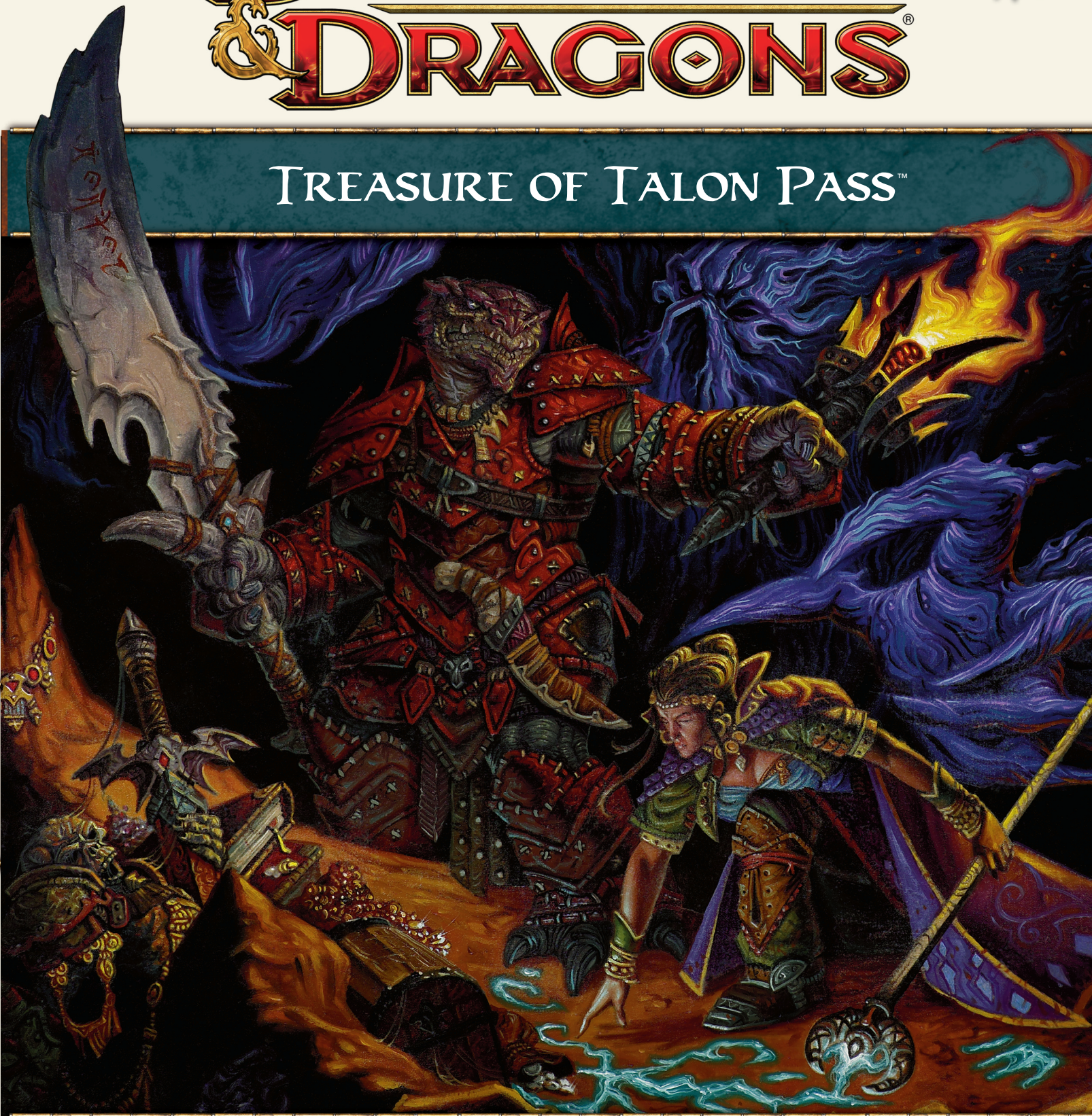


A HEROIC TIER ADVENTURE

DUNGEONS & DRAGONS[®]



TREASURE OF TALON PASS™



AN ADVENTURE FOR 2ND-LEVEL CHARACTERS

David Noonan

INTRODUCTION

In *Treasure of Talon Pass*[™], the player characters explore an ancient mountain garrison in search of a jade chalice reputed to be worth a small fortune. But the path to the jade chalice isn't easy. A dragon and its kobold minions have taken up residence in the garrison, and some undead soldiers from long ago still haunt its halls as well.

Nor are the PCs the only ones seeking the jade chalice. A band of orc mercenaries known as the Nightfists are after the chalice . . . and they arrived at the dungeon only minutes before the PCs.

Treasure of Talon Pass is designed to take 2nd-level characters to 3rd level. It is full of familiar features of the DUNGEONS & DRAGONS[®] game, including traps, tricky kobolds, an evil wizard, and of course, a dragon.

There's also plenty of room for a DM to alter and expand *Treasure of Talon Pass* to fit into an ongoing campaign.

BACKGROUND

Treasure hunters across the region have long sought a piece of jewelry known simply as the Jade Chalice. The chalice is the missing part of a finely carved set that many local lords would pay handsomely to be able to display on the mantel in their grand hall.

Recently, information has surfaced indicating that the chalice was last seen centuries ago in the Tower of Talon Pass, once a stronghold of an ancient human empire. In its heyday, it housed soldiers guarding the nearby mountain

pass. But barbarians sacked it shortly before the empire fell, and today only shards of brick remain to hint at its former glory.

However, set into a cliff near a waterfall on the edge of the meadow, a stone stairway leads downward into the stronghold's basement. About six months ago, a black dragon named Skatharilarn found the subterranean section and decided that it would make a comfortable lair—even if it was higher in the mountains than black dragons usually live. Arriving with a train of kobold servants and a mercenary human mage, Skatharilarn cleared out most of the dungeon, leaving only a few undead soldiers undisturbed (and a few secret passageways he hasn't discovered yet).

When the adventure begins, the PCs have just arrived in Talon Pass and discovered the entrance to the tower's basement. The Nightfist orc mercenaries, following the same information, arrived less than an hour earlier. Now they're pinned down in room 3, getting ready to make another assault on the kobolds in room 4.

ADVENTURE HOOKS

Any adventure hook that gets the PCs to the dungeon entrance and clues them in to the presence of the Nightfist orcs will work. For example:

- ◆ The PCs come across the aftermath of a battle between the Nightfist orcs and a caravan heading up the road to Talon Pass. The sole survivor from the caravan tells

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them the story of the Jade Chalice before expiring in classic pulp fashion.

- ◆ A local lord hires the PCs to retrieve the Jade Chalice, warning them that a rival lord has hired orc mercenaries to snatch it first.
- ◆ The ghost of the jade carver who made the chalice appears to the PCs in a dream, telling them to retrieve the Jade Chalice, warning of dire consequences if the orcs get their hands on it.

Level 2 Major Quest: If the PCs successfully recover the Jade Chalice from Hareel Vaar, award each character an extra 125 XP.

If the PCs were hired to recover the chalice, their employer pays them 260 gp for its return. Otherwise, they can sell it for that price, or perhaps hold onto it . . . which you can encourage them to do if you want it to become a significant item in your campaign.

MINOR CHARACTER HOOKS

In addition to implementing one of the adventure hooks listed above, consider using either or both of the minor character hooks below. Adding a personal investment to an adventure makes it more meaningful for the characters, and can draw their attention more effectively than any monetary reward.

- ◆ An ominous vision has appeared to many servants of a deity affiliated with one of the characters in the party. In this vision, undead beings beneath Talon Pass, long forgotten to the world, have recently been awakened.

Level 2 Minor Quest: If the PCs defeat all the undead creatures in rooms 2 and 9, award each PC an extra 25 XP.

- ◆ An evil mage named Hareel Vaar is wanted in connection with several thefts over the past few months. One of the PCs has accepted a commission to hunt this man down and return him, alive, to civilization.

Level 2 Minor Quest: If the PCs return Hareel Vaar to any town or city without killing him, award each PC an extra 25 XP.

GETTING READY TO PLAY

Other than spending a little time looking at the monster and trap stat blocks, and reviewing the maps on the inside covers of this booklet, you don't need any special preparation before running *Treasure of Talon Pass*.

If you're using *Treasure of Talon Pass* as a stand-alone adventure, you can give the players the character sheets in the back of this booklet. Each two-page sheet describes a pregenerated 2nd-level character.

If you're using *Treasure of Talon Pass* to start a new campaign, tell the players to make 2nd-level characters. They can have any reasonable amount of ordinary equipment, plus one 2nd-level magic item and one 1st-level magic item per character. Each character also has 20 gp in cash.

Treasure of Talon Pass employs the "parcel" technique of treasure distribution described in the *Dungeon Master's Guide*[®]. You'll need nine treasure parcels in addition to the Jade Chalice, which is an art item worth 260 gp. You can use the list of parcels below, or you can create your own using the rules in Chapter 7 of the *Dungeon Master's Guide*.

If you're using the "wish list" suggestion in the *Dungeon Master's Guide*, you can assign magic items based on those lists. Otherwise, select magic items from the *Player's Handbook*[®] appropriate for your characters and the adventure.

Parcel 1: Magic item, level 6

Parcel 2: Magic item, level 5

Parcel 3: Magic item, level 4

Parcel 4: Talon amulet (new magic item; see page xx)

Parcel 5: Two 100 gp gems + 90 gp

Parcel 6: Two potions of healing + 70 gp

Parcel 7: 150 gp + 200 sp

Parcel 8: Potion of healing + 40 gp

Parcel 9: 30 gp + 300 sp

Once you've assigned magic items, apportion the treasure parcels to rooms as given below:

Room 5: One parcel

Room 6: Two parcels

Room 8: Three parcels

Room 9: Two parcels

Room 11: The Jade Chalice and one other parcel

ROOM SUMMARIES

See the encounters on the following pages for more detailed descriptions of each room and its inhabitants.

1. Entry: This chamber is empty, but holds potential clues for the PCs.

2. Infirmary: This room holds several undead remnants of the dungeon's former inhabitants.

3. Prison Chamber: Most of the surviving orc mercenaries are here, readying to attack the kobolds in room 4.

4. Pillared Hall: The kobolds have pinned down a lone orc in this room.

5. Sacrifice Chamber: This secret room holds a trap, as well as a shaft leading down to room 8.

6. Kobold Sanctuary: The kobold leaders lair here, guarding the stairs down to room 7.

7. Statue Room: This room holds a nest of spiretop drakes and two guardian constructs.

8. Dragon's Lair: The leader of the dungeon's current denizens lives in this natural cavern.

9. Officer Quarters: Three more undead lair here, lying in wait for living prey.

10. Hall of Champions: This antechamber is guarded by an imp and three iron defenders.

11. Test of Valor: The final chamber of the dungeon holds a small gladiator pit, overseen by the cruel mage Hareel Vaar.

ROOM 1: ENTRY

SETUP

This room doesn't have monsters.

When the PCs first descend the stairs, read:

This stone chamber has an intact set of double doors in the east wall and a set of double doors hanging precariously from a single hinge on the west wall. There's a weird mix of stone and jagged metal debris in the southwest corner.

TACTICS

There's nothing to fight here, but the PCs can gain some clues that will help them in later rooms. It's also possible that the PCs will retreat here if the battle in room 3 doesn't go their way.

This room is also a good place to establish the common pieces of "dungeon dressing" that the PCs will be dealing with throughout the adventure. See the Common Dungeon Elements section below.

FEATURES OF THE AREA

Illumination: None, other than what the PCs bring with them.

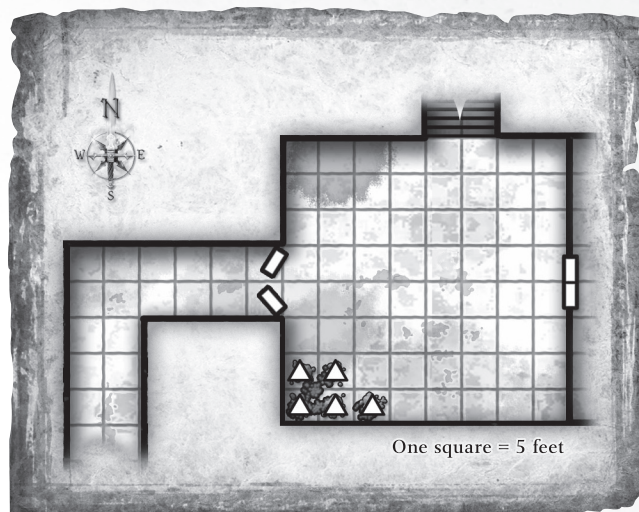
Western Doors: You don't have to be a forensic genius to realize that someone busted these doors open from inside this room. They're hanging outward, so the damage was done by someone trying to get out of room 1, not into it. A character who makes a DC 15 Perception check notices that the splintering on the doors is fresh—someone broke these doors down less than an hour ago.

Eastern Doors: These ironbound wooden doors are still intact. Judging from the darkness visible at the bottom crack of the door, there's nothing illuminating the room beyond. And no sound either. In crude Draconic characters, painted across the door in red, is a single word: "Don't." (The kobolds want to make sure they don't wind up fighting the undead.)

Wreckage: The rubble in the southwest corner consists of two of the spinning blades pillars found in room 5—except the kobolds "disabled" these pillars when they arrived. If PCs spend time sifting through the wreckage, they learn the following:

- ◆ Many of the stone pieces have a gently carved, curved surface.
- ◆ The metal parts appear to be some sort of hinged and jointed armature.
- ◆ There are pieces of a metal blade amid the wreckage.

If the PCs examine the wreckage, they gain bonuses when they have to deal with the intact spinning blades trap in room 5.



COMMON DUNGEON ELEMENTS

The following elements are present in room 1 and throughout the dungeon, unless otherwise noted.

Floor: The floors are flagstone tiles—a mix of 1-foot-square stones and 1-foot-by-2-foot rectangles.

Walls: The walls are masonry facing with a mix of dirt and stone behind them. Unless otherwise noted, it requires a DC 20 Athletics check to climb a wall.

Ceiling: All ceilings are 15 feet high, with stone buttresses supporting wooden planks. In a few places on the upper level, the planks have rotted away, revealing a mix of dirt and stone above.

Doors: The iron-bound wooden doors require a DC 18 Strength check to force open. They are hinged to swing in both directions.

Stairs: They're all steep enough to constitute difficult terrain when moving up.

Ambient Sound: The waterfall outside the entrance can be heard as dull noise throughout the dungeon, although it's loud enough in room 1 that PCs will have to speak clearly to be heard.

Moisture and Temperature: Enough mist from the waterfall blows in that the upper rooms (1 through 6) feel damp and have occasional patches of condensation on the walls and floor. The downstairs is noticeably drier, except for room 8, which has its own water source. All the rooms are a little chilly—about 50 degrees Fahrenheit.

ROOM 2: INFIRMARY

Encounter Level 2 (660 XP)

SETUP

The undead here, once soldiers wounded in battle, wait for further orders that will never come. They do not leave the infirmary willingly but will defend it to the death—strictly interpreting the last orders given them.

This encounter includes the following creatures.

- 2 deathlock wights (D)
- 10 pack zombies (Z)

Unless the characters loudly converse or make other obvious noise, all monsters are distracted at the start of the encounter. The pack zombies have a passive Perception score of 10, and the wights have a passive Perception score of 11.

If the PCs first open the door from room 1, read:

Remnants of wood-and-canvas frameworks are scattered across the floor. The chamber continues to the east, turning south beyond your sight line. There's also a downward stairway in the southern wall.



When all PCs are in the room, or when a brave PC walks more than 20 feet into the room, read:

The door closes and locks of its own volition. And you hear shuffling footsteps coming from the southeast. Lots of shuffling footsteps.

If the PCs first open the secret door from room 3, read:

Two corpse-like creatures stand at attention next to a high table in the center of the room. Two stairways in the eastern wall lead upward, and a door is set in the northern wall.

2 Deathlock Wights

Medium natural humanoid (undead)

Level 4 Controller

XP 175 each

Initiative +4 **Senses** Perception +1; darkvision

HP 54; **Bloodied** 27

AC 18; **Fortitude** 15, **Reflex** 16, **Will** 17

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
Speed 6

⚔ **Claw** (standard; at-will) ♦ **Necrotic**

+9 vs. AC; 1d6 necrotic damage, and the target loses 1 healing surge.

⚡ **Grave Bolt** (standard; at-will) ♦ **Necrotic**

Ranged 20; +6 vs. Reflex; 1d6 + 4 necrotic damage, and the target is immobilized (save ends).

⚡ **Reanimate** (minor; encounter) ♦ **Healing, Necrotic**

Ranged 10; affects a destroyed undead creature of a level no higher than the deathlock wight's level + 2; the target stands as a free action with a number of hit points equal to one-half its bloodied value. This power does not affect minions.

⚡ **Horrific Visage** (standard; recharge ⏳ ⏳ ⏳) ♦ **Fear**

Close blast 5; +7 vs. Will; 1d6 damage, and the target is pushed 3 squares.

Alignment Evil

Languages Common

Skills Arcana +10, Religion +10

Str 10 (+2)

Dex 14 (+4)

Wis 9 (+1)

Con 14 (+4)

Int 16 (+5)

Cha 18 (+6)

10 Pack Zombies

Medium natural animate (undead)

Level 2 Minion

XP 31 each

Initiative +3 **Senses** Perception +0; darkvision

HP 1; a missed attack never damages a minion.

AC 14; **Fortitude** 14, **Reflex** 10, **Will** 11

Immune disease, poison

Speed 4

⚔ **Slam** (standard; at-will)

+7 vs. AC; 4 damage.

Pack Attack

A pack zombie gains a +2 bonus to its attack roll if it is adjacent to at least one other pack zombie.

⚔ **Lurching Sacrifice** (immediate interrupt; encounter)

This power triggers automatically when a nonminion ally adjacent to a pack zombie is hit by a melee attack. The pack zombie is destroyed, and the damage dealt to the ally is reduced by 5.

Alignment Unaligned

Languages —

Str 14 (+3)

Dex 6 (-1)

Wis 8 (+0)

Con 10 (+1)

Int 1 (-4)

Cha 3 (-3)

TACTICS

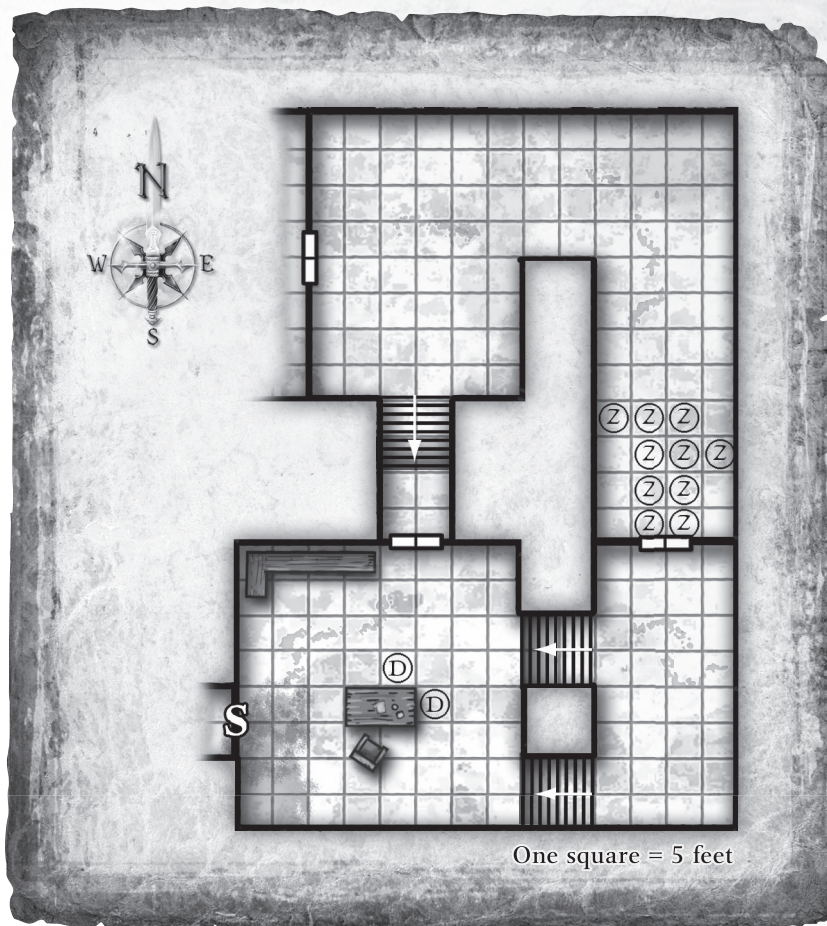
The pack zombies rush the PCs en masse from the east. They try to surround one or more PCs, cutting them off from any comrades still outside the door and forcing them down the stairs toward the lower chamber.

On their first turn, the deathlock wights move to the two doors separating the southern area from the northern section. One opens the door into the area occupied by the PCs and uses *horrific visage*, then *grave bolt*.

The other deathlock wight waits for a round after opening the double doors, then proceeds quietly down the wide hallway to attack the characters from behind. If attacked in melee, this wight unleashes *horrific visage*, then flees back to its comrade.

If the PCs come through the secret door from room 3, then the wights split up and run for the two doors during their first turn and the zombies come from the eastern stairways during round 2.

The deathlock wights can't use their reanimation power on the pack zombies, but they can (and do) use it on each other.



FEATURES OF THE AREA

Illumination: None, other than what the PCs bring with them.

Floor Debris: The wreckage on the floor is composed of smashed cots once used when this was a hospital for war wounded.

Door Lock: A DC 15 Thievery check is sufficient to open the northern door, as is a DC 20 Strength check.

Secret Door: A DC 22 Perception check is sufficient to notice this door hidden in the stonework. It leads to room 3, and both secret doors are obvious from within the hallway between them.

PACK ZOMBIE

In rare cases, zombies who lived highly regimented lives—such as former soldiers—retain a tiny vestige of that training in undeath. These so-called pack zombies are more deadly than normal zombie minions, though just as easy to destroy.

PACK ZOMBIE TACTICS

Pack zombies attack as a group, gaining the bonus from pack attack. They fight to the death, usually under the command of some more powerful creature.

PACK ZOMBIE LORE

A character knows the following information with a successful Religion check.

DC 15: Pack zombies retain a vestige of the combat training and teamwork they possessed in life, typically as soldiers or mercenaries.

DC 20: Whether returned from death by foul ritual or sheer force of evil willpower, pack zombies defend their masters even at the cost of their own existence.

ROOM 3: PRISON CHAMBER

Encounter Level 2 (777 XP)

SETUP

The orc drudges are gathered near the southern entrance, with Hrimohl in the middle of the room and the wolves near the north. Hrimohl waits for the other orcs to bandage themselves before he pushes into the room again.

This encounter includes the following creatures.

- 1 orc berserker (O)
- 2 gray wolves (W)
- 8 orc drudges (D)

Unless the PCs loudly converse or make other obvious noise, all monsters are distracted at the start of the encounter. The orc drudges have a passive Perception score of 10, and Hrimohl has a passive Perception score of 12.

If the PCs round the corner from room 1, read:

Beyond the corridor you see a large, torchlit room with rusty shackles hanging from the stone walls. Two wolves and a pile of dead orc bodies are near the northern entrance, and you can make out a couple of orcs on the far, southern end of the room. But the long shadows cast by the torchlight hint that there are more—perhaps a half dozen or so.

If the PCs first open the secret door from room 2, read:

An orc with a greataxe says, “And hurry up with the bandages!” then starts at the sound of the secret door creaking open. The torchlit room before you has shackles on the walls. Walls screen the northern and southern areas of the room from your view.

8 Orc Drudges		Level 4 Minion	
Medium natural humanoid		XP 44 each	
Initiative +0	Senses Perception +0; low-light vision		
HP 1; a missed attack never damages a minion.			
AC 16; Fortitude 15, Reflex 12, Will 12			
Speed 6 (8 while charging)			
⊕ Club (standard; at-will) ♦ Weapon			
+9 vs. AC; 5 damage.			
Alignment Chaotic evil	Languages Common, Giant		
Str 16 (+3)	Dex 10 (+0)	Wis 10 (+0)	
Con 14 (+2)	Int 8 (-1)	Cha 9 (-1)	
Equipment hide armor, club			

Hrimohl, Orc Berserker		Level 4 Brute	
Medium natural humanoid		XP 175	
Initiative +3	Senses Perception +2; low-light vision		
HP 66; Bloodied 33; see also warrior's surge			
AC 15; Fortitude 17, Reflex 13, Will 12			
Speed 6 (8 while charging)			
⊕ Greataxe (standard; at-will) ♦ Weapon			
+8 vs. AC; 1d12 + 5 damage (crit 1d12 + 17).			
⊕ Warrior's Surge (standard, usable only while bloodied; encounter)			
♦ Healing, Weapon			
The orc berserker makes a melee basic attack and regains 16 hit points.			
Alignment Chaotic evil	Languages Common, Giant		
Skills Endurance +10, Intimidate +6			
Str 20 (+7)	Dex 13 (+3)	Wis 10 (+2)	
Con 16 (+5)	Int 8 (+1)	Cha 9 (+1)	
Equipment leather armor, greataxe			

2 Gray Wolves		Level 2 Skirmisher	
Medium natural beast		XP 125 each	
Initiative +5	Senses Perception +7; low-light vision		
HP 38; Bloodied 19			
AC 16; Fortitude 14, Reflex 14, Will 13			
Speed 8			
⊕ Bite (standard; at-will)			
+7 vs. AC; 1d6 + 2 damage, or 2d6 + 2 damage against a prone target.			
Combat Advantage			
If the gray wolf has combat advantage against the target, the target is also knocked prone on a hit.			
Alignment Unaligned	Languages –		
Str 13 (+2)	Dex 14 (+3)	Wis 13 (+2)	
Con 14 (+3)	Int 2 (-3)	Cha 10 (+1)	

TACTICS

The orc drudges immediately charge into the fray, getting into melee combat with as many PCs as possible.

Hrimohl and the wolves maneuver to the side or rear of the group, looking for flanking opportunities. The wolves work together to knock a PC prone.

Hrimohl and the wolves fight until slain, but the orc drudges flee out of the dungeon if Hrimohl dies and the PCs outnumber the remaining drudges.

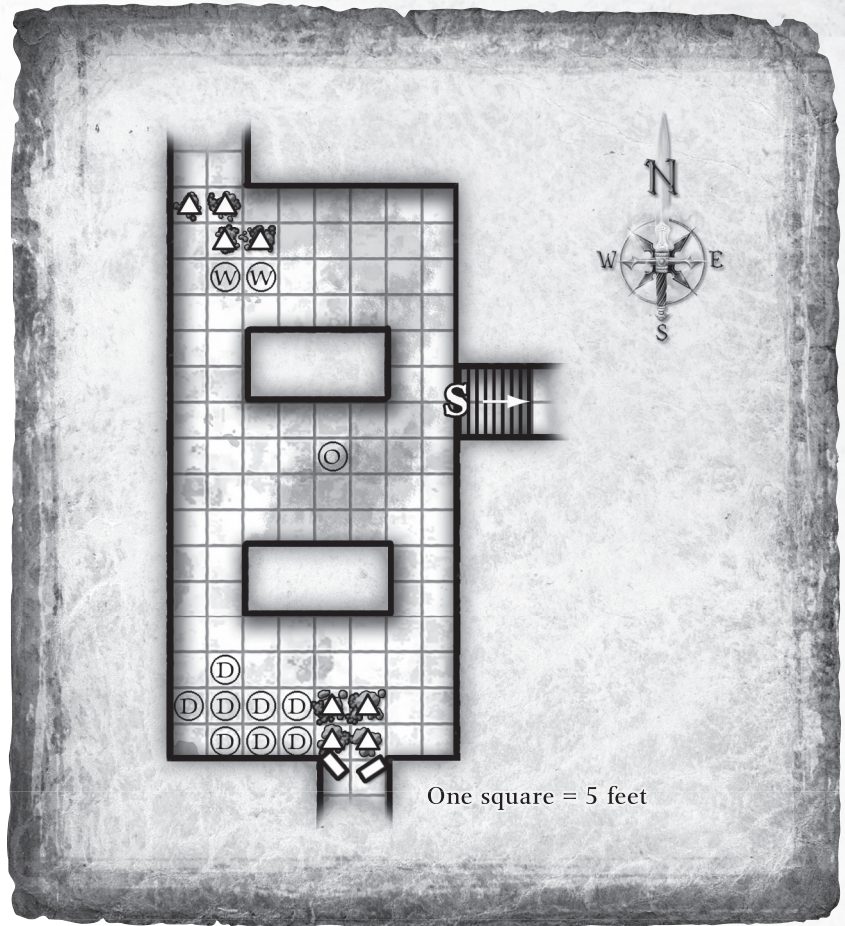
FEATURES OF THE AREA

Illumination: The orcs have dropped torches near the northern entrance, in the middle of the room, and near the southern entrance.

Secret Door: A DC 22 Perception check is sufficient to notice this door hidden in the stonework. It leads to the sunken chamber in room 2, and both secret doors are obvious from within the hallway between them.

Shackles: These are badly rusted and wouldn't keep anyone prisoner for long. They have slots for padlocks, but no locks are present.

Corpses: The piles of kobold and orc bodies at the north and south ends of the room count as difficult terrain.



ROOM 3: PRISON CHAMBER



ROOM 4: PILLARED HALL

Encounter Level 1 (550 XP)

SETUP

One of the orcs failed to retreat and now crouches north of the center pillar. He's effectively a noncombatant (although he will fight if pressed) and isn't worth experience points.

The kobold slingers are spaced out along the ledge, and the kobold dragonshields are in the eastern chamber.

This encounter includes the following creatures.

1 orc berserker (O)

3 kobold slingers (S)

2 kobold dragonshields (D)

The slingers have a passive Perception score of 11, and the dragonshields have a passive Perception score of 12.

When the PCs reach the northwest doorway, read:
Kobolds stand atop a 10-foot ledge on the southern wall, whirling slings and staring northward. Pressed against the northern edge of a central pillar is a bleeding orc trying to avoid the sling stones. There's another exit in the northeast part of the room, and up on the ledge, a tunnel heads south.

3 Kobold Slingers	Level 1 Artillery
Small natural humanoid	XP 100 each
Initiative +3	Senses Perception +1; darkvision
HP 24; Bloodied 12	
AC 13; Fortitude 12, Reflex 14, Will 12; see also <i>trap sense</i>	
Speed 6	
⬇ Dagger (standard; at-will) ♦ Weapon	
+5 vs. AC; 1d4 + 3 damage.	
⌘ Sling (standard; at-will) ♦ Weapon	
Ranged 10/20; +6 vs. AC; 1d6 + 3 damage; see also <i>special shot</i> .	
Special Shot	
The kobold slinger can fire special ammunition from its sling. Each of these slingers carries 1 round of each type of special shot, described below. A <i>special shot</i> attack that hits deals normal damage and has an additional effect depending on its type:	
Stinkpot: The target takes a -2 penalty to attack rolls (save ends).	
Firepot (Fire): The target takes ongoing 2 fire damage (save ends).	
Gluepot: The target is immobilized (save ends).	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Acrobatics +8, Stealth +10, Thievery +10	
Str 9 (-1)	Dex 17 (+3) Wis 12 (+1)
Con 12 (+1)	Int 9 (-1) Cha 10 (+0)
Equipment leather armor, dagger, sling with 20 bullets and 3 rounds of special shot (see above)	

2 Kobold Dragonshields	Level 2 Soldier
Small natural humanoid	XP 125 each
Initiative +4	Senses Perception +2; darkvision
HP 36; Bloodied 18	
AC 18; Fortitude 14, Reflex 13, Will 13; see also <i>trap sense</i>	
Resist 5 acid	
Speed 5	
⬇ Short Sword (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d6 + 3 damage, and the target is marked until the end of the kobold dragonshield's next turn.	
Dragonshield Tactics (immediate reaction, when an adjacent enemy shifts away or an enemy moves adjacent; at-will)	
The kobold dragonshield shifts 1 square.	
Mob Attack	
The kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
The kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Acrobatics +5, Stealth +7, Thievery +7	
Str 14 (+3)	Dex 13 (+2) Wis 12 (+2)
Con 12 (+2)	Int 9 (+0) Cha 10 (+1)
Equipment scale armor, heavy shield, short sword	

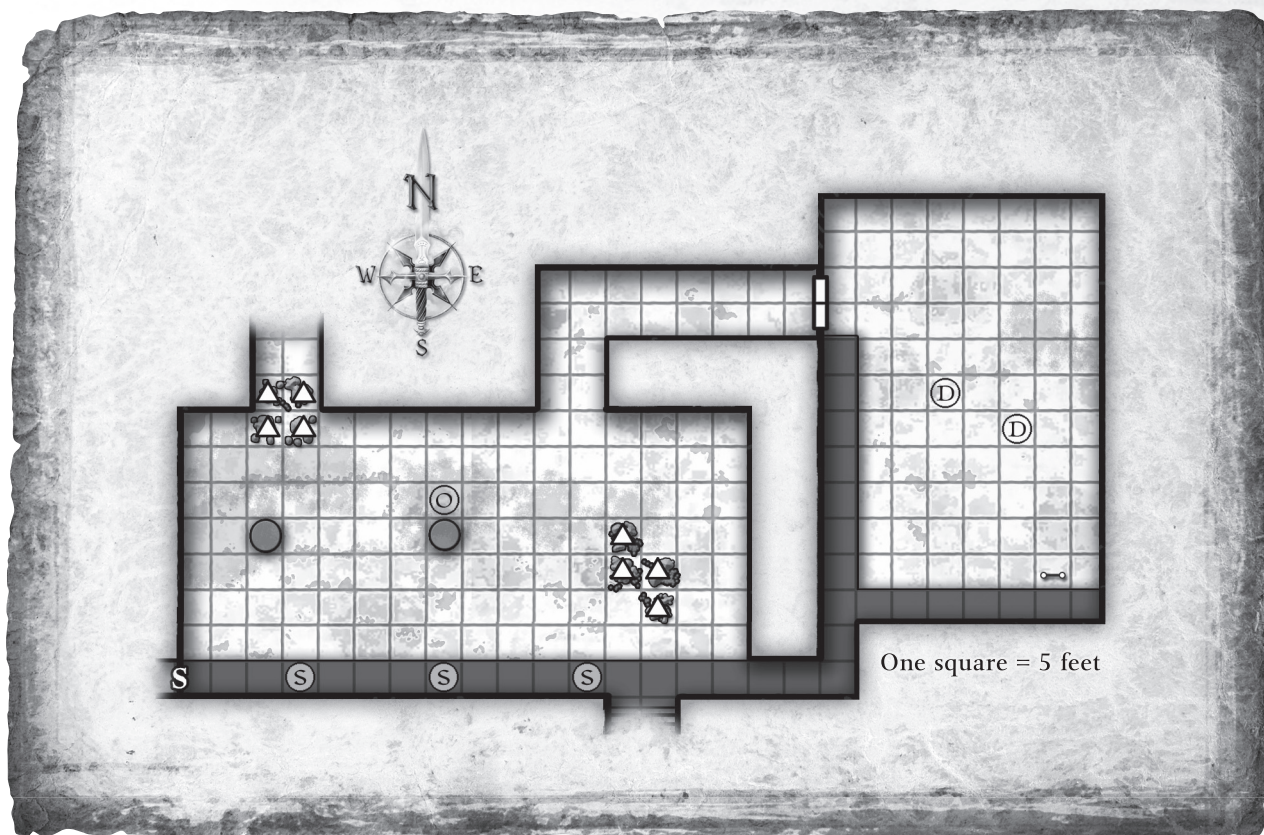
Orc Berserker	Level 4 Brute
Medium natural humanoid	XP 0 (noncombatant)
Initiative +3	Senses Perception +2; low-light vision
Current HP 10	
HP 66; Bloodied 33; see also <i>warrior's surge</i>	
AC 15; Fortitude 17, Reflex 13, Will 12	
Speed 6 (8 while charging)	
⬇ Greataxe (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d12 + 5 damage (crit 1d12 + 17).	
⬇ Warrior's Surge (standard, usable only while bloodied; encounter) ♦ Healing, Weapon	
The orc berserker makes a melee basic attack and regains 16 hit points.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +10, Intimidate +6	
Str 20 (+7)	Dex 13 (+3) Wis 10 (+2)
Con 16 (+5)	Int 8 (+1) Cha 9 (+1)
Equipment leather armor, greataxe	

TACTICS

The kobolds stay on the ledge and use their slings, shouting a warning as soon as the PCs appear. Each carries three special shots of ammunition (one of each type), and they prefer to use these only against foes that do not have cover.

The dragonshields spend their first turn opening the door from the eastern chamber and moving down the hallway.

The dragonshields fight until slain. If the dragonshields both fall, any remaining slingers flee to room 6.



FEATURES OF THE AREA

Illumination: There is a torch in a wall sconce on the eastern side of each column.

Ledge: The ledge is 10 feet off the ground. It takes a DC 20 Athletics check and 4 squares of movement to get up on the ledge.

Broken Column: The easternmost column has collapsed and lies in rubble on the floor (difficult terrain). The ceiling sags somewhat but remains sturdy.

Secret Door: It takes a DC 25 Perception check to spot this door hidden in the wall masonry. It leads to room 5.

Orc Berserker: His statistics are identical to Hrimohl's (the orc present in room 3), except that he has only 10 hit points left. He's just trying to get out alive and will flee through the northwest hallway as soon as the passage looks clear. He will attack if cornered, and will use his *warrior's surge* if possible to regain hit points, but he's not worth any XP if he is engaged and defeated before he can flee.

EASTERN CHAMBER

This room has piles of furs, a smoldering cook fire, and simple kitchen equipment. It's the primary living area for the kobolds. The ladder in the southeast

corner enables the kobolds to climb up to the ledge that runs along two sides of this chamber and across the southern edge of the area that contains the pillars.



ROOM 5: SACRIFICE CHAMBER

Encounter Level 1 (500 XP)

SETUP

There are no monsters in this room, just a trap and a weird magical effect.

This encounter includes the following obstacle.

1 spinning blade pillar trap

When the PCs emerge from the corridor, read:

There's an obvious pit near the middle of this room, a simple stone altar along the north wall, and two glowing, glass coffins propped upright in the northwest and northeast corners. Brightly glowing mist swirls inside each coffin.

Spinning Blade Pillar Trap

Elite Level 5 Obstacle
XP 400

Blades rise out of hidden compartments and spin wildly across the chamber.

Trap: A spinning blade pillar rises from the floor and spins like a top, moving its speed in a random direction and then attacking in each round. It won't move over the pit or out of the room.

Special: If the characters examined the wreckage in room 1, they gain a +2 bonus on all skill checks related to this trap.

Perception

- ◆ DC 22: The character notices trigger plates around the chamber.
- ◆ DC 27: The character notices the hidden control panel concealed along the wall, immediately north of the entrance.

Initiative +7 Speed 2

Trigger

When a character moves into a trigger square, the pillar rises up from the floor in the center of those four squares, and then blades spring out and attack.

Attack

Standard Action Close burst 1

Targets: Each creature in burst

Attack: +10 vs. AC, two attacks per target

Hit: 3d8+3 damage

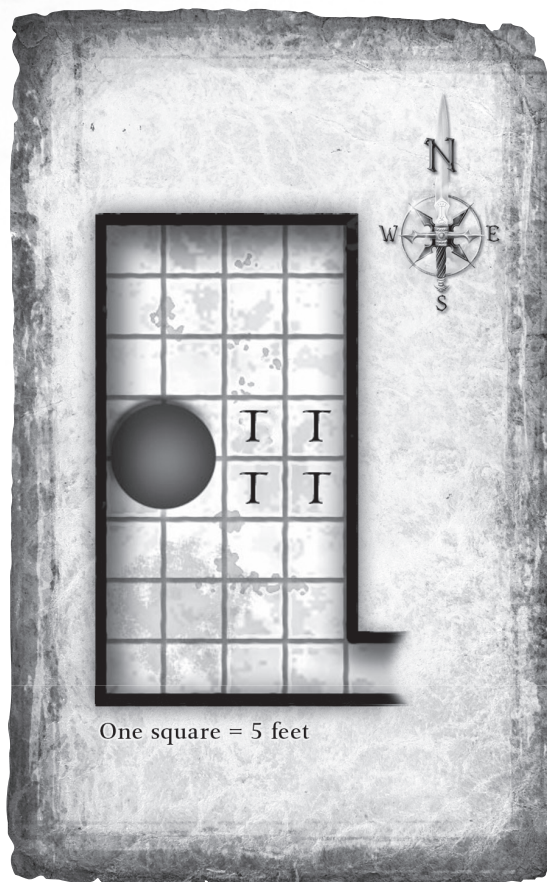
If the spinning blade pillar moves into a Large or smaller character's space, it pushes that character 1 square and knocks the character prone.

Countermeasures

- ◆ Up to two characters can engage in a skill challenge to deactivate the control panel. DC 22 Thievery. Complexity 3 (8 successes before 4 failures). Success disables the trap. Failure causes the spinning blade to act twice in the round (make a second initiative roll for the trap).
- ◆ Characters can attack the spinning blade pillar (AC 18, other defenses 15; hp 110; resist 5 all) or the control panel (AC 16, other defenses 13; hp 70; resist 5 all). Destroying either disables the entire trap.

FEATURES OF THE AREA

Illumination: The glowing coffins brightly illuminate everything in this room.



One square = 5 feet

Shaft: A 30-foot-deep vertical shaft connects this room to room 8, opening above the pool. Anyone falling from above takes 2d10 damage (the water cushions the fall a bit).

Altar: Atop a small shrine (not depicted on the map) lies the treasure noted below—the last offering anyone made before this fortress fell.

Coffins: Any damage will break open a coffin, releasing three glamor spirits from within. These spirits look like humans dressed in ancient robes, and are neither sentient nor hostile. Any attack against a glamor spirit automatically hits, immobilizing it for 1 hour. The attacking creature becomes immobilized (save ends) and takes a -2 penalty to defenses for the rest of the encounter.

Any released spirits wander about the room for 1 round, then float down the shaft. If any glamor spirit descends through the shaft, the PCs hear a roar (from the dragon below), a gurgling sound, then silence.

The glamor spirits are worth an additional 100 XP if they are released, since their presence makes dealing with the trap more difficult. If the characters elect not to break open the coffins, they likewise earn an additional 100 XP for their discretion.

TREASURE

One treasure parcel sits atop the altar in this room.

ROOM 6: KOBOLD SANCTUARY

Encounter Level 2 (650 XP)

SETUP

The wyrm priest leader of the kobolds lives here along with his cadre of bodyguards, four kobold dragonshields.

If any slingers retreated from room 4, they move up onto the ledge and attack from there.

This encounter includes the following creatures.

- 1 kobold wyrm priest (K)
- 4 kobold dragonshields (D)

The wyrm priest has a passive Perception score of 14, and the dragonshields have a passive Perception score of 12. If any battle took place in room 4 within the last 10 minutes (or if any slingers retreated to here), they're all ready for a fight.

When the PCs first descend the stairs, read:

The stairs lead down into a mostly empty room. A curtain covers a hallway heading west, and a raised passage leads west beyond this room as well. Two kobolds stand in the middle of this room, on guard with swords and shields ready.

When the PCs reach the western part of the room, read:

A ladder leads down off the ledge into this room, full of shards of broken pottery, some of it piled in heaps on the floor. A stairway in the northwest corner leads downward.

4 Kobold Dragonshields

Small natural humanoid

HP 36; Bloodied 18

See page 8 for full statistics.

Level 2 Soldier

XP 125 each

TACTICS

The two dragonshields in the eastern section immediately fall back through the curtain, attempting to lure the PCs into a trap.

The other two dragonshields wait on either side of the short hallway, stepping out to flank intruders.

The wyrm priest and any surviving slingers from room 4 move along the ledge to attack PCs in the western portion of the room. They fall back if bloodied or if confronted on the ledge.

Kobold Wyrmpriest

Small natural humanoid

Level 3 Artillery (Leader)

XP 150

Initiative +4

Senses Perception +4; darkvision

HP 36; Bloodied 18

AC 17; Fortitude 13, Reflex 15, Will 15; see also *trap sense*

Speed 6

⚔ **Spear** (standard; at-will) ♦ **Weapon**

+7 vs. AC; 1d8 damage.

⚡ **Energy Orb** (standard; at-will) ♦ see text

Ranged 10; +6 vs. Reflex; 1d10 + 3 acid damage.

⚡ **Incite Faith** (minor; encounter)

Close burst 10; kobold allies in the burst gain 5 temporary hit points and shift 1 square.

⚡ **Dragon Breath** (standard; encounter) ♦ see text

Close blast 3; +6 vs. Fortitude; 1d10 + 3 acid damage. Miss: Half damage.

👁 **Shifty** (minor; at-will)

The kobold shifts 1 square.

Trap Sense

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil

Languages Common, Draconic

Skills Stealth +10, Thievery +10

Str 9 (+0)

Dex 16 (+4)

Wis 17 (+4)

Con 12 (+2)

Int 9 (+0)

Cha 12 (+2)

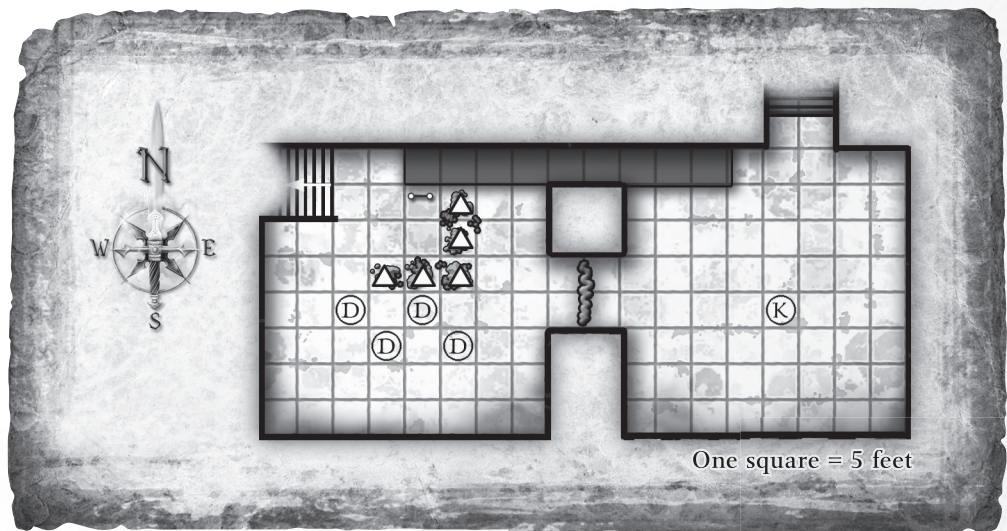
Equipment hide armor, spear, bone mask

FEATURES OF THE AREA

Illumination: A lit lantern sits near the southeast corner in the eastern chamber. The western chamber is dark.

Ledge: The ledge is 10 feet off the ground. It takes a DC 20 Athletics check and 4 squares of movement to get up on the ledge. A ladder adjacent to the western edge of the ledge enables the kobolds to get up and down easily.

Treasure: Two treasure parcels can be found in a locked cabinet (Thievery DC 20) in the eastern room.



ROOM 7: STATUE ROOM

Encounter Level 3 (750 XP)

SETUP

Hareel Vaar, the mage in room 11, uses this room for his drake-breeding project. His drakes are kept behind a set of curtains because Vaar thinks the glowing statue was disturbing their sleep. Three of the drakes are inside the curtained area in the middle of the room, while the fourth is outside. A pair of arbalesters stands on the stage area, one to either side of the statue.

This encounter includes the following creatures.

2 arbalesters (A)

4 spiretop drakes (S)

The arbalesters have a passive Perception score of 19, and the spiretop drakes have a passive Perception score of 13 (and three of them are relying on hearing alone since they start behind the curtain).

ARBALESTER

An arbalester is a form of homunculus, which is a construct created to guard specific places, objects, or beings. They require no food or sleep, and they can maintain their watch indefinitely.

Homunculi can understand fairly complex orders, and they follow instructions with no thought of self-preservation (unless, of course, they are ordered to avoid taking damage).

Little more than a powerful crossbow bolted to a wooden chassis, an arbalester moves about on three articulated legs.

ARBALESTER TACTICS

A homunculus can be attuned to a specific area, creature, or object, guarding it with its life. The homunculus gains certain powers and benefits in this guard role (as noted in its statistics) and singlemindedly attacks creatures that trigger its guard condition(s).

An arbalester is often tasked with guarding an area. This area can be up to 5 squares on a side. It makes ranged attacks whenever possible.

ARBALESTER LORE

The following information can be obtained with a successful Arcana check.

DC 15: An arbalester is a particular type of homunculus, particularly well designed to guard a particular area.

DC 20: As long as foes are present in the area guarded by the arbalester, its withering barrage of crossbowlike bolts continues without slowing.

When the PCs first descend the stairs, read:

A 12-foot-tall statue of a menacing warrior dominates the eastern part of this room. In the center is a flying drake in front of a set of curtains hanging from the ceiling like a tent. There's a 5-foot-high stage behind the statue along the eastern wall, with a pair of crossbow-like constructs standing guard.

2 Arbalesters

Medium natural animate (construct, homunculus)

Level 4 Artillery

XP 175 each

Initiative +6

Senses Perception +8; darkvision

HP 43; **Bloodied** 21

AC 17; **Fortitude** 16, **Reflex** 18, **Will** 15

Immune disease, poison

Speed 6

⊕ **Slam** (standard; at-will)

+4 vs. AC; 1d4 + 2 damage.

↻ **Bolt** (standard; at-will)

Range 20/40; +9 vs. AC; 1d8 + 4 damage.

↔ **Double Shot** (standard; recharge ⓂⓂⓂ; see also guard area)

The arbalester makes two bolt attacks, either against a single target or against two targets within 3 squares of each other.

Guard Area

At the start of the arbalester's turn, if an enemy is in its guarded area, the arbalester automatically recharges its double shot power.

Alignment Unaligned

Languages –

Str 15 (+4)

Dex 18 (+6)

Wis 12 (+3)

Con 13 (+3)

Int 5 (-1)

Cha 3 (-2)

4 Spiretop Drakes

Small natural beast (reptile)

Level 1 Skirmisher

XP 100 each

Initiative +6

Senses Perception +3

HP 29; **Bloodied** 14

AC 16; **Fortitude** 11, **Reflex** 14, **Will** 13

Speed 4, fly 8 (hover); see also flyby attack

⊕ **Bite** (standard; at-will)

+6 vs. AC; 1d6 + 4 damage.

⊕ **Snatch** (standard; at-will)

+4 vs. Reflex; 1 damage, and the spiretop drake steals a small object from the target, such as a vial, scroll, or coin.

↓ **Flyby Attack** (standard; at-will)

The spiretop drake flies up to 8 squares and makes one melee basic attack at any point during that movement. The drake doesn't provoke opportunity attacks when moving away from the target of the attack.

Alignment Unaligned

Languages –

Str 11 (+0)

Dex 18 (+4)

Wis 16 (+3)

Con 13 (+1)

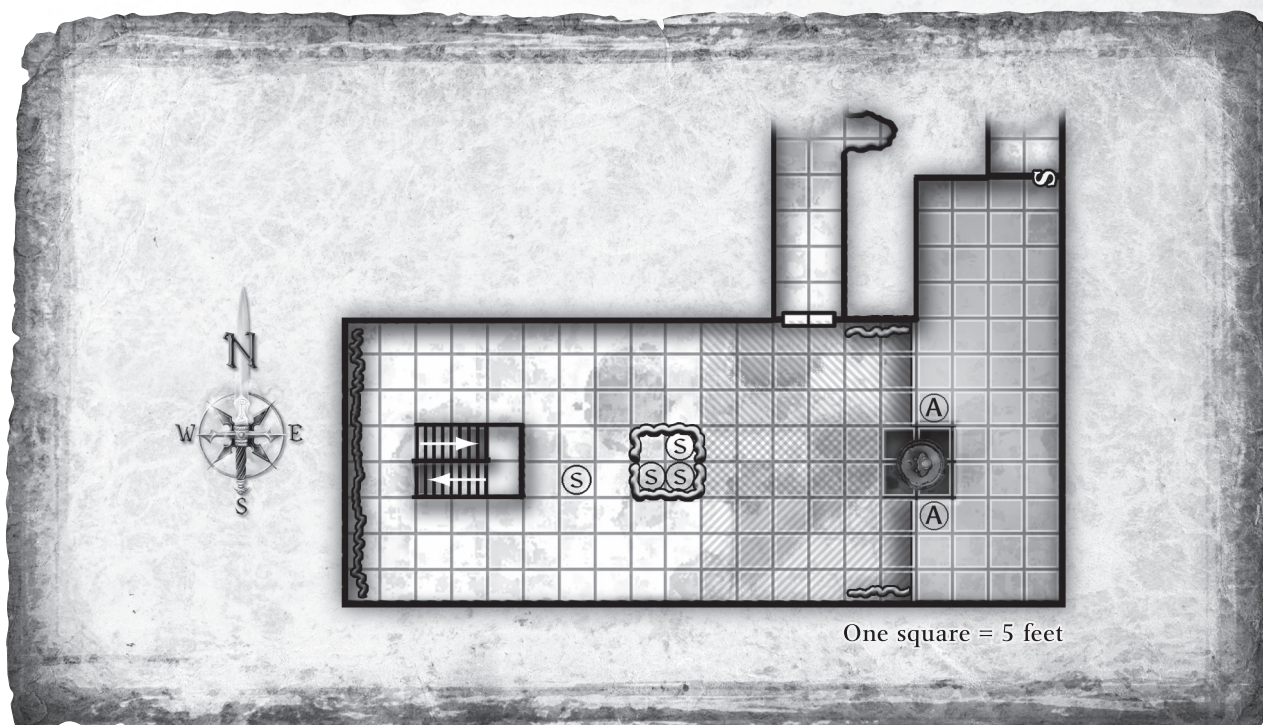
Int 3 (-4)

Cha 11 (+0)

TACTICS

The arbalesters don't leave their posts on the stage, continuing to fire as long as they can see any PCs. The area each arbalester guards is outlined on the encounter map.

The first spiretop drake engages the PCs immediately, and another one flies out from behind the curtain in each subsequent round. All the drakes act at the same point in the initiative order.



One square = 5 feet

FEATURES OF THE AREA

Illumination: This room is lit by braziers (as torches) in the northwest and northeast corners, and the statue (as a candle) in the east.

Stage: The ledge is 5 feet off the ground. It takes a DC 20 Athletics check and 2 squares of movement to get up on the ledge. If PCs use the statue as extra handholds and footholds, the Athletics check DC drops to 10.

Nest: The drakes emerge from a nest that's blocked off from the rest of the room with curtains. The curtains offer total concealment but are destroyed by even 1 point of damage.

Statue: The statue set into the ledge is a menacing humanoid in spiked plate mail and a helm that covers the face. Made of a swirling green marble, it glows softly.

Tapestries: The large tapestry along the western wall depicts a number of armored soldiers with swords (not unlike the statue) marching up a clearly magical stairway to a white castle built on a cloud. The tapestries hanging in the northeast and southeast corners depict heraldry—and if you ever wanted the chance to implicate that a noble family in your campaign had a sinister past, now's your chance.

Secret Door: A DC 27 Perception check is sufficient to notice this door hidden in the stonework. It's also locked (Thievery DC 20), and none of the current dungeon denizens have found the door yet, much less the key. It leads to room 9, and the secret door is hidden in both directions.

HALLWAYS

Two halls lead out of this room.

The eastern hallway hasn't been discovered by the new inhabitants of the dungeon yet. It's dusty and untraveled, and it ends in a short staircase leading to a door.

The western hallway is the main thoroughfare of the lower level of the dungeon. Several dark, damp, rough-hewn tunnels lead out of this hallway. The two at ground level are dead ends, but the other two tunnels—both about 5 feet above the floor—provide access to other areas of the dungeon (specifically, to room 8 and to the eastern hallway between rooms 7 and 9).



ROOM 8: DRAGON'S LAIR

Encounter Level 4 (875 XP)

SETUP

Skatharilarn is the dragon who leads the kobolds and pays Haruul Vaar very well for his services as a mage. He usually lounges in the northeast corner of the room.

This encounter includes the following creature.

1 young black dragon (B)

Skatharilarn has a passive Perception score of 19.

When the PCs first enter the chamber, read:

Two features dominate this room: a pool of water in the center of the room and a black dragon that's cooling its tail in it.

TACTICS

Before using his breath weapon for the first time, Skatharilarn uses frightful presence, then spends an action point to use his breath weapon. As combat continues, Skatharilarn uses his breath weapon as often as he can, and he even risks opportunity attacks if necessary to get into better position before doing so.

Don't forget about the dragon's tail slash, and when you can, use the push at the end of this attack to put the PCs in the water. The more you can keep the PCs in difficult terrain, the more likely they are to be nicely grouped for the breath weapon.

If the PCs released any of the glamor spirits in room 5, then Skatharilarn begins the battle without his breath weapon, which was used against the spirits but hasn't recharged yet. Roll recharge normally for it.

This battle is more fun if Skatharilarn moves around, even when it isn't tactically necessary for him to do so. Remember that as a Large creature, he can move through the squares of Small creatures.

Skatharilarn fights until slain. He pursues fleeing PCs unless he's bloodied, in which case he remains in his lair to lick his wounds. If given the chance for a short rest, he expends his only healing surge and regains 30 hit points; if the characters flee and return the next day, he regains another 30 hit points.

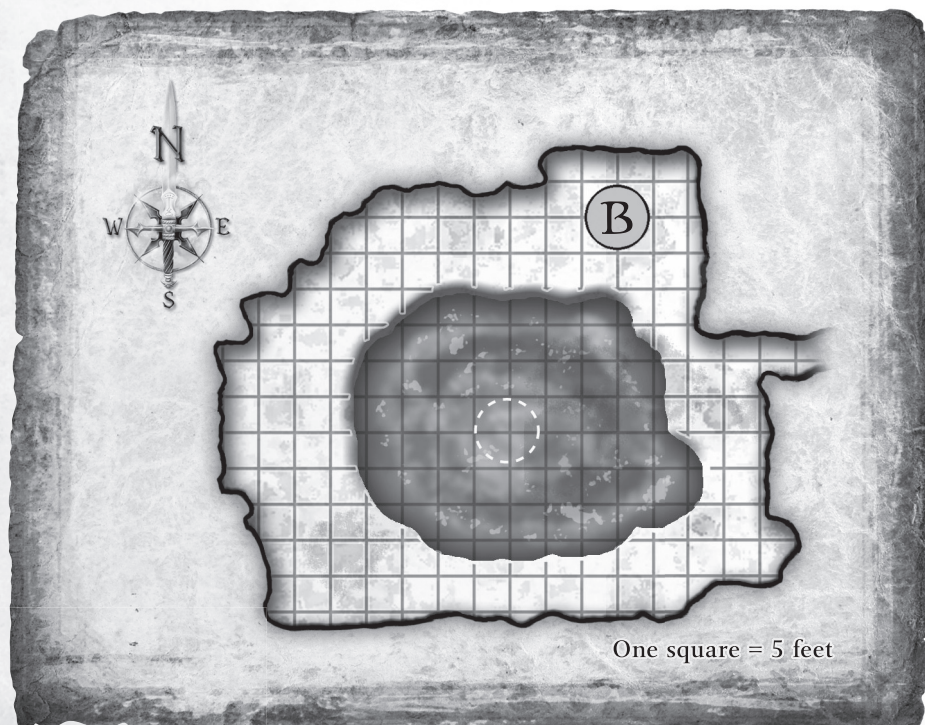
FEATURES OF THE AREA

Illumination: Skatharilarn sits in the dark. The only illumination is what the PCs brought with them, unless they released the glamor spirits in room 5. If any of the spirits are down here, scatter them throughout the chamber. They're immobile, but they still shed light as a candle.

Shaft: A vertical shaft connects this room to room 5. If the PCs descend from room 5, they fall or climb down into the 2-foot depth of water in the center of the pool. They take 2d10 damage if they fall (the water does cushion the blow somewhat).

Pool: The water is only 2 feet deep, but that's enough to make it difficult terrain.

Treasure: Three treasure parcels are hidden (Perception DC 15) in alcoves high on the north wall.



Young Black Dragon**Level 4 Solo Lurker**

Large natural magical beast (aquatic, dragon)

XP 875

Initiative +11**Senses** Perception +9; darkvision**HP** 224; **Bloodied** 112; see also *bloodied breath***AC** 22; **Fortitude** 18, **Reflex** 20, **Will** 17**Resist** 15 acid**Saving Throws** +5**Speed** 7, fly 7 (clumsy), overland flight 10, swim 7**Action Points** 2⊕ **Bite** (standard; at-will) ♦ **Acid**

Reach 2; +10 vs. AC; 1d6 + 3 damage, and ongoing 5 acid damage (save ends).

⊕ **Claw** (standard; at-will)

Reach 2; +8 vs. AC; 1d4 + 3 damage.

⊕ **Double Attack** (standard; at-will)

The dragon makes two claw attacks.

⊕ **Tail Slash** (immediate reaction, when a melee attack misses the dragon; at-will)

The dragon uses its tail to attack the enemy that missed it: reach 2; +8 vs. AC; 1d6 + 4 damage, and the target is pushed 1 square.

⚡ **Breath Weapon** (standard; recharge ☞☞) ♦ **Acid**

Close blast 5; +7 vs. Reflex; 1d12 + 3 acid damage, and the target takes ongoing 5 acid damage and takes a -4 penalty to AC (save ends both).

⚡ **Bloodied Breath** (free, when first bloodied; encounter) ♦ **Acid**

The dragon's breath weapon recharges, and the dragon uses it immediately.

⚡ **Cloud of Darkness** (standard; sustain minor; recharge ☞☞☞) ♦ **Zone**

Close burst 2; this power creates a zone of darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is blinded.

⚡ **Frightful Presence** (standard; encounter) ♦ **Fear**Close burst 5; targets enemies; +5 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).**Alignment** Evil **Languages** Common, Draconic**Skills** Nature +9, Stealth +17**Str** 16 (+5)**Dex** 20 (+7)**Wis** 15 (+4)**Con** 16 (+5)**Int** 12 (+3)**Cha** 10 (+2)

ROOM 9: OFFICER QUARTERS

Encounter Level 1 (600 XP)

SETUP

The door at the far end of the hallway inside this room is half-open, luring the characters into a trap.

Nothing happens until the PCs open one of the doors in the hallway. Then the undead attack!

This encounter includes the following creatures.

- 1 wraith (S)
- 2 ghouls (G)

All the undead have passive Perception scores of 12.

When the PCs look down the hall, read:

You see a shadow of movement flit across the half-open door.

When the PCs open any door, read:

The doors along the side of the hallway fly open! Behind the eastern and western doors are cadaverous creatures of rotting flesh with lolling tongues and feral eyes. Then a shadowy presence floats through the door to the north, grasping ebon hands outstretched.

2 Ghouls		Level 5 Soldier
Medium natural humanoid (undead)		XP 200 each
Initiative +8	Senses Perception +2; darkvision	
HP 63; Bloodied 31		
AC 21; Fortitude 18, Reflex 20, Will 17		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 8, climb 4		
⚔ Claws (standard; at-will)		
+12 vs. AC; 1d6 + 4 damage, and the target is immobilized (save ends).		
⚔ Ghoulish Bite (standard; at-will)		
Target must be immobilized, stunned, or unconscious; +10 vs. AC; 3d6 + 4 damage, and the target is stunned (save ends).		
Alignment Chaotic evil	Languages Common	
Skills Stealth +11		
Str 14 (+4)	Dex 19 (+6)	Wis 11 (+2)
Con 15 (+4)	Int 10 (+2)	Cha 12 (+3)

Wraith		Level 5 Lurker
Medium shadow humanoid (undead)		XP 200
Initiative +10	Senses Perception +2; darkvision	
HP 37; Bloodied 18		
Regeneration 5 (if the wraith takes radiant damage, regeneration is negated until the end of the wraith's next turn)		
AC 16; Fortitude 13, Reflex 16, Will 14		
Immune disease, poison; Resist 10 necrotic, insubstantial;	Vulnerable 5 radiant (see also <i>regeneration</i> above)	
Speed fly 6 (hover); phasing; see also <i>shadow glide</i>		
⚔ Shadow Touch (standard; at-will) ♦ Necrotic		
+8 vs. Reflex; 1d6 + 4 necrotic damage, and the target is weakened (save ends).		
Combat Advantage ♦ Necrotic		
The wraith deals an extra 1d6 necrotic damage against any target it has combat advantage against.		

Shadow Glide (move; encounter)

The wraith shifts 6 squares.

Spawn Wraith

Any humanoid killed by a wraith rises as a free-willed wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.

Alignment Chaotic evil

Languages Common

Skills Stealth +11

Str 4 (-1)

Dex 18 (+6)

Wis 10 (+2)

Con 13 (+3)

Int 6 (+0)

Cha 15 (+4)

TACTICS

The wraith uses phasing to pop in and out of combat throughout the encounter. It stays away from any PC who has a light source unless it can ambush that PC alone.

The ghouls gang up against a single PC if possible.

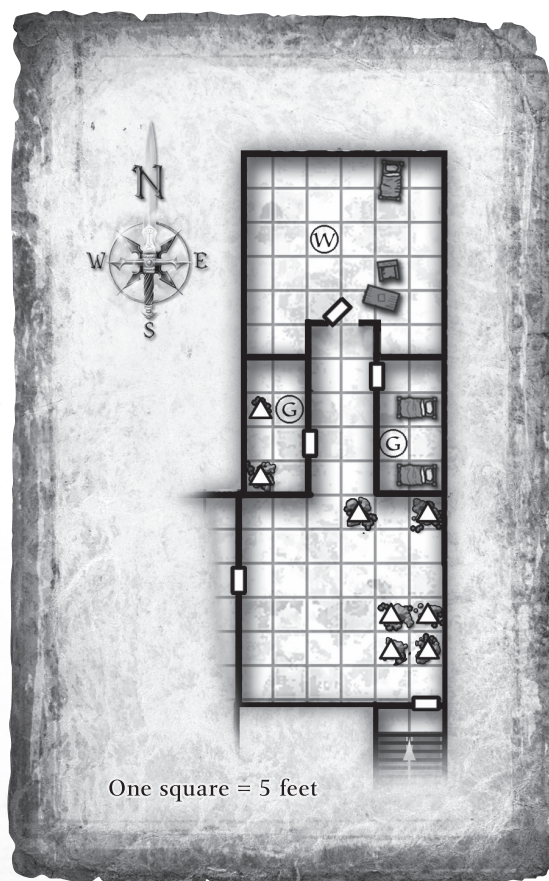
All three undead fight until slain.

FEATURES OF THE AREA

Illumination: None, other than what the PCs bring with them.

Doors: The doors are all unlocked.

Treasure: Two treasure parcels can be found in a locked chest (Thievery DC 15) in the northern room.



ROOM 10: HALL OF CHAMPIONS

Encounter Level 1 (600 XP)

SETUP

The iron defenders mindlessly patrol the room, while the imp watches and listens at the door.

This encounter includes the following creatures.

- 1 imp (I)
- 3 iron defenders (D)

The imp has a passive Perception score of 18, and the iron defenders have a passive Perception score of 16.

When the PCs first open the door, read:

To the right of the door, rubble strewn across the floor partially blocks off a side chamber. Ahead to the north is a double door set into a glowing archway and another, larger chamber to the west. A tiny winged humanoid flitters nervously in the northeast chamber.

<p>Imp Tiny immortal humanoid (devil)</p> <p>Initiative +8 Senses Perception +8; darkvision HP 40; Bloodied 20 AC 17; Fortitude 15, Reflex 15, Will 15 Resist 15 fire Speed 4, fly 6 (hover)</p> <p>⊕ Bite (standard; at-will) +7 vs. AC; 1d6 + 1 damage.</p> <p>⊕ Tail Sting (standard; recharges when the imp uses <i>vanish</i>) ⊕ Poison +8 vs. AC; 1d8 + 3 damage, and the imp makes a secondary attack against the same target. Secondary Attack: +5 vs. Fortitude; the target takes ongoing 5 poison damage and a -2 penalty to Will defense (save ends both).</p> <p>Vanish (standard; at-will) ⊕ Illusion The imp becomes invisible until the end of its next turn or until it attacks.</p>	<p>Level 3 Lurker XP 150</p>
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Alignment Evil	Languages Common, Supernal	
Skills Arcana +9, Bluff +9, Stealth +9		
Str 12 (+2)	Dex 17 (+4)	Wis 14 (+3)
Con 16 (+4)	Int 16 (+4)	Cha 16 (+4)

<p>3 Iron Defenders Medium natural animate (construct, homunculus)</p> <p>Initiative +5 Senses Perception +6; darkvision HP 47; Bloodied 23 AC 18; Fortitude 16, Reflex 15, Will 13 Immune disease, poison Speed 6</p> <p>⊕ Bite (standard; at-will) +8 vs. AC; 1d8 + 3 damage.</p> <p>⊕ Guard Creature (immediate reaction, when an adjacent enemy attacks the imp; at-will) The iron defender makes a bite attack against the enemy.</p> <p>Pursue and Attack When the iron defender makes an opportunity attack, it shifts 1 square before or after the attack.</p> <p>Alignment Unaligned Languages –</p> <p>Str 16 (+4) Dex 15 (+3) Wis 11 (+1)</p> <p>Con 15 (+3) Int 5 (-2) Cha 8 (+0)</p>	<p>Level 3 Soldier XP 150 each</p>
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TACTICS

The imp wants to lure the characters across the difficult terrain into the northeast part of this chamber. As soon as at least two characters have come after it, the imp flies through a narrow tunnel near the ceiling that crosses the central hallway and also provides access to room 11.

There, it commands the three iron defenders hiding around the corner to charge in and attack.

The iron defenders fight until slain, but if the imp is bloodied it flies back into its narrow tunnel and into room 11 to warn Hareel Vaar.

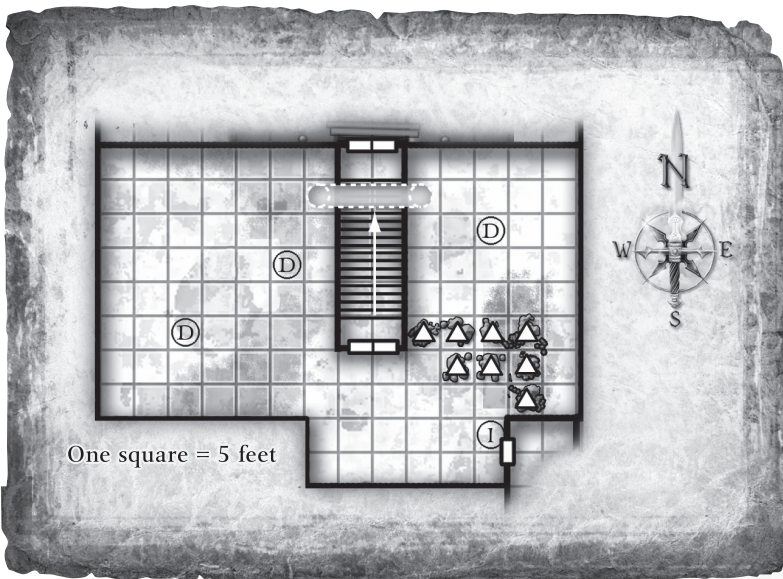
FEATURES OF THE AREA

Illumination: The archway (see below) sheds light as bright as a lantern.

Archway: Over the double door is a stone archway made of the same glowing stone as the statue in room 7. Inscribed in Common are the words “End it with valor.”

Debris: There used to be green glowing statues throughout this room, but they’re just green, glowing wreckage now.

Frescoes: Running in a band around the perimeter of the room are a series of fresco portraits on the walls, depicting champions from long ago. If you want to provide a connection to your ongoing game, a familiar face or name among the portraits will suggest that someone in your campaign world knows about this place—and perhaps did battle in room 11.



ROOM II: TEST OF VALOR

Encounter Level 3 (750 XP)

SETUP

When the encounter starts, the human mage Hareel Vaar is unseen in the upper part of the room. The decrepit skeletons are concealed in a cell underneath the western ledge, the guard drakes are in a similar cell under the northern ledge, and the blazing skeleton is under the eastern ledge. (The creatures in the cells are not depicted on the map.)

This encounter includes the following creatures.

5 decrepit skeletons (S)

2 guard drakes (G)

1 blazing skeleton (B)

1 human mage (M)

Hareel Vaar has a passive Perception score of 15. The other monsters are locked in their cells and don't perceive anything until it's their turn to fight.

When the PCs first open the doors, read:

Before you is a square room with spikes set into the walls. Above you, the room opens outward, but you can't see the extent of its upper reaches from where you are.

Once the PCs are all inside, read:

A portcullis drops right behind you, and a mirthful, booming voice says, "On behalf of Skatharilarn, welcome to the Test of Valor. Can you win the Jade Chalice? I think not!" Then the western wall slides down and skeletons pour out.

Hareel Vaar, Human Mage		Level 4 Artillery
Medium natural humanoid		XP 175
Initiative +4	Senses Perception +5	
HP 42; Bloodied 21		
AC 17; Fortitude 13, Reflex 14, Will 15		
Speed 6		
⚔ Quarterstaff (standard; at-will) ♦ Weapon		
+4 vs. AC; 1d8 damage.		
☞ Magic Missile (standard; at-will) ♦ Force		
Ranged 20; +7 vs. Reflex; 2d4 + 4 force damage.		
☞ Dancing Lightning (standard; encounter) ♦ Lightning		
The mage makes a separate attack against 3 different targets: ranged 10; +7 vs. Reflex; 1d6 + 4 lightning damage.		
✱ Thunder Burst (standard; encounter) ♦ Thunder		
Area burst 1 within 10; +7 vs. Fortitude; 1d8 + 4 thunder damage, and the target is dazed (save ends).		
Alignment Any	Languages Common	
Skills Arcana +11		
Str 10 (+2)	Dex 14 (+4)	Wis 17 (+5)
Con 12 (+3)	Int 18 (+6)	Cha 12 (+3)
Equipment robes, quarterstaff, wand		

5 Decrepit Skeletons		Level 1 Minion
Medium natural animate (undead)		XP 25 each
Initiative +3	Senses Perception +2; darkvision	
HP 1; a missed attack never damages a minion.		
AC 16; Fortitude 13, Reflex 14, Will 13		
Immune disease, poison		
Speed 6		
⚔ Longsword (standard; at-will) ♦ Weapon		
+6 vs. AC; 4 damage.		
☞ Shortbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +6 vs. AC; 3 damage.		
Alignment Unaligned		Languages –
Str 15 (+2)	Dex 17 (+3)	Wis 14 (+2)
Con 13 (+1)	Int 3 (-4)	Cha 3 (-4)
Equipment heavy shield, longsword, shortbow, quiver of 10 arrows		

Blazing Skeleton		Level 5 Artillery
Medium natural animate (undead)		XP 200
Initiative +6	Senses Perception +4; darkvision	
Fiery Aura (Fire) (aura 1; any creature starts its turn in the aura takes 5 fire damage.		
HP 53; Bloodied 26		
AC 19; Fortitude 15, Reflex 18, Will 16		
Immune disease, poison; Resist 10 fire, 10 necrotic; Vulnerable 5 radiant		
Speed 6		
⚔ Blazing Claw (standard; at-will) ♦ Fire		
+8 vs. AC; 1d4 + 1 damage, and ongoing 5 fire damage (save ends).		
☞ Flame Orb (standard; at-will) ♦ Fire		
Ranged 10; +8 vs. Reflex; 2d4 + 4 fire damage, and ongoing 5 fire damage (save ends).		
Alignment Unaligned		Languages –
Str 13 (+3)	Dex 18 (+6)	Wis 15 (+4)
Con 17 (+5)	Int 4 (-1)	Cha 6 (+0)

2 Guard Drakes		Level 2 Brute
Small natural beast (reptile)		XP 125 each
Initiative +3	Senses Perception +7	
HP 48; Bloodied 24		
AC 15; Fortitude 15, Reflex 13, Will 12		
Immune fear (while within 2 squares of an ally)		
Speed 6		
⚔ Bite (standard; at-will)		
+6 vs. AC; 1d10 + 3 damage, or 1d10 + 9 damage while within 2 squares of an ally.		
Alignment Unaligned		Languages –
Str 16 (+4)	Dex 15 (+3)	Wis 12 (+2)
Con 18 (+5)	Int 3 (-3)	Cha 12 (+2)

TACTICS

Roll initiative for all the monsters when the battle begins, even though most of them won't act for a few rounds.

Four of the decrepit skeletons engage in melee immediately. The fifth one lingers near the cell door and uses his shortbow instead.

Hareel Vaar releases the two guard drakes on round 2 and the blazing skeleton on round 4. If any PCs get out of

the pit early, Hareel releases all remaining monsters, then turns his attentions to the escaping characters.

Hareel doesn't reveal himself right away, but taunts the PCs throughout the battle. Roll initiative for him at the start of the fight; his presence in the initiative order reminds you to taunt the PCs or cheer on the monsters at least once a round.

On round 6, Hareel Vaar steps to the edge of the pit and casts either *thunder burst* or *dancing lightning* (if he can't place the *thunder burst* without hitting one of his allies). In later rounds he relies on *magic missile*.

If the imp from room 10 survived, he stays close to Hareel Vaar, attacking only to defend the mage.

All the monsters fight until slain. They don't leave the battle pit.

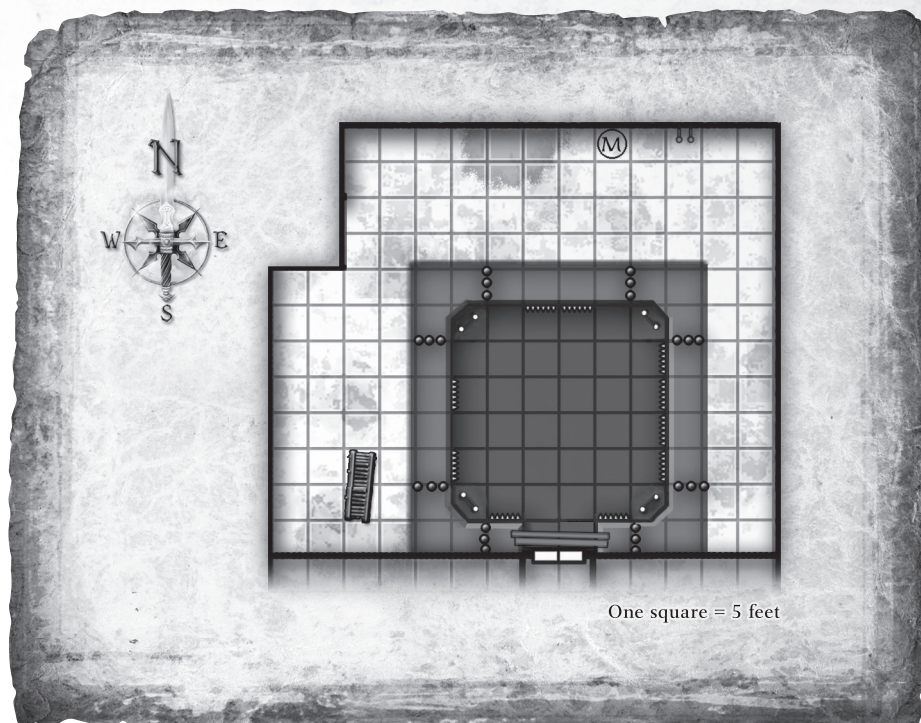
THE REWARDS OF VALOR

Not content simply to allow the combatants' own prowess to determine the outcome of battles here, the former occupants imbued this arena with certain magical properties that twist the fates of those within.

Each time a character or creature in the pit scores a critical hit, becomes bloodied, or reduces a foe to 0 hit points, roll 1d6. Add 2 if the triggering creature's side is outnumbered (count only creatures in the lower pit area).

- 1 You teleport into a randomly chosen unoccupied corner of the pit.
- 2-3 You and each of your allies regain 1d10 hp (if bloodied) or take 1d10 damage (if not bloodied).
- 4-5 You and each of your allies gain a +2 bonus to attack rolls and skill checks until the end of the triggering creature's next turn.
- 6 You gain an extra standard action, which you must use before the end of your next turn or it is lost.

These are treated as immediate reaction effects. Only characters and creatures on the lowest level of the pit can trigger or be affected by these effects.



FEATURES OF THE AREA

Illumination: A magic chandelier, chained to the ceiling, hangs 30 feet over the pit and provides bright illumination. A PC can take a standard action to loop a rope over one of the chandelier arms, then climb the rope at half speed with a DC 10 Athletics check. A PC at an altitude at least as high as a ledge can make a DC 15 Acrobatics check as a move action to swing to that ledge.

Portcullis: This iron portcullis requires a DC 28 Strength check to force upward enough for someone to squeeze underneath it.

Pit Walls: Climbing the 10-foot-high pit wall requires a DC 20 Athletics check (or DC 0 if climbing a ladder) and 4 squares of movement. A character can climb the spiked walls instead (Athletics DC 15), but a failed check deals 1d6 damage to the character.

Spiked Walls: Any character pushed, pulled, or slid into a square containing spikes takes an extra 1d6 damage.

Plank Bridge: These rickety wooden planks can hold up to 200 pounds before breaking; a fall deals 1d10 damage.

Bars: The middle level of the room is separated into eight small sections by stout wooden bars (Strength DC 23 to break).

Ladder: Hareel Vaar uses the ladder lying on the top level to get down to the middle level.

Levers: Along the north wall of the upper room are the levers that control the portcullis and the moving walls. Flipping one is a minor action.

Treasure: Near the levers, a display case holds the Jade Chalice and one other treasure parcel.

CONCLUSION

With Hareel Vaar defeated and the Jade Chalice in PC hands, the adventure is over. Unless the PCs actively seek out encounters they bypassed, they depart the dungeon with no further encounters, and their trip back to civilization is likewise uneventful.

EXPANDING THE ADVENTURE

The easiest way to expand the adventure is to physically make the dungeon bigger. The eastern walls of rooms 4 and 9 are good places to add a hallway leading to whatever sort of room you like. If you want to play up the dragon's lair, add a few natural caves that connect to room 8, and put more of the dragon's minions (and more of the dragon's hoard!) there.

If your D&D group has more or fewer than five players, consider adjusting the encounters to compensate. For each character above or below five, add or subtract monsters worth about 20% of the encounter's total XP budget. For example, in room 3 you could add an additional gray wolf if you have six players at your table. If you add monsters in this way, you should also add extra treasure parcels as described in the *Dungeon Master's Guide*.

You can also flesh out the encounters more fully or rebuild them to suit the tastes of your group. In room 11, for example, the PCs might engage in a skill challenge with Hareel Vaar before the doors start opening and battle begins. You could add some needlefang drake swarms to room 7, reducing the number of spiretop drakes to compensate. The PCs might be able to explore room 2 without a fight—or even get the undead to work for them—if they're able to impersonate citizens of that ancient empire and fool the deathlock wight.

WHERE DO WE GO FROM HERE?

Treasure of Talon Pass contains a number of threads that can lead to further adventures. For example:

- ◆ The orcs in the dungeon might not comprise the entire Nightfist mercenaries group. The surviving Nightfists certainly want to avenge their fallen comrades and are capable of arriving at exactly the most inconvenient moment for the PCs.
- ◆ The Jade Chalice could have mystical significance beyond its intrinsic value. It might be a focus for an ancient ritual, a minor artifact, or even the vessel for a ghost (malevolent or benign).
- ◆ The PCs could learn more about the ancient empire that built the dungeon in the first place. Future dungeons could have similar layouts, traps, and decorative details. You can build a whole campaign around the notion of a remnant trying to revive that ancient empire, or merely include another ancient fortress later and wait for your players to say, "Hey, didn't that fortress near Talon Pass have frescoes like this?"
- ◆ Somewhere out there, Skatharilarn has relatives. An angry parent or sibling could seek a measure of vengeance against the PCs that killed the dragon. Alternatively, PCs who bring Skatharilarn's head back to civilization might find gainful employment when word spreads that they're capable of facing down a dragon (even a young one) in its lair.

NEW MAGIC ITEM

Talon Amulet

Level 3

Bearing a single dragon's claw, this necklace sharpens your attacks and discourages marauders as well.

Lvl 3 +1 680 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain +1 item bonus to damage rolls when you have combat advantage.

Power (Daily): Minor Action. Until the end of the encounter, any creature that hits you with a melee attack takes 1d6 damage.

DWARF FIGHTER

Name: _____ Gender: _____

As a dwarf, you share many qualities with the earth and rock of your mountain home. You are strong, hardy, and dependable. As a fighter, your job is to defend your allies. You are brave, loyal, and devoted to the cause of goodness.

Level 2

Hit Points 37 _____

Bloodied 18

Healing Surges per Day 12 _____

Healing Surge Value 9

Initiative +2 Action Points _____

DEFENSES

AC	Fortitude	Reflex	Will
19	16	12	13

ATTACKS

Melee Basic Attack: +8 (maul) Damage: 2d6 + 6

Ranged Basic Attack: +4 (dagger) Damage: 1d4 + 1

AT-WILL POWERS

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: 2d6 + 6 damage, and an enemy adjacent to you takes 3 damage.

Reaping Strike Fighter Attack 1

You punctuate your scything attacks with wicked jabs and small cutting blows that slip through your enemy's defenses.

At-Will ♦ Martial, Weapon

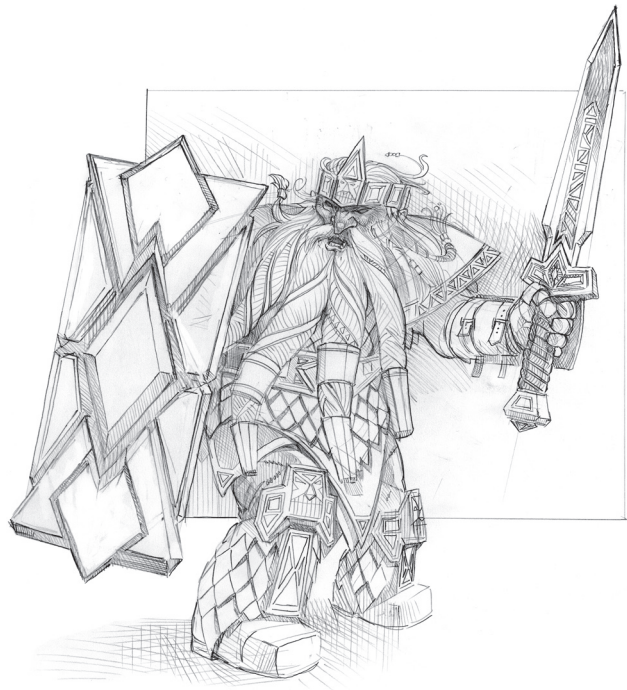
Standard Action Melee weapon

Target: One creature

Attack: +8 vs. AC

Hit: 2d6 + 6 damage.

Miss: 3 damage.



ENCOUNTER POWER

Spinning Sweep Fighter Attack 1

You spin beneath your enemy's guard with a long, powerful cut, and then sweep your leg through his an instant later to knock him head over heels.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +8 vs. AC

Hit: 2d6 + 6 damage, and you knock the target prone.

DAILY POWERS

Brute Strike Fighter Attack 1

You shatter armor and bone with a ringing blow.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +8 vs. AC

Hit: 6d6 + 6 damage.

Miss: You don't expend the use of this power.

Unstoppable Fighter Utility 2

You let your adrenaline surge carry you through the battle.

Daily ♦ Healing, Martial

Minor Action Personal

Effect: You gain 2d6 + 3 temporary hit points.

RACIAL TRAITS

Height: 4' 8" **Weight:** 200 lb. **Size:** Medium

Speed: 5 squares **Vision:** Low-light

Languages: Common, Dwarven **Alignment:** Good

Skill Bonus: +2 Dungeoneering, +2 Endurance (already included).

Cast-Iron Stomach: +5 racial bonus to saving throws against poison.

Dwarven Resilience: You can use your second wind as a minor action.

Stand Your Ground: When an effect forces you to move—through a pull, a push, or a slide—you move 1 square less than the effect specifies.

In addition, when an attack would knock you prone, you can make an immediate saving throw to avoid falling prone.

CLASS FEATURES

Combat Challenge: Every time you attack an enemy, whether that attack hits or misses, you can choose to mark that target. The mark lasts until the end of your next turn. While a target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

In addition, whenever a marked enemy that is adjacent to you shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy as an immediate interrupt.

Combat Superiority: You gain a +2 bonus to opportunity attacks.

Fighter Weapon Talent: You gain a +1 bonus to attack rolls when using two-handed weapons (already included).

FEATS

Power Attack: When making a melee attack, you can take a -2 penalty to the attack roll. If the attack hits, you gain a +3 bonus to the damage roll.

Dwarven Weapon Training: You gain a +2 feat bonus to damage rolls with axes and hammers (such as your maul).

Ability Scores	Check Modifier
Str 16	+4
Con 16	+4
Dex 13	+2
Int 10	+1
Wis 14	+3
Cha 11	+1

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)		+2
Arcana (Int)		+1
Athletics (Str)	Yes	+9
Bluff (Cha)		+1
Diplomacy (Cha)		+1
Dungeoneering (Wis)		+5
Endurance (Con)	Yes	+11
Heal (Wis)		+3
History (Int)		+1
Insight (Wis)		+3
Intimidate (Cha)	Yes	+6
Nature (Wis)		+3
Perception (Wis)		+3
Religion (Int)		+1
Stealth (Dex)		+2
Streetwise (Cha)		+1
Thievery (Dex)		+2

GEAR

Armor: +1 *magic scale mail* (see below).

Weapon: +1 *resounding maul* (see below), daggers (5). Your daggers have a range of 5/10 as thrown weapons.

Adventurer's Kit: This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and a waterskin.

Gold: 10 gp

Magic Scale Mail

Level 1

A set of basic yet effective enchanted armor.

Lvl 1 +1 360 gp

Enhancement: AC (already included)

Resounding Maul

Level 2

A thundering peal sounds when this weapon hits, dazing its target.

Lvl 2 +1 520 gp

Enhancement: Attack rolls and damage rolls (already included)

Critical: +1d6 thunder damage

Power (Daily): Free Action. Use this power when you hit with the weapon. The target is dazed until the end of your next turn.

HALFLING ROGUE

Name: _____ Gender: _____

As a halfling, you are resourceful and known for your quick wits and steady nerves. As a rogue, your job is to dart in and deal massive damage, and use your skills to aid your allies as necessary.

Level 2

Hit Points 30 _____

Bloodied 15

Healing Surges per Day 7 _____

Healing Surge Value 7

Initiative +5 Action Points _____

DEFENSES

AC	Fortitude	Reflex	Will
17	13	18	15

ATTACKS

Melee Basic Attack: +7 (dagger) **Damage:** 1d4 + 2

Ranged Basic Attack: +10 (dagger) **Damage:** 1d4 + 5

Ranged Basic Attack: +7 (hand crossbow) **Damage:** 1d6 + 4

AT-WILL POWERS

Deft Strike Rogue Attack 1

A final lunge brings you into an advantageous position.

At-Will ♦ Martial, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

Special: You can move 2 squares before the attack.

Attack: +10 vs. AC (dagger) or +7 vs. AC (hand crossbow)

Hit: 1d4 + 5 damage (dagger) or 1d6 + 4 damage (hand crossbow).

Sly Flourish Rogue Attack 1

A distracting flourish causes the enemy to forget the blade at his throat.

At-Will ♦ Martial, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: +10 vs. AC (dagger) or +7 vs. AC (hand crossbow)

Hit: 1d4 + 8 damage (dagger) or 1d6 + 7 damage (hand crossbow).

ENCOUNTER POWERS

Positioning Strike Rogue Attack 1

A false stumble and a shove place the enemy exactly where you want him.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: +10 vs. Will

Hit: 2d4 + 5 damage, and you can slide the target 3 squares.



Second Chance

Halfling Racial Power

Luck and small size combine to work in your favor as you dodge your enemy's attack.

Encounter

Immediate Interrupt **Personal**

Effect: When an attack hits you, force an enemy to roll the attack again with a -2 penalty. The enemy uses the second roll, even if it's lower.

Tumble

Rogue Utility 2

You tumble out of harm's way, dodging the opportunistic attacks of your enemies.

Encounter ♦ Martial

Move Action **Personal**

Effect: You can shift 3 squares.

DAILY POWER

Trick Strike

Rogue Attack 1

Through a series of feints and lures, you maneuver your foe right where you want him.

Daily ♦ Martial, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: +10 vs. AC (dagger) or +7 vs. AC (hand crossbow)

Hit: 3d4 + 5 damage (dagger) or 3d6 + 4 damage (hand crossbow), and you can slide the target 1 square.

Effect: Until the end of the encounter, each time you hit the target you can slide it 1 square.

RACIAL TRAITS

Height: 4' 0" **Weight:** 85 lb. **Size:** Small
Speed: 6 squares **Vision:** Normal
Languages: Common, Goblin **Alignment:** Good

Skill Bonus: +2 Acrobatics, +2 Thievery (already included).

Bold: +5 racial bonus to saving throws against fear.

Nimble Reaction: +2 racial bonus to AC against opportunity attacks. (Your total bonus is +5 due to Artful Dodger.)

CLASS FEATURES

Artful Dodger: You gain a +3 bonus to AC against opportunity attacks. (Your total bonus is +5 due to Nimble Reaction.)

First Strike: At the start of an encounter, you have combat advantage against any creatures that have not yet acted in the encounter.

Rogue Weapon Talent: You gain a +1 bonus to attack rolls when using a dagger (already included).

Sneak Attack: Once per round, when you have combat advantage against an enemy and are using a light blade, a crossbow, or a sling, your attack against that enemy deals an additional +2d8 points of damage.

FEATS

Backstabber: The extra damage dice from your Sneak Attack class feature increases from d6s to d8s (already included).

Halfling Agility: When you use your halfling second chance racial feature, the attacker takes a -2 penalty to the new attack roll (already included).

GEAR

Magic Item: +1 *amulet of protection* (see below).

Armor: Leather.

Weapon: +1 *vicious dagger* (see below), daggers (10), hand crossbow, bolts (20). Your daggers have a range of 5/10 as thrown weapons. (Your +1 *vicious dagger* automatically returns to your hand after you throw it.) Your hand crossbow has a range of 10/20.

Adventurer's Kit: This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and a waterskin.

Thieves' Tools: To use the Thievery skill properly, you need the right picks and pries, skeleton keys, clamps, and so on. Thieves' tools grant a +2 bonus to Thievery checks to open a lock or disarm a trap.

Gold: 25 gp

Amulet of Protection

Level 1

This light blue amulet increases your defenses.

Lvl 1 +1 360 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will (already included)

Vicious Dagger

Level 2

Some wielders claim this weapon takes pleasure in dealing pain.

Lvl 2 +1 520 gp

Enhancement: Attack rolls and damage rolls (already included)

Critical: +1d12 damage

Ability Scores	Check Modifier
Str 12	+2
Con 13	+2
Dex 18	+5
Int 11	+1
Wis 10	+1
Cha 16	+4

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)	Yes	+12
Arcana (Int)		+1
Athletics (Str)		+2
Bluff (Cha)	Yes	+9
Diplomacy (Cha)		+4
Dungeoneering (Wis)		+1
Endurance (Con)		+2
Heal (Wis)		+1
History (Int)		+1
Insight (Wis)	Yes	+6
Intimidate (Cha)		+4
Nature (Wis)		+1
Perception (Wis)	Yes	+6
Religion (Int)		+1
Stealth (Dex)	Yes	+10
Streetwise (Cha)		+4
Thievery (Dex)	Yes	+12

HUMAN WIZARD

Name: _____ Gender: _____

As a human, you are decisive and rash. You are nothing if not adaptable. As a wizard, you channel arcane forces to exert control that hinders foes or blasts them into oblivion. Magic is your art form.

Level 2

Hit Points 27 _____

Bloodied 13

Healing Surges per Day 7 _____

Healing Surge Value 6

Initiative +7 Action Points _____

DEFENSES

AC	Fortitude	Reflex	Will
15	14	17	17

ATTACKS

Melee Basic Attack: +4 (quarterstaff) Damage: 1d8 + 1

Ranged Basic Attack: +6 (*magic missile*) Damage: 2d4 + 5

AT-WILL 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. 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 on the tip of your staff, upon some other 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 that fills the target's square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting it out 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.

Magic Missile

Wizard Attack 1

You launch a silvery bolt of force at an enemy.

At-Will ♦ Arcane, Force, Implement

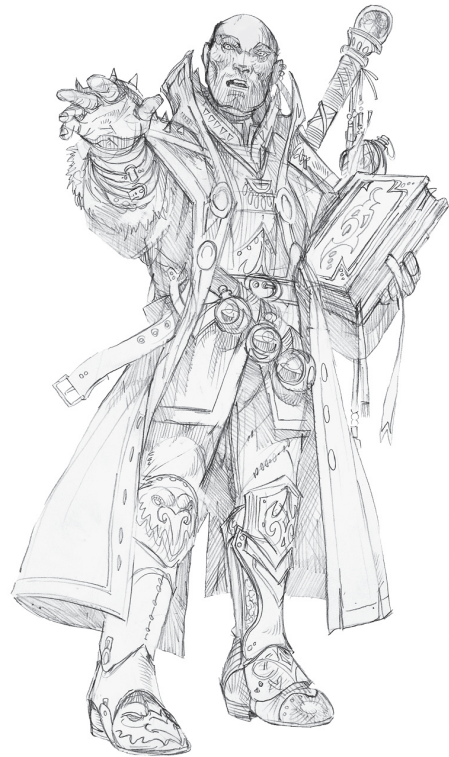
Standard Action Ranged 20

Target: One creature

Attack: +6 vs. Reflex

Hit: 2d4 + 5 force damage.

Special: This power can be used to make ranged basic attacks.



Ray of Frost

Wizard Attack 1

A blisteringly cold ray of white frost streaks to your target.

At-Will ♦ Arcane, Cold, Implement

Standard Action Ranged 10

Target: One creature

Attack: +6 vs. Fortitude

Hit: 1d6 + 5 cold damage, and the target is slowed until the end of your next turn.

Scorching Burst

Wizard Attack 1

A vertical column of golden flames burns all within.

At-Will ♦ Arcane, Fire, Implement

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: +6 vs. Reflex

Hit: 1d6 + 5 fire damage.

ENCOUNTER POWERS

Burning Hands

Wizard Attack 1

A fierce burst of flame erupts from your hands and scorches nearby foes.

Encounter ♦ Arcane, Fire, Implement

Standard Action Close blast 5

Target: Each creature in blast

Attack: +6 vs. Reflex

Hit: 2d6 + 5 fire damage.

Jump

Wizard Utility 2

You or another creature you choose can suddenly leap great distances.

Encounter ♦ Arcane

Move Action Ranged 10

Target: You or one creature

Effect: The target makes an Athletics check to jump with a +10 power bonus, and the target does not have to move to make a running jump.

DAILY POWERS

Acid Arrow

Wizard Attack 1

A shimmering arrow of green, glowing liquid streaks to your target and bursts in a spray of sizzling acid.

Daily ♦ Acid, Arcane, Implement

Standard Action Ranged 20

Primary Target: One creature

Attack: +6 vs. Reflex

Hit: 2d8 + 5 acid damage, and ongoing 5 acid damage (save ends). Make a secondary attack.

Secondary Target: Each creature adjacent to the primary target

Secondary Attack: +6 vs. Reflex

Hit: 1d8 + 5 acid damage, and ongoing 5 acid damage (save ends).

Miss: Half damage, and ongoing 2 acid damage to primary target (save ends), and no secondary attack.

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: +6 vs. Will

Hit: The target is slowed (save ends). If the target fails its first saving throw, the target falls asleep (save ends).

Miss: The target is slowed (save ends).

Expeditious Retreat

Wizard Utility 2

Your form blurs as you hastily withdraw from the battlefield.

Daily ♦ Arcane

Move Action Personal

Effect: Shift up to twice your speed.

RACIAL TRAITS

Height: 6' 0" **Weight:** 180 lb. **Size:** Medium

Speed: 6 squares **Vision:** Normal

Languages: Common, Draconic **Alignment:** Good

Human Bonuses: One extra at-will power, feat, trained skill, +1 to Fortitude, Reflex, and Will defenses (already included).

CLASS FEATURES

Spellbook: Your spellbook holds your daily attack spells and your utility spells. After an extended rest, prepare one of your two daily attack spells (*acid arrow* or *sleep*) and one of your two utility spells (*expeditious retreat* or *jump*) to use for that day.

Wand of Accuracy (Implement Mastery): Once per encounter as a free action, you gain a +2 bonus on a single attack roll against one target when using your wand.

FEATS

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

Ability Scores	Check Modifier
Str 11	+1
Con 13	+2
Dex 14	+3
Int 18	+5
Wis 12	+2
Cha 10	+1

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)		+3
Arcana (Int)	Yes	+10
Athletics (Str)		+1
Bluff (Cha)		+1
Diplomacy (Cha)		+1
Dungeoneering (Wis)	Yes	+7
Endurance (Con)		+2
Heal (Wis)		+2
History (Int)	Yes	+10
Insight (Wis)		+2
Intimidate (Cha)		+1
Nature (Wis)	Yes	+7
Perception (Wis)		+2
Religion (Int)	Yes	+10
Stealth (Dex)		+3
Streetwise (Cha)		+1
Thievery (Dex)		+3

Improved Initiative: You gain a +4 bonus to initiative checks (already included).

Human Perseverance: You gain a +1 bonus to saving throws.

GEAR

Magic Items: +1 magic wand, +1 cloak of resistance (see below).

Armor: None.

Weapon: Quarterstaff.

Adventurer's Kit: This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and a waterskin.

Spellbook

Gold: 23 gp

Magic Wand

Level 1

A basic wand, enchanted so as to channel arcane energy.

Lvl 1 +1 360 gp

Enhancement: Attack rolls and damage rolls (already included)

Critical: +1d6 damage

Cloak of Resistance

Level 2

This crimson-hemmed cloak can be activated to provide minor resistance to all attacks.

Lvl 2 +1 520 gp

Enhancement: Fortitude, Reflex, and Will (already included)

Power (Daily): Minor Action. Gain resist 5 to all damage until the start of your next turn.

HALF-ELF CLERIC

Name: _____ Gender: _____

As a half-elf, you combine the best features of your human and elf heritage. You are charismatic and confident. As a cleric, you use your prayers to heal and bolster your allies.

Level 2

Hit Points 31 _____

Bloodied 15

Healing Surges per Day 9 _____

Healing Surge Value 7

Initiative +1 Action Points _____

DEFENSES

AC	Fortitude	Reflex	Will
18	13	11	16

ATTACKS

Melee Basic Attack: +5 (mace) Damage: 1d8 + 2

Ranged Basic Attack: +3 (crossbow) Damage: 1d8

AT-WILL POWERS

Lance of Faith

Cleric Attack 1

A brilliant ray of light sears your foe with golden radiance. Sparkles of light linger around the target, guiding your ally's attack.

At-Will ♦ Divine, Implement, Radiant

Standard Action Ranged 5

Target: One creature

Attack: +4 vs. Reflex

Hit: 1d8 + 3 radiant damage, and one ally you can see gains a +2 power bonus to his next attack roll against the target.

Sacred Flame

Cleric Attack 1

Sacred light shines from above, searing a single enemy with its radiance while at the same time aiding an ally with its beneficent power.

At-Will ♦ Divine, Implement, Radiant

Standard Action Ranged 5

Target: One creature

Attack: +4 vs. Reflex

Hit: 1d6 + 3 radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier + one-half your level or to make a saving throw.

ENCOUNTER POWERS

Channel Divinity: Armor of Bahamut

Feat Power

Bahamut protects you or a friend from devastating harm.

Encounter ♦ Divine

Special: You can use only one of your three Channel Divinity powers in any single encounter.

Immediate Interrupt Ranged 5

Trigger: An enemy scores a critical hit on you or an ally

Effect: Turn a critical hit against you or an ally within range into a normal hit.



Channel Divinity: Divine Fortune

Cleric Feature

In the face of peril, you hold true to your faith and receive a special boon.

Encounter ♦ Divine

Special: You can use only one of your three Channel Divinity powers in any single encounter.

Free Action Personal

Effect: You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

Channel Divinity: Turn Undead

Cleric Feature

You sear undead foes, push them back, and root them in place.

Encounter ♦ Divine, Implement, Radiant

Special: You can use only one of your three Channel Divinity powers in any single encounter.

Standard Action Close burst 2

Target: Each undead creature in burst

Attack: +4 vs. Will

Hit: 1d10 + 4 radiant damage, and you can push the target 6 squares. The target is immobilized until the end of your next turn.

Miss: Half damage, and the target is not pushed or immobilized.

Healing Strike

Cleric Attack 1

Divine radiance gleams from your weapon. When you smite your enemy, your deity bestows a minor blessing in the form of healing for you or one of your allies.

Encounter ♦ Divine, Healing, Radiant, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +5 vs. AC

Hit: 2d8 + 2 radiant damage, and the target is marked until the end of your next turn. In addition, you or one ally within 5 squares of you can spend a healing surge. Add 3 to the number of hit points gained from the healing surge.

Healing Word

Cleric Feature

You whisper a brief prayer as divine light washes over your target, helping to mend its wounds.

Encounter (Special) ♦ Divine, Healing

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

Minor Action Close burst 5

Target: You or one ally

Effect: The target can spend a healing surge and regain an additional 1d6 + 3 hit points.

DAILY POWERS

Beacon of Hope

Cleric Attack 1

A burst of divine energy harms your foes and heals your allies.

Daily ♦ Divine, Healing, Implement

Standard Action Close burst 3

Target: Each enemy in burst

Attack: +4 vs. Will

Hit: The target is weakened until the end of its next turn.

Effect: You and all your allies in the burst regain 8 hit points apiece, and your healing powers restore an extra 5 hit points until the end of the encounter.

Cure Light Wounds

Cleric Utility 2

You utter a simple prayer and gain the power to instantly heal wounds, and your touch momentarily suffuses you or a wounded creature with a dim silver light.

Daily ♦ Divine, Healing

Standard Action Melee touch

Target: You or one creature

Effect: The target regains hit points as if it had spent a healing surge. Add 3 to the number of hit points gained from the healing surge.

RACIAL TRAITS

Height: 5' 11" **Weight:** 160 lb. **Size:** Medium

Speed: 5 squares **Vision:** Low-light

Languages: Common, Draconic, Elven

Alignment: Lawful Good

Skill Bonus: +2 Diplomacy, +2 Insight (already included).

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

CLASS FEATURES

Healer's Lore: When you grant healing with one of your cleric powers that has the Healing keyword, add 3 to the number of restored hit points (already included).

FEATS

Channel Divinity: Armor of Bahamut: You can invoke the power of your deity to use the *armor of Bahamut* power.

Group Insight: You grant allies within 10 squares of you a +1 racial bonus to Insight checks and initiative checks.

Ability Scores

Check Modifier

Str 13	+2
Con 14	+3
Dex 11	+1
Int 10	+1
Wis 16	+4
Cha 16	+4

Skills (Ability)

Trained?

Modifier

Acrobatics (Dex)		+0
Arcana (Int)	Yes	+5
Athletics (Str)		+1
Bluff (Cha)		+3
Diplomacy (Cha)		+3
Dungeoneering (Wis)		+3
Endurance (Con)		+3
Heal (Wis)	Yes	+8
History (Int)	Yes	+5
Insight (Wis)		+3
Intimidate (Cha)		+3
Nature (Wis)		+3
Perception (Wis)		+3
Religion (Int)	Yes	+5
Stealth (Dex)		+0
Streetwise (Cha)		+3
Thievery (Dex)		+0

GEAR

Armor: +1 dwarven chainmail (see below).

Weapon: +1 magic mace (see below), crossbow, bolts (20).

Your crossbow has a range of 15/30.

Adventurer's Kit: This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and a waterskin.

Holy symbol of Bahamut

Gold: 10 gp

Dwarven Chainmail

Level 2

Crafted by the finest dwarf armorsmiths, this armor was once only available to dwarves, though now some armorsmiths will create a set for whoever can pay the price.

Lvl 2 +1 520 gp

Enhancement: AC (already included)

Property: Gain an item bonus to Endurance checks equal to the armor's enhancement bonus (already included).

Power (Daily ♦ Healing): Free Action. Regain hit points as if you had spent a healing surge.

Magic Mace

Level 1

A basic enchanted weapon.

Lvl 1 +1 360 gp

Enhancement: Attack rolls and damage rolls (already included)

Critical: +1d6 damage

DRAGONBORN PALADIN

Name: _____ Gender: _____

As a dragonborn, you have dedicated your life to honor and the pursuit of excellence. As a paladin, you are a divine warrior committed to the cause of life and goodness.

Level 2

Hit Points 33 _____

Bloodied 16

Healing Surges per Day 11 _____

Healing Surge Value 10

Initiative +1 Action Points _____

DEFENSES

AC	Fortitude	Reflex	Will
21	15	13	14

ATTACKS

Melee Basic Attack: +9 (longsword) **Damage:** 1d8 + 5

Ranged Basic Attack: +7 (javelin) **Damage:** 1d6 + 4

AT-WILL POWERS

Divine Challenge

Paladin Feature

You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.

At-Will ♦ **Divine, Radiant**

Minor Action Close burst 5

Target: One creature in burst

Effect: You mark the target. It remains marked until you use this power against another target, or if you fail to engage the target (see below). A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

While a target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. Also, it takes 6 radiant damage the first time it makes an attack that doesn't include you as a target before the start of your next turn.

On your turn, you must engage the target you challenged or challenge a different target. To engage the target, you must either attack it or end your turn adjacent to it. If none of these events occur by the end of your turn, the marked condition ends and you can't use Divine Challenge on your next turn.

You can use Divine Challenge once per turn.

Holy Strike

Paladin Attack 1

You strike an enemy with your weapon, which ignites with holy light.

At-Will ♦ **Divine, Radiant, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: +9 vs. AC

Hit: 1d8 + 5 radiant damage. If you marked the target, you gain a +1 bonus to the damage roll.



Lay on Hands

Paladin Feature

Your divine touch instantly heals wounds.

At-Will (Special) ♦ **Divine, Healing**

Special: You can use this power once per day.

Minor Action

Melee touch

Target: One creature

Effect: You spend a healing surge but regain no hit points. Instead, the target regains hit points as if it had spent a healing surge. You must have at least one healing surge remaining to use this power.

Valiant Strike

Paladin Attack 1

As you bring your weapon to bear, the odds against you add strength to your attack.

At-Will ♦ **Divine, Weapon**

Standard Action

Melee weapon

Target: One creature

Attack: +9, +1 per enemy adjacent to you vs. AC

Hit: 1d8 + 5 damage.

ENCOUNTER POWERS

Channel Divinity: Divine Mettle

Paladin Feature

Your unswerving faith in your deity empowers a nearby creature to resist a debilitating affliction.

Encounter ♦ **Divine**

Special: You can use only one of your two Channel Divinity powers in any single encounter.

Minor Action

Close burst 10

Target: One creature in burst

Effect: The target makes a saving throw with a +3 bonus.

Channel Divinity: Divine Strength **Paladin Feature**

You petition your deity for the divine strength to lay low your enemies.

Encounter ♦ **Divine**

Special: You can use only one of your two Channel Divinity powers in any single encounter.

Minor Action **Personal**

Effect: Apply your Strength modifier (+4) as extra damage on your next attack this turn.

Dragon Breath **Dragonborn Racial Power**

As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.

Encounter ♦ **Acid, Cold, Fire, Lightning, or Poison**

Minor Action **Close blast 5**

Targets: All creatures in area

Attack: +5 vs. Reflex

Hit: 1d6 + 2 damage.

Radiant Smite **Paladin Attack 1**

Your weapon glows with a pearly luminescence. Enemies shrink from its pure light, especially creatures of supernatural evil such as demons and devils.

Encounter ♦ **Divine, Radiant, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +9 vs. AC

Hit: 2d8 + 6 radiant damage.

DAILY POWERS

Paladin's Judgment **Paladin Attack 1**

Your melee attack punishes your enemy and heals an ally.

Daily ♦ **Divine, Healing, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +9 vs. AC

Hit: 3d8 + 5 damage, and one ally within 5 squares of you can spend a healing surge.

Miss: One ally within 5 squares of you can spend a healing surge.

Martyr's Blessing **Paladin Utility 2**

You step into an attack made against an adjacent ally.

Daily ♦ **Divine**

Immediate Interrupt **Close burst 1**

Trigger: An adjacent ally is hit by a melee or a ranged attack

Effect: You are hit by the attack instead.

RACIAL TRAITS

Height: 6' 4" **Weight:** 260 lb. **Size:** Medium

Speed: 5 squares **Vision:** Normal

Languages: Common, Draconic

Alignment: Lawful Good

Skill Bonus: +2 History, +2 Intimidate (already included).

Dragonborn Fury: When you're bloodied, you gain a +1 racial bonus to attack rolls.

Draconic Heritage: Your healing surge value is equal to one-quarter of your maximum hit points + your Constitution modifier (already included).

Ability Scores	Check Modifier
Str 18	+5
Con 12	+2
Dex 10	+1
Int 11	+1
Wis 13	+2
Cha 16	+4

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)		-3
Arcana (Int)		+1
Athletics (Str)		+1
Bluff (Cha)		+4
Diplomacy (Cha)		+4
Dungeoneering (Wis)		+2
Endurance (Con)	Yes	+3
Heal (Wis)	Yes	+7
History (Int)		+3
Insight (Wis)		+2
Intimidate (Cha)	Yes	+11
Nature (Wis)		+2
Perception (Wis)		+2
Religion (Int)	Yes	+6
Stealth (Dex)		-3
Streetwise (Cha)		+4
Thievery (Dex)		-3

FEATS

Healing Hands: When you use the *lay on hands* power, the target heals extra damage equal to your Charisma modifier (already included).

Enlarged Dragon Breath: When you use *dragon breath*, you can make it blast 5 instead of blast 3.

GEAR

Magic Item: *Belt of vigor* (see below).

Armor: Plate armor, heavy shield.

Weapon: +1 *magic longsword* (see below), javelins (3). Your javelins have a range of 10/20.

Adventurer's Kit: This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and a waterskin.

Holy symbol of Bahamut

Gold: 5 gp

Belt of Vigor **Level 2**

This chain metal belt improves your recuperative abilities.

Lvl 2 520 gp

Property: You gain a +1 item bonus to your healing surge value (already included).

Magic Longsword **Level 1**

A basic enchanted weapon.

Lvl 1 +1 360 gp

Enhancement: Attack rolls and damage rolls (already included)

Critical: +1d6 damage

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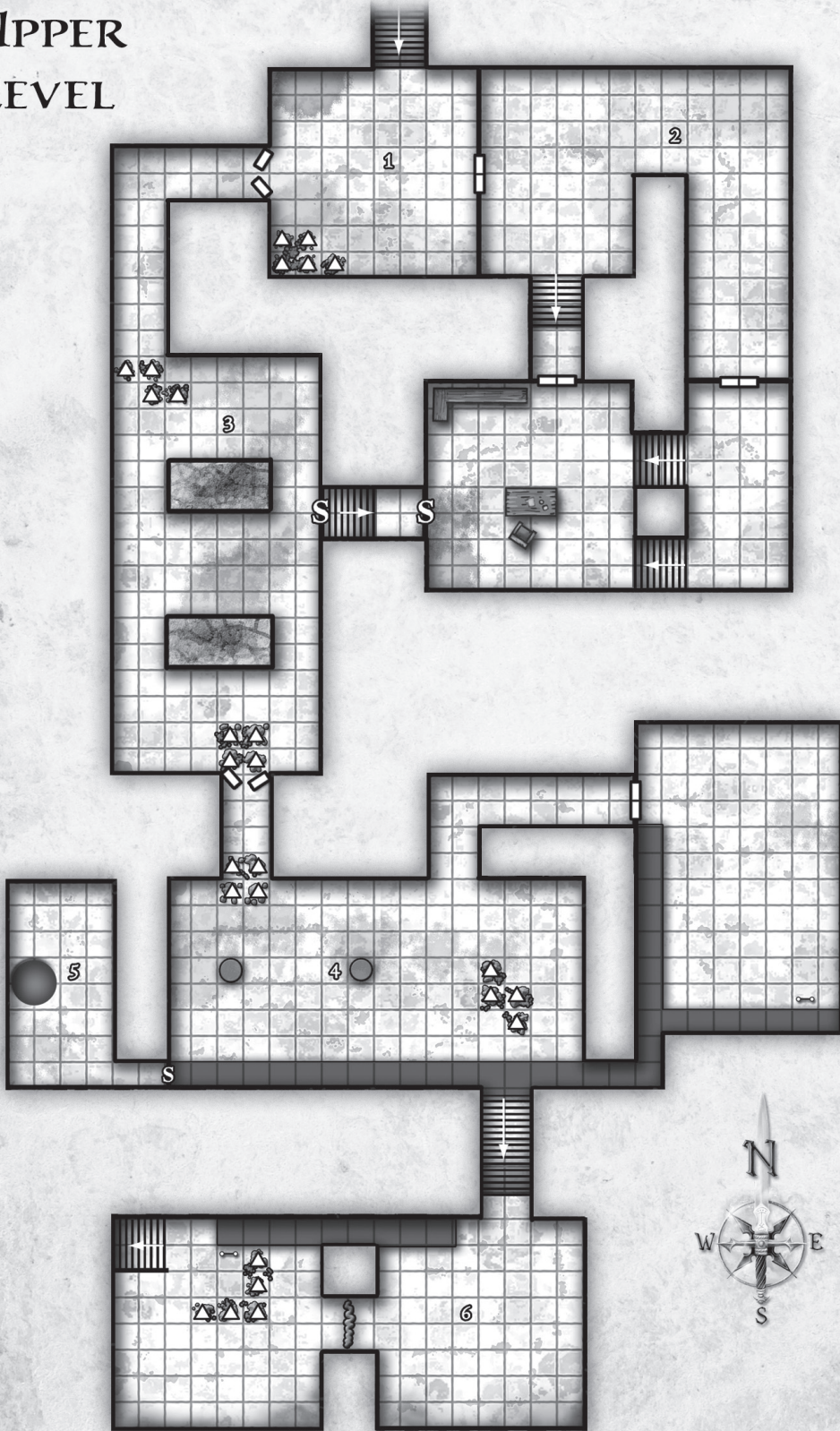
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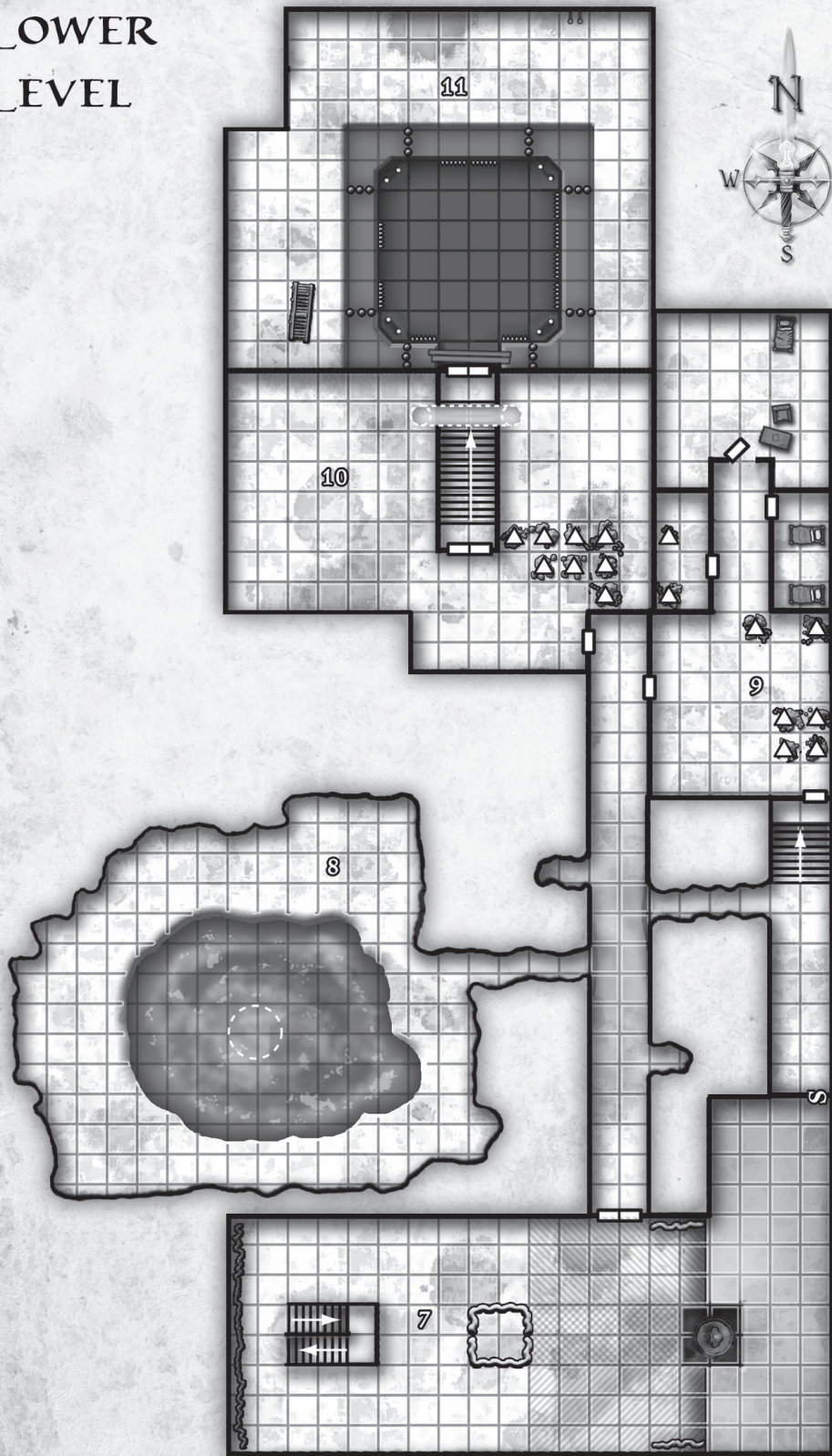
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