

Brother Curdlebrine	Level 6 Leader
Medium fey humanoid (human)	XP —
HP 49; Bloodied 24; Healing Surges 8; Surge Value 12	Initiative +5
AC 21; Fortitude 18; Reflex 19; Will 20	Perception +9
Speed 6	Low-Light Vision
Traits	
Ritual Caster	
Brother Curdlebrine can master and perform rituals of 5th-level or lower.	
Wild Step	
Brother Curdlebrine ignores difficult terrain whenever he shifts.	
Standard Actions	
m Morningstar (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +12 vs. AC	
<i>Hit:</i> 1d10 + 3 (8) damage.	
r Longbow (weapon) • At-Will	
<i>Attack:</i> Ranged 20/40 (one creature); +12 vs. AC	
<i>Hit:</i> 1d10 + 5 (10) damage.	
R Astral Seal (divine, healing, implement) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +12 vs. Reflex	
<i>Hit:</i> Until the end of Brother Curdlebrine's next turn, the target takes a -2 penalty to all defenses. The next ally who hits it before the end of Brother Curdlebrine's next turn regains 5 hit points.	
C Healer's Mercy (channel divinity, divine, healing) • Encounter	
<i>Effect:</i> Close burst 5 (bloodied allies in the burst). Each target can spend a healing surge. Brother Curdlebrine is weakened until the end of his next turn.	
C Hymn of Resurgence (divine, implement) • Encounter	
<i>Attack:</i> Close blast 5 (enemies in the burst); +10 vs. Fortitude	
<i>Hit:</i> The target takes a -2 penalty to all defenses until the end of Brother Curdlebrine's next turn. When an ally hits the target before the end of Brother Curdlebrine's next turn, the target is knocked prone.	
<i>Effect:</i> Each ally in the burst can choose either to gain 5 temporary hit points or to make a saving throw.	
Minor Actions	
C Healing Word (divine, healing) • 2/Encounter (1/round)	
<i>Effect:</i> Close burst 5 (Brother Curdlebrine or one ally in the burst). The target can spend a healing surge.	
Triggered Actions	
Elven Accuracy • Encounter	
<i>Trigger:</i> Brother Curdlebrines makes an attack roll.	
<i>Effect (Free):</i> Brother Curdlebrine rerolls the attack roll and uses the second roll, even if it's lower.	
Skills Diplomacy +11, Heal +12, Insight +12, Nature +9, Religion +7	
Str 10 (+3)	Dex 14 (+5)
Con 12 (+4)	Int 8 (+2)
	Cha 16 (+6)
Alignment evil Languages Common, Elven	
Equipment chainmail, morningstar, longbow, arrow x20, holy symbol, ritual book with Gentle Repose, Make Whole, Unseen Servant	

Meryn "Curt" Conall	Level 6 Striker
Medium fey humanoid (eladrin)	XP —
HP 48; Bloodied 24; Healing Surges 6; Surge Value 12	Initiative +8
AC 21; Fortitude 19; Reflex 20; Will 19	Perception +8
Speed 6	Low-Light Vision
Immune sleep	
Saving Throws +5 against charm	
Traits	
Eladrin Will	
Curt gains a +1 racial bonus to Will defense.	
First Strike (martial)	
At the start of the encounter, Curt has combat advantage against any creatures that have not yet acted in that encounter.	
Trance	

Rather than sleep, Curt enters a meditative state known as trance. He needs to spend 4 hours in this state to gain the same benefits other races gain from taking a 6-hour extended rest. While in a trance, Curt is fully aware of his surroundings and notices approaching enemies and other events as normal.

Standard Actions

m **Longsword** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +13 vs. AC

Hit: 1d8 + 9 (13) damage.

r **Crossbow** (weapon) • **At-Will**

Attack: Ranged 15/30 (one creature); +12 vs. AC

Hit: 1d8 + 8 (12) damage.

M **Riposte Strike** (martial, weapon) • **At-Will**

Requirements: Curt must be wielding a light blade or a longsword.

Attack: Melee 1 (one creature); +13 vs. AC

Hit: 1d8 + 9 (13) damage. If the target attacks Curt before the start of his next turn, he can make the following attack as an immediate interrupt.

Attack: Melee 1 (triggering creature); +13 vs. AC

Hit: 1d8 + 7 (11) damage.

M **Torturous Strike** (martial, weapon) • **Encounter**

Attack: Melee 1 (one creature); +13 vs. AC

Hit: 2d8 + 9 (18) damage.

Move Actions

Fey Step (teleportation) • **Encounter**

Effect: Curt teleports up to 5 squares.

Triggered Actions

Sneak Attack (martial) • **At-Will** (1/turn)

Trigger: Curt makes an attack with a light blade, a longsword, a hand crossbow, a shortbow, or a sling and hits an enemy granting combat advantage to him.

Effect (No Action): The enemy takes 2d6 (7) extra damage.

Skills Acrobatics +13, Arcana +5, Athletics +11, Bluff +8, History +10, Stealth +13, Thievery +13

Str 17 (+6) **Dex** 20 (+8) **Wis** 10 (+3)

Con 11 (+3) **Int** 10 (+3) **Cha** 10 (+3)

Alignment evil **Languages** Common, Elven

Equipment leather armor, longsword, crossbow, crossbow bolt x20

Ignus Rex

Level 6 Striker

Medium natural humanoid (dragonborn)

XP —

HP 48; **Bloodied** 24; **Healing Surges** 6; **Surge**

Initiative +4

Value 12

Perception +2

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

Speed 6

Resist 5 fire

Traits

Arcane Blood

Ignus Rex gains a +1 racial bonus to the damage rolls of his arcane attack powers.

Draconic Power (arcane)

Ignus Rex gains a +4 bonus to the damage rolls of his arcane powers.

Dragon Scales (arcane)

The first time Ignus Rex is bloodied in an encounter, he gains a +2 bonus to AC until the end of the encounter.

Dragon Soul (arcane)

Ignus Rex's fire attacks ignore 5 points of resist fire.

Standard Actions

m **Dagger** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +13 vs. AC

Hit: 1d4 + 7 (9) damage.

C **Burning Spray** (arcane, fire, implement) • **At-Will**

Attack: Close blast 3 (creatures in the blast); +10 vs. Reflex

Hit: 1d8 + 12 (16) fire damage. The next enemy that hits Ignus Rex with a melee attack before the end of his next turn takes 4 fire damage.

C **Flame Spiral** (arcane, fire, implement) • **Encounter**

Attack: Close burst 2 (one, two, or three creatures in the burst); +10 vs. Reflex

Hit: 1d10 + 12 (17) fire damage.

Effect: Until the start of Ignus Rex's next turn, any enemy that enters a square adjacent to him or starts its turn there takes 1d6 (3) fire damage.

Minor Actions

C **Dragon Breath** (fire) • **Encounter**

Attack: Close blast 3 (creatures in the blast); +10 vs. Reflex

Hit: 1d6 + 3 (6) fire damage.

Skills Arcana +8, Athletics +12, Bluff +12, Intimidate +14

Str 19 (+7)

Dex 13 (+4)

Wis 8 (+2)

Con 12 (+4)

Int 10 (+3)

Cha 19 (+7)

Alignment evil **Languages** Common, Draconic

Equipment dagger

Parion Varantir

Level 6 Controller

Medium natural humanoid (half-elf)

XP —

HP 48; **Bloodied** 24; **Healing Surges** 9; **Surge Value** 12

Initiative +3

AC 19; **Fortitude** 19; **Reflex** 18; **Will** 20

Perception +7

Speed 5

Low-Light Vision

Traits

O **Group Diplomacy** • **Aura** 10

Allies gain a +1 racial bonus to Diplomacy checks.

Covenant of Wrath (divine)

When Parion uses a divine recharge, encounter, or daily power on his turn, he gains a cumulative +1 bonus to the damage roll for each enemy he attacks with the power.

Ritual Caster

Parion can master and perform rituals of 5th-level or lower.

Standard Actions

m **Staff** (weapon) • **At-Will**

Attack: Melee 1 (one creature); +12 vs. AC

Hit: 1d8 + 2 (6) damage.

R **Hand of Radiance** (divine, implement, radiant) • **At-Will**

Attack: Ranged 10 (one, two, or three creatures); +10 vs. Reflex

Hit: 1d4 + 7 (9) radiant damage.

R **Thunder of Judgment** (divine, implement, thunder) • **Encounter**

Attack: Ranged 10 (one, two, or three creatures); +10 vs. Fortitude

Hit: 1d6 + 7 (10) thunder damage, or 2d6 + 7 (14) if Parion only targets one creature. In addition, the target is dazed until the end of Parion's next turn.

Minor Actions

C **Knack for Success** • **Encounter**

Effect: Close burst 5 (Parion or one ally in the burst). Choose one of the following.

* The target makes a saving throw.

* The target shifts up to 2 squares as a free action.

* The target gains a +2 power bonus to his or her next attack roll made before the end of his or her next turn.

* The target gains a +4 power bonus to his or her next skill check made before the end of his or her next turn.

Triggered Actions

C **Armor of Wrath** (channel divinity, divine, radiant) • **Encounter**

Trigger: An enemy within 5 squares of Parion hits him.

Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 3 radiant damage, and Parion pushes the target 2 squares.

Skills Arcana +8, Diplomacy +11, Endurance +11, Insight +14, Religion +8

Str 8 (+2)

Dex 10 (+3)

Wis 19 (+7)

Con 17 (+6)

Int 11 (+3)

Cha 12 (+4)

Alignment evil **Languages** Common, Elven

Equipment chainmail, staff implement, ritual book, sanctified incense (religion)

Thorram the Killer

Level 6 Defender

Medium natural humanoid (minotaur)	XP —
HP 58; Bloodied 29; Healing Surges 11; Surge Value 14	Initiative +5 Perception +8
AC 24; Fortitude 20; Reflex 18; Will 19 Speed 5	
Traits	
Combat Challenge (martial) Every time Thorram attacks an enemy, he can mark the target. The mark lasts until the end of Thorram's next turn.	
Combat Superiority (martial) Thorram gains a +3 bonus to opportunity attacks. An enemy struck by his opportunity attack stops moving, if a move provoked the attack. If the target still has actions remaining, it can use them to resume moving.	
Heedless Charge Thorram has a +2 racial bonus to AC against opportunity attacks he provokes during a charge.	
Vitality Thorram has one additional healing surge.	
Standard Actions	
m Triple-Headed Flail (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +13 vs. AC <i>Hit:</i> 1d10 + 7 (12) damage.	
M Footwork Lure (martial, weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +13 vs. AC <i>Hit:</i> 1d10 + 7 (12) damage. Thorram can shift 1 square and knock the target prone, then slide it 1 square.	
M Goring Charge • Encounter <i>Effect:</i> Thorram charges and makes the following attack in place of a melee basic attack. <i>Attack:</i> Melee 1 (one creature); +12 vs. AC <i>Hit:</i> 1d6 + 7 (10) damage, and Thorram knocks the target prone.	
C Sweeping Blow (martial, weapon) • Encounter <i>Attack:</i> Close burst 1 (each enemy Thorram can see in the burst); +15 vs. AC; Thorram gains a +2 bonus to the attack roll <i>Hit:</i> 1d10 + 7 (12) damage.	
Triggered Actions	
M Warrior's Challenge (martial, weapon) • At-Will <i>Trigger:</i> An enemy adjacent to and marked by Thorram shifts or makes an attack that doesn't include him as a target. <i>Effect (Immediate Interrupt):</i> Thorram makes a melee basic attack against the triggering enemy.	
M Ferocity • Encounter <i>Trigger:</i> Thorram drops to 0 hit points. <i>Effect (Immediate Interrupt):</i> Thorram makes a melee basic attack.	
Skills Athletics +12, Intimidate +8, Nature +8, Streetwise +8 Str 19 (+7) Dex 15 (+5) Wis 16 (+6) Con 13 (+4) Int 8 (+2) Cha 10 (+3)	
Alignment evil Languages Common, Giant	
Equipment scale armor, heavy shield, triple-headed flail	

Zachar Temzin	Level 6 Defender
Medium immortal humanoid (deva)	XP —
HP 62; Bloodied 31; Healing Surges 12; Surge Value 15	Initiative +3 Perception +5
AC 24; Fortitude 19; Reflex 19; Will 18 Speed 6 Resist 5 necrotic, 5 radiant	
Traits	
Astral Majesty Zachar has a +1 bonus to all defenses against attacks made by bloodied creatures.	
Blade Magic (arcane) Zachar chooses a one-handed melee light blade or a heavy blade. He gains proficiency with that weapon as a wand implement, although it can be enchanted only as a weapon.	
Swordbond (arcane) By spending 1 hour meditating with a chosen light or heavy blade, Zachar forges a special bond with his	

weapon.

Zachar can forge a bond with a different blade using the same meditative process. If he forges a bond with a different weapon, the old bond dissipates.

As a standard action, Zachar can call the chosen weapon to his hand from up to 10 squares away.

If the bonded weapon is broken or damaged, Zachar can spend 1 hour of meditation to recreate the weapon from a fragment. This process automatically destroys any other fragments of the weapon in existence.

Standard Actions

m **Farbond Longsword** (item, weapon) • **At-Will**

Attack: Melee 1 or Ranged 5/10 (one creature); +13 vs. AC

Hit: 1d8 + 7 (11) damage.

Effect: When Zachar uses *farbond longsword* as a ranged attack, the *farbond longsword* return to his hands after the ranged attack is resolved.

C **Swordburst** (arcane, force, implement) • **At-Will**

Attack: Close burst 1 (enemies in the burst); +10 vs. Reflex

Hit: 1d6 + 7 (10) damage.

M **Foesnare** (arcane, weapon) • **Encounter**

Attack: Melee 1 (one creature); +13 vs. AC

Hit: 1d8 + 7 (11) damage, and the target is immobilized until the end of Zachar's next turn.

Special: Zachar can use this power in place of a melee basic attack when charging.

Minor Actions

C **Aegis of Shielding** (arcane) • **At-Will**

Effect: Close burst 2 (one creature in the burst). Zachar marks the target. The target remains marked until Zachar uses this power against another target. If Zachar marks other creatures using other powers, the target is still marked.

Triggered Actions

C **Shielding Swordmage** (arcane) • **At-Will**

Trigger: The target marked by Zachar's aegis of shielding makes an attack that doesn't include Zachar as a target and is within 10 squares of him.

Effect (Immediate Interrupt): Zachar reduces the damage dealt by that attack to any one creature by 8.

Memory of a Thousand Lifetimes • **Encounter**

Trigger: Zachar makes an attack roll, a saving throw, a skill check, or an ability check and dislike the result.

Effect (No Action): Zachar adds 1d6 to the triggering roll.

Skills Arcana +12, Endurance +11, History +14, Insight +10, Religion +9

Str 12 (+4) **Dex** 10 (+3) **Wis** 14 (+5)

Con 17 (+6) **Int** 19 (+7) **Cha** 8 (+2)

Alignment evil **Languages** Common, Draconic, Elven

Equipment farbond longsword

Grumblejack the Ogre

Large natural humanoid

Level 6 Striker

XP —

HP 58; **Bloodied** 29; **Healing Surge Value** 14;

Healing Surges 9

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

Speed 8

Resist 5 fire

Initiative +2

Perception +3

Low-Light Vision

Standard Actions

m **Morningstar** (weapon) • **At-Will**

Attack: Melee 2 (one creature); +11 vs. AC

Hit: 2d10 + 6 (17) damage.

Triggered Actions

Infernal Wrath (fire) • **Encounter**

Trigger: An enemy within 20 squares of Grumblejack hits him with an attack.

Effect (Immediate Interrupt): The triggering enemy takes 1d6 + 2 (5) fire damage.

Power Strike (martial) • **Encounter**

Trigger: Grumblejack hits with a melee basic attack using a weapon.

Effect (No Action): The triggering attack deals 2d10 (11) extra damage.

Skills Athletics +10, Intimidate +4

Str 21 (+8) **Dex** 8 (+2) **Wis** 10 (+3)

Con 16 (+6)	Int 10 (+3)	Cha 9 (+2)
Alignment evil Languages Common, Giant		
Equipment hide armor, greatclub		

Companion Rules (Companion Expressions)

HP:

Controller (level x 4) + Con + 6.

Leader/Striker (level x 5) + Con + 7.

Defender (level x 6) + Con + 9.

Healing Surges: (#surges and surge value right after bloodied value)

Controller/Striker: 6 + Con bonus.

Leader: 7 + Con bonus.

Defender: 9 + Con bonus.

Attack bonus: as monster, or level +4 (plus proficiency)

AC: as monster, or

Controller: level +13

Leader/Striker: level +15.

Defender: level +17

Defenses: as monster, or level +13.

Powers: 1 encounter or utility power per tier. Recharge powers become encounter powers.

Damage: As monster, or as PC + 1 damage per 2 levels.