

SULDIN

MALE HUMAN ILLUSIONIST WIZARD

THEME: VEILED ALLIANCE

LEVEL 1 GOOD

ABILITY SCORE MOD + 1/2 LEVEL

STRENGTH 8 -1

Athletics -1

CONSTITUTION 11 +0

Endurance +0

DEXTERITY 10 +0

Acrobatics +0, Stealth +0, Thievery +0

INTELLIGENCE 20 +5

Arcana +10, History +10, Religion +5

WISDOM 10 +0

Dungeoneering +5, Heal +0, Insight +5, Nature +0, Perception +0

Passive Insight 15, Passive Perception 10

CHARISMA 14 +2

Bluff +2, Diplomacy +7, Intimidate +2, Streetwise +2

AC 15 **FORTITUDE** 11

REFLEX 16 **WILL** 15

HIT POINTS 21 **BLOODIED** 10

SURGES 6 **HP HEALED** 5

SECOND WIND **ACTION POINT**

INITIATIVE +0 **SPEED** 6

VISION NORMAL

LANGUAGES COMMON, PRIMORDIAL

OTHER ABILITIES (Abilities included in stats not listed)

Spellbook: At the beginning of the adventure and after each extended rest, choose either *phantom chasm* or *sleep* to prepare.

Orb of Deception: Once per encounter as a free action, when you miss an enemy with a wizard illusion power while wielding an orb, you may choose another enemy within 3 squares of the target. The new target must not have been an original target of the attack. Repeat the attack with a +2 bonus to the attack roll.

EQUIPMENT

Obsidian daggers (2), crystal orb (superior implement), cloth armor, cloth wraps (spellbook)

DUNGEONS & DRAGONS



BACKGROUND

The son of a minor noble from Nibenay, the most opulent city-state in the Tyr Region, Suldin lead a privileged but uneventful life until he met a mysterious old friend of his father who saw potential in him. Learning the outlawed arts of magic and respect for the balance of life known as arcane preserving, Suldin was brought into a secret society known as the Veiled Alliance, defenders of the natural order and protectors of the secrets of preservation magic.

However, his father uncovered his criminal affiliation and threatened to turn him over to the templars of the city. In response, Suldin fled, heading to Tyr, where he heard that an uprising was taking place to depose the sorcerer-king there. Along the way, he met the half-giant gladiator Kindrok, and recently has made the acquaintance of Vinara, another displaced arcanist who was a former templar of Nibenay.

It should be noted that casting spells (using any of Suldin's arcane powers) is illegal within the city-states and might get him arrested by the templars, unless used subtly. Fortunately, Suldin's illusion magic tends to be subtle in nature.

APPEARANCE

Suldin is in his early twenties, and wears his sandy-blond hair short. He wears a delicately-weaved dark blue cloak given to him by his mother, and under his voluminous robes has wrapped strips of cloth tightly to his body. These strips contain the arcane formulae which comprise his spellbook, making it easy to conceal and portable. He has a pair of obsidian daggers, one at his belt and the other in his right boot, and a smooth crystal orb in a large pouch hanging from his hip.

PERSONALITY

Thoughtful, sly, precise

Obsidian Dagger Melee Basic Attack

At-Will **Weapon**
Standard Action Melee weapon
Target: One creature
Attack: +2 vs. AC
Hit: 1d4 - 1 damage.

Obsidian Dagger Ranged Basic Attack

At-Will **Weapon**
Standard Action Ranged weapon
Target: One creature
Attack: +3 vs. AC
Hit: 1d4 damage.

POWERS

Ghost Sound Wizard Cantrip

With a wink, you create an illusory sound that emanates from somewhere close by.

At-Will **Arcane, Illusion**

Standard Action **Ranged 10**

Target: One object or unoccupied square

Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

Light Wizard Cantrip

With a wave of your hand, you cause a bright light to appear upon an object or in a nearby space.

At-Will **Arcane**

Minor Action **Ranged 5**

Target: One object or unoccupied square

Effect: You cause the target to shed bright light. The light fills the target's square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting out the light is a free action.

Special: You can have only one *light* cantrip active at a time. If you create a new light, your previously cast light winks out.

Mage Hand Wizard Cantrip

You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish.

At-Will **Arcane, Conjunction**

Minor Action **Ranged 5**

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand.

As a move action, you can move the hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object.

Sustain Minor: You can sustain the hand indefinitely.

Special: You can create only one hand at a time.

Nightmare Eruption Wizard Attack 1

You bring forth a nightmare in your foe's mind and project it out for its comrades to see.

At-Will **Arcane, Illusion, Implement, Psychic**

Standard Action **Ranged 10**

Target: One creature

Attack: +7 vs. Will

Hit: 1d8 + 7 psychic damage, and any enemy adjacent to the target takes 5 psychic damage.

Phantom Bolt Wizard Attack 1

You wave your hand, and your foe sees a bolt of fire streaking toward it. The enemy dives away from the imagined threat.

At-Will **Arcane, Illusion, Implement, Psychic**

Standard Action **Ranged 10**

Target: One creature

Attack: +7 vs. Will

Hit: 1d8 + 7 psychic damage, and you slide the target 1 square.

Winged Horde Wizard Attack 1

A horde of flesh-devouring sprites appear in your foes' minds. They shriek in fear and swat at this menace, leaving them unable to react to your allies' maneuvers.

At-Will **Arcane, Implement, Psychic**

Standard Action **Ranged 10**

Target: One creature

Attack: +7 vs. Will

Hit: 1d6 + 7 psychic damage, and the target cannot take opportunity actions until the end of your next turn.

Excise from Sight Veiled Alliance Theme Attack 1

Magic removes all evidence that you—or one of your allies—exists from your foe's senses.

Encounter **Arcane, Implement, Psychic**

Standard Action **Ranged 10**

Target: One creature

Attack: +7 vs. Will

Hit: 1d10 + 7 psychic damage, and you or one ally becomes invisible to the target until the end of your next turn.

Special: You can take a minor action when you use this power to enhance it. If you do, you can also slide the target 1 square on a hit.

Grasping Shadows Wizard Attack 1

At your command, shadows reach out, grab hold of your foes, and wreath the area in darkness.

Encounter **Arcane, Illusion, Implement, Psychic, Zone**

Standard Action **Area burst 1 within 10 squares**

Target: Each creature in burst

Attack: +7 vs. Will

Hit: 2d8 + 7 psychic damage, and the target is slowed until the end of your next turn.

Effect: The burst creates a zone of writhing shadows that lasts until the end of your next turn. Each creature that enters the zone takes 5 psychic damage and is slowed until the end of its next turn.

Phantom Chasm Wizard Attack 1

You create the image of a bottomless chasm that opens beneath your foes, convincing them that they are plummeting to their deaths.

Daily **Arcane, Illusion, Implement, Psychic**

Standard Action **Area burst 1 within 20 squares**

Target: Each creature in burst

Attack: +7 vs. Will

Hit: 2d6 + 7 psychic damage, and the target is knocked prone and immobilized until the end of its next turn.

Miss: The target is immobilized until the end of your next turn.

Sleep Wizard Attack 1

You exert your will against your foes, seeking to overwhelm them with a tide of magical weariness.

Daily **Arcane, Implement, Sleep**

Standard Action **Area burst 2 within 20 squares**

Target: Each creature in burst

Attack: +7 vs. Will

Hit: The target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends).

Miss: The target is slowed (save ends).

VINARA

FEMALE HUMAN SORCERER-KING PACT WARLOCK

THEME: TEMPLAR

LEVEL 1

UNALIGNED

ABILITY SCORE MOD + 1/2 LEVEL

STRENGTH 8 -1

Athletics -1

CONSTITUTION 11 +0

Endurance +0

DEXTERITY 10 +0

Acrobatics +0, Stealth +0, Thievery +0

INTELLIGENCE 14 +2

Arcana +7, History +2, Religion +2

WISDOM 10 +0

Dungeoneering +0, Heal +0, Insight +5, Nature +0, Perception +0
Passive Insight 15, Passive Perception 10

CHARISMA 20 +5

Bluff +10, Diplomacy +5, Intimidate +10, Streetwise +10

AC 14 **FORTITUDE** 11

REFLEX 14 **WILL** 17

HIT POINTS 23 **BLOODIED** 11

SURGES 6 **HP HEALED** 5

SECOND WIND **ACTION POINT**

INITIATIVE +0 **SPEED** 6

VISION NORMAL

LANGUAGES COMMON, DRACONIC

OTHER ABILITIES (Abilities included in stats not listed)

Prime Shot: You gain a +1 bonus to attack rolls if none of your allies are closer to your target.

Fell Scorn: You have the Fell Scorn pact boon, allowing you to draw upon your sorcerer-king's magical prowess to augment a power using your Fell Scorn. You start each encounter with 1 Fell Scorn use. You can augment any power that is augmentable by your Fell Scorn (see power descriptions). You must decide to augment a power before you roll the attack.

When a nonminion creature under your warlock's curse drops to 0 hit points, your pact boon triggers, recharging your use of your Fell Scorn. You can only have one use of Fell Scorn at a time.

DUNGEONS & DRAGONS



BACKGROUND

Groomed from an early age to ascend into the ranks of the templars of Nibenay, the enforcers of the sorcerer-king's will, you have always had a driving ambition to become an important leader amongst the people of that glorious and opulent city-state. As with all of Nibenay's templars, upon your induction into their esteemed ranks, you were sealed in marriage to the sorcerer-king. Not satisfied with strictures of law enabling your rise in prominence, you undertook a blood ritual to make a vital bond with the sorcerer-king, in the process gaining a degree of precious arcane ability. You vowed that day to hunt down all foes of Nibenay and seek out those who dared defy your king.

Your first real mission was to leave your home and track down a criminal spellcaster named Suldin, the son of a loyal subject of the sorcerer-king. Finding this outlaw in Tyr, you posed as a criminal yourself, hoping to separate him from his gladiator friend Kindrok and bring him back to face his justice. However, rumors of unrest in Tyr make it dangerous to be a templar here, even from another city-state, so you've decided to take advantage of your newfound friendship for now to keep yourself protected.

It should be noted that casting spells (using any of Vinara's arcane powers) is illegal within city-states outside of her home of Nibenay. Subtlety, especially around Tyrian templars, might be warranted, although Vinara is confident in the authority of her sorcerer-king over all others. If nothing else, producing the symbol of that authority (her deathbone rod) might stay others' hands against her.

APPEARANCE

Vinara is in her early twenties, with salt-and-pepper hair, unnaturally altered from her pact with the sorcerer-king. She wears long black cloth wraps with intricate golden trim. Concealed in the folds of her robes are two deadly gifts given to her by her order - a bronze sickle and an ashwood deathbone rod topped with a small humanoid skull.

PERSONALITY

Ambitious, cunning, resourceful

EQUIPMENT

Bronze sickle, deathbone rod (superior implement), leather armor

Bronze Sickle Melee Basic Attack

At-Will **Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: +2 vs. AC
Hit: 1d6 damage.

Eldritch Blast Ranged Basic Attack

At-Will **Arcane, Implement**
Standard Action **Ranged 10**
Target: One creature
Attack: +6 vs. Reflex
Hit: 1d10 + 5 damage.

POWERS

Arcane Defiling

Arcane Feature

You draw upon the vitality of nearby life to fuel your magic, heedless of the harm you cause to the land and your allies.

At-Will

Free Action **Personal**

Trigger: You make an attack roll or a damage roll as part of an arcane daily attack power

Effect: You can reroll the triggering roll and you must use the second result, but each ally within 20 squares of you takes damage equal to half his or her healing surge value. This damage cannot be reduced in any way.

Special: You can use this power to reroll each attack roll or damage roll only once.

Warlock's Curse

Warlock Feature

You place a deadly curse on a nearby enemy, causing them to become more vulnerable to your attacks.

At-Will

Minor Action **Ranged** nearest enemy within sight

Target: One enemy creature

Effect: When you place your *warlock's curse* upon the target, you deal an extra 1d6 damage on attacks that hit the target. You can deal this extra damage only once per round. The *warlock's curse* remains in effect until the end of the encounter or until the enemy is defeated.

Special: You can place a *warlock's curse* on multiple targets over the course of an encounter. You can't place a *warlock's curse* on an enemy that is already affected by your or another's *warlock's curse*.

Eldritch Blast

Warlock Attack 1

You fire a bolt of dark, crackling eldritch energy at your foe.

At-Will **Arcane, Implement**

Standard Action **Ranged 10**

Target: One creature

Attack: +6 vs. Reflex

Hit: 1d10 + 5 damage.

Hand of Blight

Warlock Attack 1

A crackling black aura gathers around your outspread hand. You can smite your foe with it, or sling it at a distant foe in the shape of a dark, spectral fist.

At-Will **Arcane, Implement, Necrotic**

Standard Action **Melee touch or Ranged 10**

Target: One creature

Attack: +6 vs. Fortitude

Hit: 1d8 + 7 necrotic damage, and the target grants combat advantage until the end of your next turn.

Augment Fell Scorn (Psychic)

Hit: As above, and the target takes 1d8 extra psychic damage.

Spiteful Glamour

Warlock Attack 1

The mere sight of you is anathema to your enemy.

At-Will **Arcane, Implement, Psychic**

Standard Action **Ranged 10**

Target: One creature

Attack: +7 vs. Will

Hit: 1d8 + 5 psychic damage, or 1d12 + 5 psychic damage to a target at maximum hit points.

Templar's Fist

Templar Attack 1

You command your foe to submit, crushing his spirit and slowing his flight. The same power that compels your foe to despair fills a nearby ally with brutal zeal.

Encounter **Arcane, Implement, Psychic**

Standard Action **Close burst 5**

Target: One creature in burst

Attack: +7 vs. Will

Hit: 1d10 + 5 psychic damage, and the target is slowed until the end of your next turn.

Effect: The next ally to hit and damage the target of this power with an attack before the end of your next turn gains a +3 power bonus on all attack rolls until the end of its next turn.

Darkworm Feast

Warlock Attack 1

You speak a single, forbidden word, summoning shadowy worms that burrow into your enemy's body.

Encounter **Arcane, Implement, Necrotic**

Standard Action **Ranged 10**

Target: One creature

Attack: +7 vs. Will

Hit: 2d6 + 7 necrotic damage, and the target is slowed until the end of your next turn.

Ashen Scourge

Warlock Attack 1

You lash out at your foe with a whip of fire, dragging it close. The whip leaves behind a residue of necrotic ash that withers your foe's flesh.

Daily **Arcane, Fire, Necrotic, Implement**

Standard Action **Melee touch or Ranged 5**

Target: One creature

Attack: +6 vs. Fortitude

Hit: 2d8 + 5 fire damage. The target grants combat advantage and takes ongoing 5 necrotic damage (save ends both).

Miss: Half damage.

Effect: You pull the target 2 squares.

ULIETH

MALE ELF RESILIENT BATTLEMIND

THEME: WILDER

LEVEL 1

UNALIGNED

ABILITY SCORE MOD + 1/2 LEVEL

STRENGTH

10 +0

Athletics -2

CONSTITUTION

18 +4

Endurance +2

DEXTERITY

12 +1

Acrobatics -1, Stealth -1, Thievery -1

INTELLIGENCE

8 -1

Arcana -1, History -1, Religion -1

WISDOM

16 +3

Dungeoneering +3, Heal +8, Insight +8, Nature +5, Perception +5
Passive Insight 18, Passive Perception 15

CHARISMA

11 +0

Bluff +5, Diplomacy +0, Intimidate +0, Streetwise +0

AC 19

FORTITUDE 14

REFLEX 11

WILL 15

HIT POINTS 33

BLOODIED 16

SURGES 13

HP HEALED 8

SECOND WIND

ACTION POINT

INITIATIVE +1

SPEED 6

VISION LOW-LIGHT

LANGUAGES COMMON, ELF

OTHER ABILITIES (Abilities included in stats not listed)

Fey Origin: You are considered a fey creature.

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

Wild Step: You ignore difficult terrain when you shift.

Power Points: You have 2 power points that you can use to augment any augmentable power. You regain your power points after a short or an extended rest.

EQUIPMENT

Bone carrikal (battleaxe that has two forward-facing blades carved from a jawbone), crystal longsword, shortbow with obsidian arrows, mekillot scale armor, heavy hide shield

DUNGEONS DRAGONS



BACKGROUND

Ever since Ulieth was young, he challenged his elders and never gave a care as to what others thought of him. Even among his raiding elven tribe who cared little for outsiders, he was considered a "bad seed." Many in his tribe stayed clear of him though, as strange incidents seemed to surround him, which he later learned was an inner strength calling him to learn the Way (what others know as psionics). Without anyone to teach him to control this energy, he one day unleashed it with deadly results, killing a rival during a heated argument.

Exiled from his tribe, a fate worse than death for some, Ulieth found it liberating. Journeying to the Mekillot Mountains, he soon found that he could start over again with a new group of outcasts, and joined up with Morg and Pak'cha to see where his legs would next carry him.

APPEARANCE

Ulieth wears his brown hair in a loose knot to keep it from blowing in his face when he runs. He wears heavy scale armor made from a giant lizard-beast known as a mekillot and carries a broad shield. Ulieth has learned how to comfortably distribute the weight of his gear while traveling the wastes. He commonly wields a carrikal, a bone battleaxe that he carved and sharpened from a large creature's jawbone, and also possesses a crystal longsword he took on his last raid with his former tribe.

PERSONALITY

Irreverent, focused, self-reliant

Bone Carrikal Melee Basic Attack

At-Will Weapon

Standard Action Melee weapon

Target: One creature

Attack: +7 vs. AC

Hit: 1d10 + 4 damage.

Versatile: If you use this weapon two-handed, gain +1 damage when you roll damage.

Crystal Longsword Melee Basic Attack

At-Will Weapon

Standard Action Ranged weapon

Target: One creature

Attack: +7 vs. AC

Hit: 1d8 + 4 damage.

Versatile: If you use this weapon two-handed, gain +1 damage when you roll damage.

Shortbow with Obsidian Arrows Ranged Basic Attack

At-Will Weapon

Standard Action Ranged weapon

Target: One creature

Attack: +3 vs. AC

Hit: 1d6 + 1 damage.

POWERS

All weapon attack powers assume use of the bone carrikal. If you are using the crystal longsword, change the damage die to a d8.

Battlemind's Demand

Battlemind Feature

You draw your foe's concentration, taunting the foe to strike at you.

At-Will **Augmentable, Psionic**

Minor Action **Close burst 3**

Target: One creature in burst

Effect: You mark the target until you use this power again or until the end of the encounter.

Augment 1

Target: One or two creatures in burst

Blurred Step

Battlemind Feature

You bend reality with the power of your mind, flashing across the space between you and your enemy.

At-Will **Psionic**

Opportunity Action **Personal**

Trigger: An adjacent enemy marked by you shifts

Effect: You shift 1 square.

Mind Spike

Battlemind Feature

You force your enemy to feel the pain that it inflicts on your friend.

At-Will **Force, Psionic, Psychic**

Immediate Reaction **Melee 1**

Trigger: An adjacent enemy marked by you deals damage to your ally with an attack that doesn't include you as a target

Target: The triggering enemy

Effect: The target takes force and psychic damage equal to the damage that its attack dealt to your ally.

Bull's Strength

Battlemind Attack 1

You slam your foe back as if it were a puny goblin. By enhancing your strength further, you can reach enemies farther away or even swat multiple foes.

At-Will **Augmentable, Psionic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +7 vs. AC

Hit: 1d10 + 4 damage, and you push the target 1 square.

Augment 1

Special: Your reach increases by 1 for this attack.

Augment 2

Close blast 3

Target: Each enemy you can see in blast

Iron Fist

Battlemind Attack 1

You change the density of your hand and arm to that of iron, allowing you to ward off your foe's attacks.

At-Will **Augmentable, Psionic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +7 vs. AC

Hit: 1d10 + 4 damage.

Effect: Until the end of your next turn, you gain resist 3 to all damage.

Augment 1

Effect: Until the end of your next turn, you gain resist fire 8.

Augment 2

Hit: 2d10 + 4 damage.

Elven Accuracy

Elf Racial Power

With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.

Encounter

Free Action **Personal**

Effect: Reroll an attack roll. Use the second roll, even if it's lower.

Wild Surge

Wilder Theme Attack 1

You unleash a psychic shockwave at your enemy, as you hope to harness its energy on your next attack.

Encounter **Implement, Psionic, Psychic**

Standard Action **Ranged 10**

Target: One creature

Attack: +4 vs. Reflex

Hit: 1d8 + 4 psychic damage and your attacks against the target before the end of your next turn score critical hits on rolls of 18 or higher.

Battle Resilience

Battlemind Feature

You steel yourself for battle, girding yourself against your foe's initial assault.

Encounter **Psionic**

Free Action **Personal**

Trigger: An attack hits or misses you for the first time during an encounter

Effect: Until the end of your next turn, you gain resist 6 to all damage.

Allies to Enemies

Battlemind Attack 1

Your attack rattles your foe with a vision of its allies betraying it. The foe lashes out at a companion before realizing its mistake.

Daily **Charm, Psionic, Psychic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +7 vs. AC

Hit: 2d10 + 4 psychic damage, and the target makes a melee basic attack as a free action against a creature of your choice.

Miss: Half damage.

KINDROK

MALE GOLIATH (HALF-GIANT) ARENA FIGHTER

THEME: GLADIATOR

LEVEL 1

UNALIGNED

ABILITY SCORE MOD + 1/2 LEVEL

STRENGTH 20 +5

Athletics +11

CONSTITUTION 13 +1

Endurance +0

DEXTERITY 14 +2

Acrobatics +1, Stealth +1, Thievery +1

INTELLIGENCE 10 +0

Arcana +0, History +0, Religion +0

WISDOM 8 -1

Dungeoneering -1, Heal -1, Insight -1, Nature +1, Perception -1

Passive Insight 9, Passive Perception 9

CHARISMA 10 +0

Bluff +0, Diplomacy +0, Intimidate +5, Streetwise +5

AC 17 **FORTITUDE** 17

REFLEX 12 **WILL** 11

HIT POINTS 28 **BLOODIED** 14

SURGES 10 **HP HEALED** 7

SECOND WIND **ACTION POINT**

INITIATIVE +2 **SPEED** 6

VISION NORMAL

LANGUAGES COMMON, GIANT

OTHER ABILITIES (Abilities included in stats not listed)

Powerful Athlete: When making an Athletics check to jump or climb, roll twice and take the better result.

Combat Challenge: When you make an attack against an enemy, you can choose to mark the target. The mark lasts until the end of your next turn. While marked, the enemy takes a -2 penalty to attack rolls if its attack doesn't include you as a target. A creature can only be subject to one mark at a time.

Combat Superiority: Whenever you hit an enemy with an opportunity action, you stop their movement (if any).

EQUIPMENT

Iron bastard sword, bone gauntlet axe (wielded in the off-hand, keeps hand free), hide armor

DUNGEONS & DRAGONS



BACKGROUND

You have lived in the city-state of Tyr for most of your life, finding your way there when you were a child after your parents disappeared in the wastes. Taken in by a human merchant family before you could be sold into bondage, they raised you as one of their own and trained you to help guard their wares. Once you started to learn how to fight, however, your adopted family saw your natural talent and enrolled you in a gladiator school, where you learned to fight as a professional, using any means possible to win.

Now you've grown bored of Tyr and joined up with one of your adopted cousins, Suldin, to seek your fortune elsewhere. You know that he wields arcane magic, but you've pledged to keep his dangerous secret from others, as it could get both of you killed. Most recently, Suldin has introduced you to a templar from Nibenay named Vinara. She doesn't seem to be as cruel as the Tyrian templars, and you reckon that she must've done something terrible there to be hiding out here in Tyr, although you can't fathom what she must've done to be so far from her home.

APPEARANCE

Kindrok stands just under eight feet tall, and has a dark sickle-shaped marking on his left cheek. He wears tough, scaly hide armor, and his left arm is equipped with a bone gauntlet axe. He carries his most prized possession, an iron bastard sword he won in a tournament, in a scabbard on his back.

PERSONALITY TRAITS

Haughty, bold, gullible

Iron Bastard Sword Melee Basic Attack

At-Will **Weapon**
Standard Action Melee weapon

Target: One creature

Attack: +8 vs. AC

Hit: 1d10 + 5 damage.

Versatile: If you use this weapon two-handed, gain +1 damage when you roll damage.

Bone Gauntlet Axe Melee Basic Attack

At-Will **Weapon**
Standard Action Melee weapon

Target: One creature

Attack: +7 vs. AC

Hit: 1d8 + 5 damage.

Improvised Weapon Melee Basic Attack

At-Will **Weapon**
Standard Action Melee weapon

Target: One creature

Attack: +7 vs. AC

Hit: 1d8 + 5 damage (one-handed weapon) or 1d10 + 5 damage (two-handed weapon).

POWERS

All weapon attack powers assume use of the iron bastard sword as the main weapon and the bone gauntlet axe as the off-hand weapon. If you are using the bone gauntlet axe as the main weapon, change the attack modifier to +7 and the damage die to a d8. If you are using improvised weapons, change the attack modifier to +7 (if needed) and change the damage die to a d8 for one-handed weapons and a d10 for two-handed weapons.

Combat Challenge Fighter Feature

You punish your enemy for diverting attention away from you.

At-Will **Weapon**

Immediate Interrupt **Melee weapon**

Effect: Whenever an enemy marked by you is adjacent to you and shifts or makes an attack that doesn't include you, you can make a melee basic attack against that enemy.

Cleave Fighter Attack 1

You hit one enemy, then cleave into another.

At-Will **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +8 vs. AC

Hit: 1d10 + 5 damage, and an enemy adjacent to you other than the target takes damage equal to your Strength modifier.

Dual Strike Fighter Attack 1

You lash out quickly and follow up faster, delivering two small wounds.

At-Will **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding two melee weapons.

Target: One creature

Attack: +8 vs. AC (main weapon) and +7 vs. AC (off-hand weapon), two attacks

Hit: 1d10 damage with main weapon and 1d8 damage with off-hand weapon.

Stone's Endurance Goliath Racial Power

Your foes' attacks bounce off your stony hide.

Encounter

Minor Action **Personal**

Effect: You gain resist 5 to all damage until the end of your next turn.

Disrupting Advance Gladiator Theme Attack 1

With an attack followed by a violent shove, your enemy flies backward. As he flails for balance he loses his footing and disrupts that of the allies around him.

Encounter **Martial**

Standard Action **Melee weapon**

Target: One creature

Attack: +5 vs. AC

Hit: 2d10 + 7 damage and push the target 2 squares. The target and any of your enemies adjacent to the target at the end of the push are slowed until the end of your next turn.

Disrupting Shove: You may also knock the target prone on a hit.

Steel Serpent Strike Fighter Attack 1

You stab viciously at your foe's knee or foot to slow him down. No matter how tough he is, he's going to favor that leg for a time.

Encounter **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +8 vs. AC

Hit: 2d10 + 5 damage, and the target is slowed and cannot shift until end of your next turn.

Master's Edge Fighter Attack 1

Your extensive experience helps you pick out the flaws in your opponent's technique, letting you move to meet its attacks.

Daily **Martial, Weapon**

Minor Action **Melee weapon**

Target: One creature

Attack: +8 vs. AC

Hit: 1d10 + 5 damage.

Effect: Until the end of the encounter, whenever the target willingly moves to a square adjacent to one of your allies, you can use an opportunity action either to make a melee basic attack against the target or to charge the target.

MORG

MALE MUL THUNDERBORN BARBARIAN

THEME: GLADIATOR

LEVEL 1

UNALIGNED

ABILITY SCORE MOD + 1/2 LEVEL

STRENGTH 20 +5

Athletics +9

CONSTITUTION 16 +3

Endurance +9

DEXTERITY 10 +0

Acrobatics -1, Stealth -1, Thievery -1

INTELLIGENCE 10 +0

Arcana +0, History +0, Religion +0

WISDOM 11 +0

Dungeoneering +0, Heal +0, Insight +0, Nature +5, Perception +0

Passive Insight 10, Passive Perception 10

CHARISMA 8 -1

Bluff -1, Diplomacy -1, Intimidate -1, Streetwise +1

AC 14 **FORTITUDE** 17

REFLEX 11 **WILL** 10

HIT POINTS 31 **BLOODIED** 15

SURGES 12 **HP HEALED** 7

SECOND WIND **ACTION POINT**

INITIATIVE +0 **SPEED** 6

VISION NORMAL

LANGUAGES COMMON, DWARVEN

OTHER ABILITIES (Abilities included in stats not listed)

Tireless: As long as you slept at least 6 hours in the last 72 hours, you gain full benefit from an extended rest.

Thunderborn Wrath: Once per round when your attack bloodies an enemy, each enemy adjacent to you takes 3 thunder damage.

Rampage: Once per round when you score a critical hit, you may make a melee basic attack as a free action.

EQUIPMENT

Bone greataxe, bone wrist razor (does not need to be drawn and can carry items in hand), stone handaxe, hide armor

DUNGEONS DRAGONS



BACKGROUND

Born into a life of servitude in the forest city of Gulg, you toiled as a laborer until you were sold to a cruel merchant who also had a weakness for gambling on gladiatorial matches. Impressed with your physical prowess and bored of constantly beating you for imagined shortcomings, he had you trained as a gladiator to fight in the local arenas. Little did he know that training you for battle would spell his demise.

One night, after watching him beat servant after servant, you took matters into your own hands and cut your merchant-master's throat while he slept. Fleeing the city and certain reprisal for your actions, you made your way into the Mekillot Mountains, where you encountered other vagabonds living in exile from civilization. Taught to respect the spirit world and how to subsist off of the wild by a thri-kreen shaman named Pak'cha, you became her pupil and strong arm. Now joined by the elf outcast known as Ulieth, you wander the wilds, seeking a deeper connection with the primal forces through Pak'cha's guidance.

APPEARANCE

Rippling with muscle and with skin toughened by the months spent wandering the Ivory Triangle, Morg bears the cruel scars of his oppressive former life all across his back, chest, and face. He wears his bone wrist razor on his right hand, and keeps his massive greataxe in a special harness across his back when not in use. A stone handaxe rests at his hip.

PERSONALITY TRAITS

Impulsive, inquisitive, restless

Bone Greataxe Melee Basic Attack

At-Will **Weapon**
Standard Action Melee weapon
Target: One creature
Attack: +7 vs. AC
Hit: 1d12 + 7 damage.

Stone Handaxe Melee or Ranged Basic Attack

At-Will **Weapon**
Standard Action Melee weapon or Ranged weapon
Target: One creature
Attack: +7 vs. AC
Hit: 1d6 + 7 damage.

Bone Wrist Razor Melee Basic Attack

At-Will **Weapon**
Standard Action Ranged weapon
Target: One creature
Attack: +7 vs. AC
Hit: 1d4 + 5 damage.

POWERS

All weapon attack powers assume use of the bone greataxe. If you are using the bone wrist razor, change the damage die to a d4 and damage modifier to +5. If you are using the stone handaxe, change the damage die to a d6 and damage modifier to +7.

Devastating Strike Barbarian Attack 1

You strike with awesome power, more concerned with offensive strength than defensive posturing.

At-Will Primal, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a two-handed weapon.

Target: One creature

Attack: +7 vs. AC

Hit: 1d12 + 1d8 + 7 damage.

Effect: Until the start of your next turn, any attacker gains a +2 bonus to attack rolls against you. If you are raging, attackers do not gain this bonus.

Howling Strike Barbarian Attack 1

With a blood-freezing scream, you throw yourself into the fray.

At-Will Primal, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a two-handed weapon.

Target: One creature

Attack: +7 vs. AC

Hit: 1d12 + 1d6 + 7 damage.

Special: When charging, you can use this power in place of a melee basic attack. If you are raging, you can move 2 extra squares as part of the charge.

Disrupting Advance Gladiator Theme Attack 1

With an attack followed by a violent shove, your enemy flies backward. As he flails for balance he loses his footing and disrupts that of the allies around him.

Encounter Martial

Standard Action Melee weapon

Target: One creature

Attack: +5 vs. AC

Hit: 2d12 + 7 damage, and push the target 2 squares. The target and any of your enemies adjacent to the target at the end of the push are slowed until the end of your next turn.

War Cry Barbarian Feature

Your potent victory cry sends nearby enemies reeling in terror.

Encounter Fear, Primal

Free Action Close blast 3

Target: Each enemy in blast

Trigger: Your attack reduces an enemy to 0 hit points

Effect: You push each target 1 square.

Great Cleave Barbarian Attack 1

The numbers arrayed against you mean nothing. You swing your weapon in a great arc, stopped by nothing so trivial as flesh and bone.

Encounter Primal, Weapon

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: +7 vs. AC

Hit: 1d12 + 7 damage + 1 damage for each enemy adjacent to you.

Bloodhunt Rage Barbarian Attack 1

Your rage surges up from the depths of your pain to bring pain to the wounded.

Daily Primal, Rage, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +7 vs. AC

Hit: 3d12 + 7 damage.

Miss: Half damage.

Effect: You enter the rage of the bloodhunt. Until the rage ends, you gain a +3 bonus to melee damage rolls if either you or your target is bloodied.

PAK'CHA

FEMALE THRI-KREEN ANIMIST SHAMAN

THEME: ELEMENTAL PRIEST

LEVEL 1

UNALIGNED

ABILITY SCORE MOD + 1/2 LEVEL

STRENGTH 10 +0

Athletics +2

CONSTITUTION 14 +2

Endurance +2

DEXTERITY 12 +1

Acrobatics +1, *Stealth* +1, *Thievery* +1

INTELLIGENCE 11 +0

Arcana +0, *History* +0, *Religion* +0

WISDOM 20 +5

Dungeoneering +5, *Heal* +10, *Insight* +10, *Nature* +12, *Perception* +10

Passive Insight 20, Passive Perception 20

CHARISMA 8 -1

Bluff -1, *Diplomacy* -1, *Intimidate* -1, *Streetwise* +1

AC 14 **FORTITUDE** 17

REFLEX 11 **WILL** 10

HIT POINTS 26 **BLOODIED** 13

SURGES 9 **HP HEALED** 6

SECOND WIND **ACTION POINT**

INITIATIVE +1 **SPEED** 7

VISION LOW-LIGHT

LANGUAGES COMMON, THRI-KREEN

OTHER ABILITIES (Abilities included in stats not listed)

Multiple Arms: Once per turn, you can draw or sheathe a weapon (or retrieve or stow an item stored on your person) as a free action.

Torpor: Rather than sleep, thri-kreen enter a torpid state. In this state you are still aware of your surroundings, and require only 4 hours to gain the benefits of an extended rest.

Spirit Boon: Your allies gain a +2 bonus to saving throws while adjacent to your spirit companion.

EQUIPMENT

Obsidian spear, shortbow with bone arrows, leather armor, totem

DUNGEONS DRAGONS



BACKGROUND

The seventh of a birth clutch of seven, Pak'cha was born under a blood moon, an auspicious symbol for the Sirocco Dancer pack of thri-kreen hunters from the great desert expanse known as the Tablelands. At the age of her adulthood, she was chosen by the spirit-ancestors of her people to become the next shaman of her pack, and eagerly took to her sojourn to commune alone to learn from them when disaster struck the rest of her pack.

A massive, deadly storm killed all of her pack, including her clutch-mates while she was learning the ways of her ancestor-spirits. When she returned to the Sirocco Dancer's camp, she found them cut to ribbons by the obsidian-shard storm, and vowed to carry their memory by continuing to honor her spirit patrons. Over the next few months, she came to the Mekillor Mountains to form a new clutch, and found kindred spirits in Morg and Ulieth, two other souls adrift in the wastes.

APPEARANCE

Pak'cha is a thri-kreen, which means she's an insectoid creature with six clawed limbs. Two are used as legs; the other four serve as arms, the upper two stronger while the lower two are used for more fine manipulation. Pak'cha is lean and wears a thin patchwork of leathers as armor, keeping an obsidian-tipped spear in her hands to aid her in both combat and as a traveling tool. A shortbow with bone arrows made from the teeth of predatory animals is slung over her back.

PERSONALITY

Predatory, reflective, insightful

Obsidian Spear

Melee Basic Attack

At-Will Weapon

Standard Action Melee weapon

Target: One creature

Attack: +2 vs. AC

Hit: 1d8 damage.

Versatile: If you use this weapon two-handed, gain +1 damage when you roll damage.

Shortbow with Bone Arrows

Ranged Basic Attack

At-Will Weapon

Standard Action Ranged weapon

Target: One creature

Attack: +3 vs. AC

Hit: 1d6 + 1 damage.

Load Free: It is a free action to draw and load ammunition.

POWERS

Call Spirit Companion

Shaman Feature

Your soul reaches out to your spirit friend, which faithfully appears at your side.

At-Will Conjunction, Primal
Minor Action Close burst 20

Effect: You conjure your spirit companion in an unoccupied square in the burst. The spirit lasts until you fall unconscious or until you dismiss it as a minor action. The spirit occupies 1 square. Enemies cannot move through its space, but allies can. When you take a move action, you can also move the spirit a number of squares equal to your speed.

The spirit can be targeted by melee or ranged attacks, although it lacks hit points. If a single melee or ranged attack deals 10 damage or higher, the spirit disappears, and you take 5 damage. Otherwise, the spirit is unaffected by the attack.

Spirit's Wrath

Shaman Feature

Burning hatred pushes your spirit to smash into your enemy.

At-Will Implement, Primal, Spirit
Opportunity Action Melee spirit 1

Trigger: An enemy leaves a square adjacent to your spirit companion without shifting.

Target: The triggering enemy

Attack: +6 vs. Reflex

Hit: 1d6 + 5 damage, and the target grants combat advantage until the end of your next turn.

Haunting Spirits

Shaman Attack 1

Howling spirits appear around your foe, distracting it from your ally's attack.

At-Will Implement, Primal, Psychic
Standard Action Ranged 5

Target: One creature

Attack: +6 vs. Will

Hit: 1d6 + 5 psychic damage. Until the end of your next turn, the target grants combat advantage to an ally of your choice.

Spirit Infusion

Shaman Attack 1

You dismiss your spirit companion, which flows into an ally and enables him or her to make a swift and sudden attack.

At-Will Primal, Spirit
Standard Action Melee spirit 1

Target: One ally

Effect: Your spirit companion disappears, and the target can make a basic attack with a +2 power bonus to the attack roll.

Thri-kreen Claws

Thri-kreen Racial Power

You quickly lash out with all your claws, tearing at all nearby enemies.

Encounter
Minor Action Melee 1

Target: One, two, or three enemies

Attack: +8 vs. AC

Hit: 1d8 + 1 damage. You gain a bonus to the damage roll equal to the number of targets.

Elemental Spirit

Elemental Priest Theme Attack 1

A spirit of sand, stone, and obsidian appears, defending you and your allies with its body until it assaults your enemy.

Encounter Conjunction, Implement, Primal
Minor Action Ranged 5

Effect: You conjure a sand and stone spirit in an unoccupied square within range. The spirit lasts until the end of your next turn. You and allies gain a +1 power bonus to defenses while adjacent to the spirit. As a move action, you can move the spirit 5 squares. As a standard action, you can dismiss the spirit and make a melee attack from the spirit's square.

Target: One enemy

Attack: +5 vs. Reflex

Hit: 1d10 + 5 damage, and the target takes a -2 penalty to attack rolls and defenses until the end of your next turn.

Healing Spirit

Shaman Feature

You call to the spirits on behalf of a wounded ally, closing wounds and filling your ally with vigor.

Encounter (Special) Healing, Primal
Minor Action Close burst 5

Target: You or one ally in burst

Effect: The target can spend a healing surge. If the target does so, one ally adjacent to your spirit companion, other than the target, regains 1d6 hit points.

Special: You can use this power twice per encounter, but only once per round.

Speak with Spirits

Shaman Feature

You commune with the spirits, letting them guide your words and actions.

Encounter Primal
Minor Action Personal

Effect: During this turn, you gain a +5 bonus to your next skill check.

Call to the Ancestral Warrior

Shaman Attack 1

Your spirit companion channels a mighty ancestor spirit as it attacks your foe and bolsters your allies' defenses.

Encounter Implement, Primal, Spirit
Standard Action Melee spirit 1

Target: One creature

Attack: +6 vs. Reflex

Hit: 1d10 + 5 damage. Until the end of your next turn, you and your allies gain a +2 power bonus to all defenses while adjacent to your spirit companion.

Duststorm Binding

Shaman Attack 1

Your spirit companion explodes in a ruinous cloud of dust, sand, and silt that blinds your foes.

Daily Implement, Primal, Spirit, Zone
Standard Action Close burst spirit 1

Target: Each creature in burst

Attack: +6 vs. Fortitude

Hit: The target is blinded (save ends).

Miss: The target takes a -2 penalty to attack rolls until the end of your next turn.

Effect: Your spirit companion disappears. The burst creates a zone that lasts until the end of your next turn. The zone is heavily obscured. Any enemy that starts its turn within the zone takes 5 damage.

Sustain Minor: The zone persists.