Elf-Home's Doom

by Paul Strack

Adventure #3 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 3. 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 move quickly through the roleplaying scenes and skip the fight in Encounter 5, going straight to its aftermath. You should also keep the party from splitting up in Encounter 7a vs 7b. This should let you 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: Strange undead creatures begin to appear near Lorraine, apparently searching for something. Ureth recognizes the signs and takes the heroes to the hidden elven village of Briodach so that they can learn what is happening. The elves tell of a terrible creature from the past, the elf-bane, which is hunting for the village to destroy it. Only the heroes can prevent this.

Encounter 1: Zombies swarm into the lost temple the heroes are restoring. The heroes must defend it.

Interlude 2: Ureth takes the heroes to the hidden elven village of Briodach to meet Gram and Connel. They speculate that the attack is the work of the elf-bane, an undead beast with a hatred for elves.

Interlude 3: The heroes search the forests near Lorraine to locate the elf-bane. They find signs of it on the site of an ancient battlefield: the last stand of Varus's legions against the orcs of Germany.

Encounter 4: The tables are turned as the heroes are ambushed by skeletons left behind by the elf-bane. After the fight, the heroes learn that the elf-bane has sent a horde of undead soldiers against the elves.

Interlude 5: The heroes race through the woods to warn the elves while avoiding the undead soldiers.

Interlude 6: The heroes find Ureth, Connel and Gram. They argue over what to do next: Gram and Ureth want the heroes to face the horde, but Connel wants to follow the elf-bane to destroy it.

Encounter 7a: If the heroes protect Briodach, they must stop the leader of the skeletal army who bears the elf-home doom. If the elf-home doom reaches the village, its land will be poisoned forever.

Encounter 7b: If the heroes follow Connel, they get sidelined by a group of skeletons. The heroes fight these undead, while witnessing Connel's battle against the elf-bane.

Epilogue: Gram names the heroes elf-friends, welcoming them to visit Briodach in the future. Connel has bitter words with his father and departs to hunt after the elf-bane.

Dierdre's Story

This adventure reveals the family history of one of the PCs, Dierdre. In particular, it explores her relationship with her father Gram and her brother Connel. It also hints at the fate of her mother Moira. If Dierdre is not among the player characters, another PC can take her role in the story. Any elf or a half-elf PC could be related to the elves of Briodach. Adjust backstory and the relationships between the PC and the NPCs as appropriate. For example, Gram could become an uncle, Connel a cousin.

Diedre was born in the hidden village of Briodach. Shortly after she was born, the elf-bane attacked the village, nearly destroying it. Most villagers believe that Diedre's mother Moira was killed. Only Gram and Connel know the truth. Gram was already a feeble man, too weak to fight. Connel was much older than his sister Dierdre, a young adult when the elf-bane attacked and he fought his best against it. The two of them saw the beast ravage their home and take Moira away.

Connel was consumed by thirst for revenge against the elf-bane. He tracked the forests of Europe in search of the beast but was never able to find it. Gram never told his daughter Diedre the truth of what happened, fearing she would follow the path of her brother. Connel blamed his weakened father for the loss of Moira. Connel also kept the truth from Diedre. She was the only person left in the world that Connel truly cared about, and he didn't want her to go into danger.

As Connel grew up obsessed and hating outsiders, Gram raised Dierdre to be more open minded and trusting of other races. By dedicating Diedre to the goddess Artemis, Gram hoped that she would explore the world and eventually find the allies she needed to fulfill her destiny. Connel disapproved of Gram's treatment of his sister, fearing their father would eventually put Diedre in danger.

Backstory for Other PCs: By now, one of the Roman-oriented PCs (Marius or Dannicus) will have written letters to inform the authorities of what is happening in Lorraine. The heroes get no official response from Rome, but letters to other friendly individuals (such as Marius's uncle Amulius Aquillius Justin, noted in the Glossary) reveal more. The governor of Gaul, Lucius Pinarus Tullius, is working with the legions of Gaul to "reorganize" them for a better defense of the province. This movement of troops could be leading to something more serious. This foreshadows the next story arc of the campaign: Rebellion of the Mad (A06-A10).

If Arion is one of these PCs, one of the letters mentions Quintus Lepidus Gavros, an adjunct to Tullius that who was present at the trial that condemned Arion's parents. Gavros also appears in A06-A10.

The True Purpose of the Elf-Bane

None of the information in this section will be revealed in this adventure. It is provided as background information for the DM, and will be explored further in later adventures.

Several decades ago, Gram was part of a group that tried to overthrow the secret undead masters of Rome. This group was defeated. Its members were either killed or permanently weakened by their undead enemies. The undead emperors created the elf-bane as a way of tormenting Gram and his allies. The elf-bane was to pursue them and destroy whatever they held dear. After hurting one of them, it would move on to the next. The "elf-bane" is really the bane of this group of defeated heroes.

No one in Gram's group of heroes could reveal the truth of what was happening. The knowledge of the existence of the undead emperors would put their loved ones in too much danger. Though weakened and separated, each did their part to raise another group of heroes to finish what they started.

Encounter 1   Level 3 (150 XP per player)

Setting: Early morning, in the lost temple of the gods that the heroes are rebuilding. The heroes are going about their business. The priestess Ureth is present as well.

Starting Positions: The heroes are in the interior of the temple, with weapons handy because the woods are dangerous. Zombies appear outside the temple, charging in to attack.

Tactics: The gravehounds charge to engage targets in melee. The corruption corpses circle and lob grave filth at nearby targets, avoiding melee if they can. The zombies will attack elf, half-elf and eladrin targets first, but will fight anyone that engages them in melee.

<u>**3 Gravehounds**; Level 3 Brutes, Medium natural animate (undead) [XP 150]</u>

HP 54
HP 54
HP 54

Bloodied 27   Initiative +2   Speed 8   Perception 11; darkvision

Defenses: AC 14; Fortitude 14, Reflex 12, Will 11
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

- Bite: +7 vs. AC; 1d6+3 damage. If hit, the target takes ongoing 5 necrotic damage (save ends) and is knocked prone if it is Medium size or smaller.
- *Death Jaws:* When reduced to 0 hit points, the gravehound makes a bite attack against a target within its reach.
- *Zombie Weakness:* Any critical hit to the gravehound reduces it to 0 hit points instantly.

Str 16 (+4); Con 14 (+3); Dex 13 (+2); Int 1 (–4); Wis 10 (+1); Cha 3 (–3)

<u>4 **Corruption Corpse**; Level 3 Artillery, Medium natural animate (undead) [XP 150]</u>
Level adjustment −1 from the Monster Manual.

HP 40
HP 40
HP 40
HP 40

Regeneration 5 (if the corpse takes radiant damage, regeneration doesn't function on its next turn)

Bloodied 20   Initiative +3   Speed 4   Perception 13; darkvision

Defenses: AC 16; Fortitude 15, Reflex 13, Will 13
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

- Slam: +7 vs. AC; 1d6+3 damage.
- *Mote of Corruption:* +6 vs. Reflex; 2d6+3 necrotic damage; range 10. If hit, the target is weakened (save ends). The corpse hurls a black glob of necrotic filth.
- *Grave Stench* (Aura 1): Living enemies in the aura take a –5 penalty to attack rolls.
- *Death Burst:* When reduced to 0 hit points, the corruption corpse explodes. Close burst 1; +6 vs. Fortitude; 2d6+3 necrotic damage.

Str 16 (+5); Con 16 (+5); Dex 13 (+3); Int 4 (–1); Wis 12 (+3); Cha 3 (–2)

Ureth: The priestess Ureth is no warrior, and she stands near the walls of the temple. The zombies will not attack her as long as the PCs are actively fighting. 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 who 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 gravehounds, 3 corruption corpses
5 Players: 2 gravehounds, 3 corruption corpses
4 Players: 2 gravehounds, 2 corruption corpses

+1 PC Level: Add +10 HP to hounds, +6 HP to corpses, as well as +1 attack/defenses to all creatures, XP 125 per player
−1 PC Level: Add −10 HP to hounds, −6 HP to corpses, as well as −1 attack/defenses to all creatures, XP 125 per player

Aftermath: After the zombies are defeated, Ureth and the PCs may examine them. A Streetwise check (DC 10) reveals that the zombies are the corpses of citizens of Lorraine killed during the goblin raids. It is logical to assume the gravehounds are the raised corpses of their dogs. A Religion check (DC 10) reveals that these zombies were only recently raised from the dead. A result matching DC 15 reveals there are distinctive black streaks in the flesh of the zombies not typical of most undead. The PCs have seen nothing like it, but Ureth seems to recognize them.

Ureth says that she may know something about the origin of the zombies, but the heroes must come someplace with her before she can say more. She will not say where she is leading them, and insists they swear not to reveal what she will show them, taking an oath to whatever gods the heroes honor.

What is Happening: Ureth has decided to take them to the nearby hidden village of Briodach, fearing that the zombies are the work of an old enemy of the elves: the elf-bane. Any elves who are local to the area (including Diedre, if she is one of the PCs) soon realize where she is taking them. This will shock them, because no non-elf should know where the village is located.

Interlude 2: Briodach Revealed

Ureth leads the heroes deep into the woods north of Lorraine for a few hours. Shortly before noon, she ask the heroes to stop, then calls out in the Fey tongue to the hidden elven rangers guarding the way to Briodach. The heroes can make a Perception check (DC 20) to notice the rangers before they reveal themselves. The rangers rapidly argue with Ureth in the Fey tongue. Heroes who understand that language hear them complain that she shouldn't have brought the outsiders here, and that she risks punishment. In the same language, Ureth replies that she fears that the elf-bane has returned and the heroes may be somehow tied to it (they will not explain what the elf-bane is to the heroes yet). This news is grim enough that the rangers are willing to lead the heroes to meet the leaders of the elves.

As they travel into the woods, the party runs into another ranger, Connel. He warmly greets any elves or half-elves that he knows among the heroes. If Dierdre is one of the PCs, he is especially happy to see her. He asks his friends how they have liked living in the Roman world. He derisively teases them for associating with the "mayflies". This is Connel's insulting nickname for the shorter-lived races. He is happy to see Dierdre and the other elves, he is suspicious and unfriendly toward the non-elven heroes, saying that his sister shouldn't be wasting their time with these outsiders.

Ureth and the rangers take the heroes to a clearing near Briodach. The heroes can see the village in the distance, but are not allowed to enter it. The rangers help an old, feeble elf into the clearing, the village elder Gram. Gram has sallow skin and is weak with age, trembling visibly. His attendants set down a stool for him to sit on. Gram first greets any elves he knows, in particular his daughter Diedre. He then welcomes the other heroes graciously, thanking them for coming. He tells them that the location of the elven village must remain a secret, for fear that the Romans will take advantage of the elves.

Ureth asks the heroes to describe the attack on the temple to Gram. When they are finished, she describes the black streaks on the zombies' flesh, adding that she fears that the creature known as the "elf-bane" may have returned. When Connel hears of the elf-bane, he is enraged, especially at Ureth. He exclaims "Why didn't you tell me as soon as you could? You know the business I have with that beast!" He leaves immediately, moving too quickly for the heroes to follow. Ureth and Gram ask the heroes to stay to hear the story of the elf-bane.

Gram explains that the elf-bane first appeared about 20 years ago (shortly after Diedre was born, but he won't mention that). It attacked the village and nearly destroyed it. The elf-bane was a huge four-legged beast, surrounded by clouds of darkness. No one could make out its exact shape, but it had red eyes, huge jaws and stank of death. The bane was accompanied by undead servants that fought along with it. The elves were barely able to drive them off, and were too devastated to pursue the beast. The elves rebuilt their village, fearing that the beast would return some day.

Gram asks the heroes to seek out the beast, saying he needs the elves to prepare the village defenses. He asks them not to fight the monster, warning them that it is too powerful. He only wants them to discover what the creature is doing, then return to warn the village. An Insight check (DC 20) reveals that Gram is holding some things back from his story, but he refuses to reveal more.

Interlude 3: Tracking the Beast   Level 3 (300 XP)

Setting: The woods near Lorraine.

The heroes look for signs of the elf-bane in the forest. Finding the beast quickly is a skill challenge.

Level 3: 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: Nature, Perception, Religion

Perception is used to look for signs of the beast. Nature is used to find the way through the forest. Religion is used to recognize signs of the undead. Midway through the challenge, the heroes will also find Connel's tracks, a sign that he is searching for the elf-bane as well.

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: Shortly before nightfall, the heroes find the site of an old battleground. In the center of the field, there are signs that some great ritual has take place. Before the heroes have time to fully investigate the site, they are attacked. Go to Encounter 4.

Defeat: As above, but the heroes don't find the site until several hours after sunset. This ramifications of this failure are discussed later, in Interlude 5: Race for Briodach.

Encounter 4   Level 4 (175 XP per player)

Setting: The site of the ancient battle between Rome's legions and orcish barbarians.

Starting Positions: The heroes stand in the middle of the battleground. The dead rise from the earth surrounding them. The heroes must defeat the dead so they can learn what the elf-bane was doing.

Tactics: Half the skeletons keep their distance, concentrating on PCs who make ranged attacks. The other half stays near the lesser skull lord to protect it, engaging PCs in melee. The skull lord uses ranged attacks on the PCs. It will move out of melee, even if this means suffering opportunity attack.

<u>**39 Decrepit Skeletons**; Level 1 Minion, XP 25</u>

HP 1 (a missed attack never damages a minion)   ⚬⚬⚬⚬⚬ ⚬⚬⚬⚬⚬ ⚬⚬⚬⚬⚬ ⚬⚬⚬⚬⚬
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Initiative +3   Speed 6   Perception 12; darkvision

Defenses: AC 16; Fortitude 13, Reflex 14, Will 13
Immune disease, poison

- Longsword: +6 vs. AC; 4 damage.
- Shortbow: +6 vs. AC; 3 damage; range 15/30.

Str 15 (+2); Con 13 (+1); Dex 17 (+3); Int 3 (–4); Wis 14 (+2); Cha 3 (–4)

<u>1 **Lesser Skull Lord**; Level 5 Artillery (Leader), Medium natural animate (undead) [XP 250]</u>
Level adjustment –5 from the Skull Lord in the Monster Manual.

Skull 1: HP 25
Skull 2: HP 25
Skull 3: HP 25

When the lesser skull lord is reduced to 0 hit points, one of its skulls (determined randomly from the three listed below) is destroyed, and it loses the ability to use that power. If the creature has any skulls remaining, it instantly heals to full hit points (25 hit points). When all three skulls are destroyed, the skull lord is destroyed as well.

Bloodied 12   Initiative +8   Speed 6   Perception 17; darkvision

Defenses: AC 19; Fortitude 16, Reflex 17, Will 18
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

- Bone Staff: +8 vs. AC; 1d8 damage plus 1d6 necrotic damage.
- *Skull of Bonechilling Fear* (minor 1/round): +10 vs. Will; 1d6+1 cold damage; range 10. If hit, the target is pushed 5 squares.
- *Skull of Death's Command* (minor 1/round): Range 10. The skull lord restores a destroyed undead minion within range. The restored minion stands in the space where it fell as a free action, has full normal hit points, and can take actions (as normal) on its next turn.
- *Skull of Withering Flame* (minor 1/round): +10 vs. Fortitude; 2d6+1 fire and necrotic damage, range 10.

Str 14 (+7); Con 17 (+8); Dex 16 (+8); Int 16 (+8); Wis 15 (+7); Cha 21 (+10)

<u>Encounter Scaling</u>
6 Players: 32 decrepit skeletons, 1 lesser skull lord
5 Players: 25 decrepit skeletons, 1 lesser skull lord
4 Players: 18 decrepit skeletons, 1 lesser skull lord

+1 PC Level: Add +4 HP to skull lord, and +1 attack/defenses to all creatures, XP 200 per player
–1 PC Level: Add –4 HP to skull lord, and –1 attack/defenses to all creatures, XP 150 per player

Aftermath: When the skull lord is defeated, the heroes can examine the site of the ancient battle. Only bones remain of the old armies. A Healing check (DC 10) reveals that the bodies are a mixture of orcs and humans. A History check (DC 10) reveals that the humans are armed as legionnaires; a result matching DC 15 also reveals that this must be the site of the battle of Varus's legions against the orcs of Germany from the early days of the empire. This information foreshadows A05, "Eagles of Varus".

In the center of the battle field, some ritual has been cast. The massive claws of the elf-bane carved a circle in the center of the field, and occult markings surround the circle. A Religion or Arcane check (DC 10) reveal that this ritual raised a number of the undead soldiers. A result matching DC 15 reveals that ritual also gathered necrotic energy from the field for some other, unknown purpose. A result matching DC 20 reveals that this necrotic energy was concentrated into a sickly malaise that will poison all in life near where it is released. A result matching DC 25 reveals that this nexus of necrotic energy is powering the undead, and destroying the nexus will return them to the grave.

A Perception check (DC 10) reveals that the undead are headed toward Briodach. A result of matching DC 15 reveals that Connel never found this site. A result matching DC 20 reveals that the elf-bane did not follow the army; it moved in the opposite direction instead.

Interlude 5: Race to Briodach   Level 3 (450 XP)

Setting: The woods near Lorraine.

The heroes race through the now-dark woods to warn the elves of Briodach. As they run, they see the outliers of the skeletal army moving towards the village. The heroes must circumvent the undead army to reach the elves in time to warn them.

Level 3: 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: Athletics, Endurance, Nature, Stealth

Nature is used to find the best way through the woods. Athletics is used to move quickly and scramble over obstacles. Stealth is used to avoid notice of the undead. Endurance is used to keep up the brutal pace. Each failure means that heroes makes a mistake and is hurt, losing a healing surge. This damage could come from falling in the dark or from a brief fight with a group of skeleton.

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: If the heroes also won the previous skill challenge (Interlude 3: Tracking the Beast), they arrive an hour or so before midnight, before the battle with the undead has started. They have time to discuss the situation with the elves before the battle begins.

If they lost the previous challenge, the heroes arrive around midnight as the elves have begun to fight the first wave of undead. Some elves have already fallen because the heroes were not quick enough.

Defeat: If the heroes lose this challenge but won the previous skill challenge (Interlude 3: Tracking the Beast), they arrive around midnight in the middle of the battle, as note above.

If the heroes lost both challenges, they arrive too late, after the undead have reached the village. The undead have already completed their mission and destroyed the village, as described in the aftermath of Encounter 7b. The only option left is to seek futilely for revenge against the bane itself.

Interlude 6: The Fate of Elves

The heroes arrive back at the elven village, either before, during or after the battle with the undead. The elves quickly take them to Gram and Ureth. They ask the heroes what they learned of the elf-bane. If they have not already figured it out, Ureth guesses that the elf-bane used the death-energy of the battlefield for some dire purpose that will threaten the village. Assuming the battle isn't already over, the elven leaders ask the heroes to stay and help protect the village.

After this discussion, Connel arrives, flush with excitement. He cries out that he has found the trail of the elf-bane itself. The beast is moving away from Briodach, but there is still time to hunt down and catch it. Connel expects his father Gram to be happy with the news, but Gram grimly orders Connel to stand down and join the battle lines to protect the village. They argue in a scene that is especially important to Dierdre (or another PC that is taking her role in this adventure).

Connel argues with his father, saying "You know I have sworn an oath to kill that monster. You know what that creature did to your wife, my mother. Nothing is more important than seeing that the beast destroyed. If we do not slay it now, it will only continue its rampage. Now is our best hope to end its evil forever." Gram, however, refuses to let any of the elves go with Connel.

Connel asks the heroes to come with him instead. He argues that the elf-bane is the true threat, and until it is destroyed, no one will be safe, either in Lorraine or elsewhere. Connel tells Dierdre that the last time the beast attacked, it took their mother, Moira. In fact, the elves didn't defeat the elf-bane at all. Once the beast had taken Moira, it left of its own accord. Moira's body was never found. Note, however, that Connel won't want Diedre to come with him, because the battle will be too dangerous.

Gram asks the heroes to stay. The elder elf points out that Connel's true motive is revenge. The last time the elf-bane attacked, it left as quickly as it came, not returning until now. There is no reason to believe that the creature will do anything further now that it has sent the horde to destroy the village. If the malaise carried by the army reaches the village, it could be destroyed entirely.

An Insight check (DC 15) against Connel reveals that he is indeed motivated by revenge, and will go even if it means the village will die. An Insight check (DC 20) against Gram reveals that he fears that his children will die in battle against the elf-bane, and that he doesn't want either of them to go. Both Gram and Connel agree that Diedre herself should not fight the elf-bane. If anyone asks Ureth of her opinion, she points out that the threat against the village is known, while further danger from the elf-bane is not. Protecting the village should be the priority. If the heroes stay, go to Encounter 7a. If the heroes follow Connel, go to Encounter 7b. The heroes may also split the party, facing both encounters.

If the heroes lost both skill challenges (Interludes 3 and 5), the village is already destroyed. When Connel arrives, Gram berates him for failing to protect the village, but otherwise the scene plays out as above. The only option left to the heroes is to follow Connel to Encounter 7b.

Encounter 7a   Level 5 (200 XP per player)

Setting: A clearing in the woods near the hidden village of Briodach. The elves battle other undead nearby, but the heroes find themselves facing the undead leader, who carries the elf-home doom.

Starting Positions: The heroes stand at one each of the battle field, about 40 squares from the undead. The undead stand at the other side. The boar-mounted Boneshard Skeleton Fighter is clearly the leader.

Tactics: The Decrepit Skeletons form a screen in front the Boneshard Skeleton. They advance and fire, concentrating on PCs making ranged attacks, as well as any heroes in melee with their leader. The Boneshard Skeleton advances behind them until close enough to charge into melee. Each turn, it will disengage from combat and charge again further down the field, even if it means suffering opportunity attacks. It will use Dizzying Blow and Footwork Lure to disengage from obstinate enemies.

<u>30 **Decrepit Skeletons**; Level 1 Minion, XP 25</u>

HP 1 (a missed attack never damages a minion)   ○○○○○ ○○○○○ ○○○○○
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Initiative +3   Speed 6   Perception 12; darkvision

Defenses: AC 16; Fortitude 13, Reflex 14, Will 13
Immune disease, poison

- Longsword: +6 vs. AC; 4 damage.
- Shortbow: +6 vs. AC; 3 damage; range 15/30.

Str 15 (+2); Con 13 (+1); Dex 17 (+3); Int 3 (–4); Wis 14 (+2); Cha 3 (–4)

<u>1 **Boneshard Skeleton Fighter**; Level 5 Elite Soldier, Medium natural animate (undead) [XP 400]</u>
The Fighter Class template added to the Boneshard Skeleton from the Monster Manual.

Action Point ○; HP 134

Bloodied 67   Initiative +5   Speed 6   Perception 14; darkvision

Defenses: AC 17; Fortitude 18, Reflex 16, Will 15
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

- Scimitar: +10 vs. AC; 1d8+3 damage (crit 11+1d8) plus 5 necrotic damage.
- Boneshard: +9 vs. AC; 1d4+3 damage, and ongoing 5 necrotic damage (save ends).
- *Boneshard Burst:* When first bloodied and again when the boneshard skeleton is reduced to 0 hit points; close burst 3 (7x7 square); +8 vs. Reflex; 2d6+3 necrotic damage.
- *Footwork Lure:* +10 vs. AC; 1d8+3 damage (crit 11+1d8) plus 5 necrotic damage with scimitar. If it hits, the skeleton can shift 1 square and slide the target into the space it left.
○ *Sweeping Blow:* Close burst 1, +11 vs. AC; 1d8+3 damage (crit 11+1d8) plus 5 necrotic damage with scimitar.
□ *Dizzying Blow:* +10 vs. AC; 3d8+3 damage (crit 27+1d8) plus 5 necrotic damage with scimitar. If it hits, the target is immobilized (save ends). If it misses, the power is not expended.
- *Combat Challenge:* If the skeleton attacks a target, it may mark it for a turn. The target shifts or attacks someone else, the skeleton may make a melee attack as an immediate interrupt.
- *Combat Superiority:* +1 to opportunity attacks. If the skeleton hits, the target stops moving.

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

<u>1 **Death Boar**</u>; Level 6 Brute, Large natural beast [XP 250]
Modified Dire Boar from the Monster Manual, mount for the Boneshard Skeleton Fighter

HP 85

Bloodied 42   Initiative +3   Speed 8   Perception 12

Defenses: AC 17; Fortitude 21, Reflex 17, Will 16
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

- Gore: +9 vs. AC; 1d10+4 damage, or 1d10+9 damage against a prone target.
- *Furious Charge*: When a dire boar charges, its gore deals an extra 5 damage, pushes the target 2 squares, and knocks the target prone on a hit.
- *Rabid Charger*: When it charges with mounted, the dire boar makes a gore attack in addition to its rider's charge attack.
- *Death Strike*: When reduced to 0 hit points, the dire boar makes a gore attack.

Str 19 (+7); Con 15 (+5); Dex 10 (+3); Int 2 (–1); Wis 9 (+2); Cha 8 (+2)

<u>Elf-Home Doom</u>, <u>Level 3 Short Skill Challenge [XP 150]</u>

The Boneshard Skeleton carries this glowing ball of necrotic miasma. If the Boneshard Skeleton moves off the edge of the opposite side of the battle, it activates the doom. See the aftermath of Encounter 7b for a description of the disease effects.

The skeleton drops the doom when it dies. A Religion or Arcane check (DC 10) reveals that touch the doom would be a bad idea. Any PC who ignores this warning and touches the doom immediately passes out (falls to 0 hp) and contracts the Necrotic Wasting disease.

Characters adjacent to the dropped doom can attempt to dissipate the necrotic energy harmlessly, either during or after the battle. This is a skill challenge involving Arcana or Religion checks (DC 15), requiring 3 successes before 3 failures. During the battle, it takes a standard action to make the check. Another PC can use Aid Another to help one participant in the challenge, if aiding PC is adjacent. If a challenge participant fails a roll, he and anyone aiding him contracts the Necrotic Wasting disease.

If the heroes win the challenge, the energy dissipates any surviving undead collapse immediately.

If the heroes lose the challenge, the energy is released, poisoning the nearby forest and inflicting Necrotic Wasting on all the heroes. If the heroes won both earlier challenges (Interludes 3 and 5), the battlefield is far enough away from the Briodach that the village itself is safe. If the heroes lost either challenge in Interlude 3 or 5, the village suffers as well, as described in the aftermath of Encounter 7b.

<u>Encounter Scaling</u>
6 Players: 22 decrepit skeletons, 1 boneshard skeleton fighter, 1 death boar
5 Players: 14 decrepit skeletons, 1 boneshard skeleton fighter, 1 death boar
4 or fewer Players: 6 decrepit skeletons, 1 boneshard skeleton fighter, 1 death boar

+1 PC Level: Add +18 HP to boneshard skeletons, +10 HP to the boar, and +1 attack/defenses to all creatures, XP 300 per player
–1 PC Level: Add –18 HP to boneshard skeletons, –10 HP to the boar, and –1 attack/defenses to all creatures, XP 200 per player

Aftermath: As noted above, the aftermath depends on whether elf-home doom is released with range of the village. See the Epilogue for more details.

Encounter 7b   Level 5 (200 XP per player)

Setting: The woods near the hidden village of Briodach, with Connel. After hours of pursuit, the heroes close on the elf-bane, when they are ambushed by a cadre of skeletons that are accompanying the beast. The elf-bane bounds up a nearby bluff, out of reach. The heroes must battle the undead, but Connel charges past them and scrambles up the bluff to fight the elf-bane.

Starting Positions: The heroes are arranged in an open clearing, the undead around them.

Tactics: The undead do their best to close to melee with as many PCs as possible.

14 Decrepit Skeletons; Level 1 Minion, XP 25

HP 1 (a missed attack never damages a minion)   ○○○○○ ○○○○○ ○○○○

Initiative +3   Speed 6   Perception 12; darkvision

Defenses: AC 16; Fortitude 13, Reflex 14, Will 13
Immune disease, poison

- Longsword: +6 vs. AC; 4 damage.
- Shortbow: +6 vs. AC; 3 damage; range 15/30.

Str 15 (+2); Con 13 (+1); Dex 17 (+3); Int 3 (–4); Wis 14 (+2); Cha 3 (–4)

7 Skeletons, Level 3 Soldier, Medium natural animate (undead) [XP 150]

HP 45	HP 45
HP 45	HP 45
HP 45	HP 45
HP 45	

Bloodied 22   Initiative +6   Speed 5   Perception 13; darkvision

Defenses: AC 18; Fortitude 15, Reflex 16, Will 15
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

- Longsword: +10 vs. AC; 1d8+2 damage, and the target is marked until the end of the skeleton's next turn.
- *Speed of the Dead*: When making an opportunity attack, the skeleton gains a +2 bonus to the attack roll and deals an extra 1d6 damage.

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

Encounter Scaling
6 Players: 12 decrepit skeletons, 6 skeletons
5 Players: 10 decrepit skeletons, 5 skeletons
4 Players: 8 decrepit skeletons, 4 skeletons
3 Players: 6 decrepit skeletons, 3 skeletons
2 Players: 4 decrepit skeletons, 2 skeletons

+1 PC Level: Add +8 HP to skeletons, and +1 attack/defenses to all creatures, XP 250 per player
−1 PC Level: Add −8 HP to skeletons, and −1 attack/defenses to all creatures, XP 175 per player

Connel and the Elf-Bane: The Connel and elf-bane fight atop the bluff during the battle. The DM may roll dice to give the appearance of chance, but the results are ordained. If any of the PCs attack the beast, they need a natural 20 to hit, and do no significant damage. The elf-bane is well beyond the capacity of the heroes to defeat at this time (it is a solo monster 10 or more levels higher than the PCs).

The elf-bane is a huge, four-legged beast, surrounded by clouds of darkness. As the heroes watch the beast fight, a Perception check (DC 15) reveal that its movements vaguely resemble a wolf or hound. As he fights the elf-bane, Connel tries to keep his distance to make ranged attacks. Every round on initiative 10, Connel and the elf-bane exchange blows. Connel let's fly with a series of bow shots (high-level Ranger exploits) and the beast charges incredible distances to smash into him. Connel is hurting the elf-bane, but not enough to reduce it to being bloodied.

When it seems like the heroes are getting close finishing off the skeletons, the elf-bane breaths out a terrible miasma that weakens Connel. The next round, the beast smashes into Connel, knocking him off the bluff and driving him to 0 hp. The PCs must heal him within 3 rounds to save him, but he is too weak to continue to fight or travel. The elf-bane the disappears into the forest. By the time the heroes get up the bluff, it is too far away to be followed.

Aftermath: If all of the heroes followed Connel and none stayed behind to protect the village, then the undead army managed to penetrate the lines of elven defenders to release the miasma in the village of Briodach. The necrotic energy poisons the lands and infects all of the elves with Necrotic Wasting.

When the heroes return with Connel to the village, they see the elves struggling away from the village. Over the next few days, half the elves perish from the wasting. From now on, anyone who enters the village contracts the disease, making the land unlivable. The traits of the disease are as follows:

Necrotic Wasting

Attack: +7 vs. Fortitude

Endurance: improve DC 18, maintain DC 13, worsen DC 12 or lower

- The target is cured.
- *Initial Effect:* The target cannot regain healing surges
- The target cannot regain healing surges and is weakened.
- *Final State:* The target dies.

Epilogue

If the heroes did not get back to the village in time or did not defeat the undead army (possibly because they went with Connel), the elven village is destroyed. The surviving elves will take what they can and move to another location nearby. Assuming the heroes acted in good faith, Gram still recognizes them for their efforts, naming them elf friends and letting them visit the new village when it built.

If the heroes got back in time and defeated the army, the village is saved. The grateful elves welcome the heroes into their village to celebrate. Rangers go out into the woods after the elf-bane, discovering that it has left the area. They also find the defeated Connel and bring him back to the village. The heroes are named elf-friends, and welcome to return to the village whenever they want, though they must promise not to tell others where the village is located.

Either way, Gram and Connel argue angrily one last time over his conduct during the battle and Connel leaves the village to follow the elf-bane. Connel will reappear in the next adventure arc (A06-A10).

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 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.
- **Briodach:** Hidden elven village, connected to Ureth and possibly some of the PCs.

PCs

- **Arion Bassus:** Human paladin of Athena.
- **Dannicus:** A half-elf fey-pact warlock.
- **Diedre Meagher:** An elvish ranger.
- **Ismet:** A halfing rogue.
- **Sextus Aquillius Marius:** A tiefling warlord.
- **Tameri Kamenwati:** An eladrin wizard.
- **Xabier:** A dragonborn fighter.

NPCs Elsewhere

- **Moira:** Diedre's mother, who vanished soon after Diedre's birth.
- **Gaius Nonnius Mico:** The now-departed legate of the XXII Primigenia legion.
- **Lucius Pinarus Tullius:** The governor of Gaul, who called way the XXI legion.
- **Quintus Lepidus Gavros:** Adjunct to Tullius and jurist at the trial of Arion's parents.
- **Amulius Aquillius Justin:** Marius's uncle and legate of the XI Claudia legion.

NPCs in Lorraine

- **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.
- **Colban:** Slave that Opis gave to the heroes after the events of "Night of the Demon".
- **Gram:** Leader of Briodach and Diedre's father.
- **Connel:** Chief warrior of Briodach and Dierdre's brother.

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 halfing 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

Level	3

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	20
Fortitude	17
Reflex	13
Will	15

Hit Points	39

Bloodied	19
Healing Surges	+9

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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.
- *Weapon Proficiency, Fullblade [Feat]*: You are trained to use a full blade.

Standard Actions

	Action	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).
☐	Luckblade Power:					As a free action, re-roll an attack roll you just made. You must use the second roll, even if it is lower.
●	Enfeebling Strike	+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.
●	Holy Strike	+9	AC	1d12+5	17+d8+d12	Radiant damage. If marked by you, the target suffers +2 damage.
●	Valiant Strike	+9	AC	1d12+5	17+d8+d12	Gain +1 to attack per adjacent enemy.
○	Radiant Smite	+9	AC	2d12+7	31+d8+d12	Radiant damage.
○	Arcing smite	+9	AC	1d12+7	19+d8+d12	One or two targets. Targets you hit are marked until your next turn.
☐	Paladin's Judgment	+9	AC	3d12+5	41+d8+d12	Hit or miss, one ally within 5 squares can spend a healing surge.
○	Second Wind: Spend a healing surge, gain +2 to all defenses until the end of your next turn and 3 temporary hit points.					

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*: (one effect only) — Divine Mettle - One creature within 10 squares makes a saving throw at +2. 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 hp (from the *healing hands* feat).
- ☐ *Potion of Healing*: Drink as minor action, spend a healing surge and regain 10 hit points instead of the normal amount.

Triggered Actions

- ☐ *Martyr's Blessing*: 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, +1 Salubrious Plate Armor, Potion of Healing

- *Salubrious Armor Power*: Any time you regain hit points, you gain a +1 item bonus to AC until the end of your next turn.

Diedre Meagher

Elf Ranger

Level	3

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	19
vs OA	21
OA from bow	23
Fortitude	16
Reflex	17
Will	14
Hit Points	32
Bloodied	16
Healing Surges	+8

Healing Surges track: ○ ○ ○ ○ ○ ○

Racial Traits, Class Features and Feats

- *Elven Weapon Proficiency:* Proficient with a longbow and shortbow.
- *Fey Origin:* You are considered a fey creature.
- *Group Awareness:* Non-elf allies within 5 squares gain a +1 racial bonus to Perception checks.
- *Wild Step:* You ignore difficult terrain when you shift.
- *Prime Shot:* If none of your allies are nearer to your target, you gain a +1 bonus to ranged attacks.
- *Archer Fighting Style:* Bonus on some ranger powers, plus the Defensive Mobility feat.
- *Defensive Mobility [Feat]:* +2 bonus to AC against opportunity attacks (bonus noted).
- *Lethal Hunter [Feat]:* The extra damage from *Hunter's Quarry* increase from d6s to d8s (bonus noted).
- *Initiative of the Faith [Feat]:* Multi-class cleric, gaining the Religion skill and *Healing Word* 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.
- ○ *Elven Accuracy:* Once per encounter, you may re-roll one attack roll, even if it is lower.

Standard Actions

Your special attacks (exploits) use your bow or picks, as noted.

	Action	Attack	Damage	Critical	Effect
●	+1 Point Blank Long Bow	+8 AC	1d10+5	15+1d6	Basic attack. Range 20/40.
-	Point Blank Power: +2 item bonus to AC against opportunity attacks provoked by attacking with this weapon (bonus noted).				
○	Point Blank Power: 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
	[light pick attack]	+6 AC	1d6+0	6+1d6	with your off-hand weapon.
○	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.
○	Second Wind: Spend a healing surge and gain +2 to all defenses until the end of your next turn.				

Minor Actions

	Action	Attack	Damage	Critical	Effect
●	Hunter's Quarry: 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.				
□	Healing Word: You or an ally within 5 squares may use a healing surge, gaining an extra 1d6 hit points.				
□	Potion of Healing: Drink as minor action, spend a healing surge and regain 10 hit points instead of the normal amount.				

Triggered Actions

	Action	Attack	Damage	Critical	Effect
○	Yield Ground: If damaged by a melee attack, you may shift 2 squares and gain +2 to defenses until the end of your next turn				
○	Disruptive Strike (bow)	+8 AC	1d10+5	15+1d6	If you or an ally is attacked, you can attack first as an immediate
	[with war pick]	+6 AC	1d8+3	11+1d8	interrupt. If you hit, the target is -5 for the triggering attack.

Equipment: +1 Point Blank Long Bow, War Pick, Light War Pick (off-hand), +1 Hide Armor, Potion of Healing, +1 Amulet

Ismet

Halfling Rogue

Level	3

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	19
vs OA	21
vs 1st Attack	21
Fortitude	14
Reflex	18
Will	13

Hit Points	32

Bloodied	16
Healing Surges	+8

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.
- *Weapon Proficiency, Rapier [Feat]:* 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

Standard Actions	Attack		Damage	Critical	
● +1 Quick Shurikens	+9	AC	1d6+5	11+1d6	Range 6/12. Basic Attack.
□ *Quick Power:* 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).
○ Trickster's Blade	+8	AC	2d8+4	20	If you hit, add +2 AC until the end of your next turn.
with shuriken	+9	AC	2d6+5	17+1d6	
□ Trick Strike	+8	AC	3d8+4	28	Until the end of the encounter, each time you hit the target you
with shuriken	+9	AC	3d6+5	23+1d6	may slide it 1 square. This includes the current attack.
○ *Second Wind:* Spend a healing surge and gain +2 to all defenses until the end of your next turn.					

Move Actions

- ○ *Tumble:* You shift 3 squares (half your speed).

Minor Actions

- □ *Potion of Healing:* 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, +1 Darkleaf Leather Armor, Thieves Tools, Potion of Healing

- *Darkleaf Armor Power:* Gain a +2 item bonus to AC against the first attack against you in each encounter (bonus noted).

Sextus Aquillius Marius

Tiefling Warlord

Level	3

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

Skills

Bluff	+7
Diplomacy	+10
Heal	+5
History	+8
Intimidate	+10
Stealth	+0

Combat

Initiative	+3
Speed	5

Resistance

Fire	6

AC	20
Fortitude	16
Reflex	16
Will	17

Hit Points	34

Bloodied	17
Healing Surges	+8

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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 5 lost hit points and can roll a saving throw as a free action, adding a +4 bonus to the roll.
- *Shield Proficiency, Heavy [Feat]:* You are trained to use a heavy shield.

Standard Actions

		Attack		Damage	Critical	
●	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	Refl	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.
○	Warlord's Strike	+8	AC	2d8+4	20+1d8	If you hit, all allies get a +5 bonus to damage against your target until the end of your next turn.
□	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

○	*Knight's Move:* You do not move. One ally within 10 squares moves as a free action instead.

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.
□	*Vanguard Longsword Power:* 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.
□	*Potion of Healing:* Drink as minor action, spend a healing surge and regain 10 hit points instead of the normal amount.

Equipment: +1 Vanguard Longsword, Javelins, +1 Chainmail, Heavy Shield, +1 Amulet of Protection, Potion of Healing

Tameri Kamenwati

Eladrin Wizard

Level	3

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 | +8 |
| Speed | 6 |

AC	17
Fortitude	13
Reflex	15
Will	16

| Hit Points | 32 |

| Bloodied | 16 |
| Healing Surges | +8 |

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Racial Traits, Class Features and Feats

- *Eladrin Weapon Proficiency*: Proficient with a longsword.
- *Eladrin Will*: +5 racial bonus to saving throws for throwing off charm effects.
- *Fey Origin*: You are considered a fey creature.
- *Trance*: You take an extended rest in 4 hours instead of 6. You are fully aware of your surroundings while in the trance.
- ○ *Orb of Imposition*: Choose a target and give it a -2 penalty to saves that would end on your current turn, so that it lasts until the end of your next turn. 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.
- ● *Cantrips*: You can use the *ghost sound, light, mage hand,* and *prestidigitation* cantrips as at-will powers.
- *Spell Book*: You may re-memorize a different daily spells after an extended rest.
- *Ritual Casting*: You know Animal Messenger, Comprehend Language, Tenser's Disk and Eye of Alarm.
- *Armor Proficiency (Leather) [Feat]*: You can wear leather armor without penalty.
- *Improved Initiative [Feat]*: +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.
●	Illusory Ambush	+6	Will	1d6+5	11+1d6	Range 10. Psychic damage. If you hit, your target is -2 for attacks until the end of your next turn. [Dragon 364, p. 61]
●	Scorching Burst	+6	Refl	1d6+5	11+1d6	Range 10, burst 1 (3x3 square). Fire damage.
○	Grasping Shadows	+6	Will	2d8+5	21+1d6	Range 10, burst 1 (3x3 square). Psychic damage. Each target hit is slowed until the end of your next turn. Any creature that enters the area takes 4 psychic damage and is slowed until the end of its next turn. [Dragon 364, p. 61]
○	Shock Sphere	+6	Refl	2d6+5	17+1d6	Range 10, burst 2 (5x5 square). Lightning damage.
☐	Phantom Chasm (A1)	+6	Will	2d6+5	17+1d6	Range 10, burst 1 (3x3 square). Psychic damage. Each target hit is knocked prone and immobilized until the end of your next turn. Each missed target is immobilized until the end of its next turn. [Dragon 364, p. 62]
☐	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

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

Triggered Actions

- ○ *Shield (U2)*: When hit, gain a +4 power bonus to AC and reflex until the end of your next turn as an immediate interrupt.
- ☐ *Feather Fall (U2)*: As a free action when falling, take no damage and do not fall prone from a fall.
- ☐ *Casque of Tactics Power*: As a free action when initiative is rolled, swap initiative with one willing ally you can see.

Equipment: Longsword, Leather Armor, +1 Orb of Inevitable Continuance, Casque of Tactics (Lvl 4), Potion of Healing

Xabier

Dragonborn Fighter

Level	3

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

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).
- *Armor Proficiency, Plate [Feat]:* You are trained to wear plate armor.

Standard Actions

		Attack		Damage	Critical	Your special attacks (exploits) use your battle axe.
●	Hand Axe	+8	AC	1d6+4	10	Basic attack. Range 5/10.
●	+1 Frost Khopesh	+9	AC	1d8+5	13+1d6	Basic attack. +1 damage if used two-handed. Re-roll 1s.
-	*Frost Power:* You may inflict either cold or normal damage with this weapon. The crit bonus is always cold damage.
☐	*Frost Power:* As a free action when you hit, you inflict an extra 1d8 cold damage and slow your target until your next turn.
●	Cleave	+9	AC	1d8+5	14+1d6	If you hit, another adjacent enemy takes 3 damage.
●	Tide of Iron	+9	AC	1d8+5	14+1d6	If you hit, push the target 1 square if it is no more than one one size larger. You can shift into the space that the target occupied.
○	Covering Attack	+9	AC	2d8+5	22+1d6	If you hit, an ally adjacent to the target may shift 2 squares.
○	Dance of Steel	+9	AC	2d8+5	22+1d6	If you hit, the target is immobilized until the end of your next turn.
☐	Comeback Strike	+9	AC	2d8+5	22+1d6	If you hit, you may spend a healing surge immediately. If you miss, you do not use up this power.
○	*Second Wind:* Spend a healing surge and gain +2 to all defenses until the end of your next turn.

Minor Actions

		Attack		Damage	Critical	
○	Dragon Breath	+7	Refl	1d6+3	9	Close blast 3 or 5. Fire damage. This attack uses a minor action.
☐	*Boundless Endurance:* Stance. You gain 5 hp regeneration whenever you are bloodied, until you adopt a new stance.
☐	*Potion of Healing:* Drink as minor action, spend a healing surge and regain 10 hit points instead of the normal amount.

Equipment: +1 Frost Khopesh, Hand Axes, +1 Plate Mail, Large Shield, +1 Amulet of Protection, Potion of Healing

Skills

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

Combat

Initiative	+1
Speed	5

AC	22
Fortitude	18
Reflex	14
Will	13

Hit Points	43

Bloodied	21
Healing Surges	+13

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