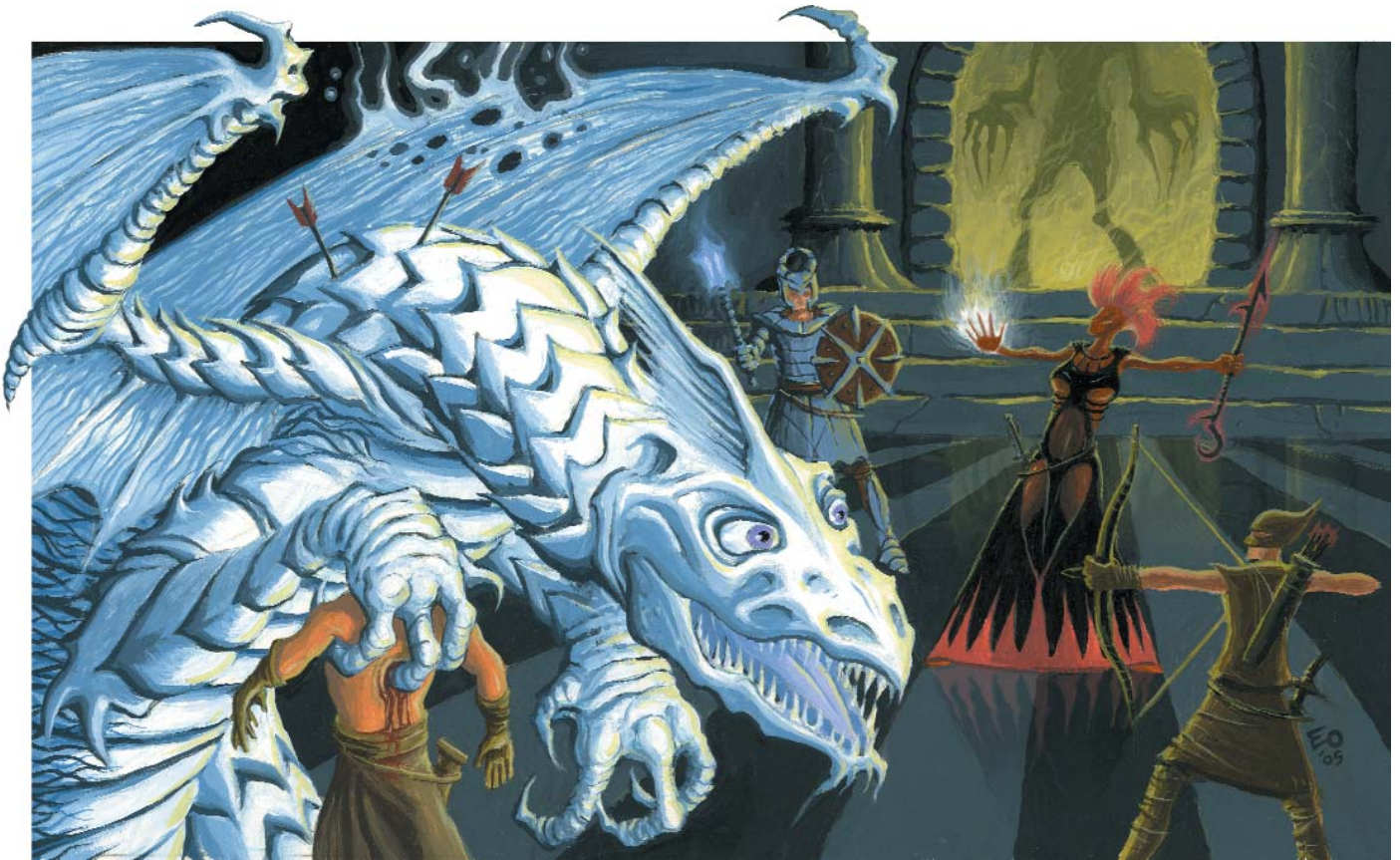


# **Dungeon Crawl Classics Second Annual Open Tournament Vault of the Dragon Kings**

**Gen Con Indy 2005**



## **PLAYER PACK**



# Player Guidelines

**Scoring System:** This is a points-based tournament. Advancement from one round to the next is determined by the team that has the most points.

**Earning Points:** Points are earned by overcoming obstacles, solving problems, defeating opponents (not necessarily by slaying them), advancing through the dungeon, and uncovering the mysteries of the Vault of the Dragon Kings. Points are weighted so later encounters are worth more points than earlier ones. History favors the bold!

**Losing Points:** Points are lost by being killed, unleashing traps or dangers that could have been avoided, and using resources (such as charges on magic items). The penalty for using magic items is small, but the scoring system still awards efficiency in solving the Vault.

**Individual Scoring:** Unlike last year's tournament, this year's tournament does not include scoring for individuals.

**Time is of the Essence:** The Vault is a dangerous, challenging place. Each room is a mystery unto itself. It is unlikely that any tournament group will complete all of level one before the four-hour time limit is up. The same goes for levels two and three. Therefore, time is of the essence. The more you explore before the time limit expires, the more points you have the opportunity to score, and the greater your chances of advancement. Groups that advance to the next round automatically start at the beginning of the next level of the Vault.

**Games that Start Late:** A game that starts late

because of a late or missing player is allowed a 10-minute grace period. After that 10 minutes, each minute lost is counted against the four-hour time limit. For example, a game is scheduled to start at 12:00. A player is late so it starts at 12:05. The game can go to 4:05 with no penalty. If the late player had instead showed up at 12:25, however, the game's four hour time limit would be considered expired at 4:10 (four hours past the expiration of the grace period at 12:10), so the players effectively lose 10 minutes of playing time.

**Starting Without a Player:** After 10 minutes of waiting for a missing player, a DM may declare him a no-show and start the game without him. That character is removed from play for that round.

**Learn Your Character:** Full stats for all tournament characters are in this packet. Learn your character before the con! This is the best way to start the game quickly.

**Returning from the Dead:** During tournament play, any PC slain during a particular round is raised at the end of the round, so that PC can partake in the next round. PCs raised from the dead are treated as having one negative level for the duration of the adventure. (Actually reconstructing the PC to reflect one lost level will take too much time during the tournament.) PCs may be raised *during* a tournament round if their adventuring party has sufficient magical resources to raise them from the dead. There is a **substantial** points penalty for dying. And yes: if you die twice, you incur the points penalty twice.

# Frequently Asked Questions

## **I didn't get in a game! Will you add more slots?**

We're trying! It depends on DM availability. If we are able to add more slots, we will fill them on a first-come-first-serve basis with signup sheets at our booth. Come by Thursday morning to sign up.

## **How many player characters are there in each game?**

Four.

## **Then why are there six characters?**

You can choose four of the six characters to make up your party. The two not picked are left behind.

## **How do I advance to round two?**

Advancement is determined based on points scored in round one. The highest-ranked teams will advance.

## **How do I score points?**

Points are scored in the same manner XP is generally awarded: killing monsters, avoiding obstacles, acquiring items, and resolving challenges.

## **Do I need to preregister for round two or three?**

No. Rounds two and three appear in preregistration strictly for scheduling purposes. You do not need to preregister.

## **Do I need a generic event ticket for round two or three?**

Yes. If you advance, you will need a generic event ticket for the round.

## **If I advance, which slot will I be in?**

We can't guarantee any particular slot ahead of time. In general, if you played an earlier slot in round one we'll try to give you an earlier slot in round two, and vice versa.

## **Can I request a specific time slot for round two?**

We will take note of requests for specific times, but we cannot guarantee that we will be able to honor them. With 32 participants in 8 slots, the logistics of scheduling will probably not accommodate every request.

## **What if I have a time conflict with the round two slot?**

This is a team tournament, and advancement occurs as a team. The minimum number of players for a team to advance is three. If fewer than three members of a team are not available to advance, that team forfeits its slot. The slot is filled by the next-highest scoring team from the previous round.

## **Can someone take my place on the team?**

No. No substitutions are allowed.

## **What happens to my character, then?**

One character per player. If you're absent, your character goes home. You won't lose points for his death, but the character is out of the game.

## **What if I miss round two but can make round three?**

When you missed round two, your character went home. He is not available for subsequent rounds.

## **What if I'm late?**

There is a ten minute grace period after the official round start time. After that ten minutes passes, the game starts with whichever players are present – or is forfeited and passed on to the alternate team if there are insufficient players present.

## **How do I know if I'm an alternate team?**

We will announce alternate teams with the advancement information.

## **When do results get announced?**

Teams that advance from round one to round two will be posted at the Goodman Games booth Saturday morning. The exhibit hall opens at 10:00 AM and the first round two game does not start until 12:00 noon, so you'll have time.

Round two results run on a tighter schedule. The final round two game ends at 8:00 PM Saturday night, and the first round three game starts 8:00 AM Sunday morning. By 9:00 PM Saturday night, we will post results in the public areas of the gaming hall near the rooms where the sessions were held.

# Module Introduction

*The long, arduous journey through the Frosteye Mountains is coming to an end. The horses and pack animals, fatigued from the high altitude, were unable to make their way up the narrow file that snaked its way up the steep mountain. Making camp beneath the greatest peak, you take one final inventory of your supplies, and gird yourself for the rigors tomorrow will bring.*

*For tomorrow, you enter the Vault of the Dragon Kings.*

*At first, you were unsure if the old sage Anwar Fadain knew where the Vault was located, but now there is no doubt. Even from here, near the base of the dizzying peak, you can see the entrance to some great cavern, curled like a small frown on the face of the mountain. A long, sharp shadow stretches down the mountainside from the cave, light catching on some enormous structure built into the mouth of the cave.*

*Bundled under your sturdy winter gear, you wonder if you'll ever shake the chill from your bones. You huddle together near the small fire you afford yourself this night, as your party goes over final preparations. Now you understand why Anwar Fadain needed hearty and hale adventurers – the high altitude, bitter cold and dangers that surely lie ahead would force most seasoned veterans back toward warm beds and mulled wine.*

*But there's a dragon that needs to be rescued. And more that need to be stopped. Fortunately, the dragon needing rescue is a friend of Anwar Fadain's, a silver dragon who traveled to this fabled Vault of the Dragon Kings to learn more about his ancestry. And apparently this silver dragon stumbled across a heinous plot by one of the surviving Dragon Kings to unleash a host of evil dragons upon the realm.*

*The only thing standing between you and the fate of the realms of man are the icy perils of the mountain, the unknown dangers lurking within the mountain stronghold and a fearsome Dragon King of legend. Best get what warmth and sleep you can, for tomorrow is going to be a long day.*

## A Helping Hand

For tournament purposes, aside from gear listed on their character sheets, the party also has a small trunk with some basic supplies – this ensures that certain essential adventuring gear will be available regardless of which PCs make up the party. Give the players the following equipment list. The players are free to pick and choose among this gear however they wish, but need to keep encumbrance and weight in mind when kitting out.

### Equipment trunk (30 lbs empty)

- *Oil of resurrection* (1 use; CL 15th)
- 10 torches (1 lb each)
- 10 1-pint flasks of oil (1 lb each)
- 2 sunrods
- 1 100-foot length of knotted hemp rope (20 lbs)
- 1 50-foot length of silk rope (5 lbs)
- 2 grappling hooks (4 lbs each)
- 4 bedrolls (5 lbs each)
- 4 heavy blankets (4 lbs each)
- 2 canvas tents (20 lbs each)
- 1 crowbar (5 lbs)
- 20 days worth of trail rations (1 lb each)

The total weight for all this equipment is just about 185 pounds. While much of the equipment could be carried, it's quite possible adding too much of this gear could encumber some party members. Additionally, carrying the trunk requires both hands, unless a sled is constructed to pull it behind a character.



# Glyn Trollbane

CHARACTER

Human

RACE

Sorcerer 10

CLASS

Neutral

ALIGNMENT

Flame and Lightning

DEITY

10

LEVEL

n/a

EXPERIENCE

n/a

PENALTY

# Vault of the Dragon Kings

Pitch Black

EYES

Right

HANDEDNESS

## ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR	9	-1		
DEX	18	+4		
CON	16	+3		
INT	12	+1		
WIS	11	0		
CHA	18	+4		

## SAVING THROWS

	TOTAL	BASE SAVE	ABI MOD	MAGIC MOD	MISC MOD	TEMP MOD
FORT (CON)	+10	3	3	2	2	
REF (DEX)	+9	3	4	2		
WILL (WIS)	+9	7	0	2		

## SAVING THROW MODIFIERS

+2 Fortitude saves from Rat Familiar  
+2 belt of resistance

## HIT POINTS

TOTAL	CURRENT	SUBDUAL
60		

LIFT OVER HEAD

90

1 x MAX LOAD

LIFT OFF GROUND

180

2 x MAX LOAD

PUSH / DRAG

450

5 x MAX LOAD

## LOAD

	SPEED	MAX LOAD	MAX DEX	CHK PEN	RUN
L	30	30	NORM	NORM	NORM
M	20	60	+3	-3	x4
H	20	90	+1	-6	x3

## SPEED

30

## ARMOR CLASS

15

NORMAL

= 10 +  +  + 4 +  + 1

ARMOR BONUS SHIELD BONUS DEX MOD SIZE MOD Magic Mod

0

ARCANE  
SPELL FAIL

10

FLAT  
FOOTED

0

ARMOR  
CHECK  
DEF

14

VS TOUCH  
ATTACKS

## AC MODIFIERS

Dragonskin cloak (+1 natural armor)

Wand of **mage armor** (+4 armor bonus)

## ARMOR & PROTECTION

TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS

PROFICIENT WITH ☐ LIGHT ARMOR ☐ MEDIUM ARMOR ☐ HEAVY ARMOR ☐ SHIELDS

## INITIATIVE

+8

=

4

+

4

DEX MOD

MISC MOD

## INITIATIVE MODIFIERS

Improved Initiative

## ATTACK BONUS

## BASE ATTACK BONUS

+5

## ATTACK BONUS MODIFIERS

Point Blank Shot

Precise Shot

## MELEE

(STR)

TOTAL  
ATTACK BONUS

+4

BASE  
ATTACK BONUS

+5

ABI MOD

-1

SIZE MOD

MISC MOD

TEMP MOD

## RANGED

(DEX)

+9

+5

4

## GRAPPLE

(STR)

+4

+5

-1

## WEAPONS

	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	NOTES & RELATED FEATS
Cold Iron longspear	+4	1d8-1	x3	-	M	P	
Cold Iron dagger	+4	1d4-1	19-20/x2	10	M	S/P	
MW Light Crossbow	+10*	1d8*	19-20/x2	80	M	P	+1 To Hit/Damage within 30' (Point Blank Shot)
Ranged Touch Spell	+9*	As spell	x2	*	n/a	n/a	+1 To Hit/Damage within 30' (Point Blank Shot)

## COMBAT PROFICIENCIES

☒ ALL SIMPLE ☐ ALL MARTIAL

## COMBAT FEATS & BENEFITS / NOTES

Point Blank Shot and Precise Shot apply to all Glyn's ranged touch attack spells  
All Glyn's spells are cast at +1 Caster Level (orange prism ioun stone)

## SKILL MODIFIERS

Rat familiar bonus

## RACIAL TRAITS

1 bonus feat at 1st level, +1 skill point per level

Languages: Common, Draconic, Ignan

## CLASS FEATURES

Spontaneous casting

Familiar (rat)

## FEATS

Alertness

Empower Spell

Improved Initiative

Point Blank Shot

Precise Shot

Spell Penetration

SKILLS		TOTAL SKILL POINTS		25	+ INT MOD (+1 HUMAN)		CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3 CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2		■ CAN BE USED UNTRAINED † ARMOR CHECK PENALTY APPLIES					
	SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	CLASS?		SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	CLASS ?	
Appraise ■	1	=	+ 1	+	INT			Knowledge (History)		=	+ 1	+	INT	
Balance ■†	4	=	+ 4	+	DEX			Knowledge (Local)		=	+ 1	+	INT	
Bluff ■	10	=	6 + 4	+	CHA	Y		Knowledge (Nature)		=	+ 1	+	INT	
Climb ■†	-1	=	+ -1	+	STR			Knowledge (Nobility)		=	+ 1	+	INT	
Concentration ■	15	=	12 + 3	+	CON	Y		Knowledge (Religion)		=	+ 1	+	INT	
Craft ■ (alchemy)	2	=	1 + 1	+	INT	Y		Knowledge (the Planes)		=	+ 1	+	INT	
Craft ■ ( )		=	+ 1	+	INT	Y		Listen ■	2	=	+ 0	+ 2	WIS	
Decipher Script	2	=	1 + 1	+	INT			Move Silently ■†	4	=	+ 4	+	DEX	
Diplomacy ■	6	=	+ 4	+ 2	CHA			Open Lock	5	=	1 + 4	+	DEX	
Disable Device		=	+ 1	+	INT			Perform ■	4	=	+ 4	+	CHA	
Disguise ■	4	=	+ 4	+	CHA			Profession		=	+ 0	+	WIS	Y
Escape Artist ■†	4	=	+ 4	+	DEX			Ride ■	4	=	+ 4	+	DEX	
Forgery ■	1	=	+ 1	+	INT			Search ■	1	=	+ 1	+	INT	
Gather Information ■	4	=	+ 4	+	CHA			Sense Motive ■		=	+ 0	+	WIS	
Handle Animal		=	+ 4	+	CHA			Sleight of Hand †	7	=	1 + 4	+ 2	DEX	
Heal ■	0	=	+ 0	+	WIS			Speak Language		=	+ 1	+	INT	
Hide ■†	4	=	+ 4	+	DEX			Spellcraft	14	=	13 + 1	+	INT	Y
Intimidate ■	6	=	+ 4	+ 2	CHA			Spot ■	2	=	+ 0	+ 2	WIS	
Jump ■†	0	=	1 + -1	+	STR			Survival ■		=	+ 0	+	WIS	
Knowledge (arcana)	11	=	10 + 1	+	INT	Y		Swim ■ ††	-1	=	+ -1	+	STR	
Knowledge (architecture)		=	+ 1	+	INT			Tumble †	5	=	1 + 4	+	DEX	
Knowledge (dungeoneering)		=	+ 1	+	INT			Use Magic Device	5	=	1 + 4	+	CHA	
Knowledge (Geography)		=	+ 1	+	INT			Use Rope ■	4	=	+ 4	+	DEX	

EQUIPMENT	LOCATION	WGT LBS	ITEM SLOTS	LOCATION	WGT LBS	CONSUMABLES	#
Orange Prism Ioun Stone		-	Orange Prism Ioun Stone	Head		Potions:	
+2 amulet of health		-		Eyes		Cure moderate wounds	2
+2 gloves of dexterity		-	+2 amulet of health	Amulet		Eagle's splendor	1
+2 belt of resistance		-		Ring 1			
Handy Haversack		5		Ring 2		Scrolls:	
Cold Iron longspear		9		Bracers		Jump (CL 6)	2
Cold Iron dagger		1				Slow (CL 6)	2
Cold weather gear		7	Dragonskin cloak (Red)	Cloak		Obscuring Mist (CL 6)	1
Dragonskin cloak (red)		2		Robe		Levitate (CL 6)	1
MW Light crossbow, 10 bolts		5		Vest		Resilient Sphere (CL 10)	1
2 sticks of chalk	H-sack	-	+2 gloves of dexterity	Gloves		Break Enchantment (CL 10)	1
Writing kit and paper	H-sack	-	+2 belt of resistance	Belt		Spider Climb (CL 3)	1
50' silk rope	H-sack	-		Boots			
Wand of ray of enfeeblement (5 ch)	H-sack	-		Shield			
Wand of mage armor (5 ch)	H-sack	-		Misc 1			
Wand of dispel magic (5 ch)	H-sack	-		Misc 2			
				Misc 3			
TOTAL		29		Misc 4			

Magic Item	Description
Orange Prism Ioun Stone	Casts spells at +1 Caster Level (impacts duration, range, damage, etc.)
Wand of ray of enfeeblement	5 charges □□□□□ caster level 2 (1d6+1 Strength penalty, range 30')
Wand of mage armor	5 charges □□□□□ caster level 1 (+4 Armor Bonus to AC, lasts 1 hour)
Wand of dispel magic	5 charges □□□□□ caster level 10 (+10 to dispel check, range 150')
Dragonskin cloak (red)	Energy resistance 10 (fire), +1 natural armor, locate object (1/day, 5th level caster)
Sorcerer Arcane Spell List	
0-level spells (6/day – DC 14)	dancing lights, detect magic, ghost sound, light, mage hand, mending, message, open/close, prestidigitation
1st-level spells (7/day – DC 15)	feather fall, grease, magic missile, ray of enfeeblement, shield
2nd-level spells (7/day – DC 16)	glitterdust, scorching ray, touch of idiocy, web
3rd-level spells (7/day – DC 17)	haste, lightning bolt, ray of exhaustion
4th-level spells (6/day – DC 18)	enervation, ice storm
5th-level spells (3/day – DC 19)	wall of force

## **Glyn Trollbane, human sorcerer**

Those unused to Glyn Trollbane's taciturn, stoic manner may find him callous and cold, but that is hardly how those who have come to trust his counsel would define the steely sorcerer. Calculating, direct, brutally honest and unwaveringly straightforward would be more appropriate. Despite his youth, Glyn Trollbane is already a formidable sorcerer, manipulating the raw power of arcane magic many of his more esteemed wizard counterparts could only dream of. And with such power, comes dreadful knowledge of how that very power manipulates, corrupts and destroys.

Several of Glyn's traveling companions say the young mage has an "old man's soul" and the savvy presence and experience of a veteran twice his age. His chiseled features and commanding voice provide sound wisdom, calculated advice and objective observations. Glyn is not one to use flowery language or wax philosophic about mundane affairs – he has no time to mince words. His mind is set to contemplate higher things.

Glyn Trollbane does cut an imposing figure. His frame is lean and short for a human, but Glyn's handsome bearing and piercing gaze are captivating. A large, milk-white scar traces a wicked path along his jaw line. While the scar would prove a terrible flaw to some, it adds an air of command and resolve to Glyn Trollbane's otherwise pleasant features.

The scar is a constant reminder of the encounter in which Glyn earned his adopted surname, Trollbane. Just a few short years ago, a small band of trolls began to terrorize a fishing village called Shyette. None stirred to aid the besieged village, but Glyn realized the impact this seemingly insignificant fishing community had on its neighbors. When not even the sellswords would respond to Glyn's pleas or gold, the young sorcerer went to Shyette himself. Few know the true details of what happened, save for Glyn single-handedly defeating five trolls. Tales of his bravery and derring-do swelled, and the name Trollbane started to appear in the bard's songs of his deeds.

The true tale is one that Glyn will never repeat. The exaggerated tales of bards and performers only tell part of the story. Glyn Dewys entered Shyette and a fierce battle raged, to be certain. But Glyn Trollbane is the one who emerged from the encounter. Something dire happened in Shyette, something Glyn Trollbane will not speak of.

## Ynnen "Chitter-Chatter"

CHARACTER

Kobold

RACE

Rogue 8/Ranger 2

CLASS

## Vault of the Dragon Kings

Neutral  
ALIGNMENTCold, hard coinage  
DEITY10  
LEVELn/a  
EXPERIENCEn/a  
PENALTYM  
GENDER21  
AGES  
SIZE3'4"  
HEIGHT35  
WEIGHTDark brick red  
COMPLEXIONWide, flat scales  
HAIRBlack as Pitch  
EYESRight  
HANDEDNESS

## ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR	10	0		
DEX	24	+7		
CON	12	+1		
INT	13	+1		
WIS	11	0		
CHA	9	-1		

## SAVING THROWS

	TOTAL	BASE SAVE	ABI MOD	MAGIC MOD	MISC MOD	TEMP MOD
FORT (CON)	+8	5	1	2		
REF (DEX)	+17	9	6	2		
WILL (WIS)	+4	2	0	2		

## SAVING THROW MODIFIERS


## HIT POINTS

TOTAL	CURRENT	SUBDUAL
63		

LIFT OVER HEAD
75
1 x MAX LOAD

LIFT OFF GROUND
150
2 x MAX LOAD

PUSH / DRAG
375
5 x MAX LOAD

## LOAD

19.5
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## SPEED

30
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	SPEED	MAX LOAD	MAX DEX	CHK PEN	RUN
L	30	25	NORM	NORM	NORM
M	20	50	+3	-3	x4
H	20	75	+1	-6	x3

## ARMOR CLASS

23  
NORMAL

= 10

+ 3

ARMOR BONUS

+ 7

SHIELD BONUS

+ 1

DEX MOD

+ 2

SIZE MOD

+ 2

Magic Mod

5  
ARCANE SPELL FAIL16  
FLAT FOOTED0  
ARMOR CHECK DEN19  
VS TOUCH ATTACKS

## AC MODIFIERS

Dodge feat modifier

Mobility feat modifier

Size bonus, Natural Armor

## ARMOR &amp; PROTECTION

	TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS
+2 padded armor	Light	3	+7	0	5	30	5

PROFICIENT WITH ☒ LIGHT ARMOR ☐ MEDIUM ARMOR ☐ HEAVY ARMOR ☒ SHIELDS

## INITIATIVE

+7

= 7

+ 7

DEX MOD

MISC MOD

## INITIATIVE MODIFIERS


## ATTACK BONUS

MELEE	(STR)
RANGED	(DEX)
GRAPPLE	(STR)

TOTAL ATTACK BONUS
+9/+4
+16/+11
+4

## BASE ATTACK BONUS

+8/+3

BASE ATTACK BONUS	ABI MOD	SIZE MOD	MISC MOD	TEMP MOD
+8/+3	0	+1		
+8/+3	+7	+1		
+8/+3	0	-4		

## ATTACK BONUS MODIFIERS

+1 size modifier

Weapon Finesse

## WEAPONS

	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	NOTES & RELATED FEATS
+1 sword of subtlety	+17/+12	1d4+1*	19-20/x2	-	S	P	+4 to hit and damage during sneak attack
+1 construct bane dagger	+17/+12	1d3+1*	19-20/x2	10	S	S/P	vs. constructs: considered +3 & inflicts +2d6 damage
Full round attack	+15/+15/+10	Special	Special				+15/+10 with shortsword, +15 with dagger
Longbow	+16/+11	1d6	x3	100	S	P	
Light mace	+9/+4	1d4	x2	-	S	B	

## COMBAT PROFICIENCIES

☒ ALL SIMPLE ☒ ALL MARTIAL

## COMBAT FEATS &amp; BENEFITS / NOTES

+4d6 sneak attack damage  
Favored enemy: Constructs (+2 damage, bonus to skill checks)  
Full round two weapon fighting ability from ranger levels

## SKILL MODIFIERS

+2 Craft (trap)  
+2 Profession (miner)  
+2 Search  
Lens of detection

## RACIAL TRAITS

Small size (+1 AC, to hit, +4 Hide, -4 Grapple, \_ carry)  
Darkvision (60 feet)  
Light sensitivity  
+1 Natural Armor  
Humanoid, [Reptilian] subtype  
**Languages:** Common, Draconic, Goblin

## CLASS FEATURES

Sneak attack +4d6, trapfinding  
Evasion, trap sense +2  
Improved uncanny dodge  
Track, wild empathy  
Favored enemy: Constructs  
Two-Weapon Fighting style

## FEATS

Dodge  
Mobility  
Spring Attack  
Weapon Finesse  
Track  
2-Wpn Fighting



## SKILLS

120

+ INT MOD  
(+1 HUMAN)

CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3  
CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2

■ CAN BE USED UNTRAINED † ARMOR CHECK PENALTY APPLIES

	SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	CLASS?
Appraise ■	1	=	+ 1	+	INT	Y
Balance ■†	10	=	1	+ 7	+ 2	DEX Y
Bluff ■	-1	=		+ -1	+ CHA	Y
Climb ■†	5	=	5	+ 0	+ STR	Y
Concentration ■	1	=		+ 1	+ CON	
Craft ■ ( )	1	=		+ 1	+ INT	Y
Craft ■ ( )	1	=		+ 1	+ INT	Y
Decipher Script	6	=	5	+ 1	+ INT	Y
Diplomacy ■	-1	=		+ -1	+ CHA	Y
Disable Device	15	=	12	+ 1	+ 2	INT Y
Disguise ■	-1	=		+ -1	+ CHA	Y
Escape Artist ■†	7	=		+ 7	+ DEX	Y
Forgery ■	1	=		+ 1	+ INT	Y
Gather Information ■	-1	=		+ -1	+ CHA	Y
Handle Animal		=		+ -1	+ CHA	
Heal ■	0	=		+ 0	+ WIS	
Hide ■†	19	=	8	+ 7	+ 4	DEX Y
Intimidate ■	-1	=		+ -1	+ CHA	Y
Jump ■†	7	=	5	+ 0	+ 2	STR Y
Knowledge (arcana)		=		+ 1	+ INT	
Knowledge (architecture)		=		+ 1	+ INT	
Knowledge (dungeoneering)	4	=	3	+ 1	+ INT	
Knowledge (Geography)		=		+ 1	+ INT	

	SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	CLASS ?
Knowledge (History)		=	+ 1	+	INT	
Knowledge (Local)		=	+ 1	+	INT	Y
Knowledge (Nature)		=	+ 1	+	INT	
Knowledge (Nobility)		=	+ 1	+	INT	
Knowledge (Religion)		=	+ 1	+	INT	
Knowledge (the Planes)		=	+ 1	+	INT	
Listen ■	10	=	10	+ 0	+ WIS	Y
Move Silently ■†	20	=	8	+ 7	+ 5	DEX Y
Open Lock	20	=	11	+ 7	+ 2	DEX Y
Perform ■	-1	=		+ -1	+ CHA	Y
Profession		=		+ 0	+ WIS	Y
Ride ■	7	=		+ 7	+ DEX	
Search ■	20	=	12	+ 1	+ 7	INT Y
Sense Motive ■	0	=		+ 0	+ WIS	Y
Sleight of Hand †	12	=	5	+ 7	+ DEX	Y
Speak Language		=		+ 1	+ INT	
Spellcraft		=		+ 1	+ INT	
Spot ■	10	=	10	+ 0	+ WIS	Y
Survival ■	0	=		+ 0	+ WIS	
Swim ■ ††	0	=		+ 0	+ STR	Y
Tumble †	18	=	9	+ 7	+ 2	DEX Y
Use Magic Device	4	=	5	+ -1	+ CHA	Y
Use Rope ■	12	=	5	+ 7	+ DEX	Y

EQUIPMENT	LOCATION	WGT LBS
+1 Sword of subtlety		1
+1 Construct bane dagger		.5
+2 padded armor		5
Cloves of dexterity +2		-
Cloak of resistance +2		.5
Lens of detection		-
Boots of elvenkind		.5
Masterwork thieves tools		2
Longbow and 40 arrows		4.5
Potions		2
Cold weather outfit		3.5
+1 ring of protection		-
	<b>TOTAL</b>	19.5

ITEM SLOTS	LOCATION	WGT LBS
	Head	
	Eyes	
	Amulet	
+1 ring of protection	Ring 1	
	Ring 2	
	Bracers	
Cloak of resistance +2	Cloak	
	Robe	
	Vest	
Gloves of dexterity +2	Gloves	
	Belt	
	Boots	
	Shield	
	Misc 1	
	Misc 2	
	Misc 3	
	Misc 4	

[illegible][illegible]

## **Ynnen Chitter-Chatter, kobold rogue/ranger**

While most of the party members don't completely trust their kobold guide, they can't deny the small creature's formidable skills. While the kobold introduces himself as Ynnenarcturas, descendent of the True Dragons, others have gone to calling him "Chitter Chatter" for the near endless stream of barely audible mumbling that issues from the kobold's mouth. Ynnen is always lost in private conversations with himself. The kobold also has the annoying habit of clicking and scraping his teeth when he talks, which unnerves some people when they see the rogues' sharp teeth.

Even for a kobold, Ynnen is small and wiry. His wide flat scales are deep, brick red, growing slightly lighter orange under his throat and along his chest. The tip of his left ear is missing, a constant reminder of his careless youth. Despite the kobold's impatience and hyperactive nature most of the time, he has learned his lesson and is meticulous when it comes to searching for traps or other hidden dangers. Ynnen's recklessness in the past proved beyond a doubt that what you don't know certainly *can* kill you.

Ynnen is an unending supply of energy, but tends not to be very extroverted or gregarious. The stigma others place on him for being a kobold is bothersome, but Ynnen has learned to accept it after a fashion – after all, he doesn't trust humans or elves much himself. The long journey to reach the entrance to the Vault has already garnered more than its fare share of unwanted attention and mistrust, and Ynnen has serious doubts any of his newfound "allies" would come rushing to his aid should some hazard befall him.

His enthusiasm for adventure and the promises of riches are tempered only by his instinct of self-preservation. He yearns to find some clues to the history of dragonkind and his own family's bloodline. While he takes his role as a guide and trailblazer quite seriously, there is never a question about his most important task – protect his own scales. Despite his skill at keeping the rest of the party alive, he can't help but feel the others see the diminutive kobold as "expendable."

Loros Truebow

CHARACTER

Human

RACE

Ranger 6/Cleric 4

CLASS

Chaotic Good

ALIGNMENT

Travel & Luck Domains

DEITY

10

LEVEL

n/a

EXPERIENCE

n/a

PENALTY

M

GENDER

32

AGE

M

SIZE

6'1"

HEIGHT

190

WEIGHT

Dark Tea

COMPLEXION

Midnight Black

HAIR

Burnished Gold

EYES

Right

HANDEDNESS



ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR	14	+2		
DEX	20	+5		
CON	12	+1		
INT	10	0		
WIS	13	+1		
CHA	10	0		

SAVING THROWS

	TOTAL	BASE SAVE	ABI MOD	MAGIC MOD	MISC MOD	TEMP MOD
FORT (CON)	+10	9	1			
REF (DEX)	+11	6	5			
WILL (WIS)	+7	6	1			

SAVING THROW MODIFIERS

+4 Fortitude saves in special cases from Endurance

HIT POINTS

TOTAL77CURRENTSUBDUAL

LIFT OVER HEAD	LIFT OFF GROUND	PUSH / DRAG
175	350	875
1 x MAX LOAD	2 x MAX LOAD	5 x MAX LOAD

LOAD	SPEED	MAX LOAD	MAX DEX	CHK PEN	RUN
56	L 30	58	NORM	NORM	NORM
SPEED	M 20	116	+3	-3	x4
30	H 20	175	+1	-6	x3

ARMOR CLASS21= 10 + 5 + 5 + 1

NORMALARMOR BONUSSHIELD BONUSDEX MODSIZE MODMagic Mod

1516

ARCANE SPELL FAILFLAT FOOTED

015

ARMOR CHECK DEIVS TOUCH ATTACKS

AC MODIFIERS

ARMOR & PROTECTION

TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS
+2 studded leather	Light	5	5	0	15	30

PROFICIENT WITH ☐ LIGHT ARMOR☐ MEDIUM ARMOR☐ HEAVY ARMOR☐ SHIELDS

INITIATIVE+5= 5 +

DEX MODMISC MOD

INITIATIVE MODIFIERS

ATTACK BONUS

	TOTAL ATTACK BONUS	BASE ATTACK BONUS	ABI MOD	SIZE MOD	MISC MOD	TEMP MOD
MELEE (STR)	+11/+6	+9/+4	2			
RANGED (DEX)	+14/+9	+9/+4	5			
GRAPPLE (STR)	+11	+9	2			

BASE ATTACK BONUS+9/+4

ATTACK BONUS MODIFIERS

Point Blank Shot

Weapon Focus

Precise Shot

WEAPONS	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	NOTES & RELATED FEATS
MW comp longbow (+2 Str)	+18/+13*	1d8+3*	19-20/x3	170	M	P	Damage as arrow type. + Favored Enemy + Point Blank Shot
Rapid Shot MW Longbow	+16/+16/+11	1d8+3*	19-20/x3	170	M	P	Damage as arrow type. + Favored Enemy + Point Blank Shot
+1 Falchion	+12/+7	2d4+3	18-20/x2	-	M	S	+ Favored Enemy
Mithral light hammer	+12/+7	1d4+2	x2	20	M	B	+ Favored Enemy

COMBAT PROFICIENCIES

☐ ALL SIMPLE☐ ALL MARTIAL

COMBAT FEATS & BENEFITS / NOTES

Improved combat style – missile combat (from Ranger feat tree)

Favored enemies: +4 damage vs. Magic Beasts, +2 damage vs. Dragons

SKILL MODIFIERS	RACIAL TRAITS	CLASS FEATURES	FEATS
Vs. Favored Enemy	1 bonus feat at 1st level, +1 skill point per level	Favored Enemy (Magical Beasts +4)	Rapid Shot
	Languages: Common, Elvish	Favored Enemy (Dragons +2)	Many Shot
		Wild Empathy, Combat Style	Point Blank Shot
		Animal Companion (not available)	Precise Shot
		Limited divine ranger spells	Far Shot
		Spontaneous cure spells (cleric)	Wpn Focus (Longbow)
		Travel & Luck Domains (cleric)	Imp. Crit (Longbow)
		Turn undead (3/day, +2 turn check)	Endurance, Track

# SKILLS

TOTAL SKILL  
POINTS

75

+ INT MOD  
(+1 HUMAN)

CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3  
CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2

■ CAN BE USED UNTRAINED † ARMOR CHECK PENALTY APPLIES

	SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	CLASS?		SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	CLASS ?				
Appraise ■	0	=	+	0	+	INT	_____	Knowledge (History)	_____	=	+	0	+	INT	_____		
Balance ■†	5	=	+	5	+	DEX	_____	Knowledge (Local)	_____	=	+	0	+	INT	_____		
Bluff ■	0	=	+	0	+	CHA	_____	Knowledge (Nature)	5	=	5	+	0	+	INT	Y	
Climb ■†	5	=	3	+	2	+	STR	Y	Knowledge (Nobility)	_____	=	+	0	+	INT	_____	
Concentration ■	3	=	2	+	1	+	CON	Y	Knowledge (Religion)	5	=	5	+	0	+	INT	_____
Craft ■ ( )	0	=	+	0	+	INT	Y	Knowledge (the Planes)	_____	=	+	0	+	INT	_____		
Craft ■ ( )	0	=	+	0	+	INT	Y	Listen ■	6	=	5	+	1	+	WIS	Y	
Decipher Script	_____	=	+	0	+	INT	_____	Move Silently ■†	10	=	5	+	5	+	DEX	Y	
Diplomacy ■	0	=	+	0	+	CHA	_____	Open Lock	_____	=	+	5	+	DEX	_____		
Disable Device	_____	=	+	0	+	INT	_____	Perform ■	0	=	+	0	+	CHA	_____		
Disguise ■	0	=	+	0	+	CHA	_____	Profession	_____	=	+	1	+	WIS	Y		
Escape Artist ■†	5	=	+	5	+	DEX	_____	Ride ■	5	=	+	5	+	DEX	Y		
Forgery ■	0	=	+	0	+	INT	_____	Search ■	6	=	6	+	0	+	INT	Y	
Gather Information ■	0	=	+	0	+	CHA	_____	Sense Motive ■	1	=	+	1	+	WIS	_____		
Handle Animal	5	=	5	+	0	+	CHA	Y	Sleight of Hand †	_____	=	+	5	+	DEX	_____	
Heal ■	6	=	5	+	1	+	WIS	Y	Speak Language	_____	=	+	0	+	INT	_____	
Hide ■†	10	=	5	+	5	+	DEX	Y	Spellcraft	_____	=	+	0	+	INT	_____	
Intimidate ■	0	=	+	0	+	CHA	_____	Spot ■	9	=	8	+	1	+	WIS	Y	
Jump ■†	4	=	2	+	2	+	STR	Y	Survival ■	10	=	9	+	1	+	WIS	Y
Knowledge (arcana)	_____	=	+	0	+	INT	_____	Swim ■ ††	4	=	2	+	2	+	STR	Y	
Knowledge (architecture)	_____	=	+	0	+	INT	_____	Tumble †	8	=	3	+	5	+	DEX	_____	
Knowledge (dungeoneering)	5	=	5	+	0	+	INT	Y	Use Magic Device	_____	=	+	0	+	CHA	_____	
Knowledge (Geography)	_____	=	+	0	+	INT	Y	Use Rope ■	5	=	+	5	+	DEX	Y		

EQUIPMENT	LOCATION	WGT LBS
greater bracers of archery		1
+2 studded leather		20
gloves of dexterity +2		1
+1 falchion		8
efficient quiver		2
+1 monstrous hum bane arrows ( x10)	Quiver	-
+1 construct bane arrows (x10)	Quiver	-
+1 dragon bane arrows (x10)	Quiver	-
+1 undead bane arrows (x10)	Quiver	-
+2 arrows (x10)	Quiver	-
MW composite longbow (+2 Str)		3
Mithral light hammer		1
6 potions		3
Cold weather gear		7
Climber's kit		5
50' silk rope		5
Amulet of natural armor +1		
<b>TOTAL</b>		<b>56</b>

ITEM SLOTS	LOCATION	WGT LBS
	<b>Head</b>	
	<b>Eyes</b>	
	<b>Amulet</b>	
	<b>Ring 1</b>	
	<b>Ring 2</b>	
	<b>Bracers</b>	
	<b>Cloak</b>	
	<b>Robe</b>	
	<b>Vest</b>	
	<b>Gloves</b>	
	<b>Belt</b>	
	<b>Boots</b>	
	<b>Shield</b>	
	<b>Misc 1</b>	
	<b>Misc 2</b>	
	<b>Misc 3</b>	
	<b>Misc 4</b>	

CONSUMABLES	#
<b>Potions:</b>	
Cure moderate wounds	1
Neutralize Poison	1
Elixir of swimming	1
Resist electricity (20)	1
Lesser restoration	1
Heroism	1
<b>Wand:</b>	
Cure Lt. Wnds (15 charges)	

Magic Item	Description
Efficient quiver	Holds a wide variety of missile weapons and ammunition, with easy access like a handy haversack
Bane arrows	Against their target prey, +1 bane arrows count as +3 arrows and inflict an additional +2d6 damage
Greater bracers of archery	+2 competence bonus to attack, +1 competence bonus to damage with any proficient bow
<b>Ranger Spells per day:</b>	
1st-level (2, DC 11)	Jump, resist energy
<b>Cleric Spells per day:</b>	(D) indicates domain spell
0-level (5, DC 11)	Create water, detect poison x2, light x2
1st-level (4+1, DC 12)	Endure elements x2, entropic shield, longstrider (D), obscuring mist
2nd-level (2+1, DC 13)	Aid (D), bull's strength, lesser restoration

## **Loros Truebow, human ranger/cleric**

Loros began his adventuring career a bit later than most. The son of a minor trade merchant, Loros grew up with a silver spoon in his mouth, and never wanted for food, finery or entertainment. Upon reaching his twenty third nameday, his father realized that Loros would never take over the family business. Seeking to find balance and purpose, Loros entered the holy orders and became a cleric. While Loros excelled at his studies, he grew restless in the confines of the temple grounds.

Seeing that wanderlust had struck him fiercely, Loros' superiors opened to him a new path – the study and worship of the manifold aspects of the great outdoors, the thrill of the journey. As Loros' eager mind embraced these teachings, he soon found that training as a ranger meshed well with his religious upbringing. But Loros soon found that life beyond the temples and cities was not as coddling and soft as Loros had so foolishly thought, and the young man's education to the real world was blunt and harsh.

But Loros persevered, and eventually grew to love the outdoors. He never felt as at home anywhere as he did in the midsts of the great forests of the realm. He was a quick study with a bow, and became an excellent tracker, as well. Loros soon found reliable employment – and perhaps his true calling – as an escort guiding clergy between holy sites secreted within the heart of the forest. But the forest was thick with dangers, and one day his charges were accosted by a pride of krenshar and a pair of wild owlbeats.

Despite Loros' impressive skills with the bow, the acolytes were overcome. Loros himself took serious wounds, but was able to drive the beasts off. Loros dragged himself to the shrine that had been their destination. He collapsed within the sanctuary, exhausted, whispering prayers to gods he had relied upon during his time with the church. When he awoke, Loros Truebow found himself whole and unmarked, save for a newfound perspective on life and an awakening to a source of strength deep within his soul. Ever since that encounter, Loros has striven to find balance between his study and devotion to both religious matters and the laws of nature.

Now Loros travels the realm, savoring freedom. His attitude and decisions may seem chaotic or unpredictable, but Loros has always been one to rely on his luck as well as his aim. Loros is laidback and pleasant, but usually keeps to himself and offers opinions only when they are sought. He is far more at ease in wide open spaces, especially out of doors, and becomes anxious and impatient when cramped in close quarters.

# Oddwit Silverheel

CHARACTER

Gnome

RACE

Bard 4/Fighter 6

CLASS

# Vault of the Dragon Kings

Neutral Good

ALIGNMENT

The Open Road

DEITY

10

LEVEL

n/a

EXPERIENCE

n/a

PENALTY

M

GENDER

62

AGE

S

SIZE

3'7"

HEIGHT

47

WEIGHT

Taut and Tan

COMPLEXION

Curly black

HAIR

Mischievous Blue

EYES

Right

HANDEDNESS

## ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
<b>STR</b>	16	+3		
<b>DEX</b>	13	+1		
<b>CON</b>	14	+2		
<b>INT</b>	12	+1		
<b>WIS</b>	11	0		
<b>CHA</b>	16	+3		

## SAVING THROWS

	TOTAL	BASE SAVE	ABI MOD	MAGIC MOD	MISC MOD	TEMP MOD
<b>FORT</b> (CON)	+8	6	2			
<b>REF</b> (DEX)	+7	6	1			
<b>WILL</b> (WIS)	+6	6	0			

## SAVING THROW MODIFIERS

+2 racial save versus illusions

## HIT POINTS

TOTAL CURRENT SUBDUAL

88

LIFT OVER HEAD

172

1 x MAX LOAD

LIFT OFF GROUND

344

2 x MAX LOAD

PUSH / DRAG

860

5 x MAX LOAD

## LOAD

48

## SPEED

20

	SPEED	MAX LOAD	MAX DEX	CHK PEN	RUN
L	20	56	NORM	NORM	NORM
M	15	130	+3	-3	x4
H	15	172	+1	-6	x3

## ARMOR CLASS

23

= 10

+ 7

+ 4

+ 1

+ 1

+ 0

+ 0

NORMAL

ARMOR BONUS

SHIELD BONUS

DEX MOD

SIZE MOD

Magic Mod

25

ARCANE SPELL FAIL

22

FLAT FOOTED

-1

ARMOR CHECK DEN

12

VS TOUCH ATTACKS

## AC MODIFIERS

Combat Expertise can improve AC

+4 dodge bonus to AC versus giants

Dodge & Mobility can improve AC

## ARMOR & PROTECTION

	TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS
+3 chain shirt of light fort.	Light	+7	4	-1	20	20	17
+2 large mithral shield	Shield	+4	-	0	5	20	2

PROFICIENT WITH ☒ LIGHT ARMOR ☒ MEDIUM ARMOR ☒ HEAVY ARMOR ☒ SHIELDS

## INITIATIVE

+1

= 1

+ 0

DEX MOD

MISC MOD

## INITIATIVE MODIFIERS

## ATTACK BONUS

## BASE ATTACK BONUS

+9/+4

## ATTACK BONUS MODIFIERS

Combat Expertise

Weapon Focus

Power Attack

**MELEE** (STR)

+13/+8

=

+9/+4

+ 3

+ 1

+ 0

+ 0

**RANGED** (DEX)

+11/+6

=

+9/+4

+ 1

+ 1

+ 0

+ 0

**GRAPPLE** (STR)

+8

=

+9

+ 3

+ -4

+ 0

+ 0

## WEAPONS

	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	NOTES & RELATED FEATS
+2 flaming longsword	+16/+11	Special	17-20/x2	-	S	S	1d6 + 1d6 (fire) + 7 (fire damage is optional)
Mithral Flail	+14/+9	1d6+3	x2	-	S	B	
MW Dagger	+14/+9	1d3+3	19-20/x2	10	S	S/P	
+1 composite longbow (+3 Str)	+12/+7	1d6+4	x3	110	S	P	+3 Strength bonus can be applied to damage

## COMBAT PROFICIENCIES

☒ ALL SIMPLE ☒ ALL MARTIAL

## COMBAT FEATS & BENEFITS / NOTES

## SKILL MODIFIERS

+2 Listen  
+2 Craft (alchemy)

## RACIAL TRAITS

Low-light vision; +2 racial save versus illusions  
+1 to Save difficulty of illusions cast; skill bonuses  
+1 attack against kobolds and goblinoids  
+4 dodge bonus to AC versus giants  
Spell-like abilities

**Languages:** Common, Draconic, Elvish, Gnome, Giant

## CLASS FEATURES

Ignore spell failure in light armor  
Bardic Knowledge (+7)  
Bardic Music (5/day)  
- Countersong, Fascinate  
- Inspire (Courage, Competence)  
Spontaneous spell casting

## FEATS

Wpn Focus (Lngswrd)  
Wpn Spcl (Lngswrd)  
Imp. Crit (Lngswrd)  
Power Attack  
Combat Expertise  
Dodge  
Mobility  
Endurance



SKILLS		TOTAL SKILL POINTS	25	+ INT MOD (+1 HUMAN)	CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3 CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2		■ CAN BE USED UNTRAINED † ARMOR CHECK PENALTY APPLIES	
	SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	CLASS?		
Appraise ■	1	=	+	1	+	INT	Y	
Balance ■†	3	=	+	1	+	DEX	Y	
Bluff ■	8	=	5	+	3	+	CHA	Y
Climb ■†	4	=	2	+	3	+	STR	Y
Concentration ■	2	=	+	2	+	CON	Y	
Craft ■ (alchemy)	8	=	5	+	1	+	INT	Y
Craft ■ ( )		=	+	1	+	INT	Y	
Decipher Script		=	+	1	+	INT	Y	
Diplomacy ■	11	=	6	+	3	+	CHA	Y
Disable Device		=	+	1	+	INT		
Disguise ■	3	=	+	3	+	CHA	Y	
Escape Artist ■†	0	=	+	1	+	DEX	Y	
Forgery ■	1	=	+	1	+	INT		
Gather Information ■	3	=	+	3	+	CHA	Y	
Handle Animal	5	=	2	+	3	+	CHA	
Heal ■	0	=	+	0	+	WIS		
Hide ■†	4	=	+	1	+	DEX	Y	
Intimidate ■	7	=	2	+	3	+	CHA	
Jump ■†	3	=	5	+	3	+	STR	Y
Knowledge (arcana)		=	+	1	+	INT	Y	
Knowledge (architecture)		=	+	1	+	INT	Y	
Knowledge (dungeoneering)		=	+	1	+	INT	Y	
Knowledge (geography)		=	+	1	+	INT	Y	
Knowledge (history)	6	=	5	+	1	+	INT	Y
Knowledge (local)		=	+	1	+	INT	Y	
Knowledge (nature)		=	+	1	+	INT	Y	
Knowledge (nobility)	6	=	5	+	1	+	INT	Y
Knowledge (religion)		=	+	1	+	INT	Y	
Knowledge (the planes)		=	+	1	+	INT	Y	
Listen ■	4	=	2	+	0	+	2	WIS
Move Silently ■†	0	=	+	1	+	-1	DEX	Y
Open Lock		=	+	1	+	DEX		
Perform ■	10	=	7	+	3	+	CHA	Y
Profession		=	+	0	+	WIS	Y	
Ride ■	2	=	1	+	1	+	DEX	
Search ■	1	=	+	1	+	INT		
Sense Motive ■	0	=	+	0	+	WIS	Y	
Sleight of Hand †	4	=	1	+	1	+	2	DEX
Speak Language		=	2	+	+	INT	Y	
Spellcraft		=	+	1	+	INT	Y	
Spot ■	0	=	+	0	+	WIS		
Survival ■	0	=	+	0	+	WIS		
Swim ■ ††	4	=	3	+	3	+	-2	STR
Tumble †	9	=	6	+	1	+	2	DEX
Use Magic Device	10	=	7	+	3	+	CHA	Y
Use Rope ■	1	=	+	1	+	DEX		

EQUIPMENT		LOCATION	WGT LBS	ITEM SLOTS		LOCATION	WGT LBS	Consumables		#
+2 flaming longsword			2			Head		Potions:		
+3 chain shirt of light fortification			17			Eyes		Blur		1
+2 large mithral shield			2			Amulet		Bear's endurance		1
gauntlets of ogre power			2	Ring of feather fall		Ring 1		Resist cold		1
ring of feather fall			-			Ring 2		Cure moderate wounds		1
+1 comp. longbow (+3 Str)			1.5			Bracers				
40 arrows			3			Cloak		Scrolls:		
Mithral Flail			1.5			Robe		Light		2
MW Dagger			.5			Vest		Identify		2
Masterwork small lute			1			Gloves				
Cold weather gear			3.5	Gauntlets of ogre power		Belt				
Backpack			1			Boots				
- Climbers kit	Backpk		5			Shield				
- Tindertwigs (4)	Backpk		-			Misc 1				
- Alchemists Fire (4)	Backpk		4			Misc 2				
- Thunderstones (2)	Backpk		2			Misc 3				
4 potions			2			Misc 4				
<b>TOTAL</b>			<b>48</b>							

Magic Item	Description
+2 flaming longsword	<b>Flaming:</b> This weapon deals an addition +1d6 fire damage per strike. Using the flame ability is optional.
+3 chain shirt of light fortification	<b>Light fortification:</b> There is a 25% chance that any critical hit or sneak attack will only inflict normal damage
gauntlets of ogre power	These gauntlets provide a +2 enhancement bonus to Strength
Alchemists fire	Ranged Touch, 10' increment, 1d6 fire dam, 1 fire dam splash each adjacent space, burns following round
Thunderstones	Ranged Touch, 20' increment, 10' radius from impact must make DC 15 Fort save or become deafened (1 hour)
<b>Bardic Arcane Magic</b>	
0 Level Spells Known (3/day)	detect magic, flare, light, know direction, message, summon instrument
1st-Level Spells Known (3/day)	animate rope, expeditious retreat, remove fear
2nd-Level Spells Known (1/day)	heroism, invisibility
<b>Spell-like Abilities (1/day)</b>	dancing lights, ghost sound, prestidigitation, speak with animals (all as 1 <sup>st</sup> level caster)

## **Oddwit Silverheel, gnome bard/fighter**

Odveck Silverheel, of the High March Silverheels, is the greatest hero of the gnomish people – or so he'd have you believe. The scrappy gnomish warrior is called Oddwit by those who know him, a testament to his bizarre sense of humor, love of practical jokes and frequent lack of common sense. Oddwit takes pride in the moniker, and relishes the opportunity to share his stories, fictional and otherwise, with any willing to lend an ear.

Beneath the devil-may-care attitude and mischievous grin, though, lies heavy heart of a veteran. Oddwit makes light of the situation, regardless of how dire it may be, but deep inside he knows the dangers that face adventurers as himself. Despite his short stature and carefree demeanor, Oddwit sees himself as a surrogate father of sorts to some of the younger adventurers, and has found himself assuming responsibility for their well-being. Oddwit may very well be one of the better read and educated warriors encountered, and sometimes he curses his upbringing for making him abundantly aware of just how dangerous life can be – but his cunning and intelligence serve him well on the field of battle.

His myriad talents sometime make it difficult for Oddwit Silverheel to decide how he can best serve the group. He is a savvy fighter and proudly bears the sword *Searing Kiss*, a gift from his father. While backing down from a challenge has never been his strong suit, Oddwit is experienced enough to know that sometimes caution truly is the better part of valor, and he looks for opportunities to use his inspirational chants and hymns to bolster his party's abilities.

Oddwit is sturdily built, and were it not for his clean shaven face, might be mistaken for a skinny dwarf instead of a well muscled gnome. His thick black hair is curly, but already wisps of grey are creeping into his temples. Oddwit's eyes glint of mischief, and he's always turning something over in his mind – numbers, dates, historical events or tactical maneuvers.

# Ubo Gutrot

CHARACTER

Dwarf

RACE

Barbarian 10

CLASS

# Vault of the Dragon Kings

Chaotic Good

ALIGNMENT

The great outdoors

DEITY

10

LEVEL

n/a

EXPERIENCE

n/a

PENALTY

Male  
GENDER

106  
AGE

M  
SIZE

4'6"  
HEIGHT

220 lbs  
WEIGHT

Greasy Tan  
COMPLEXION

Greasy Black  
HAIR

Greasy Blue  
EYES

Right  
HANDEDNESS

## ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
<b>STR</b>	18	+4		
<b>DEX</b>	12	+1		
<b>CON</b>	20	+5		
<b>INT</b>	10	0		
<b>WIS</b>	11	0		
<b>CHA</b>	8	-1		

## SAVING THROWS

	TOTAL	BASE SAVE	ABI MOD	MAGIC MOD	MISC MOD	TEMP MOD
<b>FORT</b> (CON)	+12	7	5			
<b>REF</b> (DEX)	+4	3	1			
<b>WILL</b> (WIS)	+3	3	0			

## SAVING THROW MODIFIERS

+2 versus poison, spells or spell-like abilities

+2 to Will saves while raging

## HIT POINTS

TOTAL	CURRENT	SUBDUAL
145		

LIFT OVER HEAD	LIFT OFF GROUND	PUSH / DRAG
300 1 x MAX LOAD	600 2 x MAX LOAD	1500 5 x MAX LOAD

## LOAD

	SPEED	MAX LOAD	MAX DEX	CHK PEN	RUN
<b>83</b>	L 30	100	NORM	NORM	NORM
<b>SPEED</b>	M 20	200	+3	-3	x4
	H 20	300	+1	-6	x3

## ARMOR CLASS

18 = 10 + 5 + 1 + 2

NORMAL ARMOR BONUS SHIELD BONUS DEX MOD SIZE MOD Magic Mod

-  
ARCANE  
SPELL FAIL

18  
FLAT  
FOOTED

-1  
ARMOR  
CHECK  
DEN

13  
VS TOUCH  
ATTACKS

## AC MODIFIERS

ring of protection +2

+2 rhino hide armor

## ARMOR & PROTECTION

TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS
+2 rhino hide armor	M	+5	+4	-1	20	25

PROFICIENT WITH ☒ LIGHT ARMOR ☒ MEDIUM ARMOR ☐ HEAVY ARMOR ☒ SHIELDS

## INITIATIVE

+5 = 1 + 4

DEX MOD MISC MOD

## INITIATIVE MODIFIERS

Improved Initiative (+4)

## ATTACK BONUS

	TOTAL ATTACK BONUS	BASE ATTACK BONUS	ABI MOD	SIZE MOD	MISC MOD	TEMP MOD
<b>MELEE</b> (STR)	+14/+9	+10/+5	4	0	0	
<b>RANGED</b> (DEX)	+11/+6	+10/+5	1	0	0	
<b>GRAPPLE</b> (STR)	+14	+10	4			

## BASE ATTACK BONUS

+10/+5

## ATTACK BONUS MODIFIERS

+2 to hit/damage

when raging

## WEAPONS

	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	NOTES & RELATED FEATS
+1 vicious keen greatsword	+15/+10	Special	17-20/x2	-	M	S	<b>2d6+2d6+7</b> damage (1d6 to Ubo). <i>Can Use Power Attack</i>
- when charging	+17	Special	17-20/x2	-	M	S	<b>2d6+4d6+7</b> damage (1d6 to Ubo). <i>Can Use Power Attack</i>
- when raging	+17/+12	Special	17-20/x2	-	M	S	<b>2d6+2d6+10</b> damage (1d6 to Ubo). <i>Can Use Power Attack</i>
- when charging + raging	+19	Special	17-20/x2	-	M	S	<b>2d6+4d6+10</b> damage (1d6 to Ubo). <i>Can Use Power Attack</i>
Cold iron throwing axes (6)	+11/+6	1d6+4	X3	10	M	S	
+1 Warhammer	+15/+10	1d8+5	x3	-	M	B	

## COMBAT PROFICIENCIES

☒ ALL SIMPLE ☒ ALL MARTIAL

simple, martial, dwarven waraxe

light and medium armor, shields

## COMBAT FEATS & BENEFITS / NOTES

+2d6 damage inflicted when charging in combat (rhino hide armor)  
vicious longsword inflicts 1d6 damage to Ubo per hit (DR does *not* apply)  
+4 Strength & Constitution when raging

## SKILL MODIFIERS

+2 Appraise (metal)  
+2 Appraise (stone)  
+2 Craft (metal)  
+2 Craft (stone)  
+2 Search (stone)

## RACIAL TRAITS

Darkvision (60 feet); Stonecunning (+2 search stoneworks)  
Stability (+4 to resist bull rush or trip attempts)  
+2 racial bonus versus poisons and spells/spell-like effects  
+1 racial bonus to attack goblinoids and orcs  
+4 dodge bonus versus giants  
**Languages:** Common, Dwarven

## CLASS FEATURES

Fast movement (+10' base move)  
Illiteracy  
Improved uncanny dodge  
Trap sense +3  
Rage 3/day ○ ○ ○  
Damage reduction 2/-

## FEATS

Power Attack  
Cleave  
Blind-Fight  
Improved Initiative

## SKILLS

52 + INT MOD  
(+1 HUMAN)

■ CAN BE USED UNTRAINED † ARMOR CHECK PENALTY APPLIES

## Ubo Gutrot, dwarf barbarian

The surly dwarf known as Ubo Gutrot has a long and storied past – one he's not likely to share with you until he's seen how you handle yourself in battle. Ubo is as thick as a tree stump, and some would argue not quite as bright. His face and arms are heavily scarred from endless years of fighting for survival in the wilds or raising his sword to service of those he deems worthy. While it may be difficult to earn Ubo Gutrot's trust, once gained it is even more difficult to lose – Ubo is willing to die for those he considers friends, and has risked his own life countless times to help those he trusts.

A thick matt of greasy hair sits atop his wide, flat head – once remarked to look like an anvil by a boisterous drunkard (who soon realized just how hard-headed Ubo could be, much to the drunkard's chagrin). Several simple rings adorn Ubo's nose and ears, with more intricate rings and jewelry woven into his thick, shaggy moustaches and beard. A large tattoo of a cat's eye covers the back of each of his gnarled hands, which Ubo swear help him sense danger a split second earlier than his comrades – and the dwarf's uncanny reactions quell any thoughts otherwise.

Ubo prides himself on his unusual armor – made from the thick, calloused hide of a dire rhinoceros he slew with naught but a simple handaxe, to hear him tell the tale. He swears the moon and stars bore witness to his great feat, and blessed him with a hide that was near impenetrable, and which bore a portion of the rhinoceros' own fury. His favorite tactic in combat is much like that of the animal whose hide he wears – charge into the heart of the fray. Once there, let lay a swath of deadly steel among his enemies.

And deadly steel it truly is. The greatsword Ubo Gutrot wields is a massive weapon with wicked barbed serrations and numerous blood channels forged along its blade. No one knows how the sword came to earn its name *Forsaken*, nor how the sword came into Ubo's possession. Of all his exploits and adventures, which can be bribed from the dwarf with sizeable amounts of strong ale, the tale of his *Forsaken* blade is one he has yet to share.

## Veriander Lyras

CHARACTER

Half-elf

RACE

Cleric 7/Rogue 3

CLASS

Vault of the  
Dragon Kings

Neutral Good

ALIGNMENT

Sun &amp; Good Domains

DEITY

10

LEVEL

n/a

EXPERIENCE

n/a

PENALTY

F

GENDER

27

AGE

M

SIZE

5'2"

HEIGHT

104

WEIGHT

Fair and clear

COMPLEXION

Luxurious auburn curls

HAIR

Light blue

EYES

Left

HANDEDNESS

## ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR	12	+1		
DEX	14	+2		
CON	14	+2		
INT	11	0		
WIS	18	+4		
CHA	14	+2		

## SAVING THROWS

	TOTAL	BASE SAVE	ABI MOD	MAGIC MOD	MISC MOD	TEMP MOD
FORT (CON)	+8	6	2			
REF (DEX)	+7	5	2			
WILL (WIS)	+10	6	4			

## SAVING THROW MODIFIERS

+2 racial save versus enchantment spells and effects

## HIT POINTS

TOTAL	CURRENT	SUBDUAL
80		

LIFT OVER HEAD

130

1 x MAX LOAD

LIFT OFF GROUND

260

2 x MAX LOAD

PUSH / DRAG

650

5 x MAX LOAD

## LOAD

39.5

## SPEED

30

	SPEED	MAX LOAD	MAX DEX	CHK PEN	RUN
L	30	43	NORM	NORM	NORM
M	20	86	+3	-3	x4
H	20	130	+1	-6	x3

## ARMOR CLASS

22

= 10

+

7

+

2

+

2

+

1

NORMAL

ARMOR  
BONUSSHIELD  
BONUS

DEX MOD

SIZE  
MODMagic  
Mod

15

ARCANE  
SPELL FAIL

20

FLAT  
FOOTED

0

ARMOR  
CHECK  
DEN

13

VS TOUCH  
ATTACKS

## AC MODIFIERS

## ARMOR &amp; PROTECTION

	TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS
+3 mithral shirt	Light	+7	+6	0	10	30	10
+1 light steel shield	Shield	+2	-	0	5	-	6

PROFICIENT WITH ☒ LIGHT ARMOR ☒ MEDIUM ARMOR ☐ HEAVY ARMOR ☒ SHIELDS

## INITIATIVE

+2

=

2

+

DEX  
MODMISC  
MOD

## INITIATIVE MODIFIERS

## ATTACK BONUSES

## BASE ATTACK BONUS

+7/+2

## ATTACK BONUS MODIFIERS

	TOTAL ATTACK BONUS	BASE ATTACK BONUS	ABI MOD	SIZE MOD	MISC MOD	TEMP MOD
MELEE (STR)	+8/+3	+7/+2	1			
RANGED (DEX)	+9/+4	+7/+2	2			
GRAPPLE (STR)	+8	+7	1			

## WEAPONS

	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	NOTES & RELATED FEATS
+1 morningstar of shock	+9/+4	1d8+1d6+2	x2	-	M	B/P	1d6 electricity damage is optional
MW silver rapier	+9/+4	1d6	18-20/x2	-	M	P	(Silvered reduces damage by 1, offsetting Strength bonus)
Mithral dagger	+9/+4	1d4+1	19-20/x2	10	M	S/P	
+1 light crossbow	+10/+5	1d8+1	19-20/x2	80	M	P	May fire at full rate since Veriander has Rapid Reload

## COMBAT PROFICIENCIES

☒ ALL SIMPLE ☐ ALL MARTIAL

## COMBAT FEATS &amp; BENEFITS / NOTES

+2d6 sneak attack damage  
Can fire light crossbow at full attack rate with Rapid Reload

## SKILL MODIFIERS

+1 Listen, Search  
+1 Spot  
+2 Diplomacy  
+2 Gather Information

## RACIAL TRAITS

+2 racial save versus enchantment spells and effects  
Immunity to *sleep* and sleep effects  
Low-light vision; Racial skill bonuses; Elven blood

**Languages:** Common, Elven

## CLASS FEATURES

Sun & Good Domains (cleric)  
Turn undead (9/day)  
Spontaneously cast *cure* spells  
Sneak attack +2d6, Trapfinding  
Evasion, Trap sense +1

## FEATS

Improved Turning  
Rapid Reload (light)  
Alertness  
Extra Turning



SKILLS		TOTAL SKILL POINTS		62		INT MOD (+1 HUMAN)		CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3		CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2		■ CAN BE USED UNTRAINED		† ARMOR CHECK PENALTY APPLIES				
		SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	CLASS?			SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	CLASS ?			
Appraise ■		0	=	+	0	+	INT			Knowledge (History)		=	+	0	+	INT	Y	
Balance ■†		7	=	5	+	2	+	DEX		Knowledge (Local)		=	+	0	+	INT		
Bluff ■		7	=	5	+	2	+	CHA		Knowledge (Nature)		=	+	0	+	INT		
Climb ■†		1	=	+	1	+	STR			Knowledge (Nobility)		=	+	0	+	INT		
Concentration ■		6	=	4	+	2	+	CON	Y	Knowledge (Religion)	7	=	7	+	0	+	INT	Y
Craft ■ ( )		0	=	+	0	+	INT	Y		Knowledge (the Planes)		=	+	0	+	INT	Y	
Craft ■ ( )		0	=	+	0	+	INT	Y		Listen ■	12	=	5	+	4	+	3	WIS
Decipher Script			=	+	0	+	INT			Move Silently ■†	2	=	+	2	+	DEX		
Diplomacy ■		6	=	+	2	+	4	CHA	Y	Open Lock	8	=	6	+	2	+	DEX	
Disable Device		6	=	6	+	0	+	INT		Perform ■	2	=	+	2	+	CHA		
Disguise ■		2	=	+	2	+	CHA			Profession		=	+	4	+	WIS	Y	
Escape Artist ■†		2	=	+	2	+	DEX			Ride ■	2	=	+	2	+	DEX		
Forgery ■		0	=	+	0	+	INT			Search ■	7	=	6	+	0	+	1	INT
Gather Information ■		4	=	+	2	+	2	CHA		Sense Motive ■	4	=	+	4	+	WIS		
Handle Animal			=	+	2	+	CHA			Sleight of Hand †	5	=	1	+	2	+	2	DEX
Heal ■		9	=	5	+	4	+	WIS	Y	Speak Language		=	+	0	+	INT		
Hide ■†		2	=	+	2	+	DEX			Spellcraft		=	+	0	+	INT	Y	
Intimidate ■		4	=	+	2	+	2	CHA		Spot ■	12	=	5	+	4	+	3	WIS
Jump ■†		1	=	+	1	+	STR			Survival ■	4	=	+	4	+	WIS		
Knowledge (arcana)			=	+	0	+	INT	Y		Swim ■ ††	1	=	+	1	+	STR		
Knowledge (architecture)			=	+	0	+	INT			Tumble †	8	=	6	+	2	+	DEX	
Knowledge (dungeoneering)			=	+	0	+	INT			Use Magic Device		=	+	2	+	CHA		
Knowledge (Geography)			=	+	0	+	INT			Use Rope ■	2	=	+	2	+	DEX		

EQUIPMENT		LOCATION	WGT LBS	ITEM SLOTS		LOCATION	WGT LBS	CONSUMABLES		#
phylactery of undead turning			-			Head		Potions:		
+3 mithral shirt			10			Eyes		Displacement		1
+1 morningstar of shock			6	periapt of wisdom +2		Amulet		Neutralize poison		1
wand of cure serious (15 charges)			1	+1 ring of protection		Ring 1		Owl's wisdom		1
+1 light crossbow			4			Ring 2		Cure moderate wounds		2
bracers of health +2			-	bracers of health +2		Bracers				
periapt of wisdom +2			-			Cloak		Scrolls:		
+1 small metal shield			6			Robe		Dispel magic (CL 6)		2
masterwork silver rapier			2			Vest		Lesser restoration		2
Mithral dagger			1			Gloves		Neutralize poison		1
Cold weather gear			7			Belt		Remove paralysis		1
Potions			2.5			Boots				
Scrolls			-	+1 small metal shield		Shield				
						Misc 1				
						Misc 2				
						Misc 3				
						Misc 4				
TOTAL			39.5							

Magic Item	Description
phylactery of undead turning	Turn undead as though you were 4 levels higher
Turning Modifier Summary	Turn at +4 levels (phylactery of undead turning), as well as turn at +1 level (Improved turning feat)
• Turn as 12th level cleric	+2 to all turning attempts for Synergy bonus for 5 ranks in Knowledge (religion)
• +2 all turning attempts	May use one attempt to do a greater turning 1/day, where turned undead are destroyed instead (Sun domain)
Cleric Spells Known	(D) used to indicate Domain spell, + used to indicate Good spell
0-level (6, DC 14)	Create water, detect magic x2, detect poison, light, read magic
1st-level (5+1, DC 15)	Bless, detect evil, divine favor, protection from evil+(D),remove fear, shield of faith
2nd-level (4+1, DC 16)	Consecrate+, heat metal (D), lesser restoration, resist energy, silence
3rd-level (3+1, DC 17)	Daylight, magic circle against evil+, prayer, searing light (D)
4th-level (2+1, DC 18)	Holy smite+ (D), restoration x2

## **Veriander Lyras, half-elven cleric/rogue**

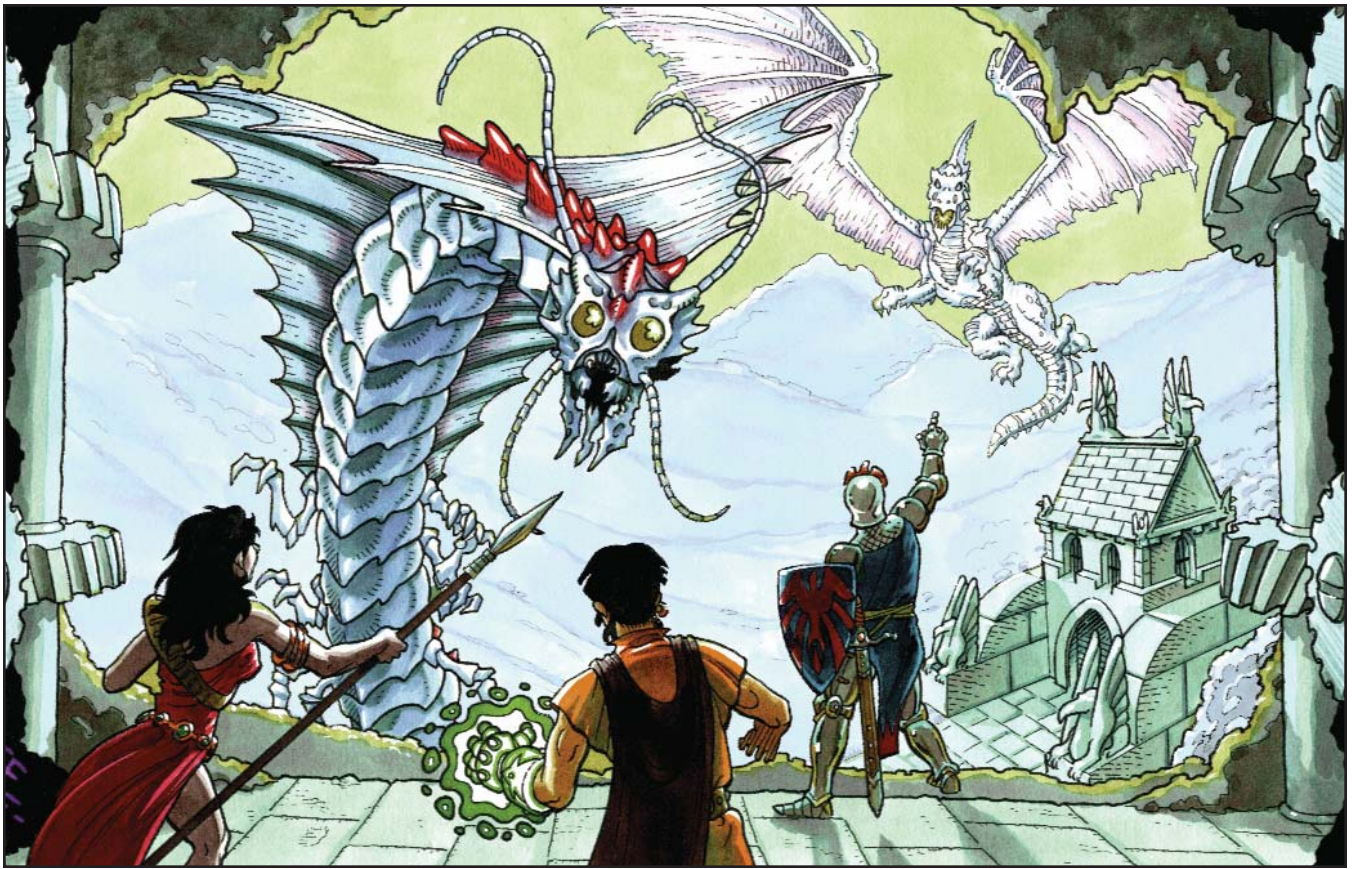
Veriander is a relatively young adventurer, but has made considerable progress in her short career. The half-elf's genial nature and charming smile have allowed her to win over even the most seasoned, grizzled veterans. And her healing skills and devotion to the causes of good have proven invaluable. Veriander is proud of her mixed heritage. She has the slender, attractive elven features of her mother, and the stubborn resolve and determination of her father. Long auburn curls highlight a smooth, ageless face. She is outgoing, friendly and has the exuberance of youth.

Veriander Lyras may lapse into moments of immaturity or childish behavior, but she's always focused and serious when it comes to dealing with darkness and death – or more directly, undeath. While Veriander spent a portion of her youth getting into trouble and earning a living through skullduggery, a brush with undead changed her life forever. After returning to her home on the outskirts of town several years ago, near the town's cemetery, she came upon a horrible scene – her family had been savagely overcome by zombies risen from the nearby graves!

Not knowing what else to do, Veriander reached into her backpack (ripe with ill-gotten gains from a night of burglary) and pulled out the first thing her hands fell upon – a golden sunburst she had filched from the temple. Praying to gods she barely believed in, Veriander was overcome with a rush of euphoria. Divine power channeled through the young half-elf, and the zombies fell before the blazing sunburst held in her outstretched hand.

Ever since that fateful night, Veriander has dedicated her life to the ideals and values she discounted in her youth. Her strong faith in the power of good and the radiance of the sun brought a touch of maturity and focus that had been lacking. Veriander is earnest, hopeful and optimistic – but at times her lack of experience makes her appear gullible or impractical.





Notes