

THE LOST CROWN OF TESH-NAGA

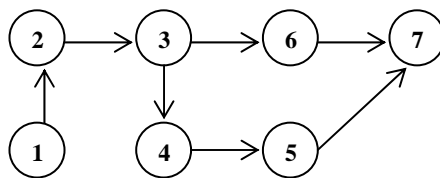
By C. Steven Ross

Note: This adventure requires the use of the pre-made characters provided.

OVERVIEW

This adventure is a simple delve that puts a new twist to the standard. The players will play monstrous characters, each with a central goal, but with conflicting agendas. The characters all want to work together to get past the dangers of the dungeon and recover a lost artifact. However, each character wants to claim the artifact as theirs. As monstrous characters, expect and encourage PC-on-PC conflict throughout the adventure, and a bloodbath at the very end. The adventure site is littered with dangerous terrain intended to provide tactical advantages to creative thinkers. It is recommended that you keep all of the combat maps (*Dungeon Tiles*, etc.) from completed encounters nearby, as the final encounter can easily spill into areas previously visited

The following is a simplified flow chart, showing how each encounter is connected to each other:



BACKGROUND

The adventure takes place in the catacombs of the Sanctuary of the Sacred Stone. Long ago, a clan of Dwarves worked a small iron mining and blacksmithing operation in the caves. As Dwarven miners are prone to do, they delved too deep, and unleashed a dark force into the world. A breach into the Shadowfell was unearthed, spreading foul magic throughout the

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mines and killing the inhabitants. The Dwarves abandoned the mine, and built a monastery to perpetually watch over the site and ensure that no evil came out of the mines and to the surface. A heavy iron latch was built atop the entrance to the caves, and a monastery was created around it.

Years later, an adventurer named Decia came to the mines, bearing the ancient Lost Crown. She delved down into the dark tunnels, looking for a way to reach the Underdark and to bypass the territory of the subterranean Illithids. During her quest, she was encountered an eldritch machine built by the Illithids and was killed by it, warped by the energies of another reality, and leaving her famed treasure behind.

FORMATTING

Text in italics and slightly larger is meant to be read aloud to the players, for example:

You see the wet dungeon walls.

Text in gray and slightly smaller is meant to be behind-the-scenes information for the Dungeon Master, for example:

This is what is happening behind the scenes.

Boxed text is meant to be printed, cut out, and handed to the appropriately player at the indicated time. For example:

You have privileged information!

PLAYER INTRODUCTION

Centuries ago, this land was ruled by a glorious empire. From coast to coast, the Dhakaani, called Hobgoblins in the Human tongue, ruled with an iron fist. During this time, the Dhakaani Empire created extravagant displays of wealth, power and magic. Like most grand empires, however; the Dhakaani fell, corrupted from within and tearing at each others' throats. Masterful artifacts of power were left forgotten in the trample of countless civil wars. In modern times, the races of Humans, Dwarves and Elves have found themselves as the dominant species. The Dhakaani are now reduced to a small fraction of their former size and power, struggling to stop the in-fighting and to bring all of the lesser races as their slaves once again. You are playing a character either asked or forced to the mountainous lands of the Dwarves. Your journey has been ordered by Llesh-Hruuk, an aging Dhakaani warlord of Clan Sharaat. Llesh-Hruuk believes the remains of a fallen hero lie there. Her name was Decia, and is the last known owner of an ancient Dhakaani artifact: The Lost Crown of Tesh-Naga. You are sent off to the dangerous Dwarven lands as an assorted band, which must travel together to ensure the success of this vital mission. You journey to a remote mountaintop locale known as "The

Sanctuary of the Sacred Stone".

Have all players say which PC they will be playing, and what they see as their primary duty in the group.

MANACLES

Some characters (Ghaaldar, Drum-Haak, and Duurkala) have the option of placing a different character (Grimlock, Mavarothix, or Kulimvorith) in manacles. The Dhakaani in question have only one set of manacles each, and so can lock up only one character each. The Dhakaani have keys only to the set of manacles that they start with. A character can be forced into manacles before the adventure really starts, but one can only be set free during the course of the adventure. Once the players have selected their characters, ask each player with a Dhakaani character with manacles whom they would like to lock up, if anyone.

Unlocking a set of manacles requires a minor action using the right key, or a DC 21 Thievery check as a standard action to pick open the lock. The manacles can be destroyed with as a standard action a DC 21 Strength check, or attacked (All defenses 5; HP 20).

A character in manacles suffers a -5 penalty to all attack rolls and skill checks as you deem appropriate, and cannot wield an item in their off-hand.

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The manacles are an important introduction to the players for how they are going to interact with each other. The first thing that happens in this adventure is an exercise in one player exerting their power over another, establishing the arrogance and dominance of the Dhakaani, and setting up a situation where alliances and enmities can begin to be created.

Snow has been drifting down for the last two days of travel. A thick white blanket covers the landscape, piled high up to your knees. You are traveling uphill at a steep slope, when you round a bend in the hillside and spot a squat, stone building up ahead. Smoke rises out of a brick chimney. If you squint, you can see the tops of marker stones forming a straight path to the front door of this building.

LANGUAGES

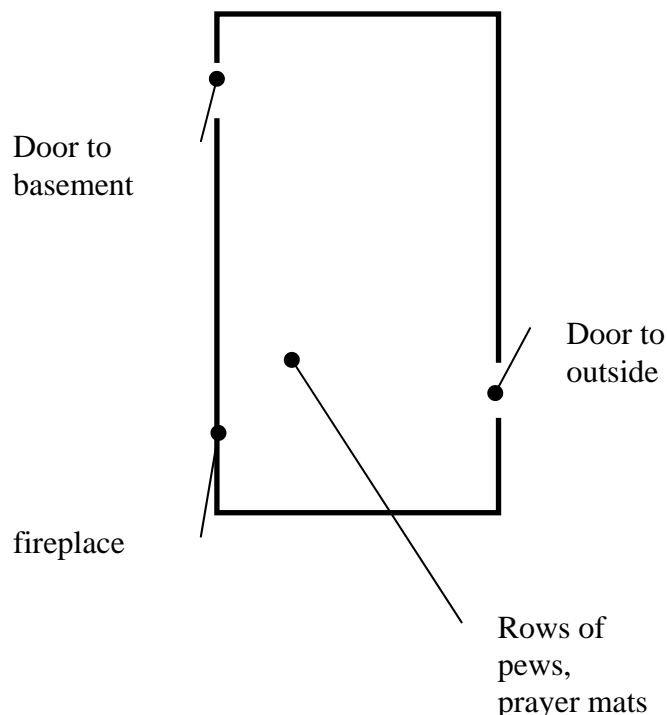
Languages play an important role in this adventure. Allow characters who speak in a particular language to write secret notes to each other. This is to represent the characters speaking in their secondary languages. However, make sure all of the characters realize that this coded speech is happening, and allow them to question it.

Grimlock is fluent only in the Giant tongue, making Drum-Haak the only character he able to carry on a full conversation with him. However, allow all other characters to interact with Grimlock using one or two word sentences, to mimic the stumbling attempts of the barbarian at civilized conversation.

Encounter #1

The SANCTUARY OF THE SACRED STONE

You step into the building, the heat from inside washing over you and thawing your frozen face. You pull back the dark hoods of your cloak. You are in a large common area, a blazing fireplace lighting the room. There are perhaps a dozen Dwarves in the room; conversing with each other, reading old books, or sitting contemplatively. When you enter, the room stops dead silent and all eyes focus on you. These detestable Dwarves hold the knowledge you seek to recover the Lost Crown, and you must find a way to get that knowledge.



Ascetic Dwarves Level 3
Skill Challenge XP 300

Although fear and doubt is in the hearts of these creatures, you must persuade them to assist you in your mission of finding the Lost Crown.

Complexity
2 (requires 6 successes before 3 failures).

DCs
6 / 11 / 16

Primary Skills
Bluff, Diplomacy, History, Intimidate, Religion
These skills comprise a suggested list of Easy or Moderate DC skills to use in this Skill Challenge. Encourage players to come up with creative uses of their skills to achieve their ends.

Victory
The Dwarves relinquish the needed information, as well as information presented in the “Background” section of this adventure. They take the PCs to the steel hatch leading to the underground catacombs.

Defeat
The inhabitants of the Sanctuary attack the PCs. In the aftermath of the carnage, the adventurers search the building and find the hatch to the underground catacombs.

Setup
(12) Dwarven Monks

Features of the Area
Fireplace: Any creature entering or starting their turn in the fireplace takes 1d10+3 fire damage.

Dwarven Monk Level 5 Minion
Medium natural humanoid XP 50

Initiative +4 **Senses** Perception +3; low-light vision
HP 1; a missed attack never damages a minion.

AC 19; **Fortitude** 17, **Reflex** 15, **Will** 17
Speed 5

⊕ **Unarmed Attack** (standard; at-will)
+10 vs. AC; 5 damage.

Combat Advantage
If the Dwarven Monk hits a target granting combat advantage to it, the target is knocked prone and slides 2 squares.

Alignment Lawful good	Languages Dwarven	
Str 16 (+6)	Dex 14 (+5)	Wis 12 (+4)
Con 14 (+5)	Int 10 (+3)	Cha 10 (+3)

Tactics
The Dwarven monks use their maneuverability to flank targets and gain combat advantage, even if it provokes opportunity attacks. They then try and slide the PCs into the fireplace.

COMMON DUNGEON FEATURES

Unless stated otherwise, all areas underground have no light source, smooth stone walls, and

20 ft. high ceilings.

Encounter #2

UNDERGROUND WATERFALL

At the bottom of the ladder is a medium sized cave with a waterfall, stream pond and small cliff. The water splashes off of the crest of the cliff. The stream flows out of the area and splashes down the chasm in the next area.

The PCs must climb down a rusty old ladder to get to the sub-level where the Lost Crown is said to be. One of the rungs is loose, and constitutes a trap. With their Passive Perception, Black Lotus and Mavarothix notice the rungs are rusted out and about to break before stepping on them. Any other PC may make a Perception check to see the weakened ladder.

A crocodile is hiding nearby underwater. Rats come scurrying out of small tunnels once the sounds of battle start up. If you feel that you are pressed for time, this next encounter is easily skipped without affecting the overall adventure very much. The encounter is purposefully very easy.

This entire ladder scene is here to setup the one of many opportunities for the PCs to covertly hinder each other. By having some PCs have secret information about this minor danger, it forces the player to decide, very early on, if they should hurt or harm a member of their party.

Broken Ladder Hazard

+5 vs. Reflex; fall 20 ft. (2d10 damage) and target is knocked prone.

Perception

◆ DC 16: The character notices the rusted out ladder rungs.

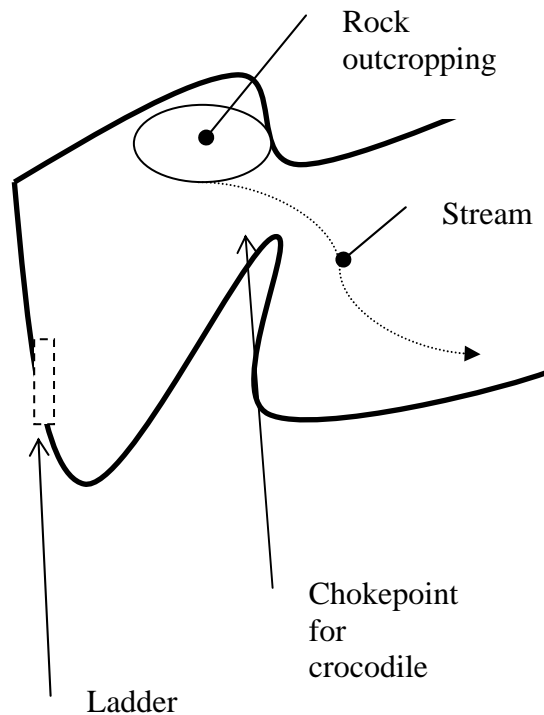
Countermeasures

◆ DC 11 Acrobatics check to avoid the broken rungs safely.

Setup

Visejaw Crocodile (MM 45)

Rat Swarm (MM 219)



Features of the Area

Illumination: If the hatch above was left open, faint light trickles through making this area dimly lit.

Stream: A character that starts their turn prone in the stream slides 3 squares in the direction of the stream.

Rock Outcropping: The outcropping is 10 ft. tall and slick with splashed water. A character moving more than half their speed on this outcropping must make a DC 11 Acrobatics check or fall off.

Tactics

The beasts wait in hiding in the water and behind rocks. The animals follow their base instincts and tend to attack their nearest target. A good place to have the crocodile attack is at a natural chokepoint in the cave, where it's high defenses can keep the PCs at bay while the rats scurry out of the walls behind them.

Black Lotus

You see that the rungs of the ladder will break if stepped upon without care.

Mavarothix

You see that the rungs of the ladder will break if stepped upon without care.

Encounter #3

THE CHASM

This is a carved, smooth tunnel leading from the waterfall area. To your left, you see another smooth, worked tunnel branching off of the main path. A wooden sign, written in the Dwarven tongue, sits planted in the ground in front of this breach.

There is a collapsed sinkhole in the middle of the tunnel here on the main path, dropping 40 ft. down to sharp rocks below and spreading out 15 feet across. Tattered remains of the supports of what once was a wooden bridge connect each side.

The chasm requires a DC 15 Athletics jump to leap over with a running start (DC 30 standing jump).

Give all players access to the Sign Handout #1
Give the players with Duurkala and Drum-Haak Sign Handout #2.

ΓΕΦΑΗΡ!
ΙΝΣΤΑΒΙΛΕ ΗΟΕΗΛΕ!

SIGN HANDOUT #1

DANGER!
UNSTABLE CAVERN!

SIGN HANDOUT #2

Encounter #4

SIDE PASSAGE

You walk into a curving, winding tunnel. Wooden supports shore up the ceiling, and your heavy boots splash through long-stagnate puddles of filthy water. You can see broken picks and rusted buckets lying haphazardly against the stone walls.

This is a side passage around the chasm. It also serves as a potential trap. It is an abandoned mining vein. Wooden supports can be destroyed either purposefully or the result of an area attack to collapse the ceiling. Collapsing the ceiling triggers the rockslide hazard.

Mavarothix and Kulimvorith automatically learn of the hazard's trigger. Any other character can make a DC 11 Dungeoneering check to determine the stability of the cavern ceiling. When the mine was active, this was the end of the line for the Dwarves who were mining from the other direction. They took the safer, longer route around via the old wooden bridge. The small opening is new, the rock having been cleared away by Decia during her adventure in order to bypass the chasm.

Characters can make a Dungeoneering check (DC 16) to determine the danger of the cavern. Mavarothix's and Kulimvorith's passive Dungeoneering scores allow them to instantly recognize the danger.

Mavarothix

This cavern is on the verge of collapse. A well-placed kick to the wooden supports will cause a rockslide.

Kulimvorith

This cavern is on the verge of collapse. A well-placed kick to the wooden supports will cause a rockslide.

Rockslide

Level 3 Lurker

Hazard

XP 150

Rocks tumble down to a target square and make a burst 3 attack.

Initiative +3

Trigger

A wooden support is destroyed (see below).

← **Falling Rocks** (immediate reaction)

Close burst 3; +6 vs. Reflex; 2d6+3 damage.

Miss: half damage.

Sustain Standard: The rockslide continues for 1d4 rounds. The burst area is difficult terrain during and after the rockslide.

Countermeasures

◆ A character in the area can take advantage of natural openings in the slide to avoid damage by making a DC 21 Nature or Dungeoneering check. With a successful check, a character takes half damage (no damage if it misses).

Wooden Supports

AC 10, Fortitude 10, Reflex 5; HP 1.

Encounter #5

THE SHADOWFELL BREACH

You enter into a large, carved cave with 50 ft. tall ceilings. Old, decrepit scaffolding line the walls, and the remnants of rusted steel picks are scattered on the ground. A battered and broken elevator with a steel winch connects the upper and lower areas.

In the center of it all lies a pile of sharp rocks and rubble, the result of a cave-in from the nearby wall. Dried blood and rotted body parts protrude from the debris. The rocks themselves, however, glow faintly in the dark with a deep purple hue.

This area is the main dig site, now long abandoned. A crew of Dwarves and two enslaved Ogres were killed here long ago. Their unburied bodies are an affront to the Raven Queen, who demands respect for the dead. As a result, their souls are tormented. The Raven Queen's anger has breach through to this world from the Shadowfell, spilling forth necrotic energy and allowing the souls of the dead to reanimate their bodies. A rusty elevator connects the two parts of this encounter which are on different elevations. This area continues to link up with the chasm path and then on to the final encounter.

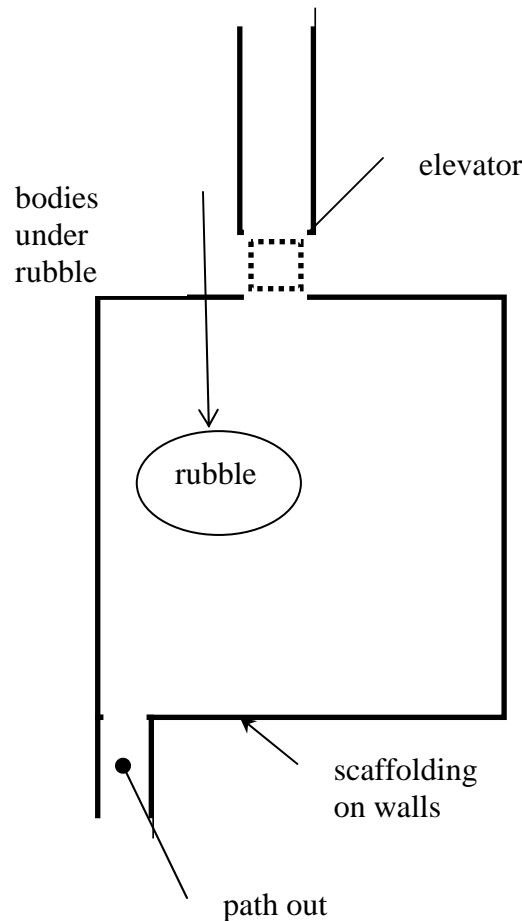
Setup

- (2) Zombie Ogres
- (6) Zombie Rotters (MM 274)

Features of the Area

Rusty Elevator: This rusty metal grate can be raised or lowered with a winch on the platform as a minor action by any character that makes a DC 11 Thievery check while adjacent. The elevator takes an entire round to get from one floor to the next (20 ft.), moving very slowly. The chains supporting it can be attacked and destroyed (AC 16) to cause the elevator to drop.

Shadowfell Breach: Characters deal +5 damage with powers with the necrotic keyword while adjacent to this dark nexus of energy.



Zombie Ogre Level 5 Elite Brute
Medium natural animate (undead) XP 400

Initiative +0 **Senses** Perception +2; darkvision
HP 140; **Bloodied** 70; see also *zombie weakness*
AC 17; **Fortitude** 17, **Reflex** 14, **Will** 16

Immune disease, poison
Resist 10 necrotic; **Vulnerable** 5 radiant

Saving Throws +2

Action Points 1

Speed 4

⊕ **Slam** (standard; at-will)

+9 vs. AC; 2d6+4 damage.

+ **Forearm Shiver** (standard; at-will)

The zombie hulk makes 2 slam attacks. If both attacks hit, the target is pushed 3 squares and knocked prone.

+ **Zombie Smash** (standard; recharge 1)

+9 vs. AC; 3d8+5 damage, and the target is pushed 3 squares and knocked prone.

* **Throw Boulder** (standard; recharge 1)

Area burst 1 within 10; +5 vs. Reflex; 3d8+5 damage, and the target is pushed 3 squares and knocked prone.

Miss: Half damage.

Zombie Weakness

Any critical hit to the zombie deals +4d6 damage.

Rise Again (the first time the zombie hulk drops)

On its next turn, the zombie ogre rises (as a move action) with 70 hit points.

Alignment Unaligned		Languages —
Str 14 (+5)	Dex 6 (+1)	Wis 8 (+2)
Con 10 (+3)	Int 1 (-2)	Cha 3 (-1)

6: TRICKS & TRAPS

Encounter #6

MINING MACHINERY

Blazing heat and the sound of metal ringing on metal fills your ears. You see a group of human-shaped creatures pounding away at molten hot steel with hammers built into their hands. The creatures notice your presence, and from a distance you can see that these automatons are Dwarven crafted beings of mindless metal. They raise their hammer-fists, ready to strike you down.

This area is an abandoned weapons and tools forge. There are piles of finished tools and weapons from the heyday of the forge's operation, as well as a magically heated crucible.

Setup

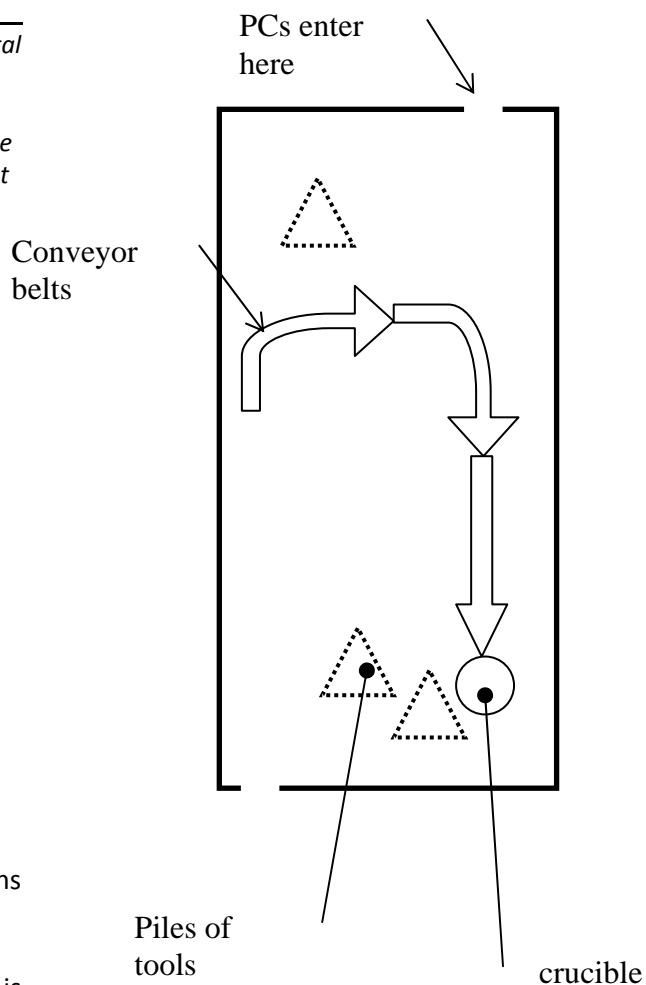
- (3) Warforged Soldiers (MM 261)
- (2) Warforged Resounders (MM2 206)

Features of the Area

Piles of Tools: Without direction from their creators, the Warforged have been forging weapons and tools for countless years. These areas are difficult terrain.

Conveyor Belt: A 5-foot-wide conveyor belt runs through the room. Squares containing the conveyor belt count as difficult terrain. Any creature that starts its turn on a conveyor belt is moved 5 squares in the direction of the conveyor.

Cauldron: A cauldron of bubbling hot molten steel, kept hot by Dwarven magic, is at the end of the conveyor. Any creature entering or starting their turn in the cauldron takes 2d8+4 fire damage and ongoing 5 fire damage (save ends).



There is a heavy iron portcullis at the entrance to this next area. The portcullis can be triggered by a character adjacent to its control level with a minor action or as an immediate interrupt to another character trying to run through the doorway.

The area is meant to be the end showdown between the PCs they must work together to get to the Crown, since the Device "guarding" it is very dangerous. A character in possession of the crown automatically knows all of its powers.

Setup

- Falling Iron Portcullis (DMG2 67)
- Far Realms Device

Floating in mid-air in the center of the whirling device is a sapphire pulsating with energy. Resting atop the floor is a glittering, silver crown. You feel the psychic pull from the crown, and know immediately that it is an artifact of great power. Your heart skips a beat as your eyes gaze at the long-sought object of your quest.

Within the whirling arms of the device, a brilliant blue sapphire pulses with light, sending arcs of crackling lightning coursing through the room. The decomposing body of a female humanoid lies twisted and distorted at the base of the eldritch machine. A shining silver crown rests on the bottom of the floor, the spinning metal arms of the deadly machine missing it by fractions of an inch.

Far Realms Device Level 4 Elite Blaster
Trap XP 350

Within the whirling arms of the device, a brilliant blue sapphire pulses with light, sending arcs of crackling energy coursing through the room. The decomposed body of a female humanoid lies twisted and distorted at the base of the eldritch machine. A shining silver crown rests on the bottom of the floor, the spinning metal arms of the deadly machine missing it by fractions of an inch.

Trap
At the beginning of combat, the Device rolls initiative and begins attacking.

Initiative +5
+ **Whirling Arms** (opportunity attack; when a creature starts its turn or moves adjacent to the Device; at-will)

+11 vs. AC; 1d8+3 damage, and the target is pushed 3 squares and knocked prone.

← **Far Realm Distortion** (standard; at-will) ◆ Psychic
Close burst 10; +7 vs. Will; 1d8+3 psychic damage, and one of the following effects from the warping influences (examples of alterations in parenthesis; roll 1d10; save ends all):

- 1: Dazed (hallucinations, disorientation, pain)
- 2: Ongoing 5 necrotic damage (body oozing blood)
- 3: Blinded (eyes disappear, delusions)
- 4: Slowed (leg withers, pain, disorientation)
- 5: Harmless but disturbing appearance change
- 6: -2 to defenses (dizziness, distorted vision)
- 7: Knocked prone (fainting, feet wither)
- 8: Immobilized (bones soften, floor grabs you)
- 9: Ongoing 5 psychic damage (screaming in mind)
- 10: Can't move closer to device (fear)

← **Explosion** (standard; immediate reaction; when dropped to 0 HP) ◆ Fire, Psychic
Close burst 10; +6 vs. Reflex; 3d10 fire and psychic damage, and the target is pushed 3 squares and knocked prone.

Countermeasures

◆ **Acrobatics** (part of a move action; DC 18) A character who has enough movement can tumble into the device's space to its center and pick up The Crown.

◆ **Arcana** (standard action; trained only; DC 13) The character siphons energy from the eldritch machine, slowing it. Until the end of the character's next turn, the Device takes -2 to attack rolls.

◆ **Athletics** (standard action; DC 18) A character uses brute strength to stop the Device's mad spinning, causing it to damage itself, dealing 25 damage or providing an opening for another PC, granting +4 to that character's check to move into the Device's space. You take -2 to defenses while doing this.

◆ **Athletics** (part of a move action; DC 18) A character who has enough movement can jump into the machine's space to its center.

◆ **Thievery** (standard action; trained only; DC 18)
You work to jam the machine, dealing 25 damage or providing an opening for another PC, granting +4 to a subsequent Acrobatics check to move into the Device's space. You take -2 to defenses while doing this.

◆ A character in the Device's center can grab the Lost Crown as a minor action, provoking an opportunity attack.

◆ A character can attack the Device (Defenses 18; 100 hp). Destroying the Device causes it to explode (see *explosion*).

Lost Crown of Tesh-Naga Artifact

A battered silver crown, crooked and bent with years, holds the ancient power of the Dhakaani spirits that forged a mighty empire that dominated the world from sea to sea for hundreds of years.

Property: Gain a +2 bonus to all defenses.

Property: Gain a +2 bonus to all attack rolls.

Property: Gain a +2 bonus to all skill and ability checks.

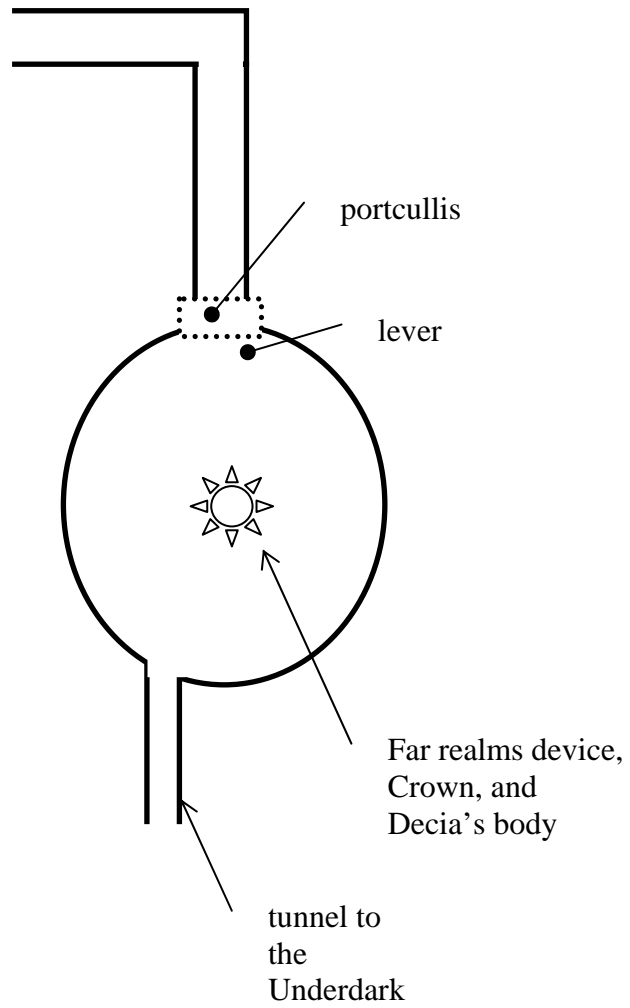
Property: Critical hits deal +10 thunder damage and knock prone the target prone.

↗ **Enslave** (standard; recharge 1/1) ◆ Charm
Ranged 10; Your highest ability score vs. Will; target is dominated (save ends).

Aftereffect: The target is dazed (save ends).

Miss: The target is dazed (save ends).

The Crown is an overpowered magical item at almost any level. It is meant to throw the game balance out of whack to simulate how powerful it is. Do not allow this item outside of this adventure. Also, make sure the players understand that this is a powerful magical item whose powers can be immediately usable.



The mysterious stranger.

The wise counselor.

The brave warrior.

The silver-tongued deal-maker.

The lurking wyrm.

The proud drake.

The dim-witted thug.

Initiate of the Black Lotus

the mysterious stranger

Background:

The Initiate of the Black Lotus is secretly a member of a rival Dhakaani clan, Clan Azuma. He has successfully infiltrated the Clan of the other PCs. He plans on having this quest return the Lost Crown of Tesh-Naga to its rightful owners: his own people.

Black Lotus is a master of shadows and deceit. He has trained all of his life for this moment, to bring great honor to his family.

Goals & Motivations:

Black Lotus must return to his home with the Lost Crown. However, he is smart enough to know that he needs to use the abilities of the rest of the adventuring party to succeed in getting the crown. If he should fail, it is expected that he perform ritual suicide.

Other Characters:

Black Lotus has never actually met any of the other characters, due to his recent infiltration of their tribe. You, as player, must create a deceptive web of lies to tell the other players regarding your character and his background. You know that Duurkala Enemys the other races; and that Ghaaldar and Drum-Haak are bitter rivals, competing for leadership of the clan. Use this knowledge to your advantage.

HP	MAX	BLOODED	HEALING SURGE VALUE	SURGES PER DAY
HIT POINTS	37	18	9	9
CURRENT HP				

FAILED DEATH SAVES
TEMPORARY HP

BLACK LOTUS

the mysterious stranger

INITIATIVE	MOVEMENT	Vision
+7	6	low-light

CLASS	MONK
LEVEL	3
RACE	DHAKAANI
	Medium

DEFENSES	CLASS BONUS	ABILITY MOD	1/2 LEVEL	EQUIP BONUS	MISC	
ARMOR CLASS (AC)	18	-	+4	+1	+3	-
FORTITUDE (Fort)	15	+1	+2	+1	+1	-
REFLEX (Ref)	17	+1	+4	+1	+1	-
WILLPOWER (Will)	15	+1	+2	+1	+1	-

MELEE BASIC ATTACK	ATTACK	DAMAGE	NOTES
unarmed strike	+6 vs. AC	1d8+2	off-hand
RANGED BASIC ATTACK	ATTACK	DAMAGE	RANGED
shurikens	+8 vs. AC	1d4+4	6 / 12

SKILLS						
SKILL NAME	KEY ABILITY	SKILL MOD	ABILITY MOD	TRAINED	1/2 LEVEL	MISC
Acrobatics	Dex	+12	+4	5	+1	+2
Arcana	Int	+1	+0		+1	
Athletics	Str	+4	+1		+1	+2
Bluff	Cha	+6	+0	5	+1	
Diplomacy	Cha	+1	+0		+1	
Dungeoneering	Wis	+3	+2		+1	
Endurance	Con	+3	+2		+1	
Heal	Wis	+3	+2		+1	
History	Int	+3	+0		+1	+2
Insight	Wis	+3	+2		+1	
Intimidate	Cha	+1	+0		+1	
Nature	Wis	+3	+2		+1	
Perception	Wis	+8	+2	5	+1	
Religion	Int	+1	+0		+1	
Stealth	Dex	+10	+4	5	+1	
Streetwise	Cha	+1	+0		+1	
Thievery	Dex	+10	+4	5	+1	

FEATS & ABILITIES

Escape Artist	You can escape a grab as a minor action.
Wallwalker Boots	If you begin your turn standing on a horizontal surface, you can walk on walls as if they were horizontal surfaces. If you are not on a horizontal surface sufficient to bear your weight at the end of your move, you fall to the ground, taking damage accordingly.
Skill Training	(already included) Gain Training in Bluff
Escape Artist	(already included) Gain a +2 feat bonus to Acrobatics
Battle Ready	(already included) Gain +2 to Initiative

ABILITIES	ABILITY SCORE	ABILITY MODIFIE	1/2 LEVEL
STR STRENGTH	12	+1	+1
CON CONSTITUTION	15	+2	+1
DEX DEXTERITY	18	+4	+1
INT INTELLIGENCE	10	+0	+1
WIS WISDOM	14	+2	+1
CHA CHARISMA	11	+0	+1

LANGUAGES
Goblin
Elven

EQUIPMENT				
magic robes +1	Adventurer's Kit	vial of bloodstinger poison		
magic amulet +1	- backpack, bedroll, flint & steel,			
vicious prayer beads +1	- belt pouch, 2 sunrods, waterskin,			
Wallwalker Boots	- 10 days rations, 50 ft. rope			

<p>Crane's Wings Monk Attack 1 <i>You leap across the battlefield and kick your foe, sending it staggering backward.</i></p> <p>At-Will ♦ Full Discipline, Implement, Psionic Attack Technique</p> <p>Standard Action Melee 1 Target: One creature Attack: +6 vs. Fortitude Hit: 1d10+6 damage, and you push the target 1 square. Critical Hit: 1d12+16 damage.</p> <p>Move Technique</p> <p>Move Action Personal Effect: You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start, and the distance of the jump isn't limited by your speed.</p>	<p>Dancing Cobra Monk Attack 1 <i>You dodge and weave like a cobra, confounding your enemy and turning its attacks back against it.</i></p> <p>At-Will ♦ Full Discipline, Implement, Psionic Attack Technique</p> <p>Standard Action Melee 1 Target: One creature Attack: +6 vs. Reflex Hit: 1d10+6 damage. If the target has made an opportunity attack against you during this turn, the target takes 2 extra damage. Critical Hit: 1d12+16 damage.</p> <p>Move Technique</p> <p>Move Action Personal Effect: You move up to 8 squares.</p>	<p>Centered Flurry of Blows Monk Feature <i>Your fists become a blur as you follow up on your initial attack with another, shifting your foe's position to your advantage.</i></p> <p>At-Will ♦ Psionic Free Action (1/rd.) Melee 1 Trigger: You hit with an attack during your turn. Target: One creature Effect: The target takes 4 damage, and you slide it 1 square to a square adjacent to you, or 1 square in any direction if the target wasn't targeted by the triggering attack.</p>
<p>Drunken Monkey Monk Attack 1 <i>You lurch seemingly out of control. Your enemies are bewildered as they try to hit your swaying form, and with a cunning jab, you cause one of your foes to attack its companion.</i></p> <p>Encounter ♦ Full Discipline, Implement, Psionic Attack Technique</p> <p>Standard Action Melee 1 Target: One enemy. Attack: +6 vs. Will Hit: 1d8+6 damage, and you slide the target 1 square. The target then makes a melee basic attack against one enemy of your choice with a +2 bonus to the attack roll. Critical Hit: 1d12+26 damage.</p> <p>Move Technique</p> <p>Move Action Personal Effect: You move up to 8 squares. During this movement, you ignore difficult terrain and gain a +2 power bonus to all defenses against opportunity attacks.</p>	<p>Twin Thunders Monk Attack 3 <i>You move in a blur, tumbling around a foe, and deliver a sweeping kick with such ferocity that thunderous energy blasts both that foe and its cohort.</i></p> <p>Encounter ♦ Full Discipline, Implement, Psionic, Thunder Attack Technique</p> <p>Standard Action Melee 1 Target: One creature Attack: +6 vs. Fortitude Hit: 2d10+6 thunder damage, and a single enemy adjacent to the target takes 1d10+1 thunder damage. Critical Hit: 1d12+26 damage.</p> <p>Move Technique</p> <p>Move Action Personal Effect: Choose an enemy adjacent to you and move up to 8 squares. During this movement, you don't provoke opportunity attacks from that enemy.</p>	<p>Masterful Spiral Monk Attack 1 <i>With a sudden burst of motion, you deliver crushing kicks and punches of psionic force to nearby enemies.</i></p> <p>Daily ♦ Force, Implement, Psionic, Stance Standard Action Close burst 2 Target: Each enemy in burst. Attack: +6 vs. Reflex Hit: 3d8+6 force damage. Critical Hit: 1d12+30 damage. Miss: Half damage. Effect (Hit or Miss): You assume the spiral stance. Until the stance ends, your reach with melee attack disciplines increases by 1.</p>
<p>Agile Recovery Acrobatics Utility 2 <i>With a quick leap, you are back on your feet and ready to act.</i></p> <p>At-Will</p> <p>Minor Action Personal Effect: You stand up.</p>	<p>Hobgoblin Resilience Dhakaani Racial Power <i>You shake off an effect that would cripple a lesser warrior.</i></p> <p>Encounter</p> <p>Immediate Reaction Personal Trigger: You are subject to an effect a save can end. Effect: Make a saving throw against the effect.</p>	<p>Second Wind Class Feature <i>You take a moment to regain your bearings and hunker down.</i></p> <p>Encounter ♦ Healing Standard Action Personal Effect: You and may spend a Healing Surge and gain a +2 power bonus to all defenses until the end of your next turn.</p>
<p>Wallwalker Boots Magic Item <i>These supple spider silk boots give you the mobility of an arachnid, if only for a brief time.</i></p> <p>Daily</p> <p>Minor Action Personal Effect: Walk on walls as if they were horizontal surfaces until the end of the encounter.</p>	<p>Bloodstinger Poison Alchemical Item <i>This inky toxin inflicts wounds that burn long after the initial blow is struck.</i></p> <p>Alchemical Item Power (Consumable ♦ Poison)</p> <p>Standard Action Apply the bloodstinger poison to your weapon or one piece of ammunition. Make a secondary attack against the next target you hit with the coated weapon or ammunition before the end of the encounter: +6 vs. Fortitude; ongoing 5 poison damage (save ends).</p>	<h1>ACTION POINT</h1>

Drum-Haak

the silver-tongued deal-maker

Background

You are the high priest of your tribe. You are sneaky and subversive, using treachery to gain advantage over your enemies. Your tribe leader, Llesh-Hruuk, is old and dying. You have worked your way into his favor by being a strong leader within the tribe. Most in the tribe respect and fear you and your powers. There are a few, however, who can see through your web of lies and seek to expose you.

Goals & Motivations:

This adventure must end with the artifact returned to your tribe and you in a superior position than Ghaaldar to ascend as tribal leader. If Ghaaldar should die during an "accident" on the journey, so much the better.

You may choose to start the adventure with one character from the lesser races in manacles.

Other Characters:

Duurkala - *Indifferent.*

In times of need, Duurkala has been known to come to your aid. However, it is clear now that he favors your rival, Ghaaldar, for the position of leader of your tribe.

Ghaaldar - *Enemy.*

A respectable soldier, he is your chief rival for the position of leader of your tribe.

Kulimvorith - *Potential Ally.*

The sorcerer is a powerful creature, and has valuable ties to the Lord of Greed.

Grimlock, Mavarothix - *Indifferent.*

These dim-witted brutes have been malleable to your suggestions, and make capable servants, but you often rely on more subtle means to achieve your ends than they are mentally capable of. You have an advantage with Grimlock, however, as no one else understand the beast's primitive language.

HP HIT POINTS	MAX	BLOODIED	HEALING SURGE VALUE	SURGES PER DAY
	40	20	10	10
CURRENT HP				

FAILED DEATH SAVES		

Drum-Haak <i>the silver-tongued deal maker</i>
CLASS WARLOCK
LEVEL 3
RACE DHAKAANI
Medium

TEMPORARY HP

INITIATIVE +4	MOVEMENT 6	Vision low-light
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DEFENSES	CLASS BONUS	ABILITY MOD	1/2 LEVEL	EQUIP BONUS	MISC	
ARMOR CLASS (AC)	16	-	+2	+1	+3	-
FORTITUDE (Fort)	16	-	+4	+1	+1	-
REFLEX (Ref)	15	+1	+2	+1	+1	-
WILLPOWER (Will)	14	+1	+1	+1	+1	-

MELEE BASIC ATTACK	ATTACK	DAMAGE	NOTES
dagger	+4 vs. AC	1d4	off-hand
RANGED BASIC ATTACK	ATTACK	DAMAGE	RANGED
eldritch blast	+6 vs. Reflex	1d10+5	10

SKILLS						
SKILL NAME	KEY ABILITY	SKILL MOD	ABILITY MOD	TRAINED	1/2 LEVEL	MISC
Acrobatics	Dex	+2	+1		+1	
Arcana	Int	+8	+2	5	+1	
Athletics	Str	+3	+0		+1	+2
Bluff	Cha	+7	+1	5	+1	
Diplomacy	Cha	+2	+1		+1	
Dungeoneering	Wis	+2	+1		+1	
Endurance	Con	+5	+4		+1	
Heal	Wis	+2	+1		+1	
History	Int	+5	+2		+1	+2
Insight	Wis	+7	+1	5	+1	
Intimidate	Cha	+2	+1		+1	
Nature	Wis	+2	+1		+1	
Perception	Wis	+2	+1		+1	
Religion	Int	+8	+2	5	+1	
Stealth	Dex	+2	+1		+1	
Streetwise	Cha	+2	+1		+1	
Thievery	Dex	+2	+1		+1	

FEATS & ABILITIES	
Prime Shot	When you are the closest ally to a target, gain +1 to ranged attacks against that target.
Shadow Walk	If you move at least 3 squares, gain concealment.
Eldritch Pact	(already included) If you kill a cursed foe, deal fire damage.
Ancestral Promise	(already included) Changed Eldritch Pact
Battle Ready	(already included) Gain +2 to Initiative
Linguist	(already included) Speak 3 additional languages

ABILITIES	ABILITY SCORE	ABILITY MODIFIE	1/2 LEVEL
STR STRENGTH	10	+0	+1
CON CONSTITUTION	18	+4	+1
DEX DEXTERITY	13	+1	+1
INT INTELLIGENCE	14	+2	+1
WIS WISDOM	12	+1	+1
CHA CHARISMA	13	+1	+1

LANGUAGES
Goblin
Draconic
Dwarven
Elven
Giant

EQUIPMENT		
magic cloak +1	Adventurer's Kit	dagger
magic leather armor +1	- backpack, bedroll, flint & steel,	whip
rod of the churning inferno +1	- belt pouch, 2 sunrods, waterskin,	manacles & keys
	- 10 days rations, 50 ft. rope	

Drum-Haak

<p>Eldritch Blast Warlock Attack 1 <i>You fire a bolt of dark, crackling, eldritch energy at your foe.</i></p> <p>At-Will ♦ Arcane, Implement Standard Action Ranged 10 Target: One creature. Attack: +6 vs. Reflex Hit: 1d10+5 damage Critical Hit: 1d12+15 fire damage. Special: You can use this power as a ranged basic attack.</p>	<p>Hellish Rebuke Warlock Attack 1 <i>Your foe is scoured in hellish flames stoked by your own anger and pain. If you are injured, the flames burst into life again.</i></p> <p>At-Will ♦ Arcane, Fire, Implement Standard Action Ranged 10 Target: One creature. Attack: +6 vs. Reflex Hit: 1d6+5 fire damage. If you take damage before the end of your next turn, the target takes an additional 1d6+5 fire damage. Critical Hit: 1d12+11 fire damage.</p>	<p>Warlock's Curse Warlock Class Feature <i>You curse your enemy, spelling out their doom.</i></p> <p>At-Will ♦ Arcane Minor Action Personal Target: The closest enemy to you that you can see. Effect: The target is cursed. A cursed target takes an additional 1d6 damage from your attacks that hit. You may have multiple cursed targets.</p> <p>If a cursed target drops, deal 6 fire damage to one target adjacent to the dropped enemy, and gain 1 Temporary Hit Point.</p>
<p>Asmodeus' Diabolic Grasp Warlock Attack 1 <i>A great talon of sulfurous darkness forms around your enemy. It rakes fiercely at him, and drags him a short distance before dissipating.</i></p> <p>Encounter ♦ Arcane, Implement Standard Action Ranged 10 Target: One creature. Attack: +6 vs. Fortitude Hit: 2d8+5 damage, and you slide the target 3 squares. Critical Hit: 1d12+21 damage.</p>	<p>Fiery Bolt Warlock Attack 3 <i>You call upon bolt of golden flame and hurl it at your foe. Anyone standing close is burned as well.</i></p> <p>Encounter ♦ Arcane, Fire, Implement Standard Action Ranged 10 Target: One creature. Attack: +6 vs. Reflex Hit: 3d6+5 fire damage, and each adjacent creature takes 1d6+7 fire damage. Critical Hit: 1d12+23 damage, and adjacent creatures take 1d12+13.</p>	<h1 style="font-size: 4em; margin: 0;">ACTION POINT</h1>
<p>Vile Brand Warlock Attack 1 <i>With only a word, you cause a distant enemy's hide to blacken and form a brand that decreases your foe's ability to strike against you.</i></p> <p>Daily ♦ Arcane, Fear, Implement, Psychic Standard Action Ranged 20 Target: One creature. Attack: +6 vs. Will Hit: 3d10+5 psychic damage; and the target, any enemy adjacent to the target, and any enemy within 2 squares of you takes a –2 penalty to attack rolls until the end of your next turn. Critical Hit: 1d12+35 fire damage. Miss: You may take 6 psychic damage and not expend this spell. You gain a +4 power bonus to the attack roll with this spell against the same target before the end of your next turn.</p>		<p>Hobgoblin Resilience Dhakaani Racial Power <i>You shake off an effect that would cripple a lesser warrior.</i></p> <p>Encounter Immediate Reaction Personal Trigger: You are subject to an effect a save can end. Effect: Make a saving throw against the effect.</p>
<p>Second Wind <i>You take a moment to regain your bearings and hunker down.</i></p> <p>Encounter Standard Action Personal Effect: You may spend a healing surge and gain +2 to all defenses until the end of your next turn.</p>	<p>Beguiling Tongue Warlock Utility 2 <i>You channel the grace and glibness of your dark patrons for a time.</i></p> <p>Encounter ♦ Arcane Minor Action Personal Effect: You gain a +5 power bonus to your next Bluff, Diplomacy, or Intimidate check during this encounter.</p>	<p>Rod of the Churning Inferno Magic Item <i>The flames you conjure continue to burn long after they should have smoldered away.</i></p> <p>Daily ♦ Arcane Free Action Personal Effect: Use this power when you deal fire damage with a spell. One target of that spell takes ongoing 5 fire damage and deals 5 fire damage to adjacent targets (save ends both).</p>

Duurkala

the wise counselor

Background:

Duurkala is a wizened old Dhakaani who has seen many things in his lifetime. He is the storyteller and source of wisdom for his tribe, relating tales of the glorious ancient Dhakaani, inspiring young warriors with every tale. Duurkala respects the concepts of honor, and believes strongly in the power of his ancestors.

Above all else, Duurkala regards the restoration of the Dhakaani Empire as his primary mission in life, recovering lost artifacts and reclaiming ancient sites as much as he can before he becomes too old to continue.

Goals & Motivations:

Duurkala wants to recover the Lost Crown of Tesh-naga for his people. He is concerned not with personal power, but with restoring the Dhakaani people to their former glory. He would like to use this quest as proving grounds for the next leader of the tribe, and return with the crown in the hands of his leader.

The dilution of the Dhakaani forces by lesser races is a plague that must be stopped. Although you need their help for now, by the end of this adventure the artifact must be returned to your tribe and all of the three lesser creatures (Mavarith, Kulimvorith, Grimlock) must be destroyed.

You may choose to start the adventure with one character from the lesser races in manacles.

Other Characters:

Ghaaldar – *Potential Ally.*

Thinks he is honorable and a solid choice for leader of the tribe. Admires his dedication and loyalty.

Drum-Haak – *Potential Ally.*

Thinks he is ambitious and resourceful, and respects the accomplishments he's made. He would make a fine leader of the tribe.

Mavarith, Kulimvorith, Grimlock – *Enemy.*

Only tolerates the lesser races due to their subservience to the Dhakaani. Is reluctant to have to employ other races for fear of treachery.

HP HIT POINTS	MAX	BLOODED	HEALING SURGE VALUE	SURGES PER DAY
	37	18	9	9
CURRENT HP				

FAILED DEATH SAVES		
TEMPORARY HP		

Duurkala

the wise counselor

INITIATIVE	MOVEMENT	Vision
+3	5	low-light

WARLORD	
CLASS	
LEVEL	3
DHAKAANI	
RACE	Medium

DEFENSES	CLASS BONUS	ABILITY MOD	1/2 LEVEL	EQUIP BONUS	MISC	
ARMOR CLASS (AC)	19	-	+	+1	+7	+1
FORTITUDE (Fort)	16	+1	+3	+1	+1	-
REFLEX (Ref)	13	-	+0	+1	+1	+1
WILLPOWER (Will)	16	+1	+3	+1	+1	-

MELEE BASIC ATTACK	ATTACK	DAMAGE	NOTES
vicious flail +1	+7 vs. AC	1d10+4	versatile
RANGED BASIC ATTACK	ATTACK	DAMAGE	RANGED
javelin	+6 vs. AC	1d6+3	10 / 20

SKILLS						
SKILL NAME	KEY ABILITY	SKILL MOD	ABILITY MOD	TRAINED	1/2 LEVEL	MISC
Acrobatics	Dex	-1	+0	+	+1	-2
Arcana	Int	+1	+0	+	+1	+
Athletics	Str	+4	+3	+	+1	+0
Bluff	Cha	+4	+3	+	+1	+
Diplomacy	Cha	+9	+3	5	+1	+
Dungeoneering	Wis	+1	+0	+	+1	+
Endurance	Con	+6	+2	5	+1	-2
Heal	Wis	+6	+0	5	+1	+
History	Int	+8	+0	5	+1	+2
Insight	Wis	+1	+0	+	+1	+
Intimidate	Cha	+4	+3	+	+1	+
Nature	Wis	+1	+0	+	+1	+
Perception	Wis	+1	+0	+	+1	+
Religion	Int	+1	+0	+	+1	+
Stealth	Dex	-1	+0	+	+1	-2
Streetwise	Cha	+4	+3	+	+1	+
Thievery	Dex	-1	+0	+	+1	-2

FEATS & ABILITIES	
Rousing Resurgence	Allies who spend their second wind within line of sight of you gain 3 Temporary Hit Points.
Helm of Heroes	You and each ally within 10 squares of you gain a +2 item bonus to saving throws against fear effects.
Combat Leader	Allies within 10 squares gain a +2 power bonus to Initiative
Inspiring Presence	Allies who spend an Action Point heal 4 Hit Points
Imp. Inspiring Word	(already included) Your inspiring word heals +3 HP.
Battle Ready	(already included) Gain +2 to Initiative

ABILITIES	ABILITY SCORE	ABILITY MODIFIE	1/2 LEVEL
STR STRENGTH	16	+3	+1
CON CONSTITUTION	15	+2	+1
DEX DEXTERITY	10	+0	+1
INT INTELLIGENCE	10	+0	+1
WIS WISDOM	11	+0	+1
CHA CHARISMA	16	+3	+1

LANGUAGES
Goblin
Dwarven

EQUIPMENT			
vicious flail +1	Adventurer's Kit	(5) javelins	
magic chainmail +1	- backpack, bedroll, flint & steel,	whip	
magic amulet +1	- belt pouch, 2 sunrods, waterskin,	manacles & keys	
light shield	- 10 days rations, 50 ft. rope		

Duurkala

<p>Furious Smash Warlord Attack 1 <i>You slam your shield into your enemy and your anger inspires your ally to match your ferocity.</i></p> <p>At-Will ♦ Martial, Weapon Standard Action Melee 1 Target: One creature. Attack: +7 vs. Fortitude Hit: 3 damage, and choose on ally adjacent to either you or the target. This ally gains a +3 power bonus to its attack roll and damage roll against the target on their next attack until the end of your next turn.</p>	<p>Wolf Pack Tactics Warlord Attack 1 <i>Step by step, you and your friends surround the enemy</i></p> <p>At-Will ♦ Martial, Weapon Standard Action Melee 1 Effect: Before you attack, one ally adjacent to either you or the target shifts 1 square as a free action. Target: One creature. Attack: +7 vs. Armor Class Hit: 1d10+4 damage Critical Hit: 1d12+14 damage.</p>	
<p>Provocative Order Warlord Attack 1 <i>You prompt an ally to take the fight to the enemy.</i></p> <p>Encounter ♦ Martial Standard Action Close burst 5 Target: One ally who has line of sight to you and can hear you. Effect: The target makes a charge attack as a free action. This attack deals 1[W] extra damage.</p>	<p>Hold The Line Warlord Attack 3 <i>With a snap series of commands, you keep your allies in formation and well defended as you assault your adversary.</i></p> <p>Encounter ♦ Martial, Weapon Standard Action Melee 1 Target: One creature. Attack: +7 vs. Armor Class Hit: 1d10+4 damage. Effect: Until the end of your next turn, allies adjacent to you gain a +2 power bonus to AC and cannot be pushed, pulled, or slid.</p>	<p>Inspiring Word Warlord Feature <i>You call out to a wounded ally and offer inspiring words of courage and determination.</i></p> <p>2/ Encounter ♦ Martial, Healing Minor Action Close burst 5 Target: You or one ally in burst. Effect: The target can spend a healing surge and gain an additional 1d6+3 Hit Points.</p>
<p>Pin the Foe Warlord Attack 1 <i>No matter where your foe turns, one of your allies is waiting for him.</i></p> <p>Daily ♦ Martial, Weapon Standard Action Melee 1 Target: One creature. Attack: +7 vs. Armor Class Hit: 3d8+4 damage. Critical Hit: 1d12+28 damage. Effect (Hit or Miss): Until the end of the encounter, the target cannot shift if at least two of your allies, or you and one other ally, are adjacent to it.</p>	<h1>ACTION POINT</h1>	<p>Helm of Heroes Magic Item <i>This ornate helmet makes you and your allies less susceptible to fear effects and can be activated to improve an ally's attack.</i></p> <p>Daily Free Action Personal Effect: Use this power when you grant an ally a charge or a basic attack. That ally can take a standard action instead. The ally gains a +2 power bonus to any damage rolls made during that standard action.</p>
<p>Second Wind Class Feature <i>You take a moment to regain your bearings and hunker down.</i></p> <p>Encounter ♦ Healing Standard Action Personal Effect: You and may spend a Healing Surge and gain a +2 power bonus to all defenses until the end of your next turn.</p>	<p>Crescendo of Violence Warlord Utility 2 <i>A timely critical hit affords you the opportunity to rally a wounded ally.</i></p> <p>Encounter ♦ Martial Immediate Reaction Ranged 5 Trigger: An ally within range scores a critical hit. Effect: The ally gains 3 temporary Hit Points.</p>	<p>Hobgoblin Resilience Dhakaani Racial Power <i>You shake off an effect that would cripple a lesser warrior.</i></p> <p>Encounter Immediate Reaction Personal Trigger: You are subject to an effect a save can end. Effect: Make a saving throw against the effect.</p>

Ghaaldar

the brave warrior

Background:

Ghaaldar is a brave Dhakaani warrior, following the tribal leadership of Llesh-Hruuk. He is honorable in all his actions, and seeks to return his people to their former glory.

Goals & Motivations:

Ghaaldar wants to return the Lost Crown to his people. He also has a lining of vanity, and longs to be his tribe's hero and leader, following the death of the current, venerable leader.

For the time being, you will need Drum-Haak's help in recovering the artifact. For the sake of your people, however, this adventure cannot end with Drum-Haak in a position to ascend to tribal leader. If he does not willingly bow to you, you must gain his obedience by force.

You may choose to start the adventure with one character from the lesser races in manacles.

Other Characters:

Duurkala – *Friend.*

Ghaaldar sees Duurkala as an honorable warrior and an invaluable link to the past. He has leaned on Duurkala in times of need before and has always received valuable aid.

Drum-Haak – *Enemy.*

Drum-Haak is a respected priest in the tribe and very powerful, however he is deceitful and lies often. Ghaaldar is suspicious of Drum-Haak, and fears that his ambition for leadership of the tribe may outweigh his duty to his people.

Mavarith, Kulimvorith – *Indifferent.*

The dragonkin are valuable allies, but are ultimately untrustworthy and disposable.

Grimlock – *Potential Ally.*

Grimlock is a stalwart warrior and a testament to obedience to the Empire. Despite the lack of wit, Grimlock is a creature to be admired.

HP	MAX	BLOODED	HEALING SURGE VALUE	SURGES PER DAY
HIT POINTS	48	24	12	12
CURRENT HP				

FAILED DEATH SAVES

TEMPORARY HP

GHAALDAR

the proud warrior

INITIATIVE	MOVEMENT	Vision
+5	5	low-light

FIGHTER	CLASS
3	LEVEL
DHAKAANI	RACE
Medium	SIZE

DEFENSES	CLASS BONUS	ABILITY MOD	1/2 LEVEL	EQUIP BONUS	MISC	
ARMOR CLASS (AC)	22	-	+	+1	+9	+2
FORTITUDE (Fort)	17	+2	+3	+1	+1	-
REFLEX (Ref)	16	-	+2	+1	+1	+2
WILLPOWER (Will)	14	-	+2	+1	+1	-

MELEE BASIC ATTACK	ATTACK	DAMAGE	NOTES
vicious flail +1	+8 vs. AC	1d10+4	versatile

RANGED BASIC ATTACK	ATTACK	DAMAGE	RANGED
javelin	+6 vs. AC	1d6+3	10 / 20

SKILLS						
SKILL NAME	KEY ABILITY	SKILL MOD	ABILITY MOD	TRAINED	1/2 LEVEL	MISC
Acrobatics	Dex	-1	+2	+	+1	-4
Arcana	Int	+0	-1	+	+1	
Athletics	Str	+7	+3	5	+1	-2
Bluff	Cha	+1	+0		+1	
Diplomacy	Cha	+1	+0		+1	
Dungeoneering	Wis	+3	+2		+1	
Endurance	Con	+5	+3	5	+1	-4
Heal	Wis	+3	+2		+1	
History	Int	+2	-1		+1	+2
Insight	Wis	+3	+2		+1	
Intimidate	Cha	+6	+0	5	+1	
Nature	Wis	+3	+2		+1	
Perception	Wis	+3	+2		+1	
Religion	Int	+0	-1		+1	
Stealth	Dex	-1	+2		+1	-4
Streetwise	Cha	+1	+0		+1	
Thievery	Dex	-1	+2		+1	-4

FEATS & ABILITIES

Combat Superiority	+2 to Opportunity attacks. Opportunity attacks stop movement.
Combat Challenge	Mark targets when you attack them. Gain basic melee attack when marked target shifts or makes an attack that doesn't include you. Marked targets take a -2 penalty to attacks that don't target you.
Toughness	(already included) Gain +5 Hit Points
Plate Armor Prof.	(already included) Gain proficiency in plate armor
Battle Ready	(already included) Gain +2 to Initiative
Weapon Talent	(already included) Gain +1 to attack rolls with weapon & shield

ABILITIES	ABILITY SCORE	ABILITY MODIFIER	1/2 LEVEL
STR STRENGTH	16	+3	+1
CON CONSTITUTION	16	+3	+1
DEX DEXTERITY	14	+2	+1
INT INTELLIGENCE	8	-1	+1
WIS WISDOM	14	+2	+1
CHA CHARISMA	11	+0	+1

LANGUAGES
Goblin
Draconic

EQUIPMENT

ITEM	DESCRIPTION	QUANTITY
vicious flail +1	Adventurer's Kit	(5) javelins
guardian shield	- backpack, bedroll, flint & steel,	whip
magic scale armor +1	- belt pouch, 2 sunrods, waterskin,	manacles & keys
magic cloak +1	- 10 days rations, 50 ft. rope	

Ghaaldar

<p>Tide of Iron Fighter Attack 1 <i>After each mighty swing, you bring your shield to bear and use it to push your enemy back.</i></p> <p>At-Will ♦ Martial, Weapon</p> <p>Standard Action Melee 1</p> <p>Target: One creature.</p> <p>Attack: +8 vs. Armor Class</p> <p>Hit: 1d10+4 damage, and you push the target 1 square. You may shift into the space the target occupied.</p> <p>Critical Hit: 1d12+14 damage.</p>	<p>Resolute Shield Fighter Attack 1 <i>As you slash into your foe, you pull your shield into a defensive position between the two of you, guaranteeing that it absorbs at least some of your enemy's attack.</i></p> <p>At-Will ♦ Martial, Weapon</p> <p>Standard Action Melee 1</p> <p>Target: One creature.</p> <p>Attack: +8 vs. Armor Class</p> <p>Hit: 1d10+4 damage, and you gain Resist 3 against the target's attacks until the end of your next turn.</p> <p>Critical Hit: 1d12+14 damage.</p>	
<p>Shield Bash Fighter Attack 1 <i>You knock your adversary off balance with your shield and follow up with a strike.</i></p> <p>Encounter ♦ Martial</p> <p>Standard Action Melee 1</p> <p>Target: One creature.</p> <p>Attack: +10 vs. Reflex</p> <p>Hit: 1d10+4 damage, and you push the target 1 square and knock it prone.</p> <p>Critical Hit: 1d12+14 damage.</p> <p>Special: When charging, you can use this exploit in place of a melee basic attack.</p>	<p>Sweeping Blow Fighter Attack 3 <i>You put all of your strength into a single, mighty swing that strikes many enemies at once.</i></p> <p>Encounter ♦ Martial, Weapon</p> <p>Standard Action Close burst 1</p> <p>Target: Each enemy in burst you can see.</p> <p>Attack: +9 vs. Armor Class</p> <p>Hit: 1d10+4 damage.</p> <p>Critical Hit: 1d12+14 damage.</p>	
<p>Harrier's Ploy Fighter Attack 1 <i>Your forceful attack promises your foe a pursuit that can end only when one of you is victorious.</i></p> <p>Daily ♦ Martial, Weapon</p> <p>Standard Action Melee 1</p> <p>Target: One creature.</p> <p>Attack: +8 vs. Armor Class</p> <p>Hit: 3d10+4 damage.</p> <p>Critical Hit: 1d12+34 damage.</p> <p>Effect (Hit or Miss): Until the end of the encounter, if the target moves, you can shift 2 squares as an immediate reaction.</p>	<h1 style="font-size: 4em; margin: 0;">ACTION POINT</h1>	<p>Guardian Shield Magic Item <i>Activate the power of this shield to defend an ally from attack.</i></p> <p>Daily</p> <p>Immediate Interrupt Personal</p> <p>Trigger: An adjacent ally is hit by an attack.</p> <p>Effect: You are hit by the attack instead. You then gain resistance to all damage equal to half the damage dealt by the attack (if any) until the start of your next turn.</p>
<p>Second Wind Class Feature <i>You take a moment to regain your bearings and hunker down.</i></p> <p>Encounter ♦ Healing</p> <p>Standard Action Personal</p> <p>Effect: You and may spend a Healing Surge and gain a +2 power bonus to all defenses until the end of your next turn.</p>	<p>Get Over Here Fighter Utility 2 <i>You pull one of your allies into a more advantageous position.</i></p> <p>Encounter ♦ Martial</p> <p>Move Action Melee 1</p> <p>Target: One willing adjacent ally.</p> <p>Effect: You slide the target 2 squares to a square that is adjacent to you.</p>	<p>Hobgoblin Resilience Dhakaani Racial Power <i>You shake off an effect that would cripple a lesser warrior.</i></p> <p>Encounter</p> <p>Immediate Reaction Personal</p> <p>Trigger: You are subject to an effect a save can end.</p> <p>Effect: Make a saving throw against the effect.</p>

Grimlock

the dim-witted thug

Background:

You are a simple ogre who has been captured and enslaved by the Dhakaani. You have served them faithfully, and have been treated well by most. Your tremendous strength has been put to use countless times by your Dhakaani masters on the field of war and in the silver mines. You long for a return to the time when you used to roam free in the wilderness.

As a player, you have a difficult task of roleplaying the language barrier that exists between Grimlock and every other character aside from Drum-Haak.

Goals & Motivations:

Not long ago, you came into contact with a group of Humans who promised you freedom from the bonds of slavery. They asked only for you to steal a Dhakaani relic in exchange from protection from your cruel masters. You lie awake at nights, unable to stop the gnawing hunger for freedom.

This adventure must end with your possession of the Dhakaani artifact to ensure your protection from the Humans.

Other Characters:

Duurkala, Drum-Haak – *Enemy.*

In the past, these Dhakaani have beaten you for little or no reason, showing cruelty where none was needed.

Ghaaldar – *Indifferent.*

You have a mutual respect for each other's combat prowess. He has also given you extra portions of mutton during the night as a reward for your good behavior. Despite this, Ghaaldar still represents the future leadership of the Dhakaani and your continued slavery.

Mavarith, Kulimvorith – *Indifferent.*

The dragonkin are polite to you, but do not speak your language, so it is hard to understand them.

HP HIT POINTS	MAX	BLOODED	HEALING SURGE VALUE	SURGES PER DAY
	51	25	12	12
CURRENT HP				

FAILED DEATH SAVES		
TEMPORARY HP		

GRIMLOCK
the dim-witted thug

INITIATIVE	MOVEMENT	Vision
+2	6	normal

CLASS	BARBARAN
LEVEL	3
RACE	OGRE
	Large

DEFENSES	CLASS BONUS	ABILITY MOD	1/2 LEVEL	EQUIP BONUS	MISC	
ARMOR CLASS (AC)	17	-	+1	+1	+4	+1
FORTITUDE (Fort)	18	+2	+4	+1	+1	-
REFLEX (Ref)	13	-	+1	+1	+1	-
WILLPOWER (Will)	12	-	+0	+1	+1	-

MELEE BASIC ATTACK	ATTACK	DAMAGE	NOTES
vicious giant axe +1	+8 vs. AC	1d12+5 (brutal 2)	Crit: 2d12+5 (brutal 2)

RANGED BASIC ATTACK	ATTACK	DAMAGE	RANGED
javelin	+7 vs. AC	1d6+4	10 / 20

SKILLS						
SKILL NAME	KEY ABILITY	SKILL MOD	ABILITY MOD	TRAINED	1/2 LEVEL	MISC
Acrobatics	Dex	+1	+1		+1	-1
Arcana	Int	+0	-1		+1	
Athletics	Str	+11	+4	5	+1	+1
Bluff	Cha	+0	-1		+1	
Diplomacy	Cha	+0	-1		+1	
Dungeoneering	Wis	+1	+0		+1	
Endurance	Con	+9	+4	5	+1	-1
Heal	Wis	+1	+0		+1	
History	Int	+0	-1		+1	
Insight	Wis	+1	+0		+1	
Intimidate	Cha	+5	-1	5	+1	
Nature	Wis	+3	+0		+1	+2
Perception	Wis	+1	+0		+1	
Religion	Int	+0	-1		+1	
Stealth	Dex	+1	+1		+1	-1
Streetwise	Cha	+0	-1		+1	
Thievery	Dex	+1	+1		+1	-1

FEATS & ABILITIES

Ferocity	If you are reduced to 0 HP or fewer, you can make a melee basic attack before falling unconscious.
Heedless Charge	You gain a +2 racial bonus to AC against opportunity attacks you provoke during a charge.
Feral Might	(already included) When you drop an enemy, gain 4 Temp. HP
Toughness	(already included) Gain +5 Hit Points
Barbarian Agility	(already included) +1 AC with light armor
Sup. Weapon Prof.	(already included) Gain proficiency in the Large-sized axe

ABILITIES	ABILITY SCORE	ABILITY MODIFIE	1/2 LEVEL
STR STRENGTH	18	+4	+1
CON CONSTITUTION	19	+4	+1
DEX DEXTERITY	13	+1	+1
INT INTELLIGENCE	8	-1	+1
WIS WISDOM	10	+0	+1
CHA CHARISMA	8	-1	+1

LANGUAGES
Giant

EQUIPMENT				
vicious giant axe +1	Adventurer's Kit			
magic hide armor +1	- backpack, bedroll, flint & steel,			
magic amulet +1	- belt pouch, 2 sunrods, waterskin,			
whetstone of decapitation	- 10 days rations, 50 ft. rope			

Grimlock

<p>Howling Strike Barbarian Attack 1</p> <p><i>With a blood-freezing scream, you throw yourself into the fray.</i></p> <p>At-Will ♦ Primal, Weapon</p> <p>Standard Action Melee 1</p> <p>Target: One creature</p> <p>Attack: +8 vs. Armor Class</p> <p>Hit: 1d12+1d6+5 damage (brutal 2).</p> <p>Critical Hit: 2d12+23.</p> <p>Special: When charging, you can use this evocation in place of a melee basic attack. If you are raging, you do not provoke opportunity attacks for moving during the charge.</p>	<p>Flattening Charge Ogre Racial Power</p> <p><i>You charge the enemy and smash into it with your might.</i></p> <p>Encounter</p> <p>Standard Action Melee 1</p> <p>Requirement: You must charge and use this power in place of a melee basic attack.</p> <p>Target: One creature</p> <p>Attack: +9 vs. AC</p> <p>Hit: 1d6+4 damage, and the target is knocked prone.</p>	<p>Swift Charge Barbarian Feature</p> <p><i>As your foe falls, you rush toward your next victim.</i></p> <p>Encounter ♦ Primal</p> <p>Free Action Personal</p> <p>Trigger: Your attack reduces an enemy to 0 hit points</p> <p>Effect: Gain 4 Temporary Hit Points and you can charge an enemy.</p>
<p>Pressing Strike Barbarian Attack 1</p> <p>You push lesser foes from your path, moving through the lines of battle at will.</p> <p>At-Will ♦ Primal, Weapon</p> <p>Standard Action Melee 1</p> <p>Target: One creature</p> <p>Effect: Before the attack, you shift 2 squares. You can move through an enemy's space during the shift, but you can't end there.</p> <p>Attack: +8 vs. Armor Class</p> <p>Hit: 1d12+5 damage (brutal 2), and you push the target 1 square. If you are raging, the attack deals 1d6 extra damage.</p> <p>Critical Hit: 2d12+17 damage, or 2d12+23 damage if you are raging.</p>	<p>Avalanche Strike Barbarian Attack 1</p> <p><i>You drop your guard and put all your strength into a devastating overhead swing.</i></p> <p>Encounter ♦ Primal, Weapon</p> <p>Standard Action Melee 1</p> <p>Target: One creature</p> <p>Attack: +8 vs. Armor Class</p> <p>Hit: 3d12+9 damage (brutal 2).</p> <p>Critical Hit: 2d12+45 damage.</p> <p>Effect (Hit or Miss): Until the start of your next turn, you take a -4 penalty to all defenses.</p>	<p>Hammer Fall Barbarian Attack 3</p> <p><i>You swing your weapon in a great underhand arc, and the impact lifts your target off its feet and sends it crashing to the ground.</i></p> <p>Encounter ♦ Primal, Weapon</p> <p>Standard Action Melee 1</p> <p>Target: One creature</p> <p>Attack: +8 vs. Fortitude</p> <p>Hit: 2d12+5 damage (brutal 2), and you knock the target prone.</p> <p>Critical Hit: 2d12+29 damage.</p>
<p>Skull-Taker's Rage Barbarian Attack 1</p> <p><i>The ancient berserker spirit that drives this rage doesn't care that its presence tears you apart, vein by vein. It wants the skulls of your enemies.</i></p> <p>Daily ♦ Primal, Rage, Weapon</p> <p>Standard Action Melee 1</p> <p>Target: One creature</p> <p>Attack: +8 vs. Armor Class</p> <p>Hit: 3d12+5 damage (brutal 2).</p> <p>Critical Hit: 2d12+41 damage.</p> <p>Miss: Half damage.</p> <p>Effect (Hit or Miss): You enter the rage of the skull-taker. Until the rage ends, you take 3 damage at the start of each of your turns. This damage cannot be resisted or negated.</p> <p>Until the rage ends, you gain a +1 bonus to your attack rolls.</p>	<p>Whetstone of Decapitation Magic Item</p> <p><i>This whetstone sharpens your blade to a deadly hone.</i></p> <p>Consumable</p> <p>Minor Action Personal</p> <p>Effect: The target of your next attack that hits takes ongoing 5 damage (save ends).</p>	<h1 style="font-size: 4em; margin: 0;">ACTION POINT</h1>
<p>Second Wind -</p> <p><i>You take a moment to regain your bearings and hunker down.</i></p> <p>Encounter</p> <p>Standard Action Personal</p> <p>Effect: You may spend a healing surge and gain +2 to all defenses until the end of your next turn.</p>	<p>Bounding Leap Athletics Utility 2</p> <p><i>As you spring through the air, you tuck in your legs and arms, spinning to eke out a little extra distance.</i></p> <p>Encounter</p> <p>Move Action Personal</p> <p>Effect: You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start, and the distance you jump can exceed your speed.</p>	<p>Rampage Barbarian Feature</p> <p>At-Will (1/rd.) ♦ Primal</p> <p>Free Action Personal</p> <p>Trigger: You score a critical hit.</p> <p>Free Action Melee 1</p> <p>Target: One creature</p> <p>Attack: +8 vs. Armor Class</p> <p>Hit: 1d12+5 damage (brutal 2).</p> <p>Critical Hit: 2d12+17 damage.</p>

Kulimvorith

the proud drake

Background:

You are a noble dragonkin, taking your name from your ancestral dragon forbearer, a proud red dragon of the mountains. Your people have been wrongfully enslaved by the brutish Dhakaani "empire" and forced to serve them. Before your capture, you served as your people's priest, and had a direct relationship with Tiamat, Dragon God of Greed.

Goals & Motivations:

The Lost Crown is, in fact, originally an artifact from the golden age of dragons. It rightfully belongs to your people. Unfortunately, you are not in any position to retrieve it yourself, and must abide by the offensive presence of the Dhakaani. You must use your masters to help you get the crown, and then escape with it. This adventure must end with the artifact recovered and in the hands of the Dragonkin people.

Other Characters:

Duurkala, Ghaaldar – *Enemy.*

These two Dhakaani sicken you with their pride in their degenerate race. You delight in the thought that you will one day return with your own dragonkin tribe to destroy them.

Drum-Haak – *Indifferent.*

This conniving Dhakaani earns a modicum of respect as his ambition and cunning rival that of your own race.

Mavarith – *Friend.*

As the only other member of your race, you two have forged a bond of friendship, relying on each other to get you through the tough times.

Grimlock – *Potential Ally.*

You share an unspoken bond with this thug through the shared suffering of enslavement by the Dhakaani.

HP HIT POINTS	MAX	BLOODED	HEALING SURGE VALUE	SURGES PER DAY
	35	17	8	7
CURRENT HP				

FAILED DEATH SAVES		
TEMPORARY HP		

KULIMVORITH <i>the proud drake</i>		
INITIATIVE	MOVEMENT	Vision
+4	6	low-light

SORCERER
CLASS
3
LEVEL
KOBOLD
RACE
Small

DEFENSES	CLASS BONUS	ABILITY MOD	1/2 LEVEL	EQUIP BONUS	MISC	
ARMOR CLASS (AC)	15	-	+3	+1	+1	-
FORTITUDE (Fort)	13	-	+1	+1	+1	-
REFLEX (Ref)	15	-	+3	+1	+1	-
WILLPOWER (Will)	18	+2	+4	+1	+1	-

MELEE BASIC ATTACK	ATTACK	DAMAGE	NOTES
vicious dagger +1	+5 vs. AC	1d4+1	off-hand
RANGED BASIC ATTACK	ATTACK	DAMAGE	RANGED
acid orb	+6 vs. Reflex	1d10+8	20

SKILLS						
SKILL NAME	KEY ABILITY	SKILL MOD	ABILITY MOD	TRAINED	1/2 LEVEL	MISC
Acrobatics	Dex	+4	+3		+1	
Arcana	Int	+7	+1	5	+1	
Athletics	Str	+1	+0		+1	
Bluff	Cha	+10	+4	5	+1	
Diplomacy	Cha	+10	+4	5	+1	
Dungeoneering	Wis	+6	+0	5	+1	
Endurance	Con	+2	+1		+1	
Heal	Wis	+1	+0		+1	
History	Int	+2	+1		+1	
Insight	Wis	+1	+0		+1	
Intimidate	Cha	+5	+4		+1	
Nature	Wis	+1	+0		+1	
Perception	Wis	+2	+0		+1	+1
Religion	Int	+7	+1	5	+1	
Stealth	Dex	+6	+3		+1	+2
Streetwise	Cha	+5	+4		+1	
Thievery	Dex	+6	+3		+1	+2

FEATS & ABILITIES

Trap Sense	Gain a +2 bonus to defenses against traps.
Chaos Burst	During the first attack roll of a round, gain one of the following: If you roll an even number: Gain +1 AC until the start of your next turn If you roll an odd number: Make a saving throw
Unfettered Power	If you roll a natural 20 on an attack, slide the target 1 square and knock the target prone. If your roll a natural 1 on an attack, push every creature 1 square away from you.
The Five Heads of Tiamat	At the beginning of the adventure, roll 1d6 and gain resistance 5 to the following type, and ignore 5 resistance of that type with attacks. 1 - fire; 2 - acid; 3 - cold; 4 - poison; 5 - lightning; 6 - all of the above.
Spell Source	(already included) Your spells deal +3 damage.
Draconic Sorcery Tattoo	(already included) Deal fire damage with second wind.
Cleric Multiclass	(already included) Gain healing word and Religion training
Dragon Senses	(already included) You gain low-light vision and a +1 bonus to Perception.

ABILITIES	ABILITY SCORE	ABILITY MODIFIE	1/2 LEVEL
STR STRENGTH	10	+0	+1
CON CONSTITUTION	13	+1	+1
DEX DEXTERITY	16	+3	+1
INT INTELLIGENCE	12	+1	+1
WIS WISDOM	11	+0	+1
CHA CHARISMA	18	+4	+1

LANGUAGES	
Goblin	
Draconic	

EQUIPMENT			
magic robes +1	Adventurer's Kit		
vicious dagger +1	- backpack, bedroll, flint & steel,		
magic amulet +1	- belt pouch, 2 sunrods, waterskin,		
	- 10 days rations, 50 ft. rope		

Kulimvorith

<p>Acid Orb Sorcerer Attack 1 <i>You hurl a globe of acid at a distant enemy.</i> At-Will ♦ Acid, Arcane, Implement Standard Action Ranged 20 Target: One creature Attack: +6 vs. Reflex Hit: 1d10+8 modifier acid damage. Critical Hit: 1d12+18 damage. Special: This power can be used as a ranged basic attack.</p>	<p>Burning Spray Sorcerer Attack 1 <i>You fling your arm in a wide arc, casting liquid fire at your foes.</i> At-Will ♦ Arcane, Fire, Implement Standard Action Close blast 3 Target: Each creature in blast Attack: +6 vs. Reflex Hit: 1d8+8 fire damage. Critical Hit: 1d12+16 damage.</p>	
<p>Frostbind Sorcerer Attack 1 <i>Creeping ice envelops and hinders your enemy.</i> Encounter ♦ Arcane, Cold, Implement Standard Action Ranged 10 Target: One creature Attack: +6 vs. Fortitude Hit: 3d6+8 cold damage, and the target takes a -2 penalty to Reflex until the end of your next turn. Critical Hit: 1d12+26 damage.</p>	<p>Dancing Lightning Sorcerer Attack 3 <i>As lightning strikes your foe, thunder batters creatures around it.</i> Encounter ♦ Arcane, Implement, Thunder, Lightning Standard Action Ranged 10 Target: One creature Attack: +6 vs. Reflex Hit: 2d10+8 lightning damage, and each creature adjacent to the target takes 4 thunder damage. Critical Hit: 1d12+28 damage.</p>	<h1 style="font-size: 2em; margin: 0;">ACTION POINT</h1>
<p>Dragonfang Bolt Sorcerer Attack 1 <i>Venomous fangs hurtle toward your foes, piercing their flesh and then poisoning them.</i> Daily ♦ Arcane, Implement, Poison Standard Action Ranged 10 Target: One or two creatures Attack: +6 vs. Fortitude Hit: 2d8+8 poison damage, and ongoing 5 poison damage (save ends). Critical Hit: 1d12+24 damage. Miss: 2d8+8 poison damage.</p>		<p>Blessings of Tiamat Feat Prayer <i>You whisper a brief prayer, as divine light washes over your target, helping to mend its wounds.</i> Daily ♦ Divine, Healing Minor Action Close burst 5 Target: You or one ally in burst. Effect: The target can spend a healing surge and gain an additional 1d6 Hit Points.</p>
<p>Second Wind <i>You take a moment to regain your bearings and hunker down.</i> Encounter Standard Action Personal Effect: You may spend a healing surge and gain +2 to all defenses until the end of your next turn. Additionally, deal 5 fire damage to each enemy within 5 squares of you.</p>	<p>Dragonflame Mantle Sorcerer Utility 2 <i>You ward yourself with a mantle of flame.</i> Encounter ♦ Arcane, Fire Immediate Interrupt Personal Trigger: You are hit by an attack Effect: Until the end of your next turn, you gain a +1 power bonus to all defenses, and any creature that hits you with a melee attack takes 1d6 fire damage.</p>	<p>Shifty Kobold Racial Power <i>You skitter and scamper through the ranks of your enemies, much to their chagrin.</i> Encounter Minor Action Personal Effect: You shift 1 square.</p>

Mavarothix

the lurking wyrm

Background:

You are a noble dragonkin, taking your name from your ancestral dragon forbearer, a proud black dragon of the marsh. Your people have been wrongfully enslaved by the brutish Dhakaani “empire” and forced to serve them.

Goals & Motivations:

The Lost Crown is, in fact, originally an artifact from the golden age of dragons. It rightfully belongs to your people. Unfortunately, you are not in any position to retrieve it yourself, and must abide by the offensive presence of the Dhakaani. You must use your masters to help you get the crown, and then escape with it. This adventure must end with the artifact recovered and in the hands of the Dragonkin people.

Other Characters:

Duurkala, Ghaaldar, Drum-Haak – *Enemy.*

The Dhakaani sicken you with their pride in their degenerate race. You delight in the thought that you will one day return with your own dragonkin tribe to destroy them.

Kulimvorith – *Friend.*

As the only other member of your race, you two have forged a bond of friendship, relying on each other to get you through the tough times.

Grimlock – *Potential Ally.*

You share an unspoken bond with this thug through the shared suffering of enslavement by the Dhakaani.

HP HIT POINTS	MAX	BLOODED	HEALING SURGE VALUE	SURGES PER DAY
	35	17	8	7
CURRENT HP				

FAILED DEATH SAVES		
TEMPORARY HP		

MAVAROTHIX

the lurking wurm

INITIATIVE	MOVEMENT	Vision
+9	6	low-light

CLASS	RANGER
LEVEL	3
RACE	KOBOLD
	Small

DEFENSES	CLASS BONUS	ABILITY MOD	1/2 LEVEL	EQUIP BONUS	MISC	
ARMOR CLASS (AC)	19	-	+4	+1	+4	-
FORTITUDE (Fort)	14	+1	+1	+1	+1	-
REFLEX (Ref)	17	+1	+4	+1	+1	-
WILLPOWER (Will)	14	-	+2	+1	+1	-

MELEE BASIC ATTACK	ATTACK	DAMAGE	NOTES
dagger	+5 vs. AC	1d4+1	off-hand
RANGED BASIC ATTACK	ATTACK	DAMAGE	RANGED
vicious shortbow +1	+8 vs. AC	1d8+5	15 / 30

SKILLS						
SKILL NAME	KEY ABILITY	SKILL MOD	ABILITY MOD	TRAINED	1/2 LEVEL	MISC
Acrobatics	Dex	+9	+4	5	+1	-1
Arcana	Int	+1	+0		+1	
Athletics	Str	+1	+1		+1	-1
Bluff	Cha	+2	+1		+1	
Diplomacy	Cha	+2	+1		+1	
Dungeoneering	Wis	+8	+2	5	+1	
Endurance	Con	+1	+1		+1	-1
Heal	Wis	+3	+2		+1	
History	Int	+1	+0		+1	
Insight	Wis	+3	+2		+1	
Intimidate	Cha	+2	+1		+1	
Nature	Wis	+3	+2		+1	
Perception	Wis	+9	+2	5	+1	+1
Religion	Int	+1	+0		+1	
Stealth	Dex	+11	+4	5	+1	+1
Streetwise	Cha	+2	+1		+1	
Thievery	Dex	+6	+4		+1	+1

FEATS & ABILITIES

Prime Shot	When you are the closest ally to a target, gain +1 to ranged attacks against that target.
Trap Sense	Gain a +2 bonus to defenses against traps.
Combat Reflexes	+2 AC vs. Opportunity Attacks
Improved Initiative	(already included) Gain +4 to Initiative
Dragon Senses	(already included) You gain low-light vision and a +1 bonus to Perception.

ABILITIES	ABILITY SCORE	ABILITY MODIFIE	1/2 LEVEL
STR STRENGTH	12	+1	+1
CON CONSTITUTION	13	+1	+1
DEX DEXTERITY	18	+4	+1
INT INTELLIGENCE	11	+0	+1
WIS WISDOM	14	+2	+1
CHA CHARISMA	12	+1	+1

LANGUAGES
Goblin
Draconic

EQUIPMENT			
magic hide armor +1	Adventurer's Kit		
magic cloak +1	- backpack, bedroll, flint & steel,		
vicious flameburst shortbow +1	- belt pouch, 2 sunrods, waterskin,		
	- 10 days rations, 50 ft. rope		

Mavarothix

<p>Nimble Strike Ranger Attack 1 <i>You make your attack and then withdraw to a more advantageous position.</i></p> <p>At-Will ♦ Martial, Weapon</p> <p>Standard Action Ranged 15/30</p> <p>Target: One creature.</p> <p>Effect: Shift 1 square either before or after the attack.</p> <p>Attack: +8 vs. Armor Class</p> <p>Hit: 1d8+5 damage</p> <p>Critical Hit: 1d12+13 fire damage.</p>	<p>Twin Strike Ranger Attack 1 <i>If the first attack doesn't kill it, the second one might.</i></p> <p>At-Will ♦ Martial, Weapon</p> <p>Standard Action Ranged 15/30</p> <p>Target: One or two creatures.</p> <p>Attack: +8 vs. Armor Class, two attacks</p> <p>Hit: 1d8+1 damage per attack.</p> <p>Critical Hit: 1d12+9 fire damage.</p>	<p>Hunter's Quarry Ranger Class Feature <i>You single out an enemy, the next to fall before your attacks.</i></p> <p>At-Will ♦ Martial Personal</p> <p>Minor Action Personal</p> <p>Target: The closest enemy to you that you can see.</p> <p>Effect: The target is designated as your Hunter's Quarry. Your Hunter's Quarry takes an additional 1d6 damage from your attacks that hit. You may only have one Hunter's Quarry at a time.</p>
<p>Evasive Strike Ranger Attack 1 <i>You confound your enemies by weaving through the battlefield unscathed as you make your attacks.</i></p> <p>Encounter ♦ Martial, Weapon</p> <p>Standard Action Ranged 15/30</p> <p>Target: One creature.</p> <p>Effect: Shift 3 squares either before or after the attack.</p> <p>Attack: +8 vs. Armor Class</p> <p>Hit: 2d8+5 damage</p> <p>Critical Hit: 1d12+21 fire damage.</p>	<p>Thundertusk Boar Strike Ranger Attack 3 <i>You attack twice, causing your foes to stagger backwards.</i></p> <p>Encounter ♦ Martial, Weapon</p> <p>Standard Action Ranged 15/30</p> <p>Target: One or two creatures.</p> <p>Attack: +8 vs. Armor Class, two attacks</p> <p>Hit: 1d8+5 damage per attack, and you push the target 1 square. If both attacks hit the same target, it is instead pushed 3 squares.</p> <p>Critical Hit: 1d12+13 fire damage.</p>	<h1 style="font-size: 4em; margin: 0;">ACTION POINT</h1>
<p>Hunter's Bear Trap Ranger Attack 1 <i>A well-placed shot to the leg leaves your enemy hobbled and bleeding.</i></p> <p>Daily ♦ Martial, Weapon</p> <p>Standard Action Ranged 15/30</p> <p>Target: One creature.</p> <p>Attack: +8 vs. Armor Class</p> <p>Hit: 2d8+5 damage, and the target is slowed and takes ongoing 5 damage (save ends both).</p> <p>Miss: Half damage, and the target is slowed until the end of your next turn.</p> <p>Critical Hit: 1d12+21 fire damage.</p>		<p>Hunter's Privilege Ranger Utility 2 <i>Your keen senses and uncanny instincts give you an edge over your quarry.</i></p> <p>Daily ♦ Martial, Stance Personal</p> <p>No Action Personal</p> <p>Trigger: You make an initiative check at the beginning of an encounter and your check result is higher than any other combatant's.</p> <p>Effect: Until the stance ends, you add 3 to the extra damage you deal with Hunter's Quarry.</p>
<p>Second Wind - <i>You take a moment to regain your bearings and hunker down.</i></p> <p>Encounter</p> <p>Standard Action Personal</p> <p>Effect: You may spend a healing surge and gain +2 to all defenses until the end of your next turn.</p>	<p>Flameburst Shortbow Magic Item <i>This bow packs a fiery surprise.</i></p> <p>Daily</p> <p>Standard Action Area burst 1 within 15/30</p> <p>Target: Each creature in burst.</p> <p>Attack: +8 vs. Reflex</p> <p>Hit: Ongoing 5 fire damage (save ends).</p>	<p>Shifty Dragonkin Racial Power <i>You skitter and scamper through the ranks of your enemies, much to their chagrin.</i></p> <p>Encounter</p> <p>Minor Action Personal</p> <p>Effect: You shift 1 square.</p>