

## First Annual Forgotten Heroes Tournament: Fist, Fang, and Song

The apocalypse has come, but the heroes of the past are not entirely forgotten! Thanks to *Forgotten Heroes: Fist, Fang, and Song*, the first book in a new series by Goodman Games, you can play a 4th Edition barbarian, bard, druid, or monk – easily adding these classes to a new campaign, or starting a new one to explore the book's theme of masters of ancient lore conflicting with guardians of the primordial wilderness as both struggling to survive in a post-cataclysmic world changed almost beyond recognition.

The barbarian is a tough as nails warrior that can take serious punishment while dealing out a respectable amount of carnage himself. The barbarian's role is the defender, and he excels at intercepting the attacks and movements of his enemies to protect his companions.

Bards are leaders, using music to bolster their comrades with rousing songs and strike down foes with reverberating percussion or the stinging cut of a note sharper than steel. Bards are also a living archive of much that has been forgotten, and can use this esoteric knowledge to point out the weaknesses of their foes through the deft flourish of a rapier.

The druid is a master of primal forces, a controller who taps into the elements to push back the encroaching borders of civilization. Druids are fiercely protective of all that grows wild and free, lashing out with fire, ice, and lightning against all that would defile the sanctity of the natural world.

Monks are potent and versatile warriors, using speed and skill to bring down their foes with strange and exotic weapons or simply the calloused strength of their own fists and feet. The monk's skill flows from the mastery of mind and body and the careful study of ancient fighting styles and techniques. Monks excel in the role of striker, and can move through melee with startling agility, striking crippling blows from unexpected directions with fluid ease.

### Player Guidelines

- 1. Scoring System:** This is a points-based tournament. The team with the most points wins.
- 2. Earning Points:** One point is earned for each of the Coalition's treasures that is being held by a player character who is alive at the end of the tournament. Treasures glow, making them easy to recognize.  
**Resolving Ties:** In the event that two teams each recover the same number of treasures, the trophy will be awarded to the team that defeated the largest number of the Coalition's henchmen (defined as reducing them to 0 hit points or forcing them to surrender).
- 3. Individual Scoring:** There is no scoring for individuals. Points are awarded to the team as a whole.
- 4. Time is of the Essence:** The winning team will need to focus on achieving its goals as quickly and efficiently as possible. It is unlikely that any tournament group will be able to locate the Coalition's hideout, loot it of every treasure it contains, and defeat all of its guardians before the two-hour time limit runs out. The faster you are able to get in and grab the treasures, the better!
- 5. Pregenerated Characters:** There are eight characters available to play in the first Forgotten Heroes tournament – one of each class and build. Each team will be made up of six of these eight characters, as chosen by the players. Victory in the tournament does not depend on having any one character present. If two players each want to play the same character, the DM will roll to see who gets their choice.
- 6. Game Starting Time:** Each tournament round 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.
- 7. 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 tournament round.
- 8. 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.
- 9. 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 tournament round is a good way to get this process started.

**NAME:** Riavalle the Wanderer **RACE:** Elf **CLASS:** Druid **BUILD:** Elemental  
**GENDER:** Female **ALIGNMENT:** Good **LEVEL:** 4

**HIT POINTS:** 43

Bloodied: 21  
Healing Surge: 10  
Surges Per Day: 9

**DEFENSES:**

Armor Class 17  
Fortitude 16  
Reflex 14  
Will 20

**SKILLS:**

Acrobatics +1  
Arcana +8  
Athletics +1  
Bluff +2  
Diplomacy +7  
Dungeoneering +7  
Endurance +4  
Heal +7  
History +3  
Insight +7  
Intimidate +2  
Nature +14  
Perception +14  
Religion +3  
Stealth +1  
Streetwise +2  
Thievery +1

**ABILITIES**

**10** Strength (+2)  
**16** Constitution (+5)  
**10** Dexterity (+2)  
**13** Intelligence (+3)  
**20** Wisdom (+7)  
**10** Charisma (+1)

**INITIATIVE** +2

**SPEED** 7 squares

**LANGUAGES:**

Common, Elven

**ACTION POINTS:** 1

**VISION:** Low-light

**BASIC ATTACKS**

Melee basic attack: +6 (quarterstaff) Damage: 1d8  
Ranged basic attack: +4 (sling) Damage: 1d6

**ITEMS CARRIED** (location):

**WEAPONS:**

+1 *magic shillelagh* (left shoulder)  
Sling (belt, right side); ranges are 10 squares (normal), 20 squares (long, -2 to hit)  
Sling bullets, 20 (belt pouch, left side)

**OTHER ITEMS:**

+1 *magic hide armor* (worn on body)  
+1 *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)  
Sunrods, 2, can be affixed to shillelagh (belt)  
Bedroll (backpack)  
Salt, 1 pound (backpack)  
Snare wire, 5 feet (backpack)  
Candles, 12 (backpack)  
Herbal insect repellent (backpack)

**SPECIAL ABILITIES:**

**Wild Step:** You ignore difficult terrain when you shift

**Group Awareness:** You grant non-elf allies within 5 squares of you a +1 racial bonus to Perception checks

**FEATS:** (already applied)

Burning Blizzard, Toughness, Elven Precision

**RIAVALLE** left the Elven community of Silverhill as a youth because she found that sleeping more than one night in the same location stifled her spirits. Her first explorations of the primal forces were guided by instinct alone, but she soon came to the attention of the local druidic circle. She rose so quickly through the ranks that the reigning Arch-Druid, Kilik, came to regard her as a threat and soon made her his enemy. As Riavalle pursued Killik, she met other adventurers following the same path. It seems Kilik has formed a Coalition with a bard, barbarian, and monk, making a mutual defense pact to help them fend off Riavalle and her up-and-coming allies. The Coalition was last seen in the city of Tenmanor, on the edge of the Rushmoor. Centuries ago, this swamp was the site of an epic battle. Riavalle's inquiries revealed that Kilik has been visiting the city to sell weapons and armor that are still glowing with the energies of that long-ago battle. Her goal is to find the place where the Coalition is unearthing these treasures and make off with as many of them as she can. Move fast, keep your head, and live to challenge Kilik another day – when you will be armed with these treasures instead of him!

### At-Will Powers and Actions

Opportunity attack \* Immediate reaction \* Make a +6 attack vs. AC for 1d8 dam

Charge \* Standard action \* Move between 2 and 7 squares and make a +7 attack vs. AC for 1d8 dam, or bull rush +3 vs. Fort to push the target 1 square and shift into the vacated space

Run \* Move action \* Move up to 9 squares, take -5 to attack rolls and grant combat advantage until start of your next turn

Shift \* Move action \* Move 1 square, ignoring difficult terrain, without provoking opportunity attacks

Total defense \* Standard action \* You gain a +2 to all defenses until the start of your next turn

Grab \* Standard action \* Make a +2 attack vs. Ref to immobilize a Large or smaller creature. You can then use a minor action to maintain the grab or a standard action to make a +2 vs. Fort attack to move them 3 squares.

*Companion Attack* \* Standard action \* Your animal companion makes a +8 vs. Ref attack for 1d6 + 9 damage. You can use this power as an immediate reaction if a creature adjacent to your bear provokes an opportunity attack.

*Frigid Sphere* \* Standard action \* Burst 1 w/in 10; make a +8 attack vs. Fort vs. all in burst for 1d4 + 7 cold damage

*Call Lightning* \* Standard action \* Ranged 10 attack, +8 vs. Ref for 1d8 + 6 lightning damage and 5 to an adjacent target

### Encounter Powers and Actions

Second Wind \* Standard action \* You regain 10 hit points and gain a +2 to all defenses until the start of your next turn

Shillelagh Implement Mastery \* Free action \* You gain a +3 bonus on a single attack roll

Summon Animal Companion \* Minor action \* You summon a bear that occupies 1 square within 10. You can move your bear 7 squares each round as a move action. As a minor action, you can have your bear pick up, move, or manipulate an object weighing 20 pounds or less. Your bear's defenses are all 17. It lasts until it is hit by an attack that deals damage. If it is hit by a melee attack, you can make a saving throw as an immediate interrupt; if you succeed, your bear is unharmed by the attack. You can use your bear to make skill checks; it receives a +3 bonus to Intimidate checks.

*Elven Accuracy* \* Free action \* You can re-roll an attack roll, with a +2 bonus on the second roll.

*Shockwave* \* Standard action \* Close blast 5; +8 vs. Ref attack vs. all in blast; hit: 5 thunder damage and knocked prone

*Rain of Icicles* \* Standard action \* Burst 2 w/in 10; +8 vs. Ref attack vs. all in burst for 2d6 + 10 cold dam and slowed 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 7, +10 to Athletics checks while jumping), aquatic wildshape (swim speed 7, breathe water as easily as air), or hunting wildshape (scent and low-light vision).

*Frostbite* \* Standard action \* Burst 2 w/in 10; +8 vs. Ref attack vs. all in burst; hit: 1d6 + 7 cold dam and ongoing 5 cold dam (save ends); miss: half damage, no ongoing damage

*Borne Aloft* \* Immediate interrupt \* When you fall, you can move 7 squares; if this places you on solid ground, you take no damage from the fall.

**NAME:** Akarr Woodwarden    **RACE:** Half-elf    **CLASS:** Druid    **BUILD:** Environmental  
**GENDER:** Male    **ALIGNMENT:** Unaligned    **LEVEL:** 4

**HIT POINTS:** 40

Bloodied: 20  
Healing Surge: 10  
Surges Per Day: 7

**DEFENSES:**

Armor Class    16  
Fortitude        14  
Reflex            13  
Will              20

**SKILLS:**

Acrobatics        +1  
Arcana            +7  
Athletics         +0  
Bluff              +5  
Diplomacy        +12  
Dungeoneering    +7  
Endurance        +2  
Heal              +12  
History            +2  
Insight            +9  
Intimidate        +5  
Nature            +12  
Perception        +12  
Religion          +2  
Stealth            +1  
Streetwise        +5  
Thievery          +1

**ABILITIES**

**8** Strength (+1)  
**13** Constitution (+3)  
**10** Dexterity (+2)  
**10** Intelligence (+2)  
**20** Wisdom (+7)  
**16** Charisma (+3)

**INITIATIVE**    +2

**SPEED**        6 squares

**LANGUAGES:**

Common, Elven, Primordial

**ACTION POINTS:** 1

**VISION:** Low-light

**BASIC ATTACKS**

Melee basic attack: +4 (quarterstaff)  
Ranged basic attack: +4 (sling)

Damage: 1d4-1  
Damage: 1d6

**ITEMS CARRIED** (location):

**WEAPONS:**

Dagger (scabbard, left side)  
+1 *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:**

+1 *magic hide armor* (worn on body)  
+1 *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): Musical Savant, Toughness, Action Surge

**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 left home to be tutored in the druidic arts alongside a young human woman, Mivara. Akarr soon thought of marrying his fellow student, but Mivara was lured away by the chance to study under the reigning Arch-Druid, Kilik. When Kilik seduced Mivara and then cast her aside, he became Akarr's bitter enemy. As Akarr sought to find and defeat Kilik, he met other adventurers following the same path. It seems Kilik has formed a Coalition with a bard, barbarian, and monk, making a mutual defense pact to help them fend off Akarr and his up-and-coming allies. The Coalition was last seen in the city of Tenmanor, on the edge of the Rushmoor. Centuries ago, this swamp was the site of an epic battle. Akarr's inquiries revealed that Kilik has been visiting the city to sell weapons and armor that are still glowing with the energies of that long-ago battle. Your goal is to find the place where the Coalition is unearthing these treasures and make off with as many of them as you can. Move fast, keep your head, and live to challenge Kilik another day – when you will be armed with these treasures instead of him!

### At-Will Powers and Actions

Opportunity attack \* Immediate reaction \* Make a +4 attack vs. AC for 1d4-1 dam

Charge \* Standard action \* Move between 2 and 6 squares and make +5 attack vs. AC for 1d4-1 dam, or bull rush +2 vs Fort to push the target 1 square and shift into the vacated space

Run \* Move action \* Move up to 8 squares, take -5 to attack rolls and grant combat advantage until start of your next turn

Shift \* Move action \* Move 1 square without provoking opportunity attacks

Total defense \* Standard action \* You gain a +2 to all defenses until the start of your next turn

Grab \* Standard action \* Make a +1 attack vs. Ref to immobilize a Large or smaller creature. You can then use a minor action to maintain the grab or a standard action to make a +1 vs. Fort attack to move them 3 squares.

*Companion Attack* \* Standard action \* Your animal companion makes a +8 vs. Ref attack for 1d6 + 9 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, +8 attack vs. Ref; hit: 1d8 + 6 damage and you pull the target 3 squares

*Gust of Wind* \* Standard action \* Close burst 2, make a +8 vs. Fort attack vs. all in burst; hit: 1d6 damage and you push the target 3 squares

### Encounter Powers and Actions

Second Wind \* Standard action \* You regain 10 hit points and gain a +2 to all defenses until the start of your next turn

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 wildings

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 17. 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 +8 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 +8 vs. Ref attack vs. enemies in burst; hit: 2d8 + 6 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

*Eyebite* \* Standard action \* Ranged 10 attack, +5 vs. Will; hit: 1d6 + 3 psychic damage, and you are invisible to the target until the start 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).

*Exhilarating Song* \* Minor action \* Close burst 5; you or one ally in the burst can spend a healing surge and regain an additional 1d6 hit points.

*Summon Swarm* \* Standard action \* You conjure a swarm of locusts that occupies one square w/in 10 and attacks an adjacent creature, +8 vs. Fortitude, for 2d8+6 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.

**NAME:** Jase Righteous Fist    **RACE:** Human    **CLASS:** Monk    **BUILD:** Grappler  
**GENDER:** Male    **ALIGNMENT:** Lawful Good    **LEVEL:** 4

**HIT POINTS:** 43

Bloodied: 21  
Healing Surge: 10  
Surges Per Day: 8

**DEFENSES:**

Armor Class    18 (or 19 or 21)  
Fortitude    17  
Reflex    20 (or 22)  
Will    17

**SKILLS:**

Acrobatics    +12  
Arcana    +2  
Athletics    +8  
Bluff    +1  
Diplomacy    +1 (or +3)  
Dungeoneering    +4  
Endurance    +4  
Heal    +4  
History    +2  
Insight    +9  
Intimidate    +6 (or +8)  
Nature    +4  
Perception    +9  
Religion    +2  
Stealth    +12  
Streetwise    +1  
Thievery    +7

**ABILITIES**

**12** Strength (+3)  
**14** Constitution (+4)  
**20** Dexterity (+7)  
**10** Intelligence (+2)  
**14** Wisdom (+4)  
**8** Charisma (+1)

**INITIATIVE** +6

**SPEED** 6 (or 7) squares

**LANGUAGES:**

Common

**ACTION POINTS:** 1

**VISION:** Normal

**BASIC ATTACKS**

Melee basic attack: +11 (unarmed)    Damage: 1d10+6  
Ranged basic attack: +10 (dagger)    Damage: 1d4+5

**ITEMS CARRIED** (location):

**WEAPONS:**

2 daggers (scabbards, left and right sides)  
*+1 secret technique* (applied to unarmed atk.)

**OTHER ITEMS:**

*+1 magic cloth armor* (worn on body)  
*+1 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)  
Waterproof sack (backpack)

**SPECIAL ABILITIES:**

**Kick Up:** Once per encounter, after you hit with an unarmed attack, you can stand up as a free action.

**Open Hand Attack:** Once per turn you can add an extra 1d8 damage when you have combat advantage for any reason other than flanking, or when your target is grabbed, immobilized, or weakened.

**FEATS** (already applied): Kick Up, Precise Fighting Style, Toughness, Superior Unarmed Fighting, Unarmed Secret Technique, Vicious Open Hand.

**JASE** grew up wrestling all comers at village fairs. He attracted the attention of a master of the Prismatic Way monastery, who gave a scholarship to the young farmboy. Jase rose quickly within the monastic hierarchy, but rebelled when he learned his superior, Shella, the Mistress of Green Dragons, was growing rich by selling protection to local slavelords. Jase challenged her to a fight from which he barely escaped with his life. As he pursued her for a rematch, he met other adventurers following the same path. It seems Shella has formed a Coalition with a bard, barbarian, and druid, making a mutual defense pact to help them fend off Jase and his up-and-coming allies. The Coalition was last seen in the city of Tenmanor, near the site of an epic battle in the great Rushmoor swamp. Jase's inquiries revealed that Shella has been visiting the city to sell weapons and armor that are still glowing with the energies of that long-ago battle. Your goal is to find the place where the Coalition is unearthing these treasures and make off with as many of them as you can. Move fast, keep your head, and live to challenge Shella another day – when you will be armed with these treasures instead of her!

### At-Will Powers and Actions

*Opportunity attack* \* Immediate reaction \* Make a +11 attack vs. AC for 1d10+6 dam

*Charge* \* Standard action \* Move between 2 and 6 squares and make a +12 attack vs. AC for 1d10+6 dam, or bull rush +4 vs Fort to push the target 1 square and shift into the vacated space

*Run* \* Move action \* Move up to your speed +2 squares, but take -5 to attack rolls and grant combat advantage to your enemies until start of your next turn

*Shift* \* Move action \* Move 1 square without provoking opportunity attacks

*Total defense* \* Standard action \* You gain a +2 to all defenses until the start of your next turn

*Grab* \* Standard action \* Make a +3 attack vs. Ref to immobilize a Large or smaller creature. You can then use a minor action to maintain the grab or a standard action to make a +3 vs. Fort attack to move them 3 squares.

*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 for any other tasks (including power 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 attacks against one or two creatures at +8 vs. AC for 1d10 damage each. If both attacks hit the same target, you gain combat advantage against that target until the end of your next turn.

*Grapple* \* Standard action \* Make two attacks against one creature that is Large size or smaller at +11 vs. Reflex. If one attack hits, you grab the target. If both hit, you deal 1d10 damage to the target. You can sustain the grab as a minor action (even if you initiated the grab with a different power). As a standard action, you can make two +11 attacks vs. Fort against a target you are grabbing to move the target 3 squares (1d10 dam if both hit).

*Martial Arts Strike* \* Standard action \* Make a +11 attack vs. AC for 1d10 + 6 damage.

### Encounter Powers and Actions

*Second Wind* \* Standard action \* You regain 10 hit points and gain a +2 to all defenses until the start of your next turn

*Wrist Lock* \* Standard action \* With at least one hand free, make a +11 vs. Reflex attack. If you hit you grab the target, deal 1d10 + 6 damage, and can shift 1 and pull the target into an adjacent square. You can sustain the grab as a minor action. If the target makes a melee or ranged attack without escaping this grab, they take 5 damage.

*Acrobatic Feint* \* Standard action \* Make a +12 Acrobatics check vs. the Insight check of an adjacent enemy. If you succeed, you gain combat advantage against that target until the end of your next turn.

*Head Butt* \* Standard action \* Make a +11 attack vs. Fort. If you hit you deal 1d10 + 6 damage, the target is dazed until the start of your next round, and if they are grabbing you, you can make a +8 Athletics check vs. Fort to escape.

### Daily Powers and Actions

*Mutual Takedown* \* Standard action \* Make a +11 attack vs. Fort. If you hit, you do 3d10 + 6 damage; if you miss, you do half damage. Whether you hit or miss, both you and the target are knocked prone. If you are already prone when you use this power, you do not take the normal penalty to melee attacks while prone.

**NAME:** Leloi Woetide      **RACE:** Human    **CLASS:** Monk    **BUILD:** Kick-boxer  
**GENDER:** Female      **ALIGNMENT:** Good      **LEVEL:** 4

**HIT POINTS:** 43

Bloodied: 21  
Healing Surge: 10  
Surges Per Day: 8

**DEFENSES:**

Armor Class    17 (or 18 or 20)  
Fortitude      18  
Reflex          19 (or 21)  
Will            16

**SKILLS:**

Acrobatics      +11  
Arcana          +1  
Athletics       +10  
Bluff            +2  
Diplomacy      +2 (or +3)  
Dungeoneering +3  
Endurance      +4  
Heal            +3  
History         +1  
Insight         +8  
Intimidate     +7 (or +10)  
Nature          +3  
Perception     +8  
Religion        +1  
Stealth         +11  
Streetwise     +2  
Thievery        +6

**ABILITIES**

**16** Strength (+5)  
**14** Constitution (+4)  
**18** Dexterity (+6)  
**8** Intelligence (+1)  
**12** Wisdom (+3)  
**10** Charisma (+2)

**INITIATIVE** +6

**SPEED**          6 (or 7) squares

**LANGUAGES:**

Common

**ACTION POINTS:** 1

**VISION:** Normal

**BASIC ATTACKS**

Melee basic attack: +10 (unarmed)      Damage: 1d10+6  
Melee basic attack: +9 (quarterstaff)    Damage: 2d6+5  
Ranged basic attack: +9 (crossbow)      Damage: 1d8+4

**ITEMS CARRIED** (location):

**WEAPONS:**

+1 *quarterstaff* (strapped over left shoulder)  
+1 *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:**

+1 *magic cloth armor* (worn on body)  
+1 *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)  
Ball of twine (backpack)

**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.

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

**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. Leloi challenged Shella, who won their fight easily due to the *secret techniques* that came with her new rank. As Leloi pursued Shella for a rematch, she met other adventurers following the same path. It seems Shella has formed a Coalition with a bard, barbarian, and druid, making a mutual defense pact to help them fend off Leloi and her up-and-coming allies. The Coalition was last seen in the city of Tenmanor, near the site of an epic battle in the great Rushmoor swamp. Leloi's inquiries revealed that Shella has been visiting the city to sell weapons and armor that are still glowing with the energies of that long-ago battle. Your goal is to find the place where the Coalition is unearthing these treasures and make off with as many of them as you can. Move fast, keep your head, and live to challenge Shella another day – when you will be armed with these treasures instead of her!

### At-Will Powers and Actions

- Opportunity attack** \* Immediate reaction \* Make a +10 unarmed attack vs. AC for 1d10+6 damage, or a +9 quarterstaff attack vs. AC for 2d6+5.
- Charge** \* Standard action \* Move between 2 and 6 squares and make a +11 unarmed attack vs. AC for 1d10+8 damage, or a +10 quarterstaff attack vs. AC for 2d6+7, or a bull rush +6 vs Fort to push the target 1 square and shift into the vacated space.
- Run** \* Move action \* Move up to your speed +2 squares, take -5 to attack rolls and grant combat advantage until start of your next turn
- Shift** \* Move action \* Move 1 square without provoking opportunity attacks
- Total defense** \* Standard action \* You gain a +2 to all defenses until the start of your next turn
- Grab** \* Standard action \* Make a +5 attack vs. Ref to immobilize a Large or smaller creature. You can then use a minor action to maintain the grab or a standard action to make a +5 vs. Fort attack to move them 3 squares.
- 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 for any other tasks (including power 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 +8 vs. AC for 1d10 damage each, or two quarterstaff attacks at +7 vs. AC for 2d6 damage each. If both attacks hit the same target, you gain combat advantage until the end of your next turn.
- Crippling Low Kick** \* Standard action \* Make two unarmed attacks against one creature at +10 vs. AC. If one attack hits, the target is slowed until the end of your next turn. If both hit, you deal 1d10 damage to the target.
- Martial Arts Strike** \* Standard action \* Make a +10 unarmed attack vs. AC for 1d10 + 6 damage, or a +9 quarterstaff attack vs. AC for 2d6 + 5 damage.

### Encounter Powers and Actions

- Second Wind** \* Standard action \* You regain 10 hit points and gain a +2 to all defenses until the start of your next turn
- Athletic Assault** \* Standard action \* Make a +10 vs. AC unarmed attack for 2d10 + 6 damage, or +11 vs AC for 2d10 + 8 if you charge. If you charge with this attack, you ignore 2 squares of difficult terrain during your charge movement.
- 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's DC.
- Sweeping Pole** \* Standard action \* Close burst 1, make a +9 quarterstaff attack vs. AC against each enemy in burst. Enemies you hit are slowed until the end of your next round. Whether you hit or miss, make a +10 unarmed attack against an adjacent enemy for 2d10+9 damage.

### 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.

**NAME:** Barin Oathbreaker    **RACE:** Dwarf    **CLASS:** Barbarian    **BUILD:** Steadfast  
**GENDER:** Male    **ALIGNMENT:** Good    **LEVEL:** 4

**HIT POINTS:** 56  
Bloodied: 28  
Healing Surge: 14  
Surges Per Day: 14

**DEFENSES:**  
Armor Class 20  
Fortitude 18  
Reflex 15  
Will 14

**SKILLS:**  
Acrobatics +2  
Arcana +2  
Athletics +5  
Bluff +1  
Diplomacy +1  
Dungeoneering +5  
Endurance +12  
Heal +3  
History +2  
Insight +3  
Intimidate +6  
Nature +8  
Perception +8  
Religion +2  
Stealth +2  
Streetwise +1  
Thievery +2

**ABILITIES**  
**18** Strength (+6)  
**18** Constitution (+6)  
**13** Dexterity (+3)  
**10** Intelligence (+2)  
**12** Wisdom (+3)  
**8** Charisma (+1)

**INITIATIVE** +3  
**SPEED** 5 squares

**LANGUAGES:**  
Common, Dwarven

**ACTION POINTS:** 1

**VISION:** Normal

### **BASIC ATTACKS**

Melee basic attack: +9 (maul)    Damage: 2d6+8  
Ranged basic attack: +8 (thrown hammer)    Damage: 1d6+6

**ITEMS CARRIED** (location):

### **WEAPONS:**

+1 *maul* (slung over left shoulder)  
2 throwing hammers (belt, left and right)

### **OTHER ITEMS:**

+1 *magic hide armor* (worn on body)  
+1 *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, Weapon Focus (Maul)

**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. But before they could march on the fortress, Barin's leadership was challenged by a human barbarian, Ool the Inexorable, and bested at a drinking contest before his entire horde. Ool led Barin's horde astray, buying their loyalty with the loot of a dozen dishonorable sieges before taking off on his own. As Barin rode after Ool to restore his standing in the horde's eyes, he met other adventurers following the same path. It seems Ool has formed a Coalition with a bard, druid, and monk, making a mutual defense pact to help them fend off Barin and his up-and-coming allies. The Coalition was last seen in the city of Tenmanor, near the site of an epic battle in the great Rushmoor swamp. Barin's inquiries revealed that Ool has been visiting the city to sell weapons and armor that are still glowing with the energies of that long-ago battle. Your goal is to find the place where the Coalition is unearthing these treasures and make off with as many of them as you can. Move fast, keep your head, and live to challenge Ool another day – when you will be armed with these treasures instead of him!

### At-Will Powers and Actions

Opportunity attack \* Immediate reaction \* Make a +9 attack vs. AC for 2d6+8 dam

Charge \* Standard action \* Move between 2 and 6 squares and make a +10 attack vs. AC for 2d6+8 dam, or bull rush +7 vs Fort to push the target 1 square and shift into the vacated space

Run \* Move action \* Move up to 7 squares, but take -5 to attack rolls and grant combat advantage to your enemies until start of your next turn

Shift \* Move action \* Move 1 square without provoking opportunity attacks

Total defense \* Standard action \* You gain a +2 to all defenses until the start of your next turn

Grab \* Standard action \* Make a +6 attack vs. Ref to immobilize a Large or smaller creature. You can then use a minor action to maintain the grab or a standard action to make a +6 vs. Fort attack to move them 2 squares.

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 +9 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 +9 attack vs. the attacker's AC for 2d6+8 damage.

*Totemic Shield* \* Standard action \* Make a +9 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 +9 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 14 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 6 temporary hit points.

*Totem's Reins* \* Standard action \* Make a +9 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 +9 vs. AC attack. If you hit, you deal 2d6+8 damage, and the target is pushed 1 square and knocked prone.

### Daily Powers and Actions

*Harrying Strike* \* Standard action \* Make a +9 attack vs. AC. If you hit, you deal 4d6+12 damage and make a +9 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.

*Wildcloak* \* Standard action \* You gain a +1 power bonus to all defenses until the end of the encounter.

**NAME:** Fiery Deneire  
**GENDER:** Female

**RACE:** Human **CLASS:** Barbarian **BUILD:** Furious  
**ALIGNMENT:** Unaligned **LEVEL:** 4

**HIT POINTS:** 51  
Bloodied: 25  
Healing Surge: 12  
Surges Per Day: 11

**DEFENSES:**  
Armor Class 21  
Fortitude 20  
Reflex 20  
Will 14

**SKILLS:**  
Acrobatics +2  
Arcana +1  
Athletics +9  
Bluff +2  
Diplomacy +2  
Dungeoneering +2  
Endurance +5  
Heal +2  
History +1  
Intimidate +7  
Nature +7  
Perception +2  
Religion +1  
Stealth +7  
Streetwise +2  
Thievery +2

**ABILITIES**  
**20** Strength (+7)  
**13** Constitution (+5)  
**16** Dexterity (+5)  
**8** Intelligence (+1)  
**10** Wisdom (+2)  
**10** Charisma (+2)

**INITIATIVE** +5  
**SPEED** 7 squares

**LANGUAGES:** Insight  
Common

**ACTION POINTS:** 1

**VISION:** Normal

### BASIC ATTACKS

Melee basic attack: +10 (battleaxe)  
Ranged basic attack: +9 (javelin)

Damage: 1d10+7  
Damage: 1d6+5

**ITEMS CARRIED** (location):

### WEAPONS:

+1 *battleaxe* (slung over right shoulder)  
3 javelins (case slung over left shoulder)  
range 10 short, 20 long (-2 to hit)

### OTHER ITEMS:

+1 *magic hide armor* (worn on body)  
+1 *amulet of protection* (worn on neck)  
Heavy shield (worn on arm)  
Backpack, 50 lbs capacity (worn on back)  
Trail mix of nuts, berries, and pemmican,  
sufficient for 5 days (backpack)  
Sunrods, 2 (can be affixed to shield)  
Bedroll (backpack)  
Sharpening stone and sand (backpack)  
Glass flask (backpack)  
Bedroll (backpack)

### SPECIAL ABILITIES:

**Eagle Spirit:** +1 to speed

**Powerful Charge:** When you charge you get  
a +2 bonus to damage and bull rush

**Fast Runner:** +2 speed on run and charge

**FEATS** (already applied): Fast Runner, Powerful Charge, Toughness, Weapon Focus (Battleaxe)

**DENEIRE** gained the epithet “Fiery” as much for her temper as for her red hair. As a girl, she was secretly trained as a warrior by her father, the iconoclastic Baron of Sul Sulcari. Unfortunately for the barony, her skill at arms far outmatched that of anyone in Sul Sulcari’s army, making them a pushover for the legions of the Knotted Hand. Swearing vengeance on the Hand, Deneire fled into the woods, where she quickly won the respect of its barbaric warriors. She gathered these warriors together into a fearsome horde, but before she could lead them against the Knotted Hand’s army, a barbarian called Inexorable Ool challenged her for control of the horde, and won. Ool assimilated her horde into his own motley crew, then left them in the lurch. When Deneire tracked down Ool to settle the score, she met other adventurers following the same path. It seems Ool has formed a Coalition with a bard, druid, and monk, making a mutual defense pact to help them fend off Deneire and her up-and-coming allies. The Coalition was last seen in the city of Tenmanor, near the site of an epic battle in the great Rushmoor swamp. Deneire’s inquiries revealed that Ool has been visiting the city to sell weapons and armor that are still glowing with the energies of that long-ago battle. Your goal is to find the place where the Coalition is unearthing these treasures and make off with as many of them as you can. Move fast, keep your head, and live to challenge Ool another day – when you will be armed with these treasures instead of him!

### At-Will Powers and Actions

Opportunity attack \* Immediate reaction \* Make a +10 attack vs. AC for 1d10+7 dam

Charge \* Standard action \* Move between 2 and 9 squares and make a +11 attack vs. AC for 1d10+9 dam, or bull rush +10 vs Fort to push the target 1 square and shift into the vacated space

Run \* Move action \* Move up to 11 squares, but take -5 to attack rolls and grant combat advantage to your enemies until start of your next turn

Shift \* Move action \* Move 1 square without provoking opportunity attacks

Total defense \* Standard action \* You gain a +2 to all defenses until the start of your next turn

Grab \* Standard action \* Make a +7 attack vs. Ref to immobilize a Large or smaller creature. You can then use a minor action to maintain the grab or a standard action to make a +7 vs. Fort attack to move them 3 squares.

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 +10 vs. AC attack for 1d10+7 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 +1- attack vs. the attacker's AC for 1d10+7 damage.

*Totemic Shield* \* Standard action \* Make a +10 attack vs. AC. If you hit, you deal 1d10+7 damage, and you and one adjacent ally gain a +1 power bonus to AC until the beginning of your next turn.

*Swift Talon* \* Standard action \* Make a +10 attack vs. AC for 1d10+7 damage. You can shift 1 square either before or after making this attack.

*To the Center of the Pack* \* Standard action \* Make a +10 attack vs. AC. If you hit, you deal 1d10+7 damage and slide the target 1 square.

### Encounter Powers and Actions

Second Wind \* Standard action \* You regain 12 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 can shift 3 squares and make a +10 attack vs. an adjacent enemy's AC for 1d10+7 damage.

*Nudge the Quarry* \* Move action \* You can shift 1 square. After moving, you can slide one adjacent enemy 1 square.

*Split the Herd* \* Standard action \* Make a +10 vs. AC attack. If you hit, you deal 2d10+7 damage and you can make two secondary attacks against two adjacent enemies. If a secondary attack hits, you can slide the target 1 square.

*Lead the Prey* \* Standard action \* Close burst 2, pull one creature in the burst 2 squares and make a +10 attack vs. their AC. If you hit, you deal 2d10+7 damage and the target is slowed until the end of your next turn.

### Daily Powers and Actions

*Renewing Blow* \* Standard action \* You can spend a healing surge, regaining one extra hit point, and make a +10 attack vs. AC for 1d10+7 damage.

**NAME:** Amilar Bladejester      **RACE:** Elf      **CLASS:** Bard      **BUILD:** Swashbuckling  
**GENDER:** Male      **ALIGNMENT:** Unaligned      **LEVEL:** 4

**HIT POINTS:** 40

Bloodied: 20  
Healing Surge: 10  
Surges Per Day: 8

**DEFENSES:**

Armor Class 21  
Fortitude 14  
Reflex 20  
Will 13

**SKILLS:**

Acrobatics +6  
Arcana +10  
Athletics +1  
Bluff +7  
Diplomacy +2  
Dungeoneering +5  
Endurance +2  
Heal +2  
History +5  
Intimidate +7  
Nature +12  
Perception +4  
Religion +5  
Stealth +6  
Streetwise +2  
Thievery +11

**ABILITIES**

**10** Strength (+2)  
**13** Constitution (+3)  
**20** Dexterity (+7)  
**16** Intelligence (+5)  
**10** Wisdom (+2)  
**10** Charisma (+2)

**INITIATIVE** +9

**SPEED** 7 squares

**LANGUAGES:** Insight  
Common, Elven

**ACTION POINTS:** 1

**VISION:** Low-light

**BASIC ATTACKS**

Melee basic attack: +11 (rapier)  
Ranged basic attack: +10 (dagger)

Damage: 1d8+6  
Damage: 1d6+5

**ITEMS CARRIED** (location):

**WEAPONS:**

+1 rapier (scabbard, right hip)  
3 daggers (on left belt and in both boots)  
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 amplifying stone (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:**

**Wild Step:** You ignore difficult terrain when you shift

**Group Awareness:** You grant non-elf allies within 5 squares of you a +1 racial bonus to Perception checks

**Nimble Blade:** +1 to attack rolls with a light blade when you have combat advantage

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

**BARDIC KNOWLEDGE:**

When you hit a creature with a power that lets you instruct an ally with Bardic Knowledge, choose one ally that can hear you. This ally gains a +1 bonus to damage against that creature, or +2 if its origin is elemental, fey, natural, or shadow.

**FEATS** (already applied): Nimble Blade, Quick Draw, Weapon Proficiency (Rapier)

**AMILAR** was a young recruit in the Dutchy of Norling's army who earned a good reputation with his dazzling swordplay, and an infamous one for his humiliating patter as he bested his dueling partners. Amilar soon learned his skills were better suited for the Bardic College of Fochlucan, but even here the Bladejester's cruel pranks made enemies – most notably the gnome bard Marl Tonsilburner. Marl won their first duel, and as Amilar pursued him for a rematch he met other adventurers following the same path. It seems Marl has formed a Coalition with a barbarian, druid, and monk, making a mutual defense pact to help them fend off Amilar and his up-and-coming allies. The Coalition was last seen in the city of Tenmanor, near the site of an epic battle in the great Rushmoor swamp. Amilar's inquiries revealed that Marl has been visiting the city to sell weapons and armor that are still glowing with the energies of that long-ago battle. Your goal is to find the place where the Coalition is unearthing these treasures and make off with as many of them as you can. Move fast, keep your head, and live to challenge Marl another day – when you will be armed with these treasures instead of him!

### At-Will Powers and Actions

Opportunity attack \* Immediate reaction \* Make a +11 attack vs. AC for 1d8+6 dam

Charge \* Standard action \* Move between 2 and 7 squares and make a +12 attack vs. AC for 1d8+6 dam, or bull rush +3 vs Fort to push the target 1 square and shift into the vacated space

Run \* Move action \* Move up to 9 squares, but take -5 to attack rolls and grant combat advantage to your enemies until start of your next turn

Shift \* Move action \* Move 1 square, ignoring difficult terrain, without provoking opportunity attacks

Total defense \* Standard action \* You gain a +2 to all defenses until the start of your next turn

Grab \* Standard action \* Make a +2 attack vs. Ref to immobilize a Large or smaller creature. You can then use a minor action to maintain the grab or a standard action to make a +2 vs. Fort attack to move them 3 squares.

Pointer \* Standard action \* Make a +11 attack vs. AC. If you hit, you deal 1d8+6 damage, and you can either instruct an ally against the target with Bardic Knowledge or sing Pounding Hammers (you and your allies within 5 squares gain a +10 damage bonus on critical hits before the end of your next turn).

Boots Untied \* Standard action \* Make a +11 attack vs. AC for 1d8+8 damage; this counts as a basic attack.

### Encounter Powers and Actions

Second Wind \* Standard action \* You regain 10 hit points and gain a +2 to all defenses until the start of your next turn

Exhilarating Song \* Minor action \* Close burst 5, you or one ally in the burst can spend a healing surge and regain an additional 1d6+3 hit points. You can use this power twice per encounter, but only once per round.

Kick Sand \* Standard action \* Make an +11 vs. Reflex attack. If you hit, the target is blinded until the start of your next turn, and you can make a secondary +11 attack vs. AC. If the secondary attack hits, you deal 1d8+6 and you can instruct one ally against this target with Bardic Knowledge or sing Shield Dance (you or one ally within 5 gains a +1 bonus to AC until the end of your next turn) as a free action.

Feint of Heart \* Free action \* When you gain combat advantage against a creature by making a Bluff check, you can make a +14 attack vs. that creature's AC. (This includes the bonuses from combat advantage and Nimble Blade). If you hit, you deal 2d6+9 damage and can instruct one ally against this target with Bardic Knowledge or sing Shifty Eyes (you or one ally within 5 can shift 2 squares when using the shift action before the end of your next turn) as a free action.

Elven Accuracy \* Free action \* You can reroll an attack roll. Use the second result, even if it's lower.

### Daily Powers and Actions

Happy Melody \* Minor action \* Ranged 5, you or one ally in range gains hit points as if they had spent a healing surge plus 3 extra hit points.

Sweep the Leg \* Standard action \* Make a +11 vs. AC melee attack. If you hit, you deal 2d6+6 damage, and the target is slowed until the end of your next turn and knocked prone. You may instruct one ally against this target with Bardic Knowledge.

**NAME:** Celiana of Wilchester **RACE:** Human **CLASS:** Bard **BUILD:** Euphonious  
**GENDER:** Female **ALIGNMENT:** Good **LEVEL:** 4

**HIT POINTS:** 45

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

**DEFENSES:**

Armor Class 19  
Fortitude 15  
Reflex 19  
Will 18

**SKILLS:**

Acrobatics +1  
Arcana +10  
Athletics +0  
Bluff +6  
Diplomacy +14  
Dungeoneering +8  
Endurance +2  
Heal +3  
History +5  
Insight +3  
Intimidate +11  
Nature +8  
Perception +8  
Religion +5  
Stealth +1  
Streetwise +6  
Thievery +1

**ABILITIES**

**8** Strength (+1)  
**13** Constitution (+3)  
**10** Dexterity (+2)  
**16** Intelligence (+5)  
**13** Wisdom (+3)  
**18** Charisma (+6)

**INITIATIVE** +6

**SPEED** 6 squares

**LANGUAGES:**

Common

**ACTION POINTS:** 1

**VISION:** Normal

**BASIC ATTACKS**

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

Damage: 1d8-1  
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, Skill Focus (Diplomacy)

**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. Such accolades earned her a place among the Bardic College of Fochlucan, as well as the jealous enmity of its Dean, the malicious gnome Marl Tonsilburner. Marl penned a scathing satire of Celiana so filled with untruth that she was provoked to challenge him to a musical duel. Thus given the choice of instruments, Marl chose percussion and drubbed Celiana thoroughly. Nevertheless, the ill-will reaped by his boorish behavior towards the popular Celiana forced him to take a sabbatical. So, when Celiana was ready to challenge Marl again, she had far to travel, and soon met other adventurers following the same path. It seems Marl has formed a Coalition with a barbarian, druid, and monk, making a mutual defense pact to help them fend off Celiana and her up-and-coming allies. The Coalition was last seen in the city of Tenmanor, near the site of an epic battle in the great Rushmoor swamp. Celiana's inquiries revealed that Marl has been visiting the city to sell weapons and armor that are still glowing with the energies of that long-ago battle. Your goal is to find the place where the Coalition is unearthing these treasures and make off with as many of them as you can. Move fast, keep your head, and live to challenge Marl another day – when you will be armed with these treasures instead of him!

### At-Will Powers and Actions

*Opportunity attack* \* Immediate reaction \* Make a +4 attack vs. AC for 1d8-1 dam

*Charge* \* Standard action \* Move between 2 and 6 squares and make a +5 attack vs. AC for 1d8-1 dam, or bull rush +1 vs Fort to push the target 1 square and shift into the vacated space

*Run* \* Move action \* Move up to 8 squares, but take -5 to attack rolls and grant combat advantage to your enemies until start of your next turn

*Shift* \* Move action \* Move 1 square without provoking opportunity attacks

*Total defense* \* Standard action \* You gain a +2 to all defenses until the start of your next turn

*Grab* \* Standard action \* Make a +1 attack vs. Ref to immobilize a Large or smaller creature. You can then use a minor action to maintain the grab or a standard action to make a +1 vs. Fort attack to move them 3 squares.

*Dirge* \* Standard action \* Ranged 5, make a +7 vs. Will attack. If you hit, you deal 1d8+6 psychic damage and you can play *Shield Dance* (you or one ally within 5 gains a +1 bonus to AC until the end of your next turn) as a free action.

*Salvo* \* Standard action \* Ranged 10, make a +7 vs. Fort attack. If you hit, you deal 1d8+5 thunder damage and you can play *Lay of Battle* (one ally within 5 gains a +3 bonus to attacks until the end of your next turn) as a free action.

*Anthem* \* Standard action \* Close burst 3, make a +7 vs. Will attack vs. one creature in burst. If you hit, you deal 1d8+6 psychic damage and you can play *Succor of Sound* (one ally within 5 gains 3 temporary hit points) or *Throwdown* (one ally within 5 can make a saving throw) as a free action.

### Encounter Powers and Actions

*Second Wind* \* Standard action \* You regain 11 hit points and gain a +2 to all defenses until the start of your next turn

*Exhilarating Song* \* Minor action \* Close burst 5, you or one ally in the burst can spend a healing surge and regain an additional 1d6 hit points. You can use this power twice per encounter, but only once per round.

*Fool's Fugue* \* Standard action \* Ranged 5, make a +7 vs. Will attack. If you hit, you deal 1d8+5 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) as a free action.

*Keening Wail* \* Standard action \* Close burst 3, make two +7 vs. Will attacks vs. two creatures in burst. If the first attack hits, you deal 1d6+6 psychic damage and the target is dazed. If the second attack hits, you deal 1d6+6 psychic damage and you can play *Succor of Sound* (one ally within 5 gains 3 temporary hit points) as a free action.

*Warding Beat* \* Standard action \* Ranged 5, one ally within range cannot be the target of a melee attack until the start of your next turn.

### 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.