

VOLONDRA (ASSASSIN)

Your master Kalarel had devised a beautiful plan to simultaneously open several portals to the Shadowfell at various locations in the Nentir Vale. From the negative energy that flowed through the portals, Kalarel and his followers in the death cult would gain an enormous amount of power. Alas, a group of adventurers learned of Kalarel's presence at the Keep on the Shadowfell, where he worked to unseal the most important portal to the other plane. They slew your master just before he completed the task.

One of the major reasons that Kalarel failed was the treachery of a hobgoblin mercenary group called the Company of the Iron Gauntlet. Your master had hired them to fortify Shadowfell Keep while he performed the research and rituals needed to open the portal. The Iron Gauntlet mercenaries not only failed to stop the adventurers, but when it became obvious that their opponents were too strong, the traitorous hobgoblins stole some of Kalarel's treasure and fled.

Several of Kalarel's lieutenants, including you, decided that those responsible for his demise must suffer retribution. Some lieutenants seek the offending adventurers; others plan to make the residents of Winterhaven pay for their role in Kalarel's defeat. You have been tasked to hunt down and slay Prang, the leader of the Iron Gauntlet. You have learned that the faithless coward led the remaining members of his mercenary company to the Cairngorm Peaks.

You tracked the hobgoblins to an abandoned mine, but before you could reach it, a violent winter storm forced you to take shelter in a cave in the mountains. Other travelers, journeying between Winterhaven and the Cairngorm Peaks, also sought refuge in the cave. The storm is now abating, and you are preparing to continue your search for the Iron Gauntlet. You have not revealed the truth about your mission, even though some of the other travelers have shared a bit about themselves.

Roleplaying Notes: You are quiet and contemplative, but when you do speak, you don't mince words. Others might go as far as to call you "brooding," though not to your face.

Currently in the cave with you are the following people:

Yohannus (Male Halfling): This halfling introduced himself as a merchant. He wears fine clothes, but they are bloody and torn. He says that he was leading a caravan south from the Cairngorm Peaks toward Winterhaven when the sudden storm caused an avalanche that destroyed his wagons and guards. He managed to crawl out of the rubble and take refuge here from the storm. He wants to reach Winterhaven, where he plans to hire more help to head back north and recover his possessions.



ADAM GIUSEPPE

Zorag (Male Dwarf): He carries himself with the air of someone who is used to being in charge. He proudly announced that he is a member of the Bloody Order of Harkenwold, a famous mercenary company. Zorag says that he is heading into the Cairngorm Peaks on a recruiting mission. His weaponry and armor indicate that he is some sort of fighter.

Shadowbane (Male Shade): Shadowbane is distant, aloof, and a little sarcastic. He claims that he came to the Cairngorm Peaks because the region has a vast store of magical knowledge. His equipment suggests that he wields magic.

Croog (Male Human): Croog is polite and talkative. He says that he has come to the Cairngorm Peaks to find an evil magic item that prevents spirits from moving on to their final resting places. He proudly displays a holy symbol of the Raven Queen, the god of death.

Lozel (Female Revenant): Lozel seems a bit... off. She is definitely an arcanist, and she often talks to things that are not present. She claims that a source of great power has come to the Cairngorm Peaks, and she wants to harness its might.

Arykor (Male Vryloka): This man appears to be subordinate to Zorag. He rarely speaks, and on most questions, he defers to Zorag.



DUNGEONS & DRAGONS

Volondra

CHARACTER NAME

ABILITIES AND SKILLS

10 Strength ☐ Trained ☐ MISC ☐ +2

Strength measures your physical power.

Athletics ☐ Trained ☐ MISC ☐ +7

14 Constitution ☐ Trained ☐ MISC ☐ +4

Constitution represents health, stamina, and vital force.

Endurance ☐ Trained ☐ MISC ☐ +4

19 Dexterity ☐ Trained ☐ MISC ☐ +6

Dexterity measures coordination, agility, and balance.

Acrobatics ☒ Trained ☐ MISC ☐ +11

Stealth ☒ Trained ☐ MISC ☐ +13

Thievery ☒ Trained ☐ MISC ☐ +11

10 Intelligence ☐ Trained ☐ MISC ☐ +2

Intelligence describes how well you learn and reason.

Arcana ☐ Trained ☐ MISC ☐ +2

History ☐ Trained ☐ MISC ☐ +2

Religion ☐ Trained ☐ MISC ☐ +2

11 Wisdom ☐ Trained ☐ MISC ☐ +2

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering ☐ Trained ☐ MISC ☐ +2

Heal ☐ Trained ☐ MISC ☐ +2

Insight* ☐ Trained ☐ MISC ☐ +2

Nature ☐ Trained ☐ MISC ☐ +2

Perception* ☐ Trained ☐ MISC ☐ +7

17 Charisma ☐ Trained ☐ MISC ☐ +5

Charisma measures force of personality and leadership.

Bluff ☐ Trained ☐ MISC ☐ +5

Diplomacy ☐ Trained ☐ MISC ☐ +5

Intimidate ☐ Trained ☐ MISC ☐ +7

Streetwise ☐ Trained ☐ MISC ☐ +5

CHARACTER NOTES

*Passive Insight 12

*Passive Perception 17

COMBAT STATISTICS

+6 Initiative **6 Speed**

Roll initiative to determine the turn order in combat.

Your speed is the number of squares you can move with a move action.

DEFENSES

20 Armor Class (AC)

AC measures how hard it is to physically land an attack on you.

16 Fortitude

Fortitude measures your toughness and resilience.

17 Reflex

Reflex measures your ability to deflect or dodge attacks.

17 Will

Will measures your strength of will, self-discipline, and devotion.

Attack Bonus WEAPON POWER BONUS

Attack Bonus WEAPON POWER BONUS

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

41 Hit Points **Bloodied 20**

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value 10

Surges Per Day 9

Second Wind ☐ **Action Point** ☐

CURRENT HIT POINTS

Temporary Hit Points

Surges Used

EQUIPMENT AND MAGIC ITEMS

+1 dagger, +1 garrote,
+1 Ki focus, +1 leather armor,
light shield, +1 amulet of
protection, 2 doses of carrion
crawler brain juice, 1 dose of
bloodroot poison, poisoner's kit,
thieves' tools.

ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

Class: Assassin Level: 4

Race: Drow Gender: Female

Alignment: Evil

Languages: Common, Elven

Darkvision

FEATS AND OTHER ABILITIES

Quick Swap: Once during each of your turns, you can draw or stow a weapon as a free action instead of a minor action.

Poison Use: You learn the recipes for two 1st-level assassin poisons of your choice. During an extended rest, you can prepare one vial of a 1st-level assassin poison. You must know the poison's recipe and have a poisoner's kit. The vial contains a single use of the poison, which expires if it isn't used before the start of your next extended rest. An item can benefit from the effects of only one assassin poison at a time. Only you can use your assassin poisons, and you are immune to the effects of those you create.

Death Attack: When you hit an enemy with a melee or a ranged attack that deals damage, you can choose to reduce the enemy to 0 hit points automatically if it has 10 hit points or fewer after the damage is dealt.

Trance: Rather than sleep, drow enter a meditative state known as trance. You need to spend four hours in this state to gain the same benefits other races gain from taking a six-hour extended rest. While in a trance, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Master at Arms: Bonuses to hit already included. Also you can use a minor action to sheathe a weapon and then draw a weapon.

Born of Shadow: Your origin changes to shadow, and you gain a +1 bonus to saving throws while you are in dim light or darkness.

Spectral Step: When you spend an action point to take an extra action, you also become insubstantial until the end of your current turn.

Shield Proficiency (Light): You have proficiency with a light shield.

Attack Finesse: You can use Dexterity instead of Strength for your melee basic attacks. In addition, once per turn you can deal 1d8 extra damage with a weapon attack using a one-handed weapon, a garrote, a blowgun, or a shortbow.

Nimble Drop: When you take falling damage, you can take a free action to reduce the damage by 6 + your level. If this reduces the damage to 0, you don't fall prone.

VOLONDRA'S POWERS

Garrote/Dagger Melee Basic Attack

At-Will ♦ Weapon
Standard Action **Melee weapon**
Target: One creature
Attack: 1d20 + 10 vs. AC
Hit: 1d4 + 5 damage.

Garrote Strangle Assassin Attack

You wait for the perfect moment when your foe is within reach, then strangle it with your garrote.

At-Will ♦ Martial, Weapon
Standard Action **Melee weapon**
Requirement: You must use this power with a garrote.
Effect: You shift up to 2 squares before the attack.
Target: One creature you are hidden from
Attack: 1d20 + 11 vs. Reflex
Hit: 2d4 + 5 damage, and the target is grabbed until the end of your next turn. While the grab persists, the target takes a -2 penalty to attack rolls against you and cannot speak, and you cannot make other attacks.
Sustain Standard: The grab persists, and the target takes 2d4 + 5 damage.

Poisoned Dagger Assassin Attack

Your piercing blade delivers poisons quickly and cleanly, making them difficult to shake off.

At-Will ♦ Martial, Weapon
Standard Action **Melee weapon**
Requirement: You must use this power with a dagger.
Target: One creature
Attack: 1d20 + 11 vs. AC
Hit: 1d4 + 5 damage. If you deliver an assassin poison with this attack, the target takes a -4 penalty to its first saving throw, if any, against the poison's effect.
Effect: If the dagger has an assassin poison on it that is normally delivered on a hit, you can deliver that poison to the target even if the attack misses.

Quick Lunge Assassin Attack

You lunge forward quickly, upending your foe with a kick and a thrust of your weapon.

At-Will ♦ Martial, Weapon
Standard Action **Melee 1**
Effect: You shift 1 square before the attack.
Target: One creature
Attack: 1d20 + 11 vs. AC
Hit: 1d4 damage, and you knock the target prone. You can then shift 1 square back to your starting position.

Silent Stalker Assassin Utility 2

You pad quietly toward your victim, unseen and unheard.

At-Will ♦ Martial
Move Action **Personal**
Requirement: You must be hidden.
Effect: You move up to your speed to a square within 2 squares of an enemy. You remain hidden until the end of this turn or until you make an attack.

Second Wind Utility

You can dig into your resolve and endurance to find an extra burst of vitality.

Encounter
Standard Action **Personal**
Effect: You spend a healing surge to regain hit points.

Assassin's Strike Assassin Attack

You strike with precision at the exact right moment, landing an attack that can be instantly fatal.

Encounter ♦ Martial
No Action **Personal**
Trigger: You hit a creature within 5 squares of you with an attack using a weapon.
Target: The creature you hit
Effect: The target takes 2d10 extra damage from the triggering attack. If the target is helpless, this damage is maximized.
Special: Only a short or an extended rest can allow you to regain the use of this power.

Cloud of Darkness Drow Racial Utility

A shroud of blackness descends around you, hiding you from sight.

Encounter
Minor Action **Close burst 1**
Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

Greenblood Oil Assassin Poison 1

This thick, green oil has the consistency of blood and makes enemies more susceptible to grievous injuries.

Power (Consumable ♦ Poison): Minor Action. You apply the poison to your melee weapon or one piece of your ammunition. During this encounter, the next enemy you hit with a weapon attack using the poisoned item takes 10 extra poison damage, and it cannot regain hit points (save ends).

Power (Consumable ♦ Poison): Minor Action. You pour the poison into a drink or onto a plate of food. The first creature to consume the food or drink within the next hour takes a -4 penalty to saving throws and cannot regain hit points until the end of its next extended rest.

Bloodroot Poison Level 1

This crimson liquid causes fever and disorientation.

Assassin Poison
Power (Consumable ♦ Poison): Minor Action. You apply the poison to your melee weapon or one piece of your ammunition. During this encounter, the next creature you hit with a weapon attack using the poisoned item takes 5 extra poison damage, and it is dazed (save ends).
Power (Consumable ♦ Poison): Minor Action. You pour the poison into a drink or onto a plate of food. The first creature to consume the food or drink within the next hour is dazed until the end of its next extended rest.

SHADOWBANE (WIZARD)

Those in the Nentir Vale who know anything about necromancy and the power of the Shadowfell know the name Kalarel. Whispers in the dark recesses of foul places say that the priest of Orcus was moments away from flooding the Nentir Vale with unimaginable necromantic power when he was slain by a group of meddling adventurers.

Although normally such a tale would end there, this one had a small silver lining for you. An associate of yours from Winterhaven, near where Kalarel met his demise in the Keep on the Shadowfell, claims that a band of hobgoblin mercenaries who worked for the priest escaped. Supposedly, the hobgoblins were able to rescue many of Kalarel's research notes, including some that spelled out the necromantic rituals he was using to gain power.

Your travels and studies have verified that these mercenaries did escape and currently reside in an abandoned mine in the Cairngorm Peaks. Although hobgoblins are not known for their honor, you believe that if you offer a fair price for the notes, which the dull-witted creatures certainly do not understand, you can acquire a vast reservoir of knowledge.

As you neared the mine, a violent winter storm forced you to take shelter in a cave in the mountains. Other travelers, journeying between Winterhaven and the Cairngorm Peaks, also sought refuge in the cave. The storm is now abating, and you are preparing to continue your mission. Some of the other travelers have revealed a bit about themselves, but you have said only that you are in the area seeking magical knowledge. You are not comfortable sharing too much information.

Roleplaying Notes: Others think of you as distant, aloof, and a little bit sarcastic, but you prefer the terms self-reliant, charismatic, and witty. Like many wizards, you crave magical lore, and you'll do almost anything short of sacrificing your own life to gain it. You can be very persuasive when you want to be, both with your words and your magic.

The Others

Currently in the cave with you are the following people:

Yohannus (Male Halfling): This halfling introduced himself as a merchant. He wears fine clothes, but they are bloody and torn. He says that he was leading a caravan south from the Cairngorm Peaks toward Winterhaven when the sudden storm caused an avalanche that destroyed his wagons and guards. He managed to crawl out of the rubble and take refuge here from the storm. He wants to reach Winterhaven, where he plans to hire more help to head back north and recover his possessions.



WES LOUIE

Volondra (Female Drow): She has been mostly silent during your time together in the cave. While other travelers shared their stories, Volondra sat and stared into the fire. She wears well-used armor and carries weapons, but it is not easy to determine her experience or area of expertise.

Zorag (Male Dwarf): He carries himself with the air of someone who is used to being in charge. He proudly announced that he is a member of the Bloody Order of Harkenwold, a famous mercenary company. Zorag says that he is heading into the Cairngorm Peaks on a recruiting mission. His weaponry and armor indicate that he is some sort of fighter.

Croog (Male Human): Croog is polite and talkative. He says that he has come to the Cairngorm Peaks to find an evil magic item that prevents spirits from moving on to their final resting places. He proudly displays a holy symbol of the Raven Queen, the god of death.

Lozel (Female Revenant): Lozel seems a bit . . . off. She is definitely an arcanist, and she often talks to things that are not present. She claims that a source of great power has come to the Cairngorm Peaks, and she wants to harness its might.

Arykor (Male Vryloka): This man appears to be subordinate to Zorag. He rarely speaks, and on most questions, he defers to Zorag.



DUNGEONS & DRAGONS

Shadowbane

CHARACTER NAME

ABILITIES AND SKILLS

10 Strength +0 +2

Strength measures your physical power.

Athletics ☐ Trained +2

11 Constitution +0 +2

Constitution represents health, stamina, and vital force.

Endurance ☐ Trained +2

15 Dexterity +2 +4

Dexterity measures coordination, agility, and balance.

Acrobatics ☐ Trained +4

Stealth ☒ Trained +11

Thievery ☐ Trained +4

19 Intelligence +4 +6

Intelligence describes how well you learn and reason.

Arcana ☒ Trained +13

History ☒ Trained +11

Religion ☒ Trained +11

10 Wisdom +0 +2

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering ☐ Trained +2

Heal ☐ Trained +2

Insight * ☐ Trained +2

Nature ☐ Trained +2

Perception * ☐ Trained +2

16 Charisma +3 +5

Charisma measures force of personality and leadership.

Bluff ☐ Trained +5

Diplomacy ☒ Trained +10

Intimidate ☐ Trained +5

Streetwise ☐ Trained +5

CHARACTER NOTES

*Passive Insight 12
*Passive Perception 12

COMBAT STATISTICS

+8 Initiative **6 Speed**

Roll initiative to determine the turn order in combat.

Your speed is the number of squares you can move with a move action.

DEFENSES

17 Armor Class (AC)

AC measures how hard it is to physically land an attack on you.

13 Fortitude

Fortitude measures your toughness and resilience.

17 Reflex

Reflex measures your ability to deflect or dodge attacks.

18 Will

Will measures your strength of will, self-discipline, and devotion.

Attack Bonus WEAPON POWER TASK

Attack Bonus WEAPON POWER DAMAGE

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

33 Hit Points **Bloodied** 16

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value 8

Surges Per Day 7

Second Wind ☐ Action Point ☐

CURRENT HIT POINTS

25

Temporary Hit Points

Surges Used 1

EQUIPMENT AND MAGIC ITEMS

+1 staff, +1 cloth armor,
+1 amulet of protection.

ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

Class: Shade Wizard (Mage, Nethermancy) Level: 4

Race: Dwarf Gender: Male

Alignment: Unaligned

Languages: Common, Dwarven

Darkvision

FEATS AND OTHER ABILITIES

Shadow Origin: The Shadowfell has left its mark on you, so you are considered a shadow creature for the purpose of effects that relate to creature origin.

Nethermancy Apprentice: Creatures hit by your arcane nethermancy attack powers treat enemies more than 2 squares away from them as having partial concealment until the end of your next turn.

Staff Expertise: When you make a ranged attack or an area attack with a staff as an implement, you don't provoke opportunity attacks for doing so. When you make a melee weapon attack with a staff, the weapon's reach for that attack increases by 1.

Improved Initiative: Bonus already included.

Durable: Bonus already included.

Prong

halogoblin leader: Frubang

fine with miss

Use this space however you like: to record what happens on your adventures, track quests, describe your background and goals, note the names of the other characters in your party, or draw a picture of your character.

SHADOWBANE'S POWERS

Staff Melee Basic Attack

At-Will **Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: 1d20 + 6 vs. AC
Hit: 1d8 + 1 damage.

Magic Missile Wizard Attack 1

A glowing blue bolt of magical energy hurtles from your finger and unerringly strikes your target.

At-Will ♦ Arcane, Evocation, Force, Implement
Standard Action **Ranged 20**
Target: One creature
Effect: 7 force damage.
Special: You can use this power as a ranged basic attack.

Restless Dead Wizard Attack 1

Agitated bones break free from the ground to scabble and claw at your enemy.

At-Will ♦ Arcane, Implement, Necromancy, Shadow, Zone
Standard Action **Ranged 10**
Target: One nonflying creature
Attack: 1d20 + 8 vs. Reflex
Hit: 1d8 + 5 damage. The squares adjacent to the target become a zone that lasts until the end of your next turn. The ground of the zone is difficult terrain for your enemies.

Scare Wizard Attack 1

You blast an area, drawing resolve from your foes until they shrink back in abject terror.

At-Will ♦ Arcane, Fear, Implement, Nethermancy, Psychic, Shadow
Standard Action **Close blast 3**
Target: Each creature in the blast
Attack: 1d20 + 8 vs. Will
Hit: 1d8 + 5 modifier psychic damage, and the target cannot make opportunity attacks against you until the end of your next turn.

Disrupt Undead Wizard Utility

A simple gesture causes the darkness powering and protecting an undead creature to unravel.

At-Will ♦ Arcane, Necromancy, Shadow
Minor Action **Ranged 5**
Target: One undead creature
Effect: The target's necrotic resistance, if any, is reduced by 5 until the end of your turn.

Ghost Sound Wizard Utility

With a wink, you create an illusory sound that emanates from a distant location.

At-Will ♦ Arcane, Illusion
Standard Action **Ranged 10**
Target: One object or unoccupied square
Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

One with Shadow Shade Racial Utility

You fade into the darkness, becoming a part of the shadow that swirls around you.

At-Will ♦ Shadow
Standard Action **Personal**
Effect: Until the end of your next turn, you can make Stealth checks to become hidden when you have any cover or concealment. In addition, you can use cover from your allies to become hidden or to remain hidden.

Spook Wizard Utility

You gather the shadows to yourself, so that when you speak, your words drip with menace.

Encounter ♦ Arcane, Nethermancy, Shadow
Free Action **Personal**
Trigger: You would make an Intimidate check.
Effect: You instead make an Arcana check and use that result to determine the outcome of the Intimidate check.

Fleeting Shade Shade Utility 2

You cloak yourself with strands of shadow that allow you to fight unseen.

Encounter ♦ Shadow
Minor Action **Personal**
Effect: You become invisible until the end of your turn. In addition, you gain a +5 power bonus to Stealth checks until the end of your next turn.

Twilight Falls Wizard Attack 1

You weave draining shadow energy into an oppressive gloom that dims your enemies' senses.

Encounter ♦ Arcane, Implement, Nethermancy, Psychic, Shadow, Zone
Standard Action **Area burst 1 within 10 squares**

Target: Each enemy in the burst
Attack: 1d20 + 8 vs. Will
Hit: 1d6 + 5 psychic damage. If the target is in the origin square, the target is also dazed until the end of your next turn.
Effect: The burst creates a zone that lasts until the end of your next turn. When any enemy in the zone attacks a creature, the creature has partial concealment against that enemy.

Ebony Razors Wizard Attack 3

You hurl blinding shadows, then solidify them into warding shards of psychic energy.

Encounter ♦ Arcane, Implement, Nethermancy, Psychic, Shadow
Standard Action **Close blast 5**
Target: Each creature in the blast
Attack: 1d20 + 8 vs. Will
Hit: 2d8 + 5 psychic damage.
Effect: Until the end of your next turn, you have partial concealment, and when an adjacent enemy hits you with an attack, that enemy takes 5 psychic damage.

Second Wind Utility

You can dig into your resolve and endurance to find an extra burst of vitality.

Encounter
Standard Action **Personal**
Effect: You spend a healing surge to regain hit points.

Spirit Rend Wizard Attack 1

You weave a dire spell that tears at your enemies' spirits and holds the undead at bay.

Daily ♦ Arcane, Implement, Necromancy, Necrotic, Shadow
Standard Action **Area burst 1 within 10 squares**

Target: Each enemy in the burst
Attack: 1d20 + 8 vs. Will
Hit: 3d6 + 5 necrotic damage, and the target is immobilized (save ends). If the target is undead, the creature takes no damage and is not immobilized. Instead, the target must take a free action to move as far as its speed allows to a square farther away from you, and it is dazed (save ends).
Miss: Half damage.

Life Transference Wizard Utility 2

You crook your finger and snatch a soul as it struggles free from its body. It screams as you draw forth its energy.

Daily ♦ Arcane, Necromancy, Shadow
Immediate Reaction **Ranged 5**
Trigger: A nonminion living creature dies within 5 squares of you.
Target: You or one ally
Effect: The target gains temporary hit points equal to his or her healing surge value.