

## Race through the Residuum Mine: Gen Con 2009

The Magocracy's mine is rich with magic, but they never wondered about its origin until the explosion. The first daring souls to discover the source at its core could seize great wealth, or destroy the world, and your rivals have the lead! Brave the warped hazards of an arcane mine in the forthcoming Master Dungeon adventure from Goodman Games, run by its authors Greg Tito and Tavis Allison, and using the new 4E character classes they created for the Forgotten Heroes series.

### Player Guidelines

1. **Awards:** In each of the following categories, one individual player will be recognized for their achievements:

- Best Roleplaying / Characterization Moment
- Most Inspired Way to Solve a Problem
- Most Creative Use of the Equipment List
- Most Memorable Use of a Power or Class Feature

The winning player in each category will be honored in a sidebar when the adventure is published, with a short recap of their moment of glory during their Gen Con session. To help us work with you to get you the recognition you deserve if you win, please fill out the seating chart with your name, email or badge number, and the character you chose to play. The time of the award ceremony will be announced at the start of the session (sometime after 1 pm on Sunday afternoon), at which time winners will be announced. Be there so you can congratulate your fellow players if they win, and have your picture taken with your DM if you win!

2. **Pregenerated Characters:** There are eight characters available to play in the first Forgotten Heroes tournament – one of each class from the first two *Forgotten Heroes* books, *Fang, Fist, and Song* and *Scythe and Shroud*. Each team will be made up of six of these eight characters, as chosen by the players. If two players each want to play the same character, the DM will roll to see who gets their choice.
3. **Game Starting Time:** Each session will begin with a 15-minute introduction period. During this time, players can choose their characters, coordinate their strategy, and get rules clarifications from the DM.
4. **Starting Without a Player:** Any players that are not present at the end of the introduction period will be declared no-shows and the game will start without them. The missing characters will be controlled by the DM. For example, you must arrive by 12:15 to play in a 12:00 session.
5. **Learn Your Character.** Each PC's full statistics and a comprehensive summary of their powers are contained in this packet. Becoming familiar with the characters is the best way to start the game quickly.
6. **Coordinating Prior to the Convention.** Groups are encouraged to use the Goodman forums to decide ahead of time who will play which characters, propose strategies, and attempt to intimidate other teams with tales of their adventuring prowess and fantastic luck. Starting a thread at the forums with the time and date of your session is a good way to get this process started.

If you have any questions about the event, you can post them at the Goodman Games forums or email [tavis.allison@gmail.com](mailto:tavis.allison@gmail.com). In case of problems during the convention, you may call Tavis Allison at (917) 749-6938.

**NAME:** Akarr Woodwarden    **RACE:** Half-elf    **CLASS:** Druid    **BUILD:** Environmental  
**GENDER:** Male    **ALIGNMENT:** Unaligned    **LEVEL:** 7

**HIT POINTS:** 65

Bloodied: 32  
Healing Surge: 16  
Surges Per Day: 7

**DEFENSES:**

Armor Class    **18**  
Fortitude        **16**  
Reflex            **15**  
Will               **22**

**SKILLS:**

Acrobatics        +2  
Arcana             +8  
Athletics          +1  
Bluff               +6  
Diplomacy        +13  
Dungeoneering   +8  
Endurance        +3  
Heal                +13  
History            +3  
Insight            +10  
Intimidate        +6  
Nature             +13  
Perception        +13  
Religion           +3  
Stealth            +2  
Streetwise        +6  
Thievery           +2

**ABILITIES**

**8** Strength (+2)  
**13** Constitution (+4)  
**10** Dexterity (+3)  
**10** Intelligence (+3)  
**20** Wisdom (+8)  
**16** Charisma (+6)

**INITIATIVE** +3

**SPEED** 6 squares

**LANGUAGES:**

Common, Elven, Primordial

**ACTION POINTS:** 1

**VISION:** Low-light

**BASIC ATTACKS**

Melee basic attack: +5 (dagger)  
Ranged basic attack: +4 (sling)

Damage: 1d4-1  
Damage: 1d6

**ITEMS CARRIED** (location):

**WEAPONS:**

Dagger (scabbard, left side)  
+2 *magic fetish* (belt, right side)  
Sling (belt, right side); ranges are 10  
squares (normal), 20 squares (long, -2 to hit)  
Sling bullets, 20 (belt pouch, left side)

**OTHER ITEMS:**

+2 *magic hide armor* (worn on body)  
+2 *amulet of protection* (worn on neck)  
Tinderbox, flint and steel (backpack)  
Backpack, 50 lbs capacity (worn on back)  
Water flask, filled (backpack)  
Trail mix of nuts, berries, and pemmican,  
sufficient for 5 days (backpack)  
Torches, 5 (backpack)  
Sharpening stone and sand (backpack)  
Bedroll (backpack)  
Salt, 1 pound (backpack)  
Glass flask (backpack)

**SPECIAL ABILITIES:**

**Group Diplomacy:** You grant allies within  
10 squares of you a +1 racial bonus to  
Diplomacy checks

**Action Surge:** You gain a +3 bonus to attack  
rolls you make during any action you  
gained by spending an action point.

**FEATS** (already applied): Death's Intercessionary, Toughness, Action Surge, Implement Focus (fetish)

**AKARR** grew up among elves. Relative to them, his human mother aged and died with shocking speed, leaving Akarr with an abiding interest in the natural mysteries of death and renewal. He learned the druidic arts from his elven father, but during his adventuring career he has been studying the techniques that deathwardens use to straddle the gateway between this life and the next, and has become able to pierce this barrier to his benefit.

As a controller, Akarr is good at moving enemies around the battlefield and attacking groups of foes. His multiclass makes him a secondary leader, whose *vision of fate* can enhance the healing bestowed by both himself and other leaders. Akarr's eagle companion is a useful but fragile tool. He usually summons it at the first hint of trouble, because its flight lets him see places he cannot through his own eyes, and its *companion attack* is often his most damaging at-will power. Real though it seems, Akarr knows the eagle is but a manifestation of nature and does not hesitate to send it into danger; although it is dispelled by a single hit, he can always re-summon it after a rest. When sorely pressed, Akarr summons more potent manifestations, a mighty treant and a swarm of poisonous insects.

### At-Will Powers and Actions

*Companion Attack* • Standard action • Your animal companion makes a +11 vs. Ref attack for 1d6 + 10 damage. You can use this power as an immediate reaction if a creature adjacent to your eagle provokes an opportunity attack.

*Vine Lash* • Standard action • Ranged 10 attack, +11 attack vs. Ref; hit: 1d8 + 7 damage and you pull the target 3 squares

*Gust of Wind* • Standard action • Close burst 2, make a +11 vs. Fort attack vs. all in burst; hit: 1d6 + 2 damage and you push the target 3 squares

### Encounter Powers and Actions

*Fetish Implement Mastery* • Free action • You can move one enemy an additional 3 squares when you push, pull, or slide them with one of your powers

*Summon Animal Companion* • Minor action • You summon an eagle that occupies 1 square within 10. You can move your eagle 6 squares each round as a move action. As a minor action, you can have your eagle pick up, move, or manipulate an object weighing 20 pounds or less. Your eagle's defenses are all 18. It lasts until it is hit by an attack that deals damage. If it is hit by an area attack, you can make a saving throw as an immediate interrupt; if you succeed, your eagle is unharmed by the attack. You can use your eagle to make skill checks; it receives a +1 bonus to Perception checks.

*Entangle* • Standard action • Burst 3 within 20; the area of the burst is difficult terrain until the end of your next turn; make a +11 vs. Ref attack vs. enemies in burst; hit: target is immobilized until the end of your next turn

*Verdant Whirlwind* • Standard action • Close burst 3; make a +11 vs. Ref attack vs. enemies in burst; hit: 2d8 + 7 dam and the target is pushed 4 squares

*Barkskin* • Immediate interrupt • Trigger: you are hit by an attack; effect: you gain a +4 power bonus to AC and a +2 power bonus to Fortitude until the end of your next turn

*Vision of Fate* • Standard action • Close blast 3; make a +8 vs. Will attack vs. each enemy in blast that can see you; hit: 1d6 psychic damage; effect: until the end of your next turn, when you and your allies in the blast are granted healing from a power with the healing keyword, the recipient regains an additional 5 hit points.

*Call Lightning Storm* • Standard action • Close blast 5; make a +11 vs. Will attack vs. three enemies in the blast; hit: 2d6 + 7 lightning damage, and the target suffers a -1 penalty to attack rolls until the end of your next turn.

### Daily Powers and Actions

*Wildshape* • Minor action • For the next hour, you get the benefits of an agile wildshape (climb speed 6, +10 to Athletics checks while jumping), aquatic wildshape (swim speed 6, breathe water as easily as air), or hunting wildshape (scent and low-light vision).

*Warden's Plea* • Minor action • Close burst 5; you or one ally in the burst can spend a healing surge and regain an additional 2d6 hit points.

*Natural Shapes* • Minor action • Close burst 5; a visual illusion disguises you and your allies in the burst as any one type of plant or animal from Tiny to Large size that you have seen before; the illusion lasts for 1 hour or until you end it as a minor action.

*Summon Swarm* • Standard action • Ranged 10: You conjure a swarm of locusts that occupies one square w/in range and attacks an adjacent creature, +8 vs. Fortitude, for 2d8 + 7 poison damage. Any creature that starts its turn next to the swarm takes 1d4+5 poison damage. As a move action, you can move the swarm up to 6 squares; as a minor action, you can sustain the swarm; as a standard action, you can repeat the swarm's attack.

*Summon Treant* • Standard action • Ranged 10: You conjure a Medium treant that occupies one square w/in range and attacks an adjacent creature, +11 vs. Reflex, for 3d6 + 7 damage. If it hits, the target is grabbed until it escapes; its escape attempts are opposed by your Fortitude or Reflex defense. The treant lasts until the end of the encounter. As a move action, you can move the treant up to 6 squares; as a minor action, you can have the treant maintain its grab against a target; as a standard action, you can repeat the treant's attack.

**NAME:** Leloi Woetide  
**GENDER:** Female

**RACE:** Human **CLASS:** Monk **BUILD:** Kick-boxer  
**ALIGNMENT:** Good **LEVEL:** 7

**HIT POINTS:** 66

Bloodied: 33  
Healing Surge: 16  
Surges Per Day: 8

**DEFENSES:**

Armor Class **19** (or 21 or 23)  
Fortitude **20**  
Reflex **21** (or 23)  
Will **18**

**SKILLS:**

Acrobatics +12  
Arcana +2  
Athletics +11  
Bluff +3  
Diplomacy +3 (or +4)  
Dungeoneering +4  
Endurance +5  
Heal +4  
History +2  
Insight +9  
Intimidate +8 (or +11)  
Nature +4  
Perception +9  
Religion +2  
Stealth +12  
Streetwise +3  
Thievery +7

**ABILITIES**

**16** Strength (+6)  
**14** Constitution (+5)  
**18** Dexterity (+7)  
**8** Intelligence (+2)  
**12** Wisdom (+4)  
**10** Charisma (+3)

**INITIATIVE** +7

**SPEED** 6 (or 7) squares

**LANGUAGES:**

Common

**ACTION POINTS:** 1

**VISION:** Normal

**BASIC ATTACKS**

Melee basic attack: +12 (unarmed)      Damage: 1d10 + 7  
Melee basic attack: +11 (quarterstaff)      Damage: 2d6 + 6  
Ranged basic attack: +9 (crossbow)      Damage: 1d8 + 4

**ITEMS CARRIED** (location):

**WEAPONS:**

+2 *quarterstaff* (strapped over left shoulder)  
+2 *secret technique* (applied to unarmed atk.)  
Crossbow (strapped over right shoulder);  
range 15 (normal), 30 (long, -2 to hit)  
Crossbow bolts, 10 (case, backpack)

**OTHER ITEMS:**

+2 *magic cloth armor* (worn on body)  
+2 *amulet of protection* (worn on neck)  
Tinderbox, flint and steel (backpack)  
Backpack, 50 lbs capacity (worn on back)  
Water flask, filled (backpack)  
Rope, silk, 50 feet (backpack)  
Flint and steel (backpack)  
Torches, 5 (backpack)  
Trail mix of nuts, berries, and pemmican,  
sufficient for 5 days (backpack)  
Climber's kit (backpack)  
Hammer and 10 iron spikes (backpack)  
Pen, ink, and 10 sheets of parchment (backpack)  
Small silver mirror (backpack)  
Incense, 5 sticks and 5 cones (backpack)  
Singing cricket in an ivory case (worn on belt)

**SPECIAL ABILITIES:**

**Open Hand Attack:** Once per turn you can add an extra 1d6 damage when you have combat advantage for any reason other than flanking, when you score a critical hit, when you charge, or when your target is slowed.

**Power Attack:** When making a melee attack you can subtract 2 from the attack roll. If you hit, you gain +4 to the damage roll (or +6 if you are using your quarterstaff).

**FEATS** (already applied): Mighty Unarmed Style, Powerful Charge, Toughness, Superior Unarmed Fighting, Unarmed Secret Technique, Power Attack, Swinging Staff Weapon Style

**LELOI** trains with fanatic intensity because she cannot stand to be bested. She and another young female student, Shella, always competed to be at the head of their class at the Prismatic Way monastery. The rivalry turned ugly when Shella gained the title of Mistress of Green Dragons through cheating, and drove out Leloi.

Leloi's fighting style is most deadly when she charges a foe, or hits a slowed target who cannot flee her wrath. She typically uses *fluid posture* to allow her to slip away from a melee so that she can charge back in. When bogged down by foes, she adopts a *defensive posture*. Because these are stances, she cannot gain the benefits of both at the same time, but can use a minor action to shift from one posture to another at will.

### At-Will Powers and Actions

*Charge* • Standard action • Move between 2 and 6 squares and make a +13 unarmed attack vs. AC for 1d10 + 8 damage, or a +12 quarterstaff attack vs. AC for 2d6 + 8, or a bull rush +7 vs Fort to push the target 1 square and shift into the vacated space.

*Defensive posture* • Minor action • While you are in this stance, you gain a +2 armor bonus to your AC. At the start of your turn, you can choose to parry with your off hand and gain a +2 shield bonus to AC and Reflex, but you can't use your off hand (including making quarterstaff attacks) until the start of your next turn.

*Fluid posture* • Minor action • While you are in this stance, you gain a +1 power bonus to your speed. When you use a move action to walk, choose an adjacent enemy to whom this movement does not grant opportunity attacks.

*Non-violent posture* • Minor action • While you are in this stance, you gain the skill check bonuses shown in parentheses.

*Ground-fighting posture* • Minor action • While you are in this stance, whenever you are grabbing an enemy, being prone does not cause you to grant combat advantage to the enemy you are grabbing, and your attacks against this enemy ignore the normal penalty for being prone.

*Flurry of Blows* • Standard action • Make two unarmed attacks against one or two creatures at +10 vs. AC for 1d10 + 2 damage each, or two quarterstaff attacks at +9 vs. AC for 2d6 + 2 damage each. If both attacks hit the same target, you gain combat advantage against that target until the end of your next turn.

*Crippling Low Kick* • Standard action • Make two unarmed attacks against one creature at +12 vs. AC. If one attack hits, the target is slowed until the end of your next turn. If both hit, you deal 1d10 + 2 damage.

*Martial Arts Strike* • Standard action • Make a +12 unarmed attack vs. AC for 1d10 + 6 damage, or a +11 quarterstaff attack vs. AC for 2d6 + 6 damage. You can use this power as a basic melee attack.

### Encounter Powers and Actions

*Athletic Assault* • Standard action • Make a +12 vs. AC unarmed attack for 2d10 + 6 damage, or +11 vs AC for 4d6 + 6 with your quarterstaff. If you charge with this attack, you ignore 2 squares of difficult terrain during your charge movement, and you add +1 to your attack roll and +2 to your damage roll (from your charge bonuses).

*Martial Arts Stunt* • Free action • When you make an Acrobatics check to perform an Acrobatic Stunt, you gain a +1 power bonus to your next attack roll, plus 1 for every 10 points by which your check beats the stunt DC.

*Sweeping Pole* • Standard action • Close burst 1, make a +11 quarterstaff attack vs. AC against each enemy in burst. Enemies you hit are slowed until the end of your next turn. Whether you hit or miss, make a +12 unarmed attack against an adjacent enemy; if you hit, you deal 2d10 + 10 damage.

*Vaulting Attack* • Standard action • Make a +11 quarterstaff attack vs. AC against an adjacent enemy. You can shift 1 square before or after this attack. If you hit, you deal 2d6 + 6 damage and you can make a secondary unarmed attack against an adjacent enemy, +12 vs. AC. If it hits, you deal 1d10 + 6 damage and the target is dazed until the end of your next turn.

*Unstoppable Acrobatics* • Move action • You can move a number of squares up to your speed. During your move, you can make a Strength check (+6) to break down a door or other barrier in an adjacent square. If the door is not locked or otherwise held shut, this check automatically succeeds. If your check fails, you must end your movement. If your check succeeds, you can continue moving past the door or barrier.

### Daily Powers and Actions

*Resurgent Backfist* • Standard action • Make a +10 unarmed attack vs. AC. If you hit, you do 2d10 + 6 damage and you can spend a healing surge. If you miss, this power is not expended. You must be bloodied to use this power.

*Manticore Flurry* • Standard action • You can shift 1 square and then hurl your quarterstaff as a ranged 5 attack, +11 vs. AC. If it hits, you deal 4d6 + 6 damage. Whether you hit or miss, your quarterstaff is on the ground in the target's space and you gain combat advantage against the target until the end of your next turn.

**NAME:** Barin Oathbreaker    **RACE:** Dwarf    **CLASS:** Barbarian    **BUILD:** Steadfast  
**GENDER:** Male    **ALIGNMENT:** Good    **LEVEL:** 7

**HIT POINTS:** 74  
Bloodied: 37  
Healing Surge: 18  
Surges Per Day: 14

**DEFENSES:**  
Armor Class    **22**  
Fortitude       **20**  
Reflex           **17**  
Will             **16**

**SKILLS:**  
Acrobatics      +3  
Arcana           +3  
Athletics       +6  
Bluff            +2  
Diplomacy      +2  
Dungeoneering +6  
Endurance      +13  
Heal             +9  
History          +3  
Insight          +4  
Intimidate      +7  
Nature           +9  
Perception      +9  
Religion        +3  
Stealth          +3  
Streetwise      +2  
Thievery        +3

**ABILITIES**  
**18** Strength (+7)  
**18** Constitution (+7)  
**13** Dexterity (+4)  
**10** Intelligence (+3)  
**12** Wisdom (+4)  
**8** Charisma (+2)

**INITIATIVE** +4  
**SPEED** 5 squares

**LANGUAGES:**  
Common, Dwarven

**ACTION POINTS:** 1

**VISION:** Normal

### BASIC ATTACKS

Melee basic attack: +11 (maul)                      Damage: 2d6 + 8  
Ranged basic attack: +11 (thrown hammer)      Damage: 1d6 + 8

**ITEMS CARRIED** (location):

### WEAPONS:

+2 *maul* (slung over left shoulder)  
+2 *throwing hammer* (belt), range 5 / 10

### OTHER ITEMS:

+2 *magic hide armor* (worn on body)  
+2 *amulet of protection* (worn on neck)  
Tinderbox, flint and steel (backpack)  
Backpack, 50 lbs capacity (worn on back)  
Trail mix of nuts, berries, and pemmican, sufficient for 5 days (backpack)  
Torches, 5 (backpack)  
Bedroll (backpack)  
Sharpening stone and sand (backpack)  
Glass flask (backpack)  
Rope, 50 feet (backpack)  
Climber's kit (backpack)

### SPECIAL ABILITIES:

**Bear Spirit:** +1 to all saving throws

**Cast Iron Stomach:** +5 racial bonus to saving throws vs. poison

**Stand Your Ground:** Reduce your forced movement by one, and you can make a saving throw to avoid being knocked prone

**FEATS** (already applied): Dwarven Weapon Training, Toughness, Student of Battle, Totemic Vengeance

**BARIN's** clan is known in the Common tongue as the Windswept Dwarves, who were long ago swept out of their subterranean fortress onto the arid northern plains, and vowed never to live underground again except in their ancestral home. To achieve this dream, Barin formed a horde of berserkers and unified his people's tribes under his banner as a warlord. But before they could march on the fortress, Barin's leadership was challenged by a human, Ool the Inexorable, who bested him at a drinking contest before his entire horde. Disgraced, Barin broke his promise never to leave the Windswept Dwarves. Thus began his life as a wandering adventurer.

Barin functions as a defender by keeping foes focused on him. His multiclass gives him some healing ability, and he can also bolster his own toughness via temporary hit points. His ability to retaliate against those who disobey his mark is limited to enemies who do so within two squares, so his powers give him multiple ways to immobilize foes. Barin has a number of immediate reactions, which require that he keep an eye on what's happening even when it's not his turn in order to be effective. His maul dishes out impressive amounts of damage, and his high hit points mean that it's often a worthwhile tradeoff for him to use his rage at-will to increase his accuracy at the cost of lowering his own defenses.

### At-Will Powers and Actions

- Mark of Wrath* • Free action • When you attack an enemy, whether you hit or miss you can choose to mark that target until the end of your next turn. As an immediate interrupt, whenever a marked enemy makes an attack that doesn't include you, shift 1 and (if adjacent to that enemy) make a +11 vs. AC attack for 2d6 + 8 damage.
- Rage* • Free action • At the start of your turn, you can take a -2 penalty to all defenses and gain a +2 bonus to attack rolls against adjacent enemies until the start of your next turn. Once per turn, if you are struck by an opportunity attack, as a free action you can make a +11 maul attack vs. the attacker's AC for 2d6 + 8 damage.
- Totemic Shield* • Standard action • Make a +11 maul attack vs. AC. If you hit, deal 2d6 + 8 damage, and you and one adjacent ally gain a +1 power bonus to AC until the beginning of your next turn.
- Sustaining Strike* • Standard action • Make a +11 maul attack vs. AC. If you hit, deal 2d6 + 8 damage, and you gain 4 temporary hit points.

### Encounter Powers and Actions

- Second Wind* • Minor action • You regain 18 hit points and gain a +2 to all defenses until the start of your next turn.
- Fury's Bounty* • Immediate reaction • When an enemy marked by you becomes bloodied or bloodies you or one of your allies, you gain 11 temporary hit points.
- Bear's Hide* • Immediate reaction • When you are hit by an attack, you can reduce the damage you take by 4 and gain a +2 bonus to the next attack roll you make before the end of your next turn.
- Totem's Reins* • Standard action • Make a +11 maul vs. AC attack. If you hit, you deal 4d6 + 12 damage, and the target is slowed until the start of your next turn.
- Swatting Paw* • Standard action • Make a +11 maul vs. AC attack. If you hit, you deal 2d6 + 8 damage, and the target is pushed 1 square and knocked prone.
- Bearhug* • Standard action • Make a +11 maul vs. AC attack. If you hit, you deal 2d6 + 8 damage, and the target is immobilized until the end of your next turn.

### Daily Powers and Actions

- Wildcloak* • Standard action • You gain a +1 power bonus to all defenses until the end of the encounter.
- Inspiring Word* • Minor action • Close burst 5, you or one ally in the burst can spend a healing surge and regain an additional 2d6 hit points.
- Harrying Strike* • Standard action • Make a +11 maul attack vs. AC. If you hit, you deal 4d6 + 8 damage and make a +11 vs. Reflex secondary attack against the same target; if you miss, you deal half damage and do not make a secondary attack. If the secondary attack hits, the target is immobilized until the end of your next turn, and you can sustain minor to repeat the secondary attack until it misses.
- Guard the Den* • Standard action • Make a +11 maul attack vs. AC. If you hit, you deal 6d6 + 8 damage and until the end of the encounter, your allies receive a +2 power bonus to AC whenever they are adjacent to you. If you miss, you deal half damage, and allies that are adjacent to you receive a +1 power bonus to AC until the end of your next turn.

**NAME:** Celiana of Wilchester **RACE:** Human **CLASS:** Bard **BUILD:** Euphonious  
**GENDER:** Female **ALIGNMENT:** Good **LEVEL:** 7

**HIT POINTS:** 45

Bloodied: 22  
Healing Surge: 11  
Surges Per Day: 8

**DEFENSES:**

Armor Class 19  
Fortitude 15  
Reflex 19  
Will 18

**SKILLS:**

Acrobatics +2  
Arcana +11  
Athletics +1  
Bluff +7  
Diplomacy +12  
Dungeoneering +9  
Endurance +3  
Heal +4  
History +6  
Insight +4  
Intimidate +12  
Nature +9  
Perception +9  
Religion +6  
Stealth +2  
Streetwise +7  
Thievery +2

**ABILITIES**

**8** Strength (+2)  
**13** Constitution (+4)  
**10** Dexterity (+3)  
**16** Intelligence (+6)  
**13** Wisdom (+4)  
**18** Charisma (+7)

**INITIATIVE** +6

**SPEED** 6 squares

**LANGUAGES:**

Common, Elven, Sylvan,  
Draconic

**ACTION POINTS:** 1

**VISION:** Normal

**BASIC ATTACKS**

Melee basic attack: +5 (longsword) Damage: 1d8-1  
Ranged basic attack: +6 (dagger) Damage: 1d4

**ITEMS CARRIED** (location):

**WEAPONS:**

Longsword (scabbard, right hip)  
Dagger (on left belt)  
range 5 short, 10 long (-2 to hit)

**OTHER ITEMS:**

+1 magic hide armor (worn on body)  
+1 amulet of protection (worn on neck)  
+1 magic lute (held in hand)  
Backpack, 50 lbs capacity (worn on back)  
Trail mix of nuts, berries, and pemmican,  
sufficient for 5 days (backpack)  
Sunrods, 2 (backpack)

**SPECIAL ABILITIES:**

**Bardic Intelligence:** +2 power bonus to  
knowledge checks for you & allies in earshot

**FEATS** (already applied): Toughness, Improved Initiative, Dark Fury, Pact Initiate, Implement Focus

**CELIANA** is known as Celiana of Winchester to distinguish her from another songsmith named Cecilia of the Bright Hills, but those who appreciate sagas and skalds say that in a hundred years, Celiana of Winchester will need no surname – in fact, she will be the only bard of her age that is still remembered. Her skill is not entirely natural; while at the Bardic College of Fochlucan, she was introduced to a herald of the eladrin's Autumn Court. This herald enticed her to make a warlock's pact with an ancient fey power, trading a piece of her soul for the ability to play the lute like no living mortal and blast men's minds with the bite of her glance.

Celiana's bard powers give her unusual flexibility as a leader. When she attacks, if she hits she can choose one of the songs associated with that power to give herself and her allies its boon. Deciding what type of benefit the situation calls for, and then determining which attack she should use in order to gain that song, is the key to Celiana's success in playing her role. She is especially potent in granting saving throws to her allies. Although Celiana is trained in fencing, she is no swashbuckler. Her gifts as a euphonious bard are best employed well away from the front lines, and she is careful to keep her defenders healthy so that they can keep foes away.



### At-Will Powers and Actions

*Dirge* • Standard action • Ranged 5, make a +10 vs. Will attack. If you hit, you deal 1d8 + 8 psychic damage and you can play Shield Dance (you or one ally within 5 gains a +1 bonus to AC and Reflex until the end of your next turn) or Dance of Death (allies within 5 who pull, push, or slide a target increase this forced movement by 1 square until the end of your next turn) as a free action.

*Salvo* • Standard action • Ranged 10, make a +10 vs. Fort attack. If you hit, you deal 1d8 + 7 thunder damage and you can play Lay of Battle (one ally within 5 gains a +3 power bonus to their next attack roll before the end of your next turn) or Pounding Hammers (you and each ally within 5 gains a +5 bonus to damage on critical hits until the end of your next turn) as a free action.

*Anthem* • Standard action • Close burst 3, make a +10 vs. Will attack vs. one creature in burst. If you hit, you deal 1d8 + 8 psychic damage and you can play Succor of Sound (one ally within 5 gains 6 temporary hit points) or Throwdown (one ally within 5 can make a saving throw) as a free action.

### Encounter Powers and Actions

*Exhilarating Song* • Minor action • Close burst 5, you or one ally in the burst can spend a healing surge and regain an additional 2d6 hit points. You can use this power twice per encounter, but only once per round.

*No Sirens Here!* • Minor action • Ranged 5, one ally within the range makes an immediate saving throw to remove a condition with a +3 bonus to the roll, or +5 if the condition was bestowed by a power with the fear or charm keyword.

*Lay of Valor* • Standard action • Close burst 2, each ally within the burst who can hear you can make a saving throw with a +5 power bonus to their save.

*Eyebite* • Standard action • Ranged 10; make a +7 vs. Fortitude attack. If it hits, you deal 1d6 + 6 psychic damage and you are invisible to the target until the start of your next turn.

*Fool's Fugue* • Standard action • Ranged 5, make a +10 vs. Will attack. If you hit, you deal 1d6 + 2 damage, the target is immobilized until the end of your next turn, and you can play Throwdown (one ally within 5 can make a saving throw) or Sonic Resist (you or one ally within 5 gains resist 3 to thunder, psychic, radiant, or necrotic until the end of your next turn) as a free action.

*Keening Wail* • Standard action • Close burst 3, make two +10 vs. Will attacks vs. two different creatures in the burst. If the first attack hits, you deal 1d6 + 8 psychic damage and the target is dazed. If the second attack hits, you deal 1d6 + 8 psychic damage and you can play Succor of Sound (one ally within 5 gains 3 temporary hit points) as a free action.

*Fearful Pulse* • Standard action • Close burst 2, make a +10 vs. Fort attack against each enemy in burst. If you hit, you deal 1d12 + 3 damage, you push the target 1 square, and you can play Succor of Sound (one ally within 5 gains 6 temporary hit points), Throwdown (one ally within 5 can make a saving throw) or Sonic Resist (you or one ally within 5 gains resist 3 to thunder, psychic, radiant, or necrotic until the end of your next turn) as a free action.

### Daily Powers and Actions

*Seductive Melody* • Standard action • Close burst 3, make a +7 vs. Will attacks vs. each creature in the burst. If you hit, you deal 1d6+6 psychic damage, and the target makes a melee basic attack against a target of your choice within range of its basic melee attack. If you miss, you deal half damage and the target is slowed.

*Exhilarating Concerto* • Standard action • Ranged 10, make a +10 vs. Fort attack. If you hit, you deal 2d10 + 7 damage, and you can play Pounding Hammers (you and each ally within 5 gains a +5 bonus to damage on critical hits until the end of your next turn), Lay of Battle (one ally within 5 gains a +3 power bonus to their next attack roll before the end of your next turn), or Dance of Death (allies within 5 who pull, push, or slide a target increase this forced movement by 1 square until the end of your next turn) as a free action.

**NAME:** Lich-kissed Shanna  
**GENDER:** Female

**RACE:** Human **CLASS:** Spiritsworn  
**ALIGNMENT:** Unaligned

**BUILD:** Vengeful  
**LEVEL:** 7

**HIT POINTS:** 72

Bloodied: 36  
Healing Surge: 18  
Surges Per Day: 13

**DEFENSES:**

Armor Class **23**  
Fortitude **20**  
Reflex **17**  
Will **22**

**SKILLS:**

Acrobatics +2  
Arcana +7  
Athletics +1  
Bluff +8  
Diplomacy +13  
Dungeoneering +3  
Endurance +4  
Heal +3  
History +2  
Insight +3  
Intimidate +13  
Nature +3  
Perception +8  
Religion +7  
Stealth +2  
Streetwise +8  
Thievery +2

**ABILITIES**

**11** Strength (+3)  
**16** Constitution (+6)  
**12** Dexterity (+4)  
**8** Intelligence (+2)  
**10** Wisdom (+3)  
**20** Charisma (+8)

**INITIATIVE** +4

**SPEED** 5 squares

**LANGUAGES:**

Common, Goblin

**ACTION POINTS:** 1

**VISION:** Normal

**BASIC ATTACKS**

Melee basic attack: +12 (scythe, reach) Damage: 2d4 + 8  
Ranged basic attack: +6 (crossbow) Damage: 1d8 + 1

**ITEMS CARRIED** (location):

**WEAPONS:**

+2 *scythe* (strapped over left shoulder)  
Crossbow (strapped over right shoulder);  
range 15 (normal), 30 (long, -2 to hit)  
Crossbow bolts, 10 (case, backpack)

**OTHER ITEMS:**

+2 *magic plate armor* (worn on body)  
+2 *amulet of protection* (worn on neck)  
Tinderbox, flint and steel (backpack)  
Backpack, 50 lbs capacity (worn on back)  
Water flask, filled (backpack)  
Salt, 1 pound (backpack)  
Torches, 5 (backpack)  
Trail mix of nuts, berries, and pemmican,  
sufficient for 5 days (backpack)  
Climber's kit (backpack)  
Rope, silk, 50 feet (backpack)  
Small silver mirror (backpack)  
Incense, 5 sticks and 5 cones (backpack)

**SPECIAL ABILITIES:**

**Action Surge:** You gain a +3 bonus to attack rolls you make during any action you gained by spending an action point.

**Power Attack:** When making a melee attack you can subtract 2 from the attack roll. If you hit, you gain +6 to the damage roll.

**FEATS** (already applied): Toughness, Scythe Adept, Power Attack, Musical Savant, Weapon Focus (scythe)

**SHANNA** is the inspiration for a number of tragic ballads. Few bards could resist singing of the warrior maiden who fell in love with a handsome knight she met by moonlight, only to find in the morning that her lover had been killed decades ago on the battlefield where they kissed. Despite this surprise Shanna did not repudiate her passionate vow, and she continues to serve the lord of the dead who is her knight's liege. Because it is also true that few bards can resist embellishing this tale, Shanna has begun to master their art so that she can present her own saga without exaggeration or falsehood.

As a defender, Shanna typically marks at least one enemy every round to keep them focused on her. She has no special ability to keep marked foes from moving away from her, but the reach of her scythe means they will have to work to get away from her strikes, and her *pull of the next world* will reel them back in if they attack one of her allies. She carefully monitors which foes she has marked because some of her powers do more damage or allow a retributive strike against marked enemies. Her multiclass as a bard gives her a limited ability to heal her party members and she is also able to bolster herself, making her a durable melee combatant.

### At-Will Powers and Actions

*Pull of the Next World* • Minor action • Close burst 2, you mark one creature in the burst. This mark lasts until you use this power against another target. While a target is marked by this power, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. If the target hits with such an attack and is within 10 squares of you, as an immediate reaction you can make an +12 attack against the target's Fortitude. If it hits, you pull the target 5 squares, and if this puts the target within 2 squares of you it takes 2d4 + 8 damage.

*Taste Death* • Standard action • Make a +12 scythe attack vs. AC against an enemy within 2 squares of you. If you hit, you deal 2d4 + 8 psychic damage. You can use this power as a melee basic attack.

*Stab the Soul* • Standard action • Make a +12 scythe attack vs. Will against an enemy within 2 squares of you. If you hit, you deal 2d4 + 8 necrotic damage.

*Seek the Accursed* • Standard action • Make a +12 scythe attack vs. Will against an enemy within 2 squares of you. If you hit, you deal 2d4 + 8 damage. If you marked the target, you deal 3 additional damage.

### Encounter Powers and Actions

*Harness Death: Hands of the Dead* • Standard action • Make a +7 attack vs. Fortitude against a target that is adjacent to you. If you hit, you deal 15 necrotic damage to the target and you lose one healing surge. You cannot use this power if you have no healing surges left.

*Requital* • Immediate reaction • When an enemy you have marked attacks you, you can make a melee basic attack if it is within 2 squares of you (+12 scythe attack vs. AC, 2d4 + 8 damage).

*Reaping Scythe* • Standard action • Close burst 1, make a +12 scythe attack vs. Reflex against each enemy in burst. If you hit, you deal 2d4 + 8 necrotic damage and the target is marked until the end of your next turn.

*Harvest of Souls* • Standard action • Close burst 1, make a +12 scythe attack vs. AC against each enemy in burst. If you hit, you deal 2d4 + 8 necrotic damage and you can slide the target 1 square.

*Death Reaches All* • Standard action • Make a +12 scythe attack vs. AC against an enemy within 3 squares of you. If you hit, you deal 4d4 + 8 damage and you pull the target 2 squares.

### Daily Powers and Actions

*Exhilarating Song* • Minor action • Close burst 5, you or one ally in the burst can spend a healing surge and regain an additional 2d6 hit points.

*Quickened by Death* • Free action • When you reduce a marked enemy to 0 hit points, you regain 18 hit points.

*Cloaked in Death* • Standard action • Make a +12 scythe attack vs. AC against an enemy within 2 squares of you. If you hit, you deal 6d4 + 8 damage and you gain a +1 power bonus to AC until the end of the encounter. This power is reliable, so if you miss it is not expended.

*Vortex of Souls* • Minor action • While you are in this stance, as long as you are able to make opportunity attacks, any enemy that starts its turn adjacent to you takes 5 necrotic damage. The stance lasts until the end of the encounter or until you take another stance.

**NAME:** Deathwarden Gardan    **RACE:** Human    **CLASS:** Deathwarden    **BUILD:** Portal  
**GENDER:** Male    **ALIGNMENT:** Unaligned    **LEVEL:** 7

**HIT POINTS:** 61

Bloodied: 30  
Healing Surge: 15  
Surges Per Day: 9

**DEFENSES:**

Armor Class    **23**  
Fortitude        **19**  
Reflex            **22**  
Will               **21**

**SKILLS:**

Acrobatics        +0  
Arcana             +11  
Athletics          +1  
Bluff               +3  
Diplomacy         +3  
Dungeoneering    +7  
Endurance         +2  
Heal                +12  
History             +6  
Insight             +12  
Intimidate         +3  
Nature              +7  
Perception         +12  
Religion            +6  
Stealth             +0  
Streetwise         +3  
Thievery            +0

**ABILITIES**

**12** Strength (+4)  
**14** Constitution (+5)  
**10** Dexterity (+3)  
**16** Intelligence (+6)  
**18** Wisdom (+7)  
**11** Charisma (+3)

**INITIATIVE** +5

**SPEED** 5 squares

**LANGUAGES:**

Common, Giant

**ACTION POINTS:** 1

**VISION:** Normal

**BASIC ATTACKS**

Melee basic attack: +12 (longsword)  
Ranged basic attack: +6 (javelin)

Damage: 1d8 + 1  
Damage: 1d6 + 1

**ITEMS CARRIED** (location):

**WEAPONS:**

Longsword (scabbard, right hip)  
Javelin x 3 (in case strapped to back)  
range 10 short, 20 long (-2 to hit)

**OTHER ITEMS:**

+2 *magic chainmail* (worn on body)  
+2 *amulet of protection* (worn on neck)  
+2 *magic large shield* (strapped to left forearm)  
Backpack, 50 lbs capacity (worn on back)  
Goat jerky, 5 day supply (backpack)  
Broken amulet (leather pouch in backpack)  
Sunrods, 2 (backpack)  
Glass flask (backpack)  
Bedroll (backpack)  
Rope, 50 feet (backpack)  
Climber's kit (backpack)

**SPECIAL ABILITIES:**

**Shield Critical:** Your critical hits with your deathwarden powers deal 2d8 additional damage instead of 2d6.

**Ritual Caster:** You know the *gentle repose* and *tenser's floating disk* rituals.

**Human Perseverance:** +1 to saving throws

**FEATS** (already applied): Toughness, Quick Draw, Shield Critical, Melee Training: Wis, Human Perseverance

**GARDAN's** people eke out a rough existence in the bleak hills to the north where cold wind bites through cloak and brush alike and the frigid touch of death is never far from their hearts. The Tarkwel clan, of which Gardan is Deathwarden, do not believe that death is a force to be feared and he has helped many of his clansmen pass through to the Land of the Dead. One such warrior, his younger brother Garruch, was the first who refused the passage. Deathwarden Gardan found only dirt and a broken silver amulet in the shape of a skull where he had laid his brother's body not two days prior. When placed beside living flesh, the shards of the amulet turn the skin pale as a corpse. Gardan, dutiful in his role as deathwarden and bearing his family's shame, has vowed to find his undead brother and send him on to the hallowed place which he once deserved. He carries the broken amulet as a clue to find Garruch, although its foul magicks disgust him.

Gardan leads by shielding his allies from a wrongful demise. His bonded shield protects the boundary to death and serves as a focus for his powers which portal between here and the afterlife. Gardan is armored enough to survive frontline fighting and wisely trained with his blade, but he can throw a javelin at range or maneuver his allies so that his area attacks do not harm them.

### At-Will Powers and Actions

*Portal Intervention: Bloodied* • Immediate reaction • When an ally within 5 squares of you becomes bloodied, you can grant that ally a +2 power bonus to all their defenses until the end of that ally's next turn.

*Portal Intervention: Dying* • Immediate reaction • When an ally within 5 squares of you drops to 0 hit points, you can move 3 squares toward that ally.

*Vision of Fate* • Standard action • Close blast 5, make a +9 vs. Will attack. If you hit, you deal 1d6 + 6 psychic damage. Whether you hit or miss, until the end of your next turn whenever you or an ally within the blast is granted healing by a power with the healing keyword, you add 4 to the hit points the recipient regains.

*Chill of Tartarus* • Standard action • Ranged 5, make a +9 vs. Reflex attack. If you hit, you deal 1d8 + 6 cold damage and you grant a +1 power bonus to the next attack roll made against the target by one of your allies before the end of your next turn. If this attack roll scores a critical hit, it deals additional 4 cold damage.

*Sheltering Strike* • Standard action • Melee, make a +7 vs. AC attack vs. one creature in burst. If you hit, you deal 1d8 + 6 damage, and an ally adjacent to you gains a +2 power bonus to their AC and Reflex defenses until the end of your next turn.

### Encounter Powers and Actions

*Near-Death Projection* • Standard action • You spend a healing surge to send your soul floating out of your body. As a move action, you can move your soul 4 squares. Your soul is immaterial, can pass through solid objects, and cannot be affected by or affect any creatures or objects. While you are using near-death projection you are blinded and deafened, but you can see, hear, and make Perception checks as if your body was in the square your soul currently occupies. You do not need to have line of effect between the location of your soul and your body. At the end of each turn in which you are using Near-Death Projection, you must make a Wisdom ability check (+7) to continue using this class feature. If you fail this check, or choose to return your soul to your body, your soul returns to your square and you are no longer blinded and deafened. The DC for this check starts at 10 and increases by 5 after each turn in which you use Near-Death Projection. You must have at least one healing surge to use this class feature.

*Warden's Plea* • Healing • Minor action • Close burst 5, you or one ally in the burst can spend a healing surge and regain an additional 2d6 hit points. You can use this power twice per encounter, but only once per round.

*Infernal Keyhole* • Standard action • Close blast 3, make a +9 vs. Reflex attack against each creature in blast. You can swap places with an adjacent ally before making this attack. If you hit, you deal 1d6 + 6 fire damage and the blast creates a zone of difficult terrain until the end of your next turn. Any creature that ends its turn in the zone takes 3 fire damage.

*Wind of Despair* • Standard action • Close burst 1, make a +9 vs. Fortitude attack vs. each enemy in burst. If you hit, you deal 1d6 + 6 cold and psychic damage, push the target 3 squares, and each of your allies that is adjacent to the target can shift 3 to remain adjacent to the target.

*Shadow Keyhole* • Standard action • Close blast 3, make a +9 vs. Reflex attack against each creature in blast. Allies in the blast may shift 3 squares before you make the attack. If you hit, you deal 1d6 + 6 cold damage.

*Forestall Death* • Healing • Standard action • Melee touch, you or one creature can spend a healing surge. If the target is bloodied, it regains 4 additional hit points.

### Daily Powers and Actions

*Spectral Shield* • Standard action • Ranged 5. You conjure a shield that protects one ally within range, granting that ally a +2 power bonus to AC. The shield persists until the end of the encounter. Each round, you can direct the shield to protect a different ally within range as a move action. Any creature that makes a melee attack against an ally that is protected by the shield is subject to a +9 vs. Fortitude attack as an immediate reaction. On a hit, the attack deals 1d8 + 2 damage, and you can push the target 1 square.

*Omen* • Standard action • Ranged 10, make a +9 vs. Will attack against one living creature. If you hit, you deal 3d8 + 6 psychic damage. If you miss, you deal half damage. Whether you hit or miss, until the end of the encounter you and your allies gain 4 temporary hit points after making a successful attack against the target.

*Intervention* • Healing • Immediate interrupt • Ranged 10, when an ally is reduced to 0 hp, they can spend 2 healing surges.

**NAME:** Tintavel                      **RACE:** Eladrin                      **CLASS:** Assassin                      **BUILD:** Prowling  
**GENDER:** Male                      **ALIGNMENT:** Unaligned                      **LEVEL:** 7

**HIT POINTS:** 55

Bloodied: 27  
Healing Surge: 13  
Surges Per Day: 7

**DEFENSES:**

Armor Class    **22**  
Fortitude        **17**  
Reflex            **21**  
Will               **17**

**SKILLS:**

Acrobatics      +13  
Arcana            +9  
Athletics        +8  
Bluff             +7  
Diplomacy       +2  
Dungeoneering +3  
Endurance       +4  
Heal              +3  
History           +14  
Insight           +3  
Intimidate       +2  
Nature            +3  
Perception       +8  
Religion          +7  
Stealth           +13  
Streetwise       +2  
Thievery          +13

**ABILITIES**

**10** Strength (+3)  
**13** Constitution (+4)  
**20** Dexterity (+8)  
**18** Intelligence (+5)  
**10** Wisdom (+3)  
  **8** Charisma (+2)

**INITIATIVE** +8

**SPEED**            6 squares

**LANGUAGES:**

Common, Elven

**ACTION POINTS:** 1

**VISION:** Low-light

**BASIC ATTACKS**

Melee basic attack: +12 (longsword)  
Ranged basic attack: +12 (dagger)

Damage: 1d8 + 7  
Damage: 1d4 + 7

**ITEMS CARRIED** (location):

**WEAPONS:**

+2 *longsword* (scabbard, right hip)  
+2 *dagger* (scabbard, left hip)  
  range 5 short, 10 long (-2 to hit)

**OTHER ITEMS:**

+1 *magic leather armor* (worn on body)  
+1 *amulet of protection* (worn on neck)  
Backpack, 50 lbs capacity (worn on back)  
Sharpening stone and sand (backpack)  
Trail mix of nuts, berries, and pemmican,  
  sufficient for 5 days (backpack)  
Sunrods, 2 (backpack)  
Rope, silk, 50 feet (backpack)  
Climber's kit (backpack)  
Bedroll (backpack)  
Ball of twine (backpack)  
Charcoal and sketchpad (backpack)  
Small sack of fake gems (worn on belt)  
Roll of thick silver wire (backpack)  
Vial of slippery non-flammable oil (backpack)  
Wine skin, dosed with sleeping poison (backpack)

**SPECIAL ABILITIES:**

**Eladrin Will:** You gain a +5 racial bonus to saving throws against charm effects.

**Hit Man:** When you undertake a major or minor quest, you gain a +1 bonus on attack rolls against the target of the quest, if any.

**Poison Mastery:** You can apply poison to your weapon as a minor action instead of a standard action, and you know the Poisoner craft for making poisons.

**FEATS** (already applied): Melee Training (Dexterity), Two-Weapon Fighting, Studied Shock, Studied Trip, Artisan

**TINTAVEL** believes himself to have escaped the control of the Autumn Court, where cold-hearted eladrin matriarchs instructed him in the arts necessary to become a stealthy killer. No events since he departed for the world of mortals have suggested that the court's operatives are on to him, but he remains ever wary nonetheless.

Tintavel's lethality as a striker depends on gaining study points against a foe. Mastering the use of study points is vital, but it must be combined with clever tactics. Tintavel performs best when he can continue hitting the same target round after round, and he benefits from being the one to deliver the killing blow. Aided by a main gauche, his longsword does more damage, but throwing his dagger helps keep him out of range of retaliation.

### At-Will Powers and Actions

*Kill Shot* • Free action • When damage from one of your powers, poisons, or attacks causes an enemy to drop to 0 hit points, you become invisible until the end of your next turn, plus one additional turn for every 2 unspent study points you had against the slain target. If you make an attack while invisible, you become visible immediately after resolving the attack.

*Writhing Shadows* • Standard action • Make a +12 attack vs. AC with your longsword (melee) or thrown dagger (ranged). If you hit, you deal 1d8 + 8 damage with your longsword or 1d4 + 7 with your dagger, you are invisible to the target until the start of your next turn, and you gain one study point against the target.

*Unerring Incision* • Standard action • Make a +14 melee attack vs. Reflex with your longsword. If you hit, you deal 1d8 + 3 damage and you gain one study point against the target.

### Encounter Powers and Actions

*Fey Step* • Move action • You teleport up to 5 squares.

*Quick Study* • Minor action • Ranged 10; you gain one study point against a creature within range.

*Twist Away* • Immediate interrupt • When you are hit by an attack that targets your AC, you gain a +4 power bonus to AC until the end of your next turn.

*Concealed Strike* • Standard action • Make a +12 attack vs. AC with your longsword (melee) or thrown dagger (ranged). If you hit, you deal 2d8 + 8 damage with your longsword or 2d4 + 7 with your dagger, and you gain one study point against the target. If you are invisible to the target when making this attack, you deal 4 additional damage.

*Flashing Daggers* • Standard action • Make two +12 attacks vs. AC. Both attacks must target the same creature and use your dagger, but you can use it in melee or as a ranged (thrown) attack. Each attack deals 1d4 + 7 damage if it hits. If either attack hits, you gain one study point against the target. If both attacks hit, you deal an additional 9 points of damage.

*Concealed Strike* • Standard action • Make a +12 attack vs. AC. It must be a melee attack, but you can use either your longsword or dagger. If you hit, the target is dazed until the end of your next turn. If you attacked with your longsword, you also deal 1d8 + 8 damage and you gain one study point against the target. If you attacked with your dagger, you also deal 1d4 + 7 damage and you gain two study points against the target.

### Daily Powers and Actions

*Steady Strike* • Standard action • Make a +12 attack vs. AC with your longsword (melee) or dagger (ranged). If you hit, you deal 2d8 + 8 damage with your longsword or 2d4 + 7 with your dagger, and you gain two study points against the target. If you miss, you deal half damage and gain one study point against the target.

*From Nowhere* • Standard action • Make a +12 attack vs. AC with your longsword (melee) or thrown dagger (ranged). If you hit, you deal 3d8 + 8 damage with your longsword or 3d4 + 7 with your dagger and you gain one study point against the target. If you miss, this power is not expended (it is reliable). If you are invisible to the target when making this attack, you deal 4 additional damage. If you are hidden, you do not need to make another Stealth check to remain hidden after using this power.

**STUDY POINTS:** Your assassin powers can give you study points against a target. You can have as many as 4 study points against each target in an encounter. Any study points you have against a target are lost if that target dies, if you exceed your limit of 4 points per target, or if you take a short rest.

Having study points against a target gives you bonuses to attack and damage rolls against that enemy. One study point gives you +1d6 damage. Two gives you +2d6. Three gives you +1 to attack rolls and +2d6 damage. Four gives you +1 to attack rolls and +3d6 damage. You get the bonus to damage even from study points that you just earned when your attack hit.

Before you attack, you can also decide to spend study points that you have against the target. If you miss, the study points are not expended. If you hit, you gain extra benefits based on how many points you spent and which effects you chose. By spending one study point, you can knock the target prone. By spending two study points, you can daze the target until the end of your next turn. You can also spend study points for extra damage, gaining an additional 1d6 damage for each point spent. You must have as many study points as you want to spend before you make the attack roll. Only one attack per turn can gain any benefit from study points.

**NAME:** The Hooded One  
**GENDER:** Female

**RACE:** Tiefling **CLASS:** Necromancer **BUILD:** Animator  
**ALIGNMENT:** Unaligned **LEVEL:** 7

**HIT POINTS:** 46

Bloodied: 23  
Healing Surge: 11  
Surges Per Day: 7

**DEFENSES:**

Armor Class **20**  
Fortitude **16**  
Reflex **20**  
Will **21**

**SKILLS:**

Acrobatics +2  
Arcana +13  
Athletics +4  
Bluff +9  
Diplomacy +7  
Dungeoneering +3  
Endurance +4  
Heal +8  
History +13  
Insight +3  
Intimidate +12  
Nature +3  
Perception +3  
Religion +13  
Stealth +5  
Streetwise +7  
Thievery +2

**ABILITIES**

**12** Strength (+4)  
**12** Constitution (+4)  
**8** Dexterity (+2)  
**20** Intelligence (+8)  
**10** Wisdom (+3)  
**18** Charisma (+7)

**INITIATIVE** +6

**SPEED** 6 squares

**LANGUAGES:**

Common

**ACTION POINTS:** 1

**VISION:** Normal

**BASIC ATTACKS**

Melee basic attack: +6 (club) Damage: 1d6 + 1  
Ranged basic attack: +5 (dagger) Damage: 1d4 + 1

**ITEMS CARRIED** (location):

**WEAPONS:**

Club (stuffed under belt)  
Dagger x 2 (concealed beneath robe)  
range 5 short, 10 long (-2 to hit)

**OTHER ITEMS:**

+2 *magic cloth robe* (hooded and red, worn on body)  
+2 *amulet of protection* (worn on neck)  
+2 *death mask* (worn on face)  
Backpack, 50 lbs capacity (worn on back)  
Small cloth pouch filled necromantic trophies,  
bones and bits of flesh (on belt)  
Everburning Torch x 2 (backpack)  
Ritual book bound in demon skin (backpack)  
Bedroll (backpack)  
Rope, 50 feet tied in a noose (backpack)  
Thieves' Tools (backpack)  
Silver amulet in the shape of a skull (backpack)  
Box of finger bones (backpack)  
Looking glass (backpack)  
Crystal telescope (backpack)

**SPECIAL ABILITIES:**

**Bloodhunt** : You gain a +1 racial bonus  
to attack rolls vs. bloodied foes.

**Fire Resistance:** You have resist fire 8

**Ritual Caster:** You know the *gentle repose*  
and *memento necromantica* rituals.

**FEATS** (already applied): Improved Initiative, Master of Undeath, Dark Fury, Hellfire Blood

**THE HOODED ONE** does not speak much of her past. She joined the party only recently, whispering from beneath her red hood that she had followed fate down a crooked path and that the destiny she once took for granted could now be altered. When pressed, she makes no apology for her mastery of undeath, but insists that only she has the power to undo great evil in the world. "Does not one of your insipid gods claim that the ends justify the means?" she asked as a wry chuckle escaped from the shadows of her hood. Privately, she alone knows the unspeakable evil of which a true necromancer is capable, and she will do whatever it takes to stop it.

Control of the undead empowers The Hooded One's ability to control her attackers. By summoning undead creatures to her to absorb attacks and harry her foes, her allies are then free to hack them to pieces. Once they fall, their bodies only add to The Hooded One's arsenal of possible corpses to control. Her visage is fearsome, and she only reveals her paper white mask of death when she desires her foes to flee her.



### At-Will Powers and Actions

**Intimidate** • Minor Action • Make a +12 vs. Will attack. If you hit, you force a bloodied target to surrender, get a target to reveal secrets against its will, or cow a target into taking some other action.

**Death Ray** • Standard action • Ranged 20, make a +10 vs. Fortitude attack. If you hit, you deal 1d8 + 8 necrotic damage and the target takes a -2 penalty on saving throws until the end of your next turn.

**Scare** • Fear • Standard action • Burst 1 within 10, make a +10 vs. Will attack. If you hit, you deal 1d4 + 8 psychic damage and if the target moves nearer to you on its next turn, it takes 4 psychic damage.

### Encounter Powers and Actions

**Infernal Wrath** • Minor action • You gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If you hit, add +4 damage.

**Death Mask Mastery** • Free action • When you use a power with the conjuration or fear keyword that has any effects that last until the end of your next turn, those effects lasts an additional turn.

**Harness Death: Tomb Bound Resilience** • Immediate interrupt • When you are the target of an attack, you gain +4 to the targeted defense for that attack. You must spend a healing surge to use this power. You cannot use this power if you have used *Harness Death: Command Undead* since your last short rest.

**Harness Death: Command Undead** • Standard Action • Ranged 10, make a +10 vs. Will attack against an undead creature. If you hit, you dominate the target until the end of your next turn. It can only make basic attacks and move, and you cannot force it to do anything that would cause it to take damage. You must spend a healing surge to use this power, even if you miss. You cannot use this power if you have used *Harness Death: Tomb Bound Resilience* since your last short rest.

**Screaming Skull** • Fear, Conjuration • Standard action • Ranged 10, you summon a skull in an unoccupied square adjacent to the target and it makes a +10 vs. Will attack. If it hits, you deal 2d6 + 8 necrotic and psychic damage and the target must move as far away from the skull as possible on its next turn. The skull lasts until the end of your next turn. While adjacent to the skull, the target takes a -4 penalty to damage rolls.

**Vengeful Ghost** • Fear • Standard action • Ranged 20, you summon a skull in an unoccupied square adjacent to the target and it makes a +10 vs. Will attack. If the ghost hits, it deals 1d6 + 8 necrotic and psychic damage, knocks the target prone, slides the target 4 squares, and moves to remain adjacent to the target. If the target stands up before the end of your next turn, it provokes an opportunity attack with a +4 power bonus to the attack roll from each of your adjacent allies. The ghost lasts until the end of your next turn.

**Arise, Fallen Foe** • Standard action • Ranged 10, make a +10 vs. Will attack against a creature that has died this encounter. If you hit, it arises as an undead minion with the abilities it had in life and you can move it up to its speed and have it make a basic attack. It can make opportunity attacks by using your immediate action for the turn. The minion crumbles to dust at the end of your next turn or if it is hit by an attack.

### Daily Powers and Actions

**Summon Ravenous Ghoul** • Conjuration • Standard action • Ranged 10, you conjure a medium ghoul that occupies 1 square in range until the end of your next turn. The ghoul makes a +10 vs. Fortitude attack vs. an adjacent creature; on a hit it deals 1d6 + 8 damage and the target is slowed until the end of your next turn. If the target is already slowed, it is immobilized until the end of your next turn. As a move action, you can move the ghoul up to 6 squares; as a minor action, you can sustain the ghoul until the end of your next turn and repeat the ghoul's attack. The ghoul has 22 hit points and all its defenses are 15.

**Summon Wretched Wight** • Conjuration • Standard action • Ranged 10, you conjure a medium wight that occupies 1 square in range until the end of your next turn. The wight makes a +10 vs. Fortitude attack vs. an adjacent creature; on a hit it deals 1d6 + 8 damage plus 1d6 necrotic damage. As a move action, you can move the wight up to 6 squares; as a minor action, you can sustain it until the end of your next turn and repeat the wight's attack. The wight has 22 hit points and all its defenses are 15. Whenever the wight hits, you can choose to have it score a critical hit before damage is rolled, but this destroys the wight and ends this power.

**Spectral Mask** • Fear • Immediate reaction • Ranged 10, when a creature becomes bloodied, you can make a +14 vs. Will attack to intimidate that creature. If you hit, you can force it to surrender, get it to reveal secrets against its will, or cow the target into taking some other action.

**Shadow of the Grave** • Minor action • You gain concealment until the end of your next turn. During this time you can use a minor action sustain the concealment until the end of your next turn.