting slave abuse in future adventures.

You can keep Colban around as comic relief and a foil for the PCs to interact with. He can also be a "designated victim" for future villains to threaten. Colban does not play any special role in future adventures, however. If the party sells him off or if he is killed, it will not disrupt future stories.

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.

The Lost Temple: An ancient temple of Athena, Apollo and Aphrodite, discovered by the heroes. It is the base of the heroes for their initial adventures.

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.

Sollus: Pious half-elven village elder.

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

Titus Fabius Opis: Wealthy Roman landowner.

Fabia Silvia: The flirtatious wife of Titus Fabius Opis

Colban: A slave of the Fabius family.

Ivixia: Half-elven crazy witch, proclaiming doom.

Axoth: A minor but ambitious demon seeking to establish power in Lorraine.

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 off 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	
Level	2

Str	18	+4	(+5)
Con	12	+1	(+2)
Dex	9	-1	(+0)
Int	10	+0	(+1)
Wis	14	+2	(+3)
Cha	14	+2	(+3)

Skills	
Diplomacy	+8
Endurance	+5
Insight	+8
Intimidate	+8
Religion	+6

Combat	
Initiative	+0
Speed	5

AC	19
Fortitude	17
Reflex	13
Will	15

Hit Points	33
Bloodied	16
Healing Surges	+8
	○○○○○○○○○○○○

Racial Traits, Class Features and Feats	
-	<i>Human Racial Features:</i> Bonus at-will power, feat and skill (included).
-	<i>Human Perseverance [Feat]:</i> +1 feat bonus to saving throws.
-	<i>Weapon Proficiency, Fullblade [Feat]:</i> You are trained to use a full blade.

Standard Actions		Attack	Damage	Critical	Your special attacks (prayers) use your fullblade.
●	Javelin	+9	AC 1d6+5	11+1d6	Basic attack. Range 10/20. Crit bonus is thunder damage.
●	+1 Luck Fullblade	+9	AC 1d12+5	17+d8+d12	Basic attack. High crit (bonus included).
□	<i>Luckblade Power:</i> As a free action, re-roll an attack roll you just made. You must use the second roll, even if it is lower.				
●	<i>Enfeebling Strike</i>	+7	AC 1d12+3	15+d8+d12	If you hit and the target is marked by you, the target is -2 to attacks until your next turn.
●	<i>Holy Strike</i>	+9	AC 1d12+5	17+d8+d12	Radiant damage. If marked by you, the target suffers +2 damage.
●	<i>Valiant Strike</i>	+9	AC 1d12+5	17+d8+d12	Gain +1 to attack per adjacent enemy.
○	<i>Radiant Smite</i>	+9	AC 2d12+7	31+d8+d12	Radiant damage.
□	<i>Paladin's Judgment</i>	+9	AC 3d12+5	41+d8+d12	Hit or miss, one ally within 5 squares can spend a healing surge.
○	<i>Second Wind:</i> Spend a healing surge, gain +2 to all defenses until the end of your next turn and 3 temporary hit points.				

Minor Actions	
●	<i>Divine Challenge:</i> 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.
○	<i>Channel Divinity:</i> 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.
□□	<i>Lay on Hands and Healing Hands [Feat]:</i> 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 hp (from the <i>healing hands</i> feat).
□	<i>Potion of Healing:</i> Drink as minor action, spend a healing surge and regain 10 hit points instead of the normal amount.

Triggered Actions	
□	<i>Martyr's Blessing:</i> When an adjacent ally is hit be a melee or ranged attack, you may choose to be hit instead.

Equipment:	+1 Luck Full Blade, Javelin, Plate Armor, Potion of Healing
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Diedre Meagher	
Elf Ranger	
Level	2

Str	16	+3	(+4)
Con	10	+0	(+1)
Dex	18	+4	(+5)
Int	10	+0	(+1)
Wis	14	+2	(+3)
Cha	10	+0	(+1)

Skills	
Acrobatics	+9
Athletics	+8
Nature	+10
Perception	+10
Religion	+6
Stealth	+9

Combat	
Initiative	+5
Speed	7

AC	18
vs OA	20
OA from bow	22
Fortitude	15
Reflex	16
Will	13

Hit Points	27
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Bloodied	13
Healing Surges	+6
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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>Initiative of the Faith [Feat]:</i> Multi-class cleric, gaining the Religion skill and <i>Healing Word</i> once per day.
-	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.
○	<i>Elven Accuracy:</i> Once per encounter, you may re-roll one attack roll. You must use this roll, even if it is lower.

Standard Actions				Critical	Damage	Attack
●	+1 Point Blank Long Bow	+8	AC	1d10+5	15+1d6	Basic attack. Range 20/40.
-	<i>Point Blank Power:</i> +2 item bonus to AC against opportunity attacks provoked by attacking with this weapon (bonus noted).					
○	<i>Point Blank Power:</i> Once per encounter, make a ranged attack with your bow without provoking any opportunity attacks.					
●	War Pick	+6	AC	1d8+3	11+1d8	Basic attack. High crit (included). +1 damage if used two-handed.
●	Light War Pick	+6	AC	1d6+3	9+1d6	Basic attack. High crit (included). Off-hand.
●	Nimble Strike (bow)	+8	AC	1d10+5	15+1d6	Shift 1 square before or after you attack
●	Twin Strike (bow)	+8	AC	1d10+1	11+1d6	Make two attacks on one or two targets.
●	Twin Strike (picks)	+6	AC	1d8+0	8+1d8	Make two attacks on one or two targets. The second attack is with your off-hand weapon.
	[light pick attack]	+6	AC	1d6+0	6+1d6	
○	Evasive Strike (bow)	+8	AC	2d10+5	25+1d6	Shift 3 squares before or after you attack.
	[with war pick]	+6	AC	2d8+3	19+1d8	Shift 3 squares before or after you attack.
□	Split the Tree (bow)	+8	AC	2d10+5	25+1d6	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.
□	<i>Healing Word:</i> You or an ally within 5 squares may use a healing surge, gaining an extra 1d6 hit points.
□	<i>Potion of Healing:</i> Drink as minor action, spend a healing surge and regain 10 hit points instead of the normal amount.

Triggered Actions	
○	<i>Yield Ground:</i> If damaged by a melee attack, you may shift 2 squares and gain +2 to defenses until the end of your next turn

Equipment:	+1 Point Blank Long Bow, War Pick, Light War Pick (off-hand), Hide Armor, Potion of Healing
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Ismet	
Halfling Rogue	
Level	2

Str	16	+3	(+4)
Con	10	+0	(+1)
Dex	18	+4	(+5)
Int	10	+0	(+1)
Wis	10	+0	(+1)
Cha	14	+2	(+3)

Skills	
Acrobatics	+12
Bluff	+8
Perception	+6
Streetwise	+8
Stealth	+10
Thievery	+12

Combat	
Initiative	+5
Speed	6

AC	18
vs OA	20
Fortitude	14
Reflex	18
Will	13

Hit Points	27
Bloodied	13
Healing Surges	+6
	○○○○○

Racial Traits, Class Features and Feats	
-	<i>Bold:</i> +5 racial bonus to saving throws for throwing off fear effects.
-	<i>Nimble Reaction:</i> +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.
-	<i>First Strike:</i> You have combat advantage against any creatures that has not acted yet in the encounter.
-	<i>Brutal Scoundrel:</i> Add your Strength bonus to your sneak attack damage (bonus noted).
-	<i>Rogue Weapon Talent:</i> Your shuriken damage die increases by one size. You get a +1 bonus to attack with daggers.
-	<i>Sneak Attack, Backstabber [Feat]:</i> Once per round, do +2d8+3 damage if you have a combat advantage on your target.
-	<i>Weapon Proficiency, Rapier [Feat]:</i> You are trained in the use of a rapier.
-	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				Critical	Damage	Attack	Your special attacks work with your rapier, unless noted.
●	+1 Quick Shurikens	+9	AC	1d6+5	11+1d6		Range 6/12. Basic Attack.
□	<i>Quick Power:</i> If you hit with your shuriken, you may make one basic attack against any target as a free action.						
●	Rapier	+7	AC	1d8+3	11		Basic attack.
●	Parrying Dagger	+7	AC	1d4+3	7		Basic attack. Off-hand. Defensive (+1 AC, bonus included).
●	Piercing Strike	+8	Refl	1d8+4	12		Rapier only.
●	Sly Flourish	+8	AC	1d8+6	14		Your Charisma bonus is added to your damage (bonus included).
	with shuriken	+9	AC	1d6+7	13+1d6		
○	Torturous Strike	+8	AC	2d8+7	23		Your Strength bonus is added to your damage (bonus included).
□	Trick Strike	+8	AC	3d8+4	28		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	+9	AC	3d6+5	23+1d6		
○	<i>Second Wind:</i> Spend a healing surge and gain +2 to all defenses until the end of your next turn.						

Move Actions	
○	<i>Turnle:</i> You shift 3 squares (half your speed).

Minor Actions	
□	<i>Potion of Healing:</i> Drink as minor action, spend a healing surge and regain 10 hit points instead of the normal amount.

Equipment:	Rapier, Parrying Dagger, +1 Quick Shurikens, Leather Armor, Thieves Tools, Potion of Healing
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Sextus Aquilius Marius	
Tiefling Warlord	
Level	2

Str	16	+3	(+4)
Con	12	+1	(+2)
Dex	8	-1	(+0)
Int	14	+2	(+3)
Wis	10	+0	(+1)
Cha	18	+4	(+5)

Skills	
Bluff	+7
Diplomacy	+10
Heal	+6
History	+8
Intimidate	+10
Stealth	-1

Combat	
Initiative	+2
Speed	5

Resistance	
Fire	6

AC	19
Fortitude	15
Reflex	15
Will	16

Hit Points	29
Bloodied	14
Healing Surges	+7
	○○○○○○○○

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

Standard Actions			Attack	Damage	Critical	Your special attacks (exploits) use your sword.
●	Javelin	+6	AC	1d6+3	9	Basic attack. Range 10/20.
●	+1 Vanguard Longsword	+8	AC	1d8+4	12+1d8	Basic attack. +1 damage if used two-handed.
-	Vanguard Power: Gain +1d8 damage on a successful charge.					
●	Furious Smash	+8	Fort 3	3+1d8		If you hit, one ally adjacent to you or your target gets a +4 power bonus on the next attack on the target, by the end of his next turn.
●	Wolf Pack Tactics	+8	AC	1d8+4	12+1d8	Before you attack, an ally adjacent to you or the target may shift 1 square.
○	Hammer and Anvil	+8	Ref1	1d8+4	12+1d8	If you hit, one ally adjacent to the target can make a basic melee attack against the target, with +4 damage.
□	Bastion of Defense	+8	AC	3d8+4	28+1d8	If you hit, allies within 5 squares of you get a +1 power bonus to all defenses until the end of the encounter. Whether you hit or miss, allies within 5 squares of you gain 9 temporary hit points.
○	Second Wind: Spend a healing surge and gain +2 to all defenses until the end of your next turn.					

Move Actions
○ <i>Knight's Move</i> : You do not move. One ally within 10 squares moves as a free action instead.

Minor Actions
○ <i>Infernal Wrath</i> : 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.
○○ <i>Inspiring Word</i> : 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.
□ <i>Vanguard Longsword Power</i> : Use before a charge. If you hit with your charge, all allies within 10 squares of you gain a +1 bonus to attacks and +4 to damage rolls until the start of your next turn.
□ <i>Potion of Healing</i> : Drink as minor action, spend a healing surge and regain 10 hit points instead of the normal amount.

Equipment:	+1 Vanguard Longsword, Javelins, Chainmail, Heavy Shield, Potion of Healing
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Tameri Kamenwati	
Eladrin Wizard	
Level	2

Str	8	-1	(+0)
Con	14	+2	(+3)
Dex	14	+2	(+3)
Int	18	+4	(+5)
Wis	14	+2	(+3)
Cha	11	+0	(+1)

Skills	
Arcana	+12
History	+12
Nature	+8
Perception	+8
Religion	+10

Combat	
Initiative	+7
Speed	6

AC	17
Fortitude	13
Reflex	15
Will	16

Hit Points	28
Bloodied	14
Healing Surges	+7
○○○○○○○○	

Racial Traits, Class Features and Feats	
-	<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, Tenser's Disk and Eye of Alarm.
-	<i>Armor Proficiency (Leather) [Feat]:</i> You can wear leather armor without penalty.
-	<i>Improved Initiative [Feat]:</i> +4 to initiative (bonus included).

Standard Actions		Attack	Damage	Critical	Your special attacks (spells) use your orb.
●	Longsword	+3 AC	1d8-1	7	Basic attack. +1 damage if used two-handed.
●	Ray of Frost	+6 Fort	1d6+5	11+1d6	Range 10. Cold damage. If you hit, your target is slowed for one turn.
●	Scorching Burst	+6 Refl	1d6+5	11+1d6	Range 10, burst 1 (3x3 square). Fire damage.
○	Icy Terrain	+6 Refl	1d6+5	11+1d6	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 (A1)	+6 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 (A1)	+6 Refl	2d6+5	17+1d6	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.			

Move Actions	
○	Fey Step: Teleport 5 squares.

Minor Actions	
□	<i>Orb of Inevitable Continuance Power:</i> One of your powers that is due to end at the end of this turn lasts an extra turn.
□	<i>Potion of Healing:</i> Drink as minor action, spend a healing surge and regain 10 hit points instead of the normal amount.

Triggered Actions	
○	<i>Shield (U2):</i> When hit, gain a +4 power bonus to AC and reflex until the end of your next turn as an immediate interrupt.
□	<i>Feather Fall (U2):</i> As a free action when falling, take no damage and do not fall prone from a fall.

Equipment:	
Longsword, Leather Armor, +1 Orb of Inevitable Continuance, Potion of Healing	

Xabier	
Dragonborn Fighter	
Level	2

Str	18	+4	(+5)
Con	16	+3	(+4)
Dex	10	+0	(+1)
Int	10	+0	(+1)
Wis	13	+1	(+2)
Cha	11	+0	(+1)

Skills	
Athletics	+6
Endurance	+5
History	+3
Intimidate	+8

Combat	
Initiative	+1
Speed	5

AC	21
Fortitude	17
Reflex	13
Will	12

Hit Points	37
Bloodied	18
Healing Surges	+12
	○○○○○○○○○○○○

Racial Traits, Class Features and Feats	
-	<i>Dragonborn Fury:</i> When you're bloodied, you gain a +1 racial bonus to attack.
-	<i>Draconic Heritage:</i> Your Constitution bonus is added to the hit points your gain from a healing surge (bonus included).
-	<i>Combat Challenge:</i> 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.
-	<i>Combat Superiority:</i> +1 to opportunity attacks. If you hit, your target stops moving.
-	<i>Fighter Weapon Talent:</i> +1 to attack with 1 handed weapons (bonus included).
-	<i>Enlarged Dragon Breath [Feat]:</i> You can choose to make your dragon breath be blast 5 instead of blast 3 (bonus noted).
-	<i>Armor Proficiency, Plate [Feat]:</i> You are trained to wear plate armor.

Standard Actions				Critical	Damage	Attack
●	Hand Axe		+8	AC	1d6+4	10
●	+1 Frost Khopesh		+9	AC	1d8+5	13+1d6
-	<i>Frost Power:</i> You may inflict either cold or normal damage with this weapon. The crit bonus is always cold damage.					
□	<i>Frost Power:</i> As a free action when you hit, you inflict an extra 1d8 cold damage and slow your target until your next turn.					
●	<i>Cleave</i>		+9	AC	1d8+5	14+1d6
●	<i>Tide of Iron</i>		+9	AC	1d8+5	14+1d6
○	<i>Covering Attack</i>		+9	AC	2d8+5	14+1d6
□	<i>Comeback Strike</i>		+9	AC	2d8+5	22+1d6
○	<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>	+7	Refl 1d6+3
□	<i>Boundless Endurance:</i> Stance. You gain 5 hp regeneration whenever you are bloodied, until you adopt a new stance.		
□	<i>Potion of Healing:</i> Drink as minor action, spend a healing surge and regain 10 hit points instead of the normal amount.		

Equipment:	+1 Frost Khopesh, Hand Axes, Plate Mail, Large Shield, Potion of Healing
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Dannicus	
Half-Elf Warlock	
Level	2

Str	10	+0	(+1)
Con	14	+2	(+3)
Dex	10	+0	(+1)
Int	16	+3	(+4)
Wis	10	+0	(+1)
Cha	18	+4	(+5)

Skills	
Arcana	+9
Bluff	+10
Diplomacy	+8
Insight	+8
Streetwise	+10
Jack of All Trades	
(+2 untrained)	

Combat	
Initiative	+1
Speed	6

AC	16
Fortitude	13
Reflex	15
Will	16

Hit Points	31
Bloodied	15
Healing Surges	+7
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Racial Traits, Class Features and Feats	
-	<i>Dilettante</i> : You have a first-level at-will attack power from a different class as an encounter power (<i>Ray of Frost</i>).
-	<i>Dual Heritage</i> : You count as both a human and an elf for feat prerequisites.
-	<i>Group Diplomacy</i> : Allies within 10 squares gain a +1 racial bonus to Diplomacy checks.
-	<i>Fey Pact</i> : You know <i>Eyebite</i> and <i>Misty Step</i> .
-	<i>Prime Shot</i> : If none of your allies are nearer to your target, you gain a +1 bonus to ranged attacks.
-	<i>Shadow Walk</i> : On your turn, if you move 3 squares away, you gain concealment (-2 to hit) until the end of your next turn.
-	<i>Jack of All Trades [Feat]</i> : +2 feat bonus to all untrained skill checks.

Standard Actions				Attack	Damage	Critical	Your special attacks (spells) use your wand.
●	Spear			+3	AC 1d8+0	8	Basic attack. +1 damage if used two-handed.
●	Eldritch Blast			+6	Refl 1d10+5	15+1d6	Range 10. Basic attack.
●	Eyebite			+6	Will 1d6+5	11+1d6	Range 10. Psychic damage. If you hit, you are invisible to your target until the start of your next turn.
○	Ray of Frost			+5	Fort 1d6+4	10+1d6	Range 10. Cold damage. Slows opponent until end of next turn
○	Witchfire			+6	Refl 2d6+5	17+1d6	Range 10. Fire damage. If you hit, the target suffers a -5 penalty to attacks until the end of your next turn.
□	Curse of the Dark Dream			+6	Will 3d8+5	29+1d6	Range 10. Psychic damage. If you hit, slide the target 3 squares. Hit or miss, you may sustain with a minor action to slide the target 1 square (save ends).
□	Wand of Force Orbs			+5	Refl 2d8+4	20+1d6	Range 20. Force damage. Make a secondary attack against each enemy adjacent to the target for 1d10+4 damage (14+1d6 crit).
○	Second Wind						Spend a healing surge and gain +2 to all defenses until the end of your next turn.

Move Actions	
○	<i>Otherwind Stride</i> : You teleport 3 squares and gain a +2 power bonus to all defenses until the end of your next turn.

Minor Actions	
●	Warlock's Curse: You may curse the closest enemy you can see. Once per round, you may inflict +1d6 extra damage to one cursed enemy when you hit him. The curse lasts until the enemy drops to 0 hp. You may curse multiple opponents.
-	<i>Misty Step, Improved Misty Step [Feat]</i> : When a cursed enemies drops to 0 hp, you may immediately teleport 5 squares.
□	<i>Potion of Healing</i> : Drink as minor action, spend a healing surge and regain 10 hit points instead of the normal amount.

Equipment:	Spear, Leather Armor, +1 Wand of Force Orbs, Potion of Healing
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