

2 TO 5 PLAYERS

AGE 12+

DUNGEONS & DRAGONS[®]

ROLEPLAYING GAME STARTER SET



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DUNGEONS & DRAGONS®

ROLEPLAYING GAME STARTER SET



MADE IN CHINA.



DUNGEONS & DRAGONS®

4TH EDITION QUICK-START RULES



INCLUDES:

Roleplaying Game Quick-Start Rules and Ready-to-Play Characters

WELCOME TO D&D

The newest edition to the DUNGEONS & DRAGONS® Role-playing Game showcases an evolution in gameplay and puts an emphasis on fun. This *Quick-Start Rules* booklet provides an overview of the game and help you start playing now.

These *Quick-Start Rules* give only the most cursory explanation of the D&D® game. For the complete experience, including character creation and the full rules of the game, pick up the *D&D Player's Handbook®*, *Dungeon Master's Guide®*, and *Monster Manual®*, and check out www.dndinsider.com for even more information.

DUNGEONS & DRAGONS

D&D is the original roleplaying game, the game that created a new category of entertainment. Set in a medieval fantasy world of magic and monsters, the game allows you to experience stories and adventures full of endless possibilities and amazing surprises.

This booklet includes *Quick-Start Rules* for the players, as well as ready-to-play characters so that you can start playing D&D right now. The other booklet included in this package features the rules of the game for the Dungeon Master (DM), as well as adventures, monsters, and more.

PLAYING D&D

To play, you need a Dungeon Master to present challenges, adjudicate the rules, and narrate the adventure. You also need players to run heroic characters (five players work best), an adventure (like those in the DM's booklet), and dice.

Your character is your interface with the world of D&D. Like the hero of a novel or the star of a movie, your character (and the characters of the other players) is at the center of all the action. But there's no script to follow—you determine the course of every adventure through the actions you take. And your character grows and improves as the game goes on.

The D&D game uses a special set of dice, included in this Starter Set: d4, d6, d8, d10, d12, and d20. The number corresponds to the number of sides each particular die has. When you roll 2d6+4, for example, you roll the six-sided dice twice and add 4 to the result.

This Starter Set also includes tokens to represent the heroes and monsters in the game, and *D&D™ Dungeon Tiles* to create the adventure encounters.

Instead of tokens, look for *D&D® Miniatures* to represent the heroes and monsters in the game, and pick up more *D&D Dungeon Tiles* to create larger and more varied adventure encounters.

THE CORE MECHANIC

At its heart, the D&D game uses a core game mechanic. Once you master this, you know how to play the game. It all revolves around task resolution. How do you know if your sword swing hits the owlbear? If your bluff tricks the guards? If your fireblast hits the kobolds? It all depends on these basic rules:

- ◆ Decide what you want your character to do and tell the Dungeon Master.
- ◆ Roll a d20 (the higher you roll, the better).
- ◆ Add any relevant modifiers (as shown on your character sheet).
- ◆ Compare your total result to a target number. If your result is equal to or higher than the target number, you succeed at whatever task you were attempting to do. If your result is lower than the target number, you fail.

There's a little more to it than that, but the core mechanic governs all D&D game play. Everything else is an extension or refinement of the core mechanic. Key examples of the core mechanic in play follow.

SKILL CHECKS

When you use a skill, you make a skill check.

- ◆ Roll a d20 and add your skill modifier (as shown on your character sheet).
- ◆ Add any situational modifiers, usually from powers affecting you.
- ◆ The total is your check result.

The higher the result, the better. Your result is compared against a Difficulty Class (a number set by the DM based on the situation) or an opposed check made by a character opposing your use of the skill.

ATTACK ROLLS

When you make an attack, either using a basic attack or a power, you make an attack roll.

- ◆ Choose the attack type you want to use. (Usually a melee or ranged attack, or a power.)
- ◆ Choose a target for your attack that is within range of the attack type you selected. (Some attacks can be made against multiple targets.)
- ◆ Roll a d20 and add your attack modifier (as shown on your character sheet).
- ◆ The total is your attack roll result.

The higher the result, the better. Your result is compared against the target's defense score. Different attack types are compared against different defense scores. Characters

and monsters have four different defenses: Armor Class (AC), Fortitude, Reflex, and Will.

ENCOUNTERS

The action of a D&D game takes place in encounters. In encounters, all characters have something to do and it's important for them to work together to overcome whatever challenge is set before them. Outside of encounters, characters explore their environment and engage in social interactions. When exploration or social interaction involves serious consequences for success or failure, it becomes an encounter.

Encounters come in two basic forms: combat encounters and noncombat encounters.

COMBAT ENCOUNTERS

Fighting monsters. What D&D adventure would be complete without combat encounters where characters rely on attack powers, skills, feats, and magic items to battle hordes of ravenous creatures or evil villains?

NONCOMBAT ENCOUNTERS

Noncombat encounters focus on skill use, utility powers, your wits, and your roleplaying skills. These encounters include dealing with traps and hazards, solving puzzles, and overcoming skill challenges.

COMBAT

Combat encounters break out when the player characters run into an opposing force. That force could be a powerful solo monster, a group of terrifying creatures, or a gang of villainous nonplayer characters. The chaos of combat is organized into a cycle of rounds and turns.

Round: In a round, every combatant takes a turn. A round represents about 6 seconds in the game world.

Turn: On your turn, you take actions in any order you wish. (See "Actions," below.)

COMBAT SEQUENCE

A combat encounter follows this sequence:

Establish positions. The DM decides where the combatants start out on the battle grid. The DM shows the

players where they can set up their characters and then places the monsters.

Roll initiative. Everyone involved in the encounter rolls initiative (roll a d20 and add your initiative modifier, as shown on your character sheet). This determines the order of battle for the entire encounter.

Take surprise round actions. If any combatants gained a surprise round, they act in initiative order, each taking a single action.

Take turns. In initiative order, highest result starting first, every combatant takes a turn.

Repeat. Start a new round and repeat the initiative order. Continue until one side or the other flees or is defeated.

End the encounter. After one side or the other flees or is defeated, the encounter ends when the remaining side takes a short or an extended rest.

ACTIONS

Combat rounds consist of characters using actions. The main action types include:

Standard Action: You can normally take one standard action on your turn. Most attack powers require the use of a standard action.

Move Action: You can normally take one move action on your turn. Walking your speed requires the use of a move action.

Minor Action: A minor action enables you to do something more exciting. You can normally take them only on your turn. Drawing a weapon or opening a chest requires the use of a minor action.

Free Action: Free actions take almost no time or effort. You can take as many free actions as you want during your or another combatant's turn, as allowed by the DM. Free actions include talking and dropping a held item.

There are two additional action types that require triggers before you can use them—an action, event, or condition that takes place on another combatant's turn.

Opportunity Action: When an enemy lets its guard down, you can take an opportunity action. You can only take one opportunity action on each combatant's turn (if available). An opportunity action interrupts the action that triggered it.

The most common opportunity action is an opportunity attack. When an enemy leaves a square adjacent to you, or

THREE BASIC RULES

Along with the core mechanic, three basic principles should always be remembered. Other rules in the game are based on these assumptions.

Simple Rules, Many Exceptions: Every class, race, feat, power, and monster in the D&D game breaks the rules in some way. From minor to significant, the game is built upon exception-based rules design. For example, a normal melee attack always deals a few points of damage, but every class has powers that ramp up the damage when they get used.

Specific Beats General: If a specific rule contradicts a general rule, the specific rule wins. For example, you normally can't move as part of a regular attack. But if you have a power that allows you to move and attack, that specific rule trumps the general rule—when you use that power.

Always Round Down: When the game asks you to divide a number, such as when you add half your level to your attack roll, you always round down to the next lower whole number.

when an adjacent enemy makes a ranged or an area attack, you can make an opportunity attack against that enemy.

Immediate Action: Interrupts and reactions are immediate actions. Specific powers define the trigger for these actions. You can take only one immediate action per round, and you can't take an immediate action on your turn.

An *interrupt* lets you act before the triggering action is resolved. If the interrupt invalidates the triggering action, that action is lost.

A *reaction* lets you act immediately in response to a triggering action. The triggering action is completely resolved before you take your reaction.

TAKING YOUR TURN

On your initiative order, you take your turn. Your turn has three parts: the start of your turn, actions on your turn, and the end of your turn.

The Start of Your Turn: Before you act, use the start of your turn to keep track of any effects.

- ◆ *Ongoing Damage.* If you're suffering ongoing damage, you take damage now.
- ◆ *Regeneration.* If you have regeneration, you regain hit points now.
- ◆ *Other Effects.* Deal with any other effects that occur at the start of your turn.
- ◆ *No Actions.* You can't take any actions at the start of your turn.

Actions on Your Turn: You get three actions to perform on your turn.

Standard action
Move action
Minor action

- ◆ *Free Actions.* You can take as many free actions as you want on your turn, within reason and as allowed by the DM.
- ◆ *Any Order.* You can take your actions in any order, and you can skip any of them.
- ◆ *Substitute Actions.* You can take a move action or a minor action instead of a standard action, and you can take a minor action instead of a move action.
- ◆ *Extra Action.* You can take an extra standard action by spending an action point (see page 5).
- ◆ *Other Combatants' Actions.* Other combatants can take free actions on your turn, and you might take actions that trigger immediate actions or opportunity actions from other combatants.

The End of Your Turn: After you act, use the end of your turn to keep track of any effects.

- ◆ *Saving Throws.* You now make a saving throw against each effect that can be ended with a save. Roll a d20. If

you roll lower than 10, the effect continues. If you roll 10 or higher, the effect ends.

- ◆ *End Effects.* Some effects end automatically at the end of your turn.
- ◆ *No Actions.* You can't take any actions at the end of your turn.

ATTACKS AND DAMAGE

If you successfully attack an enemy with a basic attack or power, you deal damage. Roll the damage dice as specified on your character sheet. Damage reduces a character's hit points.

CRITICAL HITS

When you roll a 20 on the die when making an attack roll, you score a critical hit.

Instead of rolling damage, you deal the maximum amount of damage possible for the attack when you score a critical hit.

Example: The dwarf fighter scores a critical hit with his melee basic attack. The damage for this attack is 2d6+3. So, maximum damage for this attack is 15 points of damage (6+6+3=15).

FLANKING

Flanking provides a simple combat tactic for you and an ally to use against an enemy. To flank an enemy, you and an ally must be adjacent to the enemy and on opposite sides of the enemy's space. You and your ally must be able to attack the enemy (with a melee or ranged weapon, or with an unarmed attack). If there's a barrier between your enemy and either you or your ally, you don't flank. If you are affected by a condition that prevents you from taking actions, you don't flank.

You have combat advantage against an enemy you flank (see below).

COMBAT ADVANTAGE

When a defender can't give full attention to defense, it grants combat advantage to its attacker. This usually occurs when the defender is flanked, stunned, or otherwise caught off guard.

- ◆ **+2 Bonus to Attack Rolls.** You gain this bonus when you have combat advantage against the target of your attack.
- ◆ **Able to See Target.** You must be able to see a target to gain combat advantage against it.

OTHER ACTIONS IN COMBAT

This section describes how to perform some of the most common actions available on your turn.

Basic Attack: As a standard action, you can make a melee basic attack or a ranged basic attack.

Charge: As a standard action, you can launch yourself forward and make a melee basic attack. Move your speed as part of the charge. At the end of your move, you make a melee basic attack with a +1 bonus to the attack roll. You

must move at least 2 squares from your starting position, and you must charge to the nearest unoccupied square from which you can attack the enemy. Charging provokes attacks of opportunity. After a charge, you can't take any further actions unless you spend an action point (see below).

Second Wind. As a standard action, you can spend a healing surge to regain hit points. When you do, you regain one-quarter of your maximum hit points (rounded down). You also gain a +2 bonus to all defenses until the start of your next turn. You can use your second wind once per encounter.

Use a Power. Most powers are standard actions. Refer to your character sheet to see what powers you have access to.

MOVEMENT

You can use a move action to walk your speed in a turn. If you use two move actions (substituting a move for a standard action), you can walk your speed twice on your turn.

MOVE ACTIONS

These activities require the use of a move action.

- ♦ **Walk.** Move up to your speed.
- ♦ **Shift.** Move 1 square without provoking opportunity attacks. You can't normally shift into difficult terrain.
- ♦ **Run.** Move up to your speed +2 squares and grant combat advantage.

FORCED MOVEMENT

Certain powers and effects allow you to pull, push, or slide a target.

Pull: When you pull a creature, each square you move it must bring it nearer to you.

Push: When you push a creature, each square you move it must place it farther away from you.

Slide: When you slide a creature, there's no restriction on the direction you can move it.

The following rules govern all forced movement.

- ♦ **Distance.** The power specifies how many squares you can move a target. You can choose to move the target fewer squares or not to move the target at all.
- ♦ **Specific Destination.** Some powers instead specify a destination, such as any square adjacent to you.
- ♦ **No Opportunity Attacks.** Forced movement does not provoke opportunity attacks.
- ♦ **Difficult Terrain.** Forced movement isn't hindered by difficult terrain (see below).
- ♦ **Not a Move.** Forced movement doesn't count against a target's ability to move on its turn.
- ♦ **Valid Space.** Forced movement can't move a target into a space it couldn't enter by walking.

DISTANCE AND MOVEMENT

To measure distance on a battle grid, simply count squares. You can move your speed in squares as a move action, in any direction, across squares or across diagonals.

OCCUPIED SQUARES

In general, you can't move through an occupied square.

- ♦ **Ally.** You can move through a square occupied by an ally.
- ♦ **Enemy.** You can't move through an enemy's space unless that enemy is helpless.
- ♦ **Ending Movement.** You can't end your movement in an occupied square unless it's an ally's square and the ally is prone, or it's an enemy's square and the enemy is helpless.

DIFFICULT TERRAIN

Rubble, undergrowth, shallow bogs, steep stairs, and other types of difficult terrain hampers movement. It costs 1 additional square of movement to enter a square of difficult terrain. If you don't have enough movement remaining, you can't enter a square of difficult terrain. You can't shift into a square of difficult terrain unless you have a power that allows you to do so.

OBSTACLES

You can't enter a square with an obstacle that fills the square, such as a wall or a pillar. When an obstacle fills a square, you can't move diagonally across the corner of that square.

ACTION POINTS

Once per encounter, you can spend an action point. When you spend an action point, it's gone. You earn more action points by adventuring.

- ♦ You start with 1 action point.
- ♦ You gain 1 action point when you reach a milestone in your adventure (the DM will tell you when this occurs).
- ♦ After an extended rest (see page 6), you lose any unspent action points, but you start fresh with 1 action point.
- ♦ Most often, you spend an action point to take an extra action during your turn. You decide if the extra action is a standard action, a move action, or a minor action.

HIT POINTS, HEALING, AND DYING

Over the course of a battle, your character takes damage from attacks. Damage reduces your hit points.

- ♦ **Maximum Hit Points.** You have a maximum number of hit points, as determined by your class, level, and Constitution score. Your current hit points can't exceed this number.
- ♦ **Bloodied.** When your current hit points drop to one-half your maximum hit points or lower, you are bloodied. Certain powers work only (or work better) against a bloodied target.
- ♦ **Dying.** When your current hit points drop to 0 or lower, you fall unconscious and are dying. Any damage you take continues to reduce your current hit points until your character dies.

- ◆ **Death Saving Throw.** When you are dying, you make a saving throw at the end of your turn each round. If you succeed (roll 10 or higher), there is no change in your condition. If you fail the save (roll lower than 10), you slip one step closer to death. If you fail three times, your character dies.
- ◆ **Death.** When you take damage that reduces your current hit points to a negative number that's the same as your bloodied number, or if you fail your death save three times, your character dies.

HEALING IN COMBAT

Even as the battle rages around you, you can heal. You can heal yourself by using your second wind (see page 5). An ally can use the Heal skill on you (see below). An ally can use a healing power on you.

When a power heals you, you don't have to take an action to spend a healing surge. Even if you're unconscious, the power uses your healing surge to restore hit points. And some powers don't require you to spend a healing surge at all.

HEALING THE DYING

When you are dying, any healing restores you to at least 1 hit point. If someone has stabilized you using the Heal skill but you receive no healing, you regain hit points after an extended rest.

REST AND RECOVERY

Outside of encounters, you can take one of two types of rest: a short rest or an extended rest.

Short Rest. A short rest allows you to renew your encounter powers and use healing surges to regain hit points. It lasts about 5 minutes. You can take as many short rests per day as you want. During a short rest, you have to rest; no strenuous activity, no interruptions.

Extended Rest. Once per day, you can take an extended rest. It must last at least 6 hours to gain the benefits. You have to rest or sleep during this period. At the end of the rest, you regain any hit points you lost and healing surges you spent, your daily powers are renewed, and you lose any unspent action points and gain 1 fresh action point.

CHARACTER SHEETS

The rest of this booklet contains five ready-to-play 1st-level D&D characters. Each character sheet includes the character's hit points, initiative, defenses, attacks, powers, feats, skills, and equipment. Select the character you want to play, give it a name, and you're ready to adventure.

Your character earns experience points (XP) as the adventure progresses. You earn XP by defeating monsters, overcoming traps, and solving the mysteries of the adventure.

When you earn enough XP to level up, the character sheet explains what your character gets at 2nd and 3rd level. (In the *Player's Handbook*, you get to make your own choices from a huge selection of options, but for this *Quick-Start*, we've done all the work for you.)

SKILLS

Your Dungeon Master has more details on skill use in the *Dungeon Master's Book*. The following is a quick overview so you have an idea what your skills can be used for. In general at 1st-3rd level, easy tasks have a DC of 15, moderate tasks have a DC of 20, and hard tasks have a DC of 25 or higher. Your DM has the DCs for skill challenges in this adventure.

Acrobatics. Use this skill to test your balance on narrow or unstable surfaces, to escape from a grab or from restraints, and (if you're trained) to reduce your damage when you fall.

Arcana. You have knowledge about magic and magical effects, and (if you're trained) you know how to detect a persistent magical effect.

Athletics. Use this skill to climb, swim, or jump.

Bluff. Use this skill to make what's false appear to be true, fast-talk a guard, con a merchant, or tell lies.

Diplomacy. Use this skill to influence others with tact and social grace, change opinions, inspire good will, and to negotiate a deal in good faith.

Dungeoneering. You have knowledge about forging a path through a dungeon complex, recognizing dungeon hazards, and finding food in dungeons or in the Underdark.

Endurance. Use this skill to stave off ill effects and to push beyond normal physical limits.

Heal. Use this skill to administer first aid, stabilize a dying character, grant a saving throw, or treat a disease.

History. You have knowledge about history, including significant events, legends, customs, and traditions.

Insight. Use this skill to discern intent and decipher body language, making a best guess as to a target's motives, attitudes, and truthfulness.

Intimidate. Use this skill to influence others through hostile actions and overt threats.

Nature. You have knowledge related to finding your way through the wilderness, recognizing natural hazards, and living off the land.

Perception. Use this skill to notice clues, spot imminent dangers, and locate hidden objects.

Religion. You have knowledge of religious traditions.

Stealth. Use this skill to hide and move silently.

Streetwise. You know how to get the lay of the land in an urban setting.

Thievery. Use this skill to disable traps, open locks, pick pockets, and perform other sleights of hand.

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.

Hit Points 31
 Bloodied 15 Healing Surge 7 Surges Per Day 12
 Initiative +1 Action Points _____

DEFENSES

AC	Fortitude	Reflex	Will
17	15	11	12

ATTACKS

Melee Basic Attack: +6 (maul) **Damage:** 2d6+3
Ranged Basic Attack: +3 (dagger) **Damage:** 1d4+1

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.

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: +6 vs. AC

Hit: 2d6 + 3 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

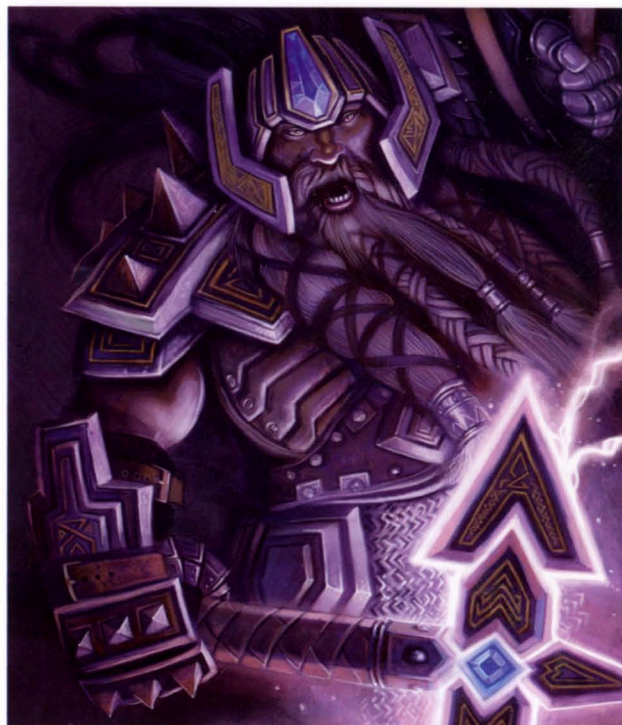
Standard Action **Melee weapon**

Target: One creature

Attack: +6 vs. AC

Hit: 2d6 + 3 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: +6 vs. AC

Hit: 2d6 + 3 damage, and you knock the target prone.

DAILY POWER

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: +6 vs. AC

Hit: 6d6 + 3 damage.

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

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).

Ability Scores	Check Modifier
Str 16	+3
Con 16	+3
Dex 13	+1
Int 10	+0
Wis 14	+2
Cha 11	+0

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)		+1
Arcana (Int)		+0
Athletics (Str)	Yes	+8
Bluff (Cha)		+0
Diplomacy (Cha)		+0
Dungeoneering (Wis)		+4
Endurance (Con)	Yes	+10
Heal (Wis)		+2
History (Int)		+0
Insight (Wis)		+2
Intimidate (Cha)	Yes	+5
Nature (Wis)		+2
Perception (Wis)		+2
Religion (Int)		+0
Stealth (Dex)		+1
Streetwise (Cha)		+0
Thievery (Dex)		+1

FEAT

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.

GEAR

Armor: Scale mail

Weapon: Maul, 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 rope, and a waterskin.

Gold: 10 gp

2ND LEVEL

At 2nd level, you gain the following:

Hit Points: Increase to 37 **Bloodied:** Increase to 18

Healing Surge: Increase to 9

Level Modifier: Because your new level is an even number, everything that includes one-half your level gets better. Increase your attacks, defenses, initiative, and skill check modifiers by 1 point.

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

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.

3RD LEVEL

At 3rd level, you gain the following:

Hit Points: Increase to 43 **Bloodied:** Increase to 21

Healing Surge: Increase to 10

Crushing Blow

Fighter Attack 3

You wind up and deliver a devastating blow with your weapon.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +7 vs. AC

Hit: 4d6 + 8 damage.

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.

Hit Points 25
 Bloodied 12 Healing Surge 6 Surges Per Day 7
 Initiative +4 Action Points _____

DEFENSES

AC	Fortitude	Reflex	Will
16	11	16	13

ATTACKS

Melee Basic Attack: +5 (dagger) Damage: 1d4+1
 Ranged Basic Attack: +8 (dagger) Damage: 1d4+4

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.
 Second Chance: You can use second chance as an encounter power.

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. The enemy uses the second roll, even if it's lower.

AT-WILL POWERS

Deft Strike Rogue Attack 1

A final lunge brings you into an advantageous position.

At-Will ♦ Martial, Weapon

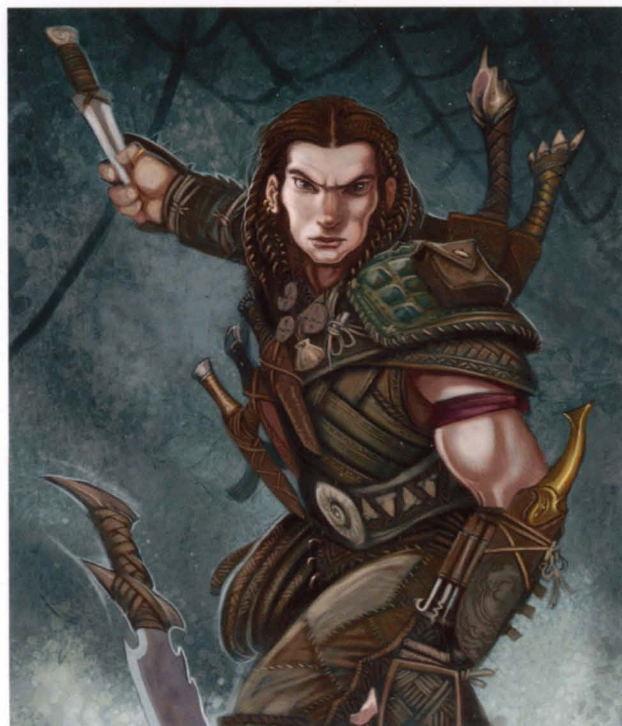
Standard Action Melee or Ranged weapon

Target: One creature

Special: You can move 2 squares before the attack.

Attack: +8 vs. AC

Hit: 1d4 + 4 damage.



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: +8 vs. AC

Hit: 1d4 + 7 damage.

ENCOUNTER POWER

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: +8 vs. Will

Hit: 2d4 + 4 damage, and you can slide the target 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: +8 vs. AC

Hit: 3d4 + 4 damage, 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.

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.

Ability Scores	Check Modifier
Str 12	+1
Con 13	+1
Dex 18	+4
Int 11	+0
Wis 10	+0
Cha 16	+3

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)	Yes	+11
Arcana (Int)		+0
Athletics (Str)		+1
Bluff (Cha)	Yes	+8
Diplomacy (Cha)		+3
Dungeoneering (Wis)		+0
Endurance (Con)		+1
Heal (Wis)		+0
History (Int)		+0
Insight (Wis)	Yes	+5
Intimidate (Cha)		+3
Nature (Wis)		+0
Perception (Wis)	Yes	+5
Religion (Int)		+0
Stealth (Dex)	Yes	+9
Streetwise (Cha)		+3
Thievery (Dex)	Yes	+11

FEAT

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

GEAR

Armor: Leather.

Weapon: Daggers (10). 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 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

2ND LEVEL

At 2nd level, you gain the following:

Hit Points: Increase to 30 **Bloodied:** Increase to 15

Healing Surge: Increase to 7

Level Modifier: Because your new level is an even number, everything that includes one-half your level gets better. Increase your attacks, defenses, initiative, and skill check modifiers by 1 point.

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

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.

3RD LEVEL

At 3rd level, you gain the following:

Hit Points: Increase to 35 **Bloodied:** Increase to 17

Healing Surge: Increase to 8

Bait and Switch

Rogue Attack 3

You strike and weave, causing your foe to lurch forward so that you can duck around him and slip into his space.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +9 vs. Will

Hit: 2d4 + 4 damage. In addition, you switch places with the target and can then shift up to 3 squares.

ELADRIN WIZARD

Name: _____ Gender: _____

As an eladrin, you are graceful and intelligent. You have strong ties to nature and magic. As a wizard, you channel arcane forces to exert control that hinders foes or blasts them into oblivion. Magic is your art form.

Hit Points 23 _____
 Bloodied 11 Healing Surge 5 Surges Per Day 7
 Initiative +7 Action Points _____

DEFENSES

AC	Fortitude	Reflex	Will
14	11	14	14

ATTACKS

Melee Basic Attack: +3 (longsword) Damage: 1d8
 Ranged Basic Attack: +4 (magic missile) Damage: 2d4+4

RACIAL TRAITS

Height: 6'1" Weight: 170 lb. Size: Medium
 Speed: 6 squares Vision: Low-light
 Languages: Common, Elven Alignment: Good

Skill Bonus: +2 Arcana, +2 History (already included).
 Eladrin Will: +1 racial bonus to Will defense (included), +5 racial bonus to saving throws against charm effects.
 Fey Step: You can use *fey step* as an encounter power.

Fey Step

Eladrin Racial Power

With a step, you vanish from one place and appear in another.

Encounter ♦ Teleportation
 Move Action Personal

Effect: Teleport up to 5 squares. You have to be able to see your destination. This movement doesn't provoke opportunity attacks

AT-WILL POWERS

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: +4 vs. Reflex

Hit: 2d4 + 4 force damage.

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

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: +4 vs. Reflex

Hit: 1d6 + 4 fire damage.



CLASS FEATURES

Cantrips: You know a few minor spells that you can use as at-will powers.

Spellbook: Your spellbook holds an extra daily spell. After an extended rest, prepare one of those spells to use for the day. You know two daily spells, but you can only cast one per 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.

ENCOUNTER POWER

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: +4 vs. Reflex

Hit: 2d6 + 4 fire damage.

DAILY POWER

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: +4 vs. Reflex

Hit: 2d8 + 4 acid damage, and ongoing 5 acid damage (save ends). Make a secondary attack.

Secondary Target: Each creature adjacent to the primary target

Secondary Attack: +4 vs. Reflex

Hit: 1d8 + 4 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: +4 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).

CANTRIPS

Ghost Sound

Wizard Cantrip

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

At-Will ♦ Arcane, Illusion

Standard Action Ranged 10

Target: One object or unoccupied square

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

Light

Wizard Cantrip

With a wave of your hand, you cause a bright light to appear 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. The light fills the target's square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting out the light is a free action.

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

Ability Scores	Check Modifier
Str 11	+0
Con 12	+1
Dex 16	+3

Ability Scores	Check Modifier
Int 18	+4
Wis 13	+1
Cha 10	+0

FEAT

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

GEAR

Armor: None.

Weapon: Longsword, wand.

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 rope, and a waterskin.

Spellbook

Gold: 23 gp

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)		+3
Arcana (Int)	Yes	+11
Athletics (Str)		+0
Bluff (Cha)		+0
Diplomacy (Cha)		+0
Dungeoneering (Wis)	Yes	+6
Endurance (Con)		+1
Heal (Wis)		+1
History (Int)	Yes	+11
Insight (Wis)		+1
Intimidate (Cha)		+0
Nature (Wis)	Yes	+6
Perception (Wis)		+1
Religion (Int)		+9
Stealth (Dex)		+3
Streetwise (Cha)		+0
Thievery (Dex)		+3

2ND LEVEL

At 2nd level, you gain the following:

Hit Points: Increase to 27

Bloodied: Increase to 13

Healing Surge: Increase to 6

Level Modifier: Because your new level is an even number, everything that includes one-half your level gets better. Increase your attacks, defenses, initiative, and skill check modifiers by 1 point.

Feat: Eladrin Soldier: You gain a +2 feat bonus to damage rolls with your longsword.

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.

3RD LEVEL

At 3rd level, you gain the following:

Hit Points: Increase to 31

Bloodied: Increase to 15

Healing Surge: Increase to 7

Fire Shroud

Wizard Attack 3

With a subtle gesture, you wreath nearby enemies in flames.

Encounter ♦ Arcane, Fire, Implement

Standard Action Close burst 3

Target: Each enemy in burst

Attack: +5 vs. Fortitude

Hit: 1d8 + 4 fire damage, and ongoing 5 fire damage (save ends).

HUMAN CLERIC

Name: _____ Gender: _____

As a human, you are decisive and rash. You are nothing if not adaptable. As a cleric, you use your prayers to heal and bolster your teammates.

Hit Points 24
 Bloodied 12 Healing Surge 6 Surges Per Day 8
 Initiative +0 Action Points _____

DEFENSES

AC	Fortitude	Reflex	Will
16	12	11	17

ATTACKS

Melee Basic Attack: +3 (mace) Damage: 1d8+1
 Ranged Basic Attack: +2 (crossbow) Damage: 1d8

RACIAL TRAITS

Height: 6'0" Weight: 180 lb. Size: Medium
 Speed: 5 squares Vision: Normal
 Languages: Common, Draconic
 Alignment: Lawful Good

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

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 + 4 radiant damage, and one ally you can see gains a +2 power bonus to his or her 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 + 4 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 POWER

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: +3 vs. AC

Hit: 2d8 + 1 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.

DAILY POWER

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 5 hit points, and your healing powers restore +5 hit points until the end of the encounter.

CLASS FEATURES

Channel Divinity: You can use one of these special divine powers once per encounter.

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.

Healing Word: Twice per encounter as a minor action, you can use the healing word power.

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 hit points.

Channel Divinity: Divine Fortune

Cleric Feature

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

Encounter ♦ Divine

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

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.

Channel Divinity: Armor of Bahamut

Feat Power

Bahamut protects you or a friend from devastating harm.

Encounter ♦ Divine

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.

Ability Scores	Check Modifier	Ability Scores	Check Modifier
Str 13	+1	Int 10	+0
Con 12	+1	Wis 18	+4
Dex 11	+0	Cha 14	+2

FEATS

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

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

GEAR

Armor: Chain mail.

Weapon: Mace, crossbow, 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 rope, and a waterskin.

Holy symbol of Bahamut Gold: 10 gp

Skills (Ability)

Trained?

Modifier

Acrobatics (Dex)		+0
Arcana (Int)	Yes	+5
Athletics (Str)		+1
Bluff (Cha)		+2
Diplomacy (Cha)		+2
Dungeoneering (Wis)		+4
Endurance (Con)		+1
Heal (Wis)	Yes	+9
History (Int)	Yes	+5
Insight (Wis)	Yes	+9
Intimidate (Cha)		+2
Nature (Wis)		+4
Perception (Wis)		+4
Religion (Int)	Yes	+5
Stealth (Dex)		+0
Streetwise (Cha)		+2
Thievery (Dex)		+0

2ND LEVEL

At 2nd level, you gain the following:

Hit Points: Increase to 29 **Bloodied:** Increase to 14

Healing Surge: Increase to 7

Level Modifier: Because your new level is an even number, everything that includes one-half your level gets better. Increase your attacks, defenses, initiative, and skill check modifiers by 1 point.

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

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.

3RD LEVEL

At 3rd level, you gain the following:

Hit Points: Increase to 34 **Bloodied:** Increase to 17

Healing Surge: Increase to 8

Daunting Light

Cleric Attack 3

A burning column of light engulfs your foe. Its brilliance burns and hinders your foe's defense for a short time.

Encounter ♦ Divine, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: +5 vs. Reflex

Hit: 2d10 + 4 radiant damage.

Effect: One ally you can see gains combat advantage against the target until the end of your next turn.

DRAGONBORN PALADIN

Name: _____ Gender: _____

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

Hit Points 27
 Bloodied 13 Healing Surge 7 Surges Per Day 11
 Initiative +0 Action Points _____

DEFENSES

AC	Fortitude	Reflex	Will
20	14	12	13

ATTACKS

Melee Basic Attack: +7 (longsword) **Damage:** 1d8+4
Ranged Basic Attack: +6 (javelin) **Damage:** 1d6+4

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).
Dragon Breath: You can use *dragon breath* as an encounter power.

AT-WILL POWERS

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: +7 vs. AC

Hit: 1d8 + 4 radiant damage. If you marked the target, you gain a +1 bonus to the damage roll.

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: +7, +1 per enemy adjacent to you vs. AC
Hit: 1d8 + 4 damage.



ENCOUNTER POWER

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: +7 vs. AC
Hit: 2d8 + 5 radiant damage.

DAILY POWER

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: +7 vs. AC
Hit: 3d8 + 4 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.

CLASS FEATURES

Channel Divinity: You can use this special divine power once per encounter.
Divine Challenge: You can use divine challenge as an at-will power.
Lay on Hands: Once per day as a minor action, you can use the lay on hands power.

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.

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 3**

Targets: All creatures in area

Attack: +4 vs. Reflex

Hit: 1d6 + 1 damage.

Channel Divinity: Divine Strength Paladin Feature

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

Encounter ♦ Divine

Minor Action **Personal**

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

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. The target 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.

Ability Scores	Check Modifier	Ability Scores	Check Modifier
Str 18	+4	Int 11	+0
Con 12	+1	Wis 13	+1
Dex 10	+0	Cha 16	+3

FEAT

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

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)		-4
Arcana (Int)		+0
Athletics (Str)		+0
Bluff (Cha)		+3
Diplomacy (Cha)		+3
Dungeoneering (Wis)		+1
Endurance (Con)	Yes	+2
Heal (Wis)	Yes	+6
History (Int)		+2
Insight (Wis)		+1
Intimidate (Cha)	Yes	+10
Nature (Wis)		+1
Perception (Wis)		+1
Religion (Int)	Yes	+5
Stealth (Dex)		-4
Streetwise (Cha)		+3
Thievery (Dex)		-4

GEAR

Armor: Plate armor, heavy shield.

Weapon: Longsword, 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 rope, and a waterskin.

Holy symbol of Bahamut

Gold: 5 gp

2ND LEVEL

At 2nd level, you gain the following:

Hit Points: Increase to 33 **Bloodied:** Increase to 16

Healing Surge: Increase to 9

Level Modifier: Because your new level is an even number, everything that includes one-half your level gets better. Increase your attacks, defenses, initiative, and skill check modifiers by 1 point.

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

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.

3RD LEVEL

At 3rd level, you gain the following:

Hit Points: Increase to 39 **Bloodied:** Increase to 19

Healing Surge: Increase to 10

Staggering Smite Paladin Attack 3

With a mighty swing, you knock your enemy back.

Encounter ♦ Divine, Weapon

Standard Action **Melee weapon**

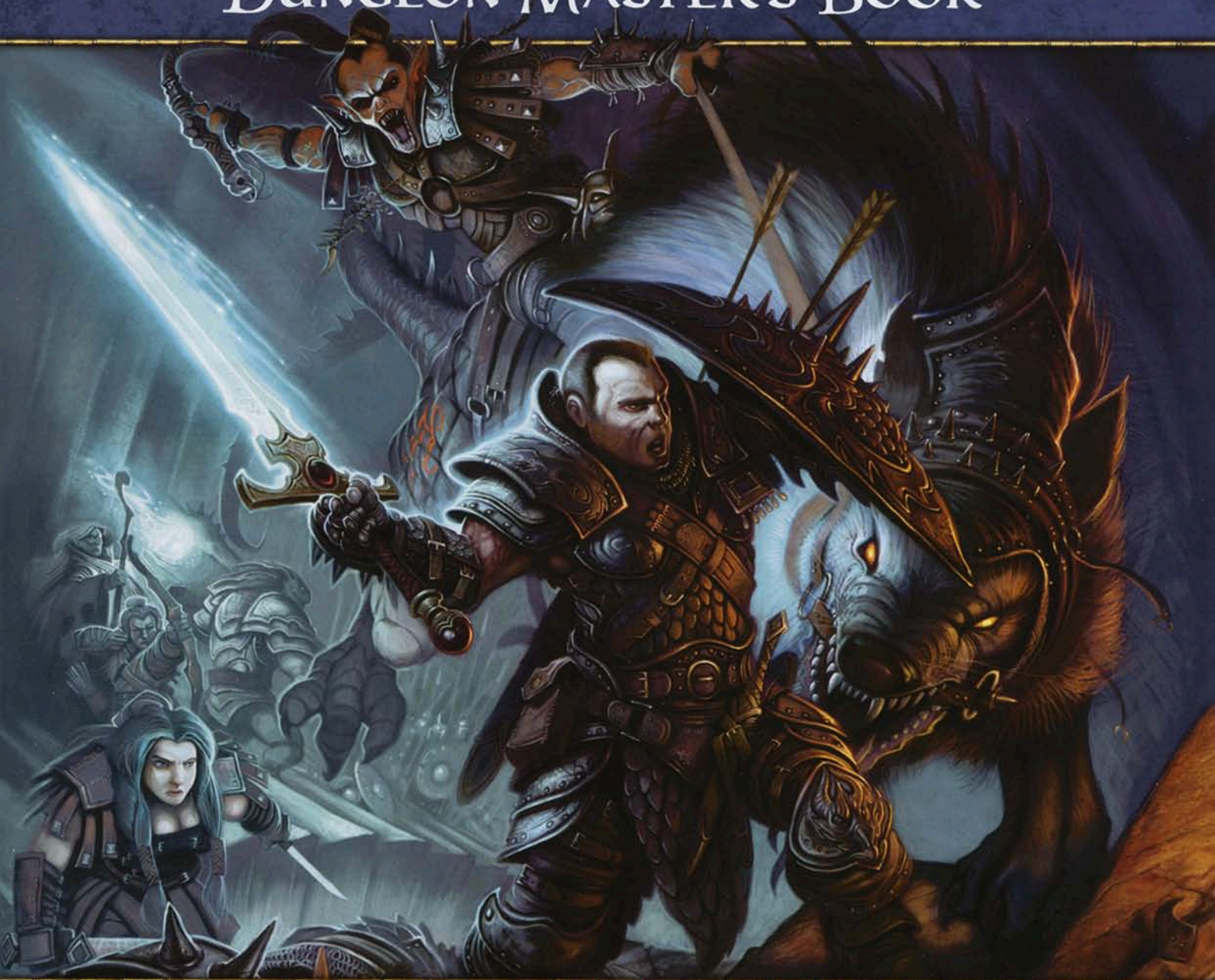
Target: One creature

Attack: +8 vs. AC

Hit: 2d8 + 4 damage, and you can push the target 1 square.

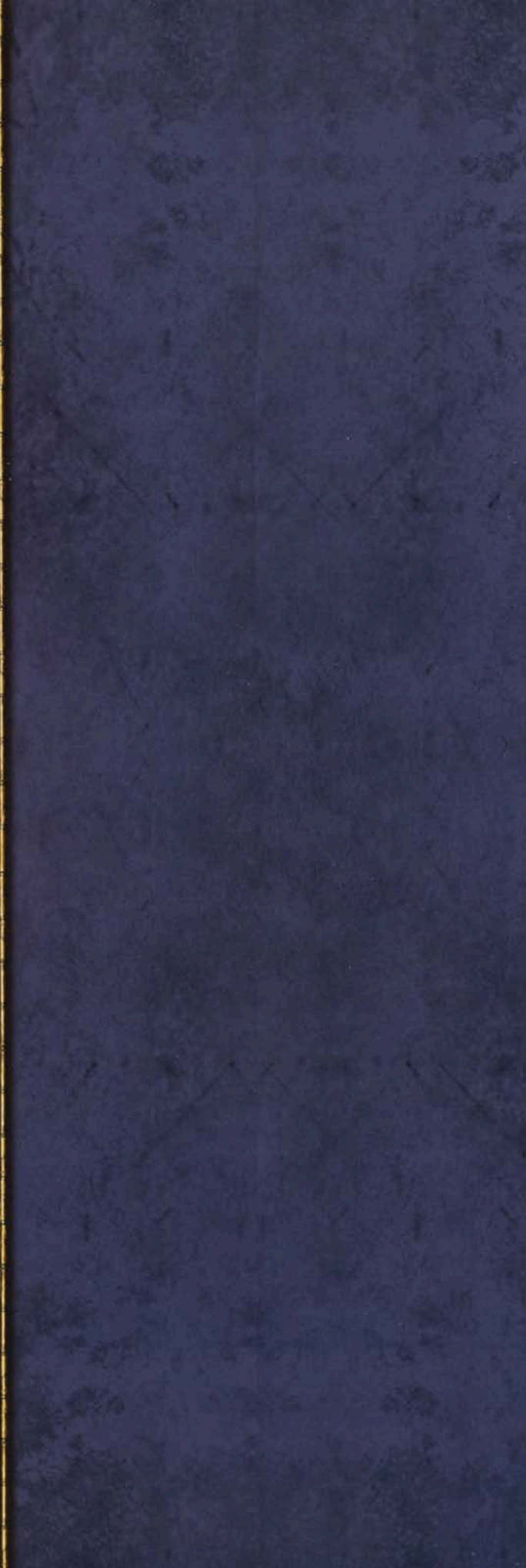
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The DUNGEONS & DRAGONS game is the original roleplaying game of medieval fantasy and adventure. In the game, you take on the role of an imaginary character, a hero. Your hero is defined by a series of statistics, cool powers, equipment, and magical abilities.

D&D is played around a table or other comfortable location where books and papers can be spread out, tiles can be placed, and dice can be rolled. It is a game of imagination, part storytelling and part wargame.

The point of the game is to build an exciting fantasy story through the actions of the player characters (PCs) and the challenges set forth by the Dungeon Master.

DUNGEON MASTER

One player in the game takes the role of the Dungeon Master. While other players control a single character each, the DM controls all of the monsters and enemies, narrates the action, adjudicates the rules, and sets up adventures. You can't play D&D without a DM, and the presence of the DM makes the D&D game more interactive and open-ended than any book, movie, or computer game. Because there's a real, live person sitting in the DM's chair, characters can literally try anything their players imagine. The DM coordinates the action and determines how every event adds to the unfolding story. The dice and the game rules help, but the DM uses his or her imagination to make the world come to life.

Since you're reading this, we'll assume that you're going to be the Dungeon Master for your group of players. You can eventually share the task with other players, or you might decide that being the DM is the only way to play! Either way, here's what goes into being the DM.

What does the DM do? Short answer: The DM runs the game. What does that mean? As the DM, you ...

- ◆ Narrate the story of the player characters
- ◆ Play the monsters
- ◆ Design the dungeons
- ◆ Reward the treasure
- ◆ Referee the game rules
- ◆ Build the world

NARRATE THE STORY

The adventures you run as part of your D&D game tell the story of the player characters. They are the stars of your D&D movie, the heroes of your D&D novel. While you narrate the story, however, you don't write it. You set the situations and present the challenges, but the action and the resolution comes from the play of the game. Every player participates by telling you what his or her character is doing, selecting skills and powers to use, and making die rolls.

Since most of the action takes place in the imaginations of you and your players, it falls to you to bring the adventure to life with vivid descriptions and rousing narration. When you present a scene to the players, you start with a brief description of what the characters can see at a glance. Don't be afraid to occasionally use other senses as well, including smell and hearing. You'll usually end with a question: What is your character going to do? This sets the stage for the action to come.

As each player answers the question and makes the appropriate die rolls, you interpret the results and describe what happens in an as engaging and imaginative method as you can manage. A successful attack roll, for example, is more interesting if you describe the action than if you simply say, "That's a hit, roll damage." Instead, try something like, "Baredd swings his greatsword in a powerful arc and hacks into the dragon's armored hide with a resounding thwack! It roars in anger and turns its crimson eyes upon the paladin."

PLAY THE MONSTERS

When the player characters meet monsters, villains, and other characters in the world (characters called non-player characters, or NPCs), you get to run them. You decide what they are going to do on their turn, and you roll the dice for them when they attack and deal damage.

When you play the monsters, keep in mind that you aren't competing against the other players as you would in a board game or card game. Play each monster or NPC fairly, according to its role and objectives, and keep your knowledge as the DM separate from the knowledge an individual monster has.

DESIGN THE DUNGEON

While each player is responsible for creating and developing a single character, the Dungeon Master gets to create the dungeons that the characters explore. Even if you use a prepared dungeon, such as the sample included later in this book, you get to add your own touches and your own style as you narrate the adventure. But if you dive fully into your role and create your dungeon from scratch, you might find a level of creativity and imagination unmatched in any other game or entertainment activity. The random dungeon building and monster statistics provided in this book are a great starting point for stocking your dungeon.

REWARD THE TREASURE

When an encounter comes to a rousing conclusion or an adventure reaches its penultimate end, you get to award experience points (XP) and treasure to the player characters. More information on providing rewards can be found later in this book.

REFEREE THE GAME RULES

When the action is straight-forward and the rules are clear, adjudicating the game isn't an issue. Part of the fun of D&D, especially for the DM, is when a player comes up with a spontaneous action that isn't specifically covered by the rules. This is not only exciting and unexpected, but it gives you a chance to decide on the fly whether an action succeeds or fails. Use the rules you know, ability checks, and difficulty target numbers to help you along the way.

BUILD THE WORLD

Some D&D games never leave the dungeon. But when you or your players decide to venture outside, you get to create the world around them. You can craft a forest, or a town, an entire kingdom, or an entire continent, or even more for your player characters to explore. It all depends on your level of interest and on the needs of your game.

Whatever you do, don't sit down to create an entire world all at once. Start small, with your dungeon and the nearest village or town, and answer other questions as they come up in the game.

DM RULES TO GAME BY

The DM is the final authority when it comes to rules questions or disputes. Here are some guidelines to help you arbitrate issues as they come up.

- ◆ **When in doubt, make it up!** It's better to keep the game moving than to get bogged down in a rules issue.
- ◆ **Have fun!** D&D is a game, after all.
- ◆ **Use ability checks.** When players try something not covered by the rules, ability checks should be used to determine success.
- ◆ **It's not a competition.** The DM isn't competing against the player characters. You're there to run the monsters, referee the rules, and keep the story moving.
- ◆ **It's not your story.** It's the group's story, so let the players contribute to the outcome through the actions of their characters.
- ◆ **Be consistent.** If you decide that a rule works a certain way in one session, make sure it works that way the next time it comes into play.
- ◆ **Don't play favorites.** Make sure that every character has a chance to shine.
- ◆ **Be fair.** Above all else, use your powers as Dungeon Master only for good. Treat the rules and the players in a fair and impartial manner, and everyone will have fun.

DUNGEON MASTER'S QUICK-START RULES

The newest edition to the DUNGEONS & DRAGONS Roleplaying Game showcases an evolution in gameplay and puts an emphasis on fun. These *Quick-Start Rules* provide an overview of the game from the Dungeon Master's perspective and help you start playing now.

These *Quick-Start Rules* give only the most cursory explanation of the D&D game. For the complete experience, including character creation and the full rules of the game, pick up the *D&D Player's Handbook*®, *Dungeon Master's Guide*®, and *Monster Manual*®, and check out www.dndinsider.com for even more information.

DUNGEONS & DRAGONS

D&D is the original roleplaying game, the game that created a new category of entertainment. Set in a medieval fantasy world of magic and monsters, the game allows you to experience stories and adventures full of endless possibilities and amazing surprises.

This booklet includes *Quick-Start Rules* for the DM, as well as other tools for the DM, such as adventures, monsters, and more.

PLAYING D&D

To play, you need a Dungeon Master to present challenges, adjudicate the rules, and narrate the adventure. You also need players to run heroic characters (five players work best), an adventure (like those in this DM's booklet or ones that the DM creates using the advice herein), and dice.

A character is a player's interface with the world of D&D. Like the hero of a novel or the star of a movie, the player characters are at the center of all the action. But there's no script to follow—the course of every adventure is determined through the actions the players take. And each character grows and improves as the game goes on.

The D&D game uses a special set of dice, included in this Starter Set: d4, d6, d8, d10, d12, and d20. The number corresponds to the number of sides each particular die has. When you roll 2d6+4, for example, you roll the six-sided dice twice and add 4 to the result.

This Starter Set also includes tokens to represent the heroes and monsters in the game, and *D&D Dungeon Tiles* to create the adventure encounters.

Instead of tokens, look for *D&D Miniatures* to represent the heroes and monsters in the game, and pick up more *D&D Dungeon Tiles* to create larger and more varied adventure encounters.

THE CORE MECHANIC

At its heart, the D&D game uses a core game mechanic. Once you master this, you know how to play the game. It all revolves around task resolution. How do you know if a sword swing hits the owlbear? If an outrageous bluff tricks the guards? If a fireblast spell hits the charging kobolds? It all depends on these basic rules:

- ◆ A player decides what his or her character wants to do and tells the Dungeon Master.
- ◆ Roll a d20 (the higher the roll, the better).
- ◆ Add any relevant modifiers (as shown on the player's character sheet).
- ◆ Compare the total result to a target number.

If the result is equal to or higher than the target number, the task succeeds. If the result is lower than the target number, the task fails.

There's a little more to it than that, but the core mechanic governs all D&D game play. Everything else is an extension or refinement of the core mechanic. Key examples of the core mechanic in play follow.

SKILL CHECKS

When you use a skill, you make a skill check.

- ◆ Roll a d20 and add your skill modifier (as shown on your character sheet or in the monster stat block).
- ◆ Add any situational modifiers, usually from powers affecting you.
- ◆ The total is your check result.

The higher the result, the better. Your result is compared against a Difficulty Class (a number set by the DM based on the situation) or an opposed check made by a character opposing your use of the skill.

Sometimes the only way to complete a complex task is to perform a skill challenge. A skill challenge requires a character to achieve a certain number of successes before achieving a certain number of failures. If a skill challenge is warranted for a given encounter, it will be described in that encounter, with the necessary rules for the DM to use.

ATTACK ROLLS

When you make an attack, either using a basic attack or a power, you make an attack roll.

- ◆ Choose the attack type you want to use. (See "Attack Types" on page 7.)
- ◆ Choose a target for your attack that is within range of the attack type you selected. (Some attacks can be made against multiple targets.)
- ◆ Roll a d20 and add your attack modifier (as shown on your character sheet or in the monster stat block).
- ◆ The total is your attack roll result.

The higher the result, the better. Your result is compared against the target's defense score. Different attack types are compared against different defense scores. Characters and monsters have four different defenses: Armor Class (AC), Fortitude, Reflex, and Will.

ENCOUNTERS

The action of a D&D game takes place in encounters. In encounters, all characters have something to do and it's important for them to work together to overcome whatever challenge is set before them. Outside of encounters, characters explore their environment and engage in social interactions. When exploration or social interaction involves serious consequences for success or failure, it becomes an encounter.

Encounters come in two basic forms: combat encounters and noncombat encounters.

COMBAT ENCOUNTERS

Fighting monsters. What D&D adventure would be complete without combat encounters where characters rely on attack powers, skills, feats, and magic items to battle hordes of ravenous creatures or evil villains?

NONCOMBAT ENCOUNTERS

Noncombat encounters focus on skill use, utility powers, your wits, and your roleplaying skills. These encounters

include dealing with traps and hazards, solving puzzles, and overcoming skill challenges.

COMBAT

Combat encounters break out when the player characters run into an opposing force. That force could be a powerful solo monster, a group of terrifying creatures, or a gang of villainous nonplayer characters. The chaos of combat is organized into a cycle of rounds and turns.

Round: In a round, every combatant takes a turn. A round represents about 6 seconds in the game world.

Turn: On your turn, you take actions in any order you wish. (See "Actions" on page 6.)

COMBAT SEQUENCE

A combat encounter follows this sequence:

Establish positions. The DM decides where the combatants start out on the battle grid. The DM shows the players where they can set up their characters and then places the monsters.

Roll initiative. Everyone involved in the encounter rolls initiative (roll a d20 and add your initiative modifier, as shown on your character sheet). This determines the order of battle for the entire encounter.

Take surprise round actions. If any combatants gained a surprise round, they act in initiative order, each taking a single action.



Take turns. In initiative order, highest result starting first, every combatant takes a turn.

Repeat. Start a new round and repeat the initiative order. Continue until one side or the other flees or is defeated.

End the encounter. After one side or the other flees or is defeated, the encounter ends when the remaining side takes a short or an extended rest.

ACTIONS

Combat rounds consist of characters using actions. The main action types include:

Standard Action: You can normally take one standard action on your turn. Most attack powers require the use of a standard action.

Move Action: You can normally take one move action on your turn. Walking your speed requires the use of a move action.

Minor Action: A minor action enables you to do something more exciting. You can normally only take them on your turn. Drawing a weapon or opening a chest requires the use of a minor action.

Free Action: Free actions take almost no time or effort. You can take as many free actions as you want during your or another combatant's turn, as allowed by the DM. Free actions include talking and dropping a held item.

There are two additional action types that require triggers before you can use them—an action, event, or condition that takes place on another combatant's turn.

Opportunity Action: When an enemy lets its guard down, you can take an opportunity action. You can only take one opportunity action on each combatant's turn (if available). An opportunity action interrupts the action that triggered it.

The most common opportunity action is an opportunity attack. When an enemy leaves a square adjacent to you, or when an adjacent enemy makes a ranged or an area attack, you can make an opportunity attack against that enemy.

Immediate Action: Interrupts and reactions are immediate actions. Specific powers define the trigger for these actions. You can only take one immediate action per round, and you can't take an immediate action on your turn.

An interrupt lets you act before the triggering action is resolved. If the interrupt invalidates the triggering action, that action is lost.

A reaction lets you act immediately in response to a triggering action. The triggering action is completely resolved before you take your reaction.

TAKING YOUR TURN

On your initiative order, you take your turn. Your turn has three parts: the start of your turn, actions on your turn, and the end of your turn. For the DM, a turn consists of taking actions for the monsters in the encounter.

The Start of Your Turn: Before you act, use the start of your turn to keep track of any effects.

- ◆ **Ongoing Damage.** If you're suffering ongoing damage, you take damage now.
- ◆ **Regeneration.** If you have regeneration, you regain hit points now.
- ◆ **Other Effects.** Deal with any other effects that occur at the start of your turn.
- ◆ **No Actions.** You can't take any actions at the start of your turn.

Actions on Your Turn: You get three actions to perform on your turn.

Standard action

Move action

Minor action

- ◆ **Free Actions.** You can take as many free actions as you want on your turn, within reason and as allowed by the DM.
- ◆ **Any Order.** You can take your actions in any order, and you can skip any of them.
- ◆ **Substitute Actions.** You can take a move action or a minor action instead of a standard action, and you can take a minor action instead of a move action.
- ◆ **Extra Action.** You can take an extra standard action by spending an action point (see page 9).
- ◆ **Other Combatants' Actions.** Other combatants can take free actions on your turn, and you might take actions that trigger immediate actions or opportunity actions from other combatants.

The End of Your Turn: After you act, use the end of your turn to keep track of any effects.

- ◆ **Saving Throws.** You now make a saving throw against each effect that can be ended with a save. Roll a d20. If you roll lower than 10, the effect continues. If you roll 10 or higher, the effect ends.
- ◆ **End Effects.** Some effects end automatically at the end of your turn.
- ◆ **No Actions.** You can't take any actions at the end of your turn.

ATTACKS AND DAMAGE

If you successfully attack an enemy with a basic attack or power, you deal damage. Roll the damage dice as specified on your character sheet. Damage reduces a character's hit points.

CRITICAL HITS

When you roll a 20 on the die when making an attack roll, you score a critical hit.

Instead of rolling damage, you deal the maximum amount of damage possible for the attack when you score a critical hit.

Example: The dwarf fighter scores a critical hit with his basic melee attack. The damage for this attack is $2d6+3$. So, maximum damage for this attack is 15 points of damage ($6+6+3=15$).

FLANKING

Flanking provides a simple combat tactic for you and an ally to use against an enemy. To flank an enemy, you and an ally must be adjacent to the enemy and on opposite sides of the enemy's space. You and your ally must be able to attack the enemy (with a melee or ranged weapon, or with an unarmed attack). If there's a barrier between your enemy and either you or your ally, you don't flank. If you are affected by a condition that prevents you from taking actions, you don't flank.

You have combat advantage against an enemy you flank (see below).

COMBAT ADVANTAGE

When a defender can't give full attention to defense, it grants combat advantage to its attacker. This usually occurs when the defender is flanked, stunned, or otherwise caught off guard.

- ◆ **+2 Bonus to Attack Rolls.** You gain this bonus when you have combat advantage against the target of your attack.
- ◆ **Able to See Target.** You must be able to see a target to gain combat advantage against it.

ATTACK TYPES

There are four basic attack types.

Melee Attack. A melee attack can target one adjacent creature and typically uses a weapon. Attacking with a sword or mace is an example of a melee attack.

Ranged Attack. A ranged attack is a strike against a distant target. A ranged attack targets only one creature within its range. Shooting a bow or firing a *magic missile* is an example of a ranged attack.

Range: Character sheets and monster stat blocks specify the range of ranged powers and weapons. A power with Range 6 can hit a target no more than 6 squares away;

Range 10 can hit a target no more than 10 squares away, and so on. Powers that have the word *sight* instead of a range number can hit a target within line of sight.

A ranged weapon has two range numbers: its normal range and its long range. If a target is farther away than a weapon's normal range but within long range, the attack takes a -2 penalty to the attack roll. If the target is within the weapon's normal range, there is no penalty.

Opportunity Attacks: Using a ranged attack provokes opportunity attacks from enemies within range.

Close Attack. A close attack affects multiple nearby targets. Close attacks include two types of powers: weapon attacks that damage multiple foes with one swing and attacks created from energy that flows from a creature or an object it carries.

Origin Square: Depending on the power you use, close attacks originate in your square or an adjacent square.

Area of Effect: Each close attack has an area of effect, which determines the attack's shape. You attack all enemies, allies, and objects in each square within the close attack's area. A target is not affected if a solid barrier is interposed between it and the origin square.

Area Attack. Area attacks are similar to close attacks, except that their origin square is some distance away from the user. A ball of fire that streaks across the battlefield and explodes is an example of an area attack.

Range and Origin Square: An area attack's range is given in the power description. A creature must choose a square within range as the origin square. The origin square is where the area of effect is centered, and there cannot be a solid barrier between the user and that square. The range includes both the maximum distance to the origin square and the size of the area of effect.

Area of Effect: The area of effect sets the shape of the attack and determines the targets it affects. The user attacks all enemies, allies, and objects in each square within the area of effect. A creature doesn't need line of sight to the origin square, the target, or from the origin square to the target. However, a target is unaffected if no line of effect exists between the origin square and itself, such as a solid barrier interposed between the origin square and target.

Opportunity Attacks: Using area attacks provokes opportunity attacks from enemies within range.

THREE BASIC RULES

Along with the core mechanic, three basic principles should always be remembered. Other rules in the game are based on these assumptions.

Simple Rules, Many Exceptions: Every class, race, feat, power, and monster in the D&D game breaks the rules in some way. From minor to significant, the game is built upon exception-based rules design. For example, a normal melee attack always deals a few points of damage, but every class has powers that ramp up the damage when they get used.

Specific Beats General: If a specific rule contradicts a general rule, the specific rule wins. For example, you normally can't move as part of a regular attack. But if you have a power that allows you to move and attack, that specific rule trumps the general rule—when you use that power.

Always Round Down: When the game asks you to divide a number, such as when you add half your level to your attack roll, you always round down to the next lower whole number.

TARGETS

To target a creature, it must be within a power's range and not entirely behind a solid barrier. Many powers allow a creature to select multiple targets. Each of these creatures must be an eligible target.

Range. Range is the distance from a source to a target. Each power specifies a maximum range.

To determine range, count the number of squares between a source and its target, including the target's square but not the source's. The path must be straight when determining range.

Areas of Effect. For powers that create an area of effect, a creature selects an origin square as the target and creates an effect from that space. A creature must be able to target the origin square in order to create an area of effect from it.

Whenever a creature uses a power with an area of effect, it makes a single damage roll but a separate attack roll for each affected creature. It's easiest to go in that order, especially if the power deals half damage on a miss. Roll and add up the damage, then make attack rolls one by one. (If an attack is a critical hit, determine that damage separately.)

Barrier: A barrier runs along the edge of a specified number of squares. A barrier must cross at least one edge of the origin square.

Blast: A blast fills an area adjacent to the caster that is a specified number of squares on a side. For example, a blast 3 affects a 3-square-by-3-square area adjacent to the caster. The blast must be adjacent to its origin square, which is a square in the caster's space. The origin square is not affected by the blast. A blast only affects a target if the target is in the blast's area and if there is line of effect from the origin square to the target.

Burst: A burst starts in a target square and extends in all directions to a specified number of squares from the target square. A burst is centered on the origin square. Unless a power description notes otherwise, a burst does not affect its creator.

ATTACK MODIFIERS

In combat, many circumstances can increase or decrease the chance of hitting a target. For example, a flanked target is easier to hit, whereas a target behind cover is harder to hit. A circumstance that provides a temporary advantage or disadvantage is represented by a modifier to the attack roll. A creature adds the modifier to the attack bonus when making an attack.

ONGOING DAMAGE

Some powers deal ongoing damage on the turns after the initial attack.

Start of Your Turn: A creature takes ongoing damage at the start of its turn.

Attack Modifiers

All Attack Types	Modifier
Combat advantage against foe	+2
Attacker is prone	-2
Target has normal cover	-2
Target has superior cover	-5

Melee Attacks	Modifier
Charge attack	+1
Target has concealment	-2
No line of sight to target	-5

Ranged Attacks	Modifier
Long range (weapon attacks only)	-2
Target is prone	-2
Target has concealment	-2
No line of sight to target	-5

Close Attacks

There are no modifiers specific to close attacks.

Area Attacks	Modifier
Origin square has concealment	-2
No line of sight to origin square	-5

Ongoing damage of the same type isn't added together; only the higher number applies.

End of Your Turn: Each round at the end of a creature's turn, it makes a saving throw (page 6) against each type of ongoing damage. If it succeeds on a save, the creature stops taking ongoing damage of that type.

OTHER ACTIONS IN COMBAT

This section describes how to perform some of the most common actions available on your turn.

Basic Attack. As a standard action, you can make a melee basic attack or a ranged basic attack.

Charge. As a standard action, you can launch yourself forward and make a melee basic attack. Move your speed as part of the charge. At the end of your move, you make a melee basic attack with a +1 bonus to the attack roll. You must move at least 2 squares from your starting position, and you must charge to the nearest unoccupied square from which you can attack the enemy. Charging provokes attacks of opportunity. After a charge, you can't take any further actions unless you spend an action point (see page 9).

Second Wind. As a standard action, you can spend a healing surge to regain hit points. When you do, you regain one-quarter of your maximum hit points (rounded down). You also gain a +2 bonus to all defenses until the start of your next turn. You can use your second wind once per encounter.

Use a Power. Most powers are standard actions. Refer to your character sheet to see what powers you have access to.

MOVEMENT

You can use a move action to walk your speed in a turn. If you use two move actions (substituting a move for a standard action), you can walk your speed twice on your turn.

MOVE ACTIONS

These activities require the use of a move action.

- ◆ **Walk.** Move up to your speed.
- ◆ **Shift.** Move 1 square without provoking opportunity attacks. You can't normally shift into difficult terrain.
- ◆ **Run.** Move up to your speed +2 squares and grant combat advantage.

FORCED MOVEMENT

Certain powers and effects allow you to pull, push, or slide a target.

Pull: When you pull a creature, each square you move it must bring it nearer to you.

Push: When you push a creature, each square you move it must place it farther away from you.

Slide: When you slide a creature, there's no restriction on the direction you can move it.

The following rules govern all forced movement.

- ◆ **Distance.** The power specifies how many squares you can move a target. You can choose to move the target fewer squares or not to move the target at all.
- ◆ **Specific Destination.** Some powers instead specify a destination, such as any square adjacent to you.
- ◆ **No Opportunity Attacks.** Forced movement does not provoke opportunity attacks.
- ◆ **Difficult Terrain.** Forced movement isn't hindered by difficult terrain (see below).
- ◆ **Not a Move.** Forced movement doesn't count against a target's ability to move on its turn.
- ◆ **Valid Space.** Forced movement can't move a target into a space it couldn't enter by walking.

DISTANCE AND MOVEMENT

To measure distance on a battle grid, simply count squares. You can move your speed in squares as a move action, in any direction, across squares or across diagonals.

OCCUPIED SQUARES

In general, you can't move through an occupied square.

- ◆ **Ally.** You can move through a square occupied by an ally.
- ◆ **Enemy.** You can't move through an enemy's space unless that enemy is helpless.
- ◆ **Ending Movement.** You can't end your movement in an occupied square unless it's an ally's square and the ally is prone, or it's an enemy's square and the enemy is helpless.



DIFFICULT TERRAIN

Rubble, undergrowth, shallow bogs, steep stairs, and other types of difficult terrain hampers movement. It costs 1 additional square of movement to enter a square of difficult terrain. If you don't have enough movement remaining, you can't enter a square of difficult terrain. You can't shift into a square of difficult terrain unless you have a power that allows you to do so.

OBSTACLES

You can't enter a square with an obstacle that fills the square, such as a wall or a pillar. When an obstacle fills a square, you can't move diagonally across the corner of that square.

ACTION POINTS

Once per encounter, you can spend an action point. When you spend an action point, it's gone. You earn more action points by adventuring.

- ◆ Player characters start with 1 action point. Only some monsters have action points, as shown in a monster's stat block.
- ◆ Player characters gain 1 action point when they reach a milestone in your adventure. A milestone occurs at the end of every two encounters that the PCs complete in the same day (without taking an extended rest, see below). So, if the PCs complete five encounters before deciding to take an extended rest, they would earn a milestone at the end of encounters 2 and 4 that day.
- ◆ After an extended rest (see page 12), player characters lose any unspent action points, but start fresh with 1 action point.
- ◆ Most often, you spend an action point to take an extra action during your turn. You decide if the extra action is a standard action, a move action, or a minor action.

SKILLS

Skills represent a character's capabilities beyond straight-up combat. DCs for common skill checks appear in each encounter, as appropriate. You can also use these DCs as a general guideline.

Level of Difficulty	DC
Easy	15
Moderate	20
Hard	25

Some skills receive a penalty when a character is wearing a certain kind of armor. This is already included on the character sheets, where appropriate.

A quick description of skills follows.

ACROBATICS (DEXTERITY)

Armor Check Penalty

Use this skill to test your balance on narrow or unstable surfaces, or to escape from a grab or from restraints.

ARCANA (INTELLIGENCE)

You have knowledge about magic and magical effects, as well as creatures that have the elemental, the fey, or the shadow origin (a creature of the Elemental Chaos, the Feywild, or the Shadowfell).

ATHLETICS (STRENGTH)

Armor Check Penalty

Use this skill to climb, swim, or jump. When climbing or swimming, a successful check allows you to move at half your speed. To make a long jump, divide your check result by 10; this is the number of squares you can leap across. If you move at least 2 squares before jumping, divide the result by 5 instead.

BLUFF (CHARISMA)

Use this skill to make what's false appear to be true, fast-talk a guard, gamble, con a merchant, or tell lies. Bluff is an opposed check vs. Insight.

DIPLOMACY (CHARISMA)

Use this skill to influence others with tact and social grace, change opinions, inspire good will, and to negotiate a deal in good faith.

DUNGEONEERING (WISDOM)

You have knowledge about forging a path through a dungeon complex, recognizing dungeon hazards, finding food in the Underdark, and identifying a creature with the aberrant origin.

ENDURANCE (CONSTITUTION)

Armor Check Penalty

Use this skill to stave off ill effects and to push beyond normal physical limits.

HEAL (WISDOM)

Use this skill to administer first aid, stabilize a dying character, grant a saving throw, or treat a disease.

First Aid: Standard action.

- ◆ **Use Second Wind:** Make a DC 10 Heal check to allow an adjacent character to use his or her second wind (page 8) without the character having to take an action to do so. The character doesn't gain the defense bonuses normally granted by second wind.
- ◆ **Stabilize the Dying:** Make a DC 15 Heal check to stabilize an adjacent dying character. If you succeed, the character can stop making death saving throws until he or she takes damage. The character's current hit point total doesn't change as a result of being stabilized.
- ◆ **Grant a Saving Throw:** Make a DC 15 Heal check. If you succeed, an adjacent ally can immediately make a saving throw, or the ally gets a +2 bonus to a saving throw at the end of his or her next turn.

HISTORY (INTELLIGENCE)

You have knowledge related to history, including significant events, legends, customs, and traditions.

INSIGHT (WISDOM)

Use this skill to discern intent and decipher body language, making a best guess as to a target's motives, attitudes, and truthfulness. You use this skill to counter a Bluff check.

Task	Insight DC
Sense motives, attitudes	10 + creature's level
Sense outside influence	25 + effect's level
Recognize effect as illusory	15 + effect's level

INTIMIDATE (CHARISMA)

Use this skill to influence others through hostile actions and overt threats. Make an Intimidate check against a target's Will defense.

NATURE (WISDOM)

You have knowledge related to finding your way through the wilderness, recognizing natural hazards, handling a natural beast, and living off the land. You can also identify a creature with the natural origin.

PERCEPTION (WISDOM)

Use this skill to notice clues, spot imminent dangers, and locate hidden objects.

This skill is used against another creature's Stealth check or against a DC set by the DM. In most situations, the DM uses a character's passive Perception result (skill modifier +10) to determine if a character notices a clue or an imminent danger.

Perception: No action required—either you notice something or you don't. If you want to use the skill actively, you need to take a standard action or spend 1 minute listening or searching, depending on the task.

- ◆ **Opposed Check:** Perception vs. Stealth when trying to spot or hear a creature using Stealth. Your check might be modified by distance or if you're listening through a door or a wall (see the table).
- ◆ **DC:** See the table for DCs when you're trying to hear or spot something, or searching an area.
- ◆ **Success:** You spot or hear something.
- ◆ **Failure:** You can't try again unless circumstances change.
- ◆ **Searching:** When actively searching an area or looking for something specific, assume you're searching each adjacent square. The DM might allow you to do this as a standard action, but usually searching requires at least 1 minute.

Listen	Perception DC
Battle	0
Normal conversation	10
Whispers	20
Through a door	+5
Through a wall	+10
More than 10 squares away	+2

Spot or Search	Perception DC
Barely hidden	10
Well hidden	25
More than 10 squares away	+2

RELIGION (INTELLIGENCE)

You have knowledge about religious traditions. You can also identify a creature with the immortal origin or an undead type.

STEALTH (DEXTERITY)

Armor Check Penalty

Use this skill to hide and move silently. This skill is used against another creature's Perception check or against a DC set by the DM.

STREETWISE (CHARISMA)

You know how to get the lay of the land in an urban setting (a village, town, or city). Using this skill takes 1 hour.

THIEVERY (DEXTERITY)

Armor Check Penalty

Use this skill to disable traps, open locks, pick pockets, and perform other sleights of hand. Using this skill is either a standard action or part of a skill challenge.

The base DC for disabling a trap or opening a lock at the heroic tier is 20. A character using thieves' tools get a +2 bonus to the check. If the check fails by 5 or more while attempting to disable a trap, the trap is triggered.

KNOWLEDGE SKILLS

Some skills deal with knowledge about a particular topic: Arcana, Dungeoneering, History, Nature, and Religion. You can use such a skill to remember a useful bit of information in its field of knowledge or to recognize a clue related to it. You can also use such a skill to identify certain kinds of monsters, as noted in a skill's description.

The check DC increases based on the specific topic and how common the knowledge is. Some information might be so specialized that you must be trained in the skill to have a chance of knowing the information.

Common Knowledge: This includes the kind of general information that is commonly known about a given topic.

Expert Knowledge: This includes the kind of specialized information that only an expert in the field of study could possibly know.

Master Knowledge: This includes the kind of esoteric information that only a master in the field of study could possibly know.

Knowledge Skill: No action required—either you know the answer or you don't.

- ◆ **DC:** See the table.
- ◆ **Success:** You recall a useful bit of information in your field of knowledge or recognize a clue related to it. For monsters, you can identify a creature as well as its type and keywords. Higher results give additional information.
- ◆ **Failure:** You don't recall any pertinent information. The DM might allow you to make a new check if further information comes to light.

Level of Knowledge	DC
Common	15
Expert	20
Master	25

Monster Knowledge	DC
Name, type, and keywords	15
Powers	20
Resistances and vulnerabilities	25

HIT POINTS, HEALING, AND DYING

Over the course of a battle, characters take damage from attacks. Damage reduces a character's hit points.

- ◆ **Maximum Hit Points.** PCs and monsters have a maximum number of hit points, as determined by class, level, and Constitution score. A character's current hit points can't exceed this number.
- ◆ **Bloodied.** When your current hit points drop to one-half your maximum hit points or lower, you are bloodied. Certain powers work only (or work better) against a bloodied target.
- ◆ **Dying.** When a PC's current hit points drop to 0 or lower, the PC falls unconscious and is dying. Any damage the PC takes continues to reduce the PC's current hit points until the character dies. When a monster's hit points drop to 0, it is defeated.
- ◆ **Death Saving Throw.** When a PC is dying, the player makes a saving throw at the end of his or her turn each round. If the save succeeds (roll 10 or better), there is no change in the PC's condition. If the save fails (roll lower than 10), the PC slips one step closer to death. If the save fails three times, the character dies.
- ◆ **Death.** When a PC takes damage that reduces his or her current hit points to a negative number that's the same as the PC's bloodied number, or if the PC fails the death save three times, the character dies. Monsters simply die when they are reduced to 0 hit points.

HEALING IN COMBAT

Even as the battle rages, characters can heal. A PC can heal himself by using his second wind (see page 8). An ally can use the Heal skill on a PC (see page 10). An ally can use a healing power on a PC. Monsters have limited ways to heal, as described in the encounters and the monster stat blocks, when appropriate.

When a power heals a PC, the PC doesn't have to take an action to spend a healing surge. Even when a PC is unconscious, the power uses the PC's healing surge to restore hit points. And some powers don't require a character to spend a healing surge at all.

HEALING THE DYING

If a player character is dying and receives healing, the PC goes to 0 hit points and then regains hit points from there. As soon as the PC's current hit point total is higher than 0, he or she becomes conscious and is no longer dying.

REST AND RECOVERY

Outside of encounters, player characters can take one of two types of rest: a short rest or an extended rest.

Short Rest. A short rest allows PCs to renew their encounter powers and use healing surges to regain hit points. It lasts about 5 minutes. PCs can take as many

short rests per day as they want. During a short rest, PCs have to rest; no strenuous activity, no interruptions.

Extended Rest. Once per day, PCs can take an extended rest. It must last at least 6 hours to gain the benefits. PCs have to rest or sleep during this period. At the end of the rest, they regain any hit points they lost and any healing surges they spent, their daily powers are renewed, and they lose any unspent action points and gain 1 fresh action point.

GAINING LEVELS

When your player characters earn enough XP to gain a new level, information on the back of their character sheets tells them how to improve their character. These improvements go into effect after an extended rest.

When a character earns a total of 1,000 XP, he or she achieves 2nd level.

When a character earns a total of 2,250 XP, he or she achieves 3rd level.

D&D CORE RULEBOOKS

This starter set provides the basics of the D&D game, but the full game experience is so much greater. Players can create their own characters. Dungeon Masters can create adventures and build campaigns with a wealth of tools that we only touch upon in this product. Here are other products to look for to enhance and expand your D&D experience.

Player's Handbook. Every player needs a copy of this collection of core game rules, character creation, powers, skills, feats, and combat rules.

Dungeon Master's Guide. This handbook for DMs features DMing advice and techniques, details on running D&D games, a concentrated look at running combat and noncombat encounters, information on building encounters and creating adventures, details on rewards, and a toolbox full of DM tips and tricks for handling anything in the game.

Monster Manual. This collection features more than five hundred monsters for all levels of play, from 1st-level minions to 30th-level solo monsters and everything in between. No DM should try to build an adventure without this handy tome of creatures.

D&D Miniatures. Look for official pre-painted plastic figures that can be used to make your adventures come to life. Each booster pack features monsters and hero characters drawn from the core D&D rule books.

D&D Dungeon Tiles. Packs of additional tiles, like those in this starter set, provide the pieces you need to create any encounter you can imagine—and they're scaled to use with *D&D Miniatures*!

D&D Insider. Go online to www.dndinsider.com for even more stuff to enhance your D&D experience.

CONDITIONS

Powers, monsters, traps, and the environment can all cause conditions. A condition imposes a penalty, a vulnerability, a hindrance, or a combination of effects. The effect that imposes a condition describes how long that condition lasts.

BLINDED

- ◆ You grant combat advantage.
- ◆ You can't see any target (your targets have total concealment).
- ◆ You take a -10 penalty to Perception checks.
- ◆ You can't flank an enemy.

DAZED

- ◆ You grant combat advantage.
- ◆ You can take either a standard action, a move action, or a minor action on your turn (you can also take free actions). You can't take immediate actions or opportunity actions.
- ◆ You can't flank an enemy.

DEAFENED

- ◆ You can't hear anything.
- ◆ You take a -10 penalty to Perception checks.

DOMINATED

- ◆ You're dazed.
- ◆ The dominating creature chooses your one action. The only powers it can make you use are at-will powers.

DYING

- ◆ You're unconscious.
- ◆ You're at 0 or negative hit points.
- ◆ You make a death saving throw every round.

HELPLESS

- ◆ You grant combat advantage.
- Note:** Usually you're helpless because you're unconscious.

IMMOBILIZED

- ◆ You can't move from your space, although you can teleport and can be forced to move by a pull, a push, or a slide.

MARKED

- ◆ You take a -2 penalty to any attack rolls that don't include the creature that marked you.

PETRIFIED

- ◆ You have been turned to stone.
- ◆ You can't take actions.
- ◆ You gain resist 20 to all damage.
- ◆ You are unaware of your surroundings.
- ◆ You don't age.

PRONE

- ◆ You grant combat advantage to enemies making melee attacks against you.
- ◆ You get a +2 bonus to all defenses against ranged attacks from nonadjacent enemies.
- ◆ You're lying on the ground. (If you're flying, you safely descend a distance equal to your fly speed. If you don't reach the ground, you fall.)
- ◆ You take a -2 penalty to attack rolls.

RESTRAINED

- ◆ You grant combat advantage.
- ◆ You're immobilized.
- ◆ You can't be forced to move by a pull, a push, or a slide.
- ◆ You take a -2 penalty to attack rolls.

SLOWED

- ◆ Your speed becomes 2. This speed applies to all your movement modes, but it does not apply to teleportation or to a pull, a push, or a slide. You can't increase your speed above 2, and your speed doesn't increase if it was lower than 2. If you're slowed while moving, stop moving if you have already moved 2 or more squares.

STUNNED

- ◆ You grant combat advantage.
- ◆ You can't take actions.
- ◆ You can't flank an enemy.

SURPRISED

- ◆ You grant combat advantage.
- ◆ You can't take actions, other than free actions.
- ◆ You can't flank an enemy.

UNCONSCIOUS

- ◆ You're helpless.
- ◆ You take a -5 penalty to all defenses.
- ◆ You can't take actions.
- ◆ You fall prone, if possible.
- ◆ You can't flank an enemy.

WEAKENED

- ◆ Your attacks deal half damage. Ongoing damage you deal is not affected.



USING MONSTER STATISTICS

The following monster stat block explanation uses the kobold dragonshield as an example.

Kobold Dragonshield

Level 2 Soldier

Name: A word or phrase that identifies the monster.

Level: A measure of the creature's power. A monster's level can be as low as 1 or as high as 30 or more.

Role: Every monster has a role to play in a combat encounter. The characteristics that differentiate one role from the others are taken into account in each monster's stat block. You can learn more about monster roles on page 22.

Small natural humanoid (kobold)

XP 125

Size: Small and Medium creatures occupy 1 square, and Large creatures occupy 4 squares (in a 2×2 space).

Origin: A creature's origin suggests where its race originated in the D&D cosmology.

Type: A monster's type indicates if it is humanoid, a beast, a magical beast, or magically animate.

(Keyword): A keyword, when present, appears in parentheses after a monster's type. It further defines a creature; for instance, the dragonshield has the keyword (kobold), a zombie would have the keyword (undead).

XP: This value denotes how many experience points a group of PCs earn for defeating the monster.

Initiative +4 **Senses** Perception +2; darkvision

Initiative: The monster's initiative modifier.

Senses: A creature's special forms of perception, such as darkvision or low-light vision, appear here.

HP 36

Bloodied 18

HP: The monster's full normal hit points.

Bloodied: Half normal hit points; some powers come into play when a monster is bloodied.

AC 18

Fortitude 14

Reflex 13

Will 13

Defenses: These numbers are used to determine if an attack hits the monster.

Immune
Weakness

Resist

Vulnerable

These entries (not present in the dragonshield's stat block) identify attacks or effects that are handled in a special way when employed against the monster.

Immune: The monster suffers no effect from attacks of the specified kind.

Resist: The monster reduces all damage it takes of the specified kind by the indicated amount.

Vulnerable: Creatures with vulnerability take extra damage when struck by an attack that deals a specific kind of damage.

Weakness: Some monsters are especially susceptible to specific conditions or attacks.

Speed 6

Speed: The number of squares the monster can move with a single move action. If it has special movement abilities (such as Climb or Fly), those speeds are given.

Ⓢ **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 may shift 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)

A kobold can shift 1 square as a minor action.

Attacks and Powers: This section gives details on the ways a monster can do harm to PCs.

Ⓢ **Melee:** An entry preceded by this symbol is the monster's basic melee attack. The description includes the kind of action needed to make the attack, the bonus to the monster's attack roll, the defense targeted by the attack, and the damage that results from a hit.

Ⓡ **Ranged:** An entry preceded by this symbol is the monster's basic ranged attack, which is effective against a target within the given range (in squares).

Powers: Some monsters have powers they can use with or in addition to their basic attacks, such as the kobold dragonshield's *dragonshield tactics*, *mob attack*, and *shifty* powers.

Some powers can be recharged during an encounter. At the start of a monster's turn, roll a d6 for each power that can be recharged. If you roll a number shown in the recharge line, the power is recharged and can be used that turn or saved for later in the battle.

Alignment Evil

Languages Common, Draconic

Alignment: A creature's general motivation and behavior.

Language: A creature can read or speak the languages given here.

Skills Acrobatics +7, Stealth +9, Thievery +9

Skills: Some monsters are particularly adept in certain skills, as noted on this line.

Str 14 (+3)

Dex 13 (+2)

Wis 12 (+2)

Con 12 (+2)

Int 9 (+0)

Cha 10 (+1)

Ability Scores: The six numbers are the basis for many of a monster's other abilities. The parenthetical number is the value used to make an ability check.

BENEATH THE VILLAGE OF HARKEN: AN ADVENTURE

The following short adventure is a great way to start off your D&D campaign. It can easily serve as an introduction to other adventures, including adventures of your own creation as well as published adventures for the D&D game.

The adventure is designed for a party of five 1st-level characters.

HARKEN VILLAGE

The adventure begins in Harken village, one of six small villages along the upper vales of the White River that make up the Barony of Harkenwold. The old King's Road cuts through the village, but little trade takes place in this part of the world since the collapse of the Nerath Empire. Most of the people are farmers and woodcutters.

HARKEN VILLAGE

A small village nestled near the White River, along the old King's Road in the southeast corner of the Nentir Vale.

Population: 212; another 100 or so live in the countryside around the village. The people of Harken are mostly humans, halflings, and dwarves.

Government: The human noble Jonn Stockmer is the baron of Harkenwold. He oversees justice, defense, and laws within the six villages and surrounding countryside that makes up the Harkenwold. The baron appoints a village elders to help with the daily governing of the Harkenwold.

Defense: Harken village has no standing defenses, but 30 or so able-bodied warriors can be raised from the population relatively quickly. If the need arises, the baron can call up 150 militia at need from the whole of Harkenwold.

Inn: Aunt Nonnie's Place, which has a common room as well as rooms to rent, is run by the halfling Nonnie Farwhere. While not a proper inn, it's the closest thing to one you'll find in the whole of the Harkenwold.

Tavern: Cliffside Brewery, run by a dwarven family, not only brews its own ales but also sells its product to taverns in Fallcrest and Winterhaven.

Supplies: Harkenwold Trading Station.

Temple: House of Faith, which caters to worshippers of Pelor, Moradin, Erathis, and Sehanine.

INVOLVING THE ADVENTURERS

You can start the player characters out in any number of ways. They can be locals, born and raised in the Harkenwold and ready for adventure. Or they can be friends who have struck out for adventure and glory, heading north and west along the old King's Road when they stop at Harken Village for the night. Or you can have some characters as locals and some as newly arrived adventurers who meet at the inn or tavern and join forces to deal with the problem at hand.



ENCOUNTER 1: ENTER THE DUNGEON

Encounter Level 1 (500 XP)

BEFORE THE ACTION

Work with the players to decide on their characters' backstories. Are all of the player characters natives of the village? Have they just arrived on their way to the larger town of Fallcrest for fame and glory? Are the characters of mixed origin, with some locals and some newly arrived?

After that's all settled, have the players introduce their characters to each other so that everyone knows who everyone else is playing. Then it's time for a noncombat encounter.

TROUBLE IN HARKEN VILLAGE

When the PCs visit either Aunt Nonnie's Place or the Cliffside Brewery, one of the town elders approaches them. Old Kellar, an ancient and respected dwarf, sees the young adventurers as the solution to a growing problem. Read or paraphrase the following information:

"Good friends," Old Kellar says as he approaches your table, "allow me to purchase beverages while we discuss a matter of grave importance. We have been trying to keep this as quiet as possible. Creatures have been raiding the village in the dead of night, emerging from the caverns below to plunder our homes and businesses. In recent days, they have become more bold, gravely wounding Varrow Del when he found them in his barn. Dealing with creatures such as these is beyond the talents of simple villagers such as ourselves. But for adventurers such as yourselves, it should be an easy matter. Will you help us?"

Old Kellar offers the adventurers 25 gold pieces (gp) each if they agree to investigate the area beneath the village and drive away the raiding creatures.

QUESTIONING OLD KELLAR

Q. Do you know what the creatures are?

A. "From the few reports we've received, we believe that the raiders are goblins."

Q. How do we find the raiders?

A. "There's an opening into the ancient ruins beneath the village that I can show you. Descend into the dungeons below and rid us of these invaders, brave friends!"

Q. What help can you give us?

A. "We shall pay you for your efforts, and offer you the hospitality of the village for as long as you remain here. Beyond that, there is little that we can offer. Our people are simple farmers, not soldiers or adventurers such as yourselves."

SETUP

2 goblin blackblades (B)

3 goblin warriors (W)

When the PCs are ready, Old Kellar shows them the entrance into the ancient dungeon beneath the village. Build the map as shown on the next page, using the D&D Dungeon Tiles included with this set. Place the three goblin warrior tokens around the table, as shown. Don't place the goblin blackblade tokens until the text tells you to, later in the encounter.

The PCs enter through the short corridor, approaching the larger chamber and the goblins lurking within.

As the characters approach the larger chamber, read:

You hear sounds up ahead and see the glow of torchlight through the archway in front of you. Beyond the archway, a large chamber features a rickety table, a couple of old chairs, and three small creatures—goblins!

The goblins notice the adventurers as they approach the archway or enter the larger chamber. After weeks of raiding and terrorizing the village above, the goblins have grown unusually brave and confident. They expect little trouble from the villagers, and at least initially they don't realize that the adventurers are cut from a different cloth.

ROLL INITIATIVE

Have each player roll initiative for his or her player character. You roll two initiative checks, one for the blackblades (d20 + 7) and one for the warriors (d20 + 5).

Each player character acts on his or her turn in the initiative order. All of the warriors act on their turn, and both of the blackblades act on their turn.

On their turn in the initiative, the goblin blackblades emerge from the shadows and move to engage the adventurers. Place their tokens on the tiles, as shown.

TACTICS

The goblin warriors start out using great position, each moving at least 4 squares and then throwing a javelin at the PCs. They try to maintain their distance for as long as possible, using ranged attacks until they run out of javelins to throw.

The goblin blackblades emerge from the shadows and try to coordinate their attacks against the same target. They try to set up flanks for each other at every opportunity.

The goblins have grown fearless in the face of weak resistance from the villagers. They won't realize that the PCs are different until at least three of the goblins fall.

Goblin Blackblade (B)**Level 1 Lurker**

Small natural humanoid

XP 100

Initiative +7 **Senses** Perception +1; low-light vision**HP** 25; **Bloodied** 12**AC** 16; **Fortitude** 12, **Reflex** 14, **Will** 11**Speed** 6; see also *goblin tactics*⚔ **Short Sword** (standard; at-will) ♦ **Weapon**
+5 vs. AC; 1d6 + 2 damage.**Combat Advantage**

The goblin blackblade deals an extra 1d6 damage against any target it has combat advantage against.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)

The goblin shifts 1 square.

Sneaky

When shifting, a goblin blackblade can move into a space occupied by an ally of its level or lower. The ally shifts into the blackblade's previous space as a free action.

Alignment Evil **Languages** Common, Goblin**Skills** Stealth +10, Thievery +10**Str** 14 (+2) **Dex** 17 (+3) **Wis** 12 (+1)**Con** 13 (+1) **Int** 8 (-1) **Cha** 8 (-1)**Equipment** leather armor, short sword**Goblin Warrior (W)****Level 1 Skirmisher**

Small natural humanoid

XP 100

Initiative +5 **Senses** Perception +1; low-light vision**HP** 29; **Bloodied** 14**AC** 17; **Fortitude** 13, **Reflex** 15, **Will** 12**Speed** 6; see also *mobile ranged attack* and *goblin tactics*⚔ **Spear** (standard; at-will) ♦ **Weapon**
+6 vs. AC; 1d8 + 2 damage.✂ **Javelin** (standard; at-will) ♦ **Weapon**

Ranged 10/20; +6 vs. AC; 1d6 + 2 damage.

✂ **Mobile Ranged Attack** (standard; at-will)

The goblin warrior can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking an opportunity attack.

Great Position

If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)

The goblin shifts 1 square.

Alignment Evil **Languages** Common, Goblin**Skills** Stealth +10, Thievery +10**Str** 14 (+2) **Dex** 17 (+3) **Wis** 12 (+1)**Con** 13 (+1) **Int** 8 (-1) **Cha** 8 (-1)**Equipment** leather armor, spear, 5 javelins in sheaf

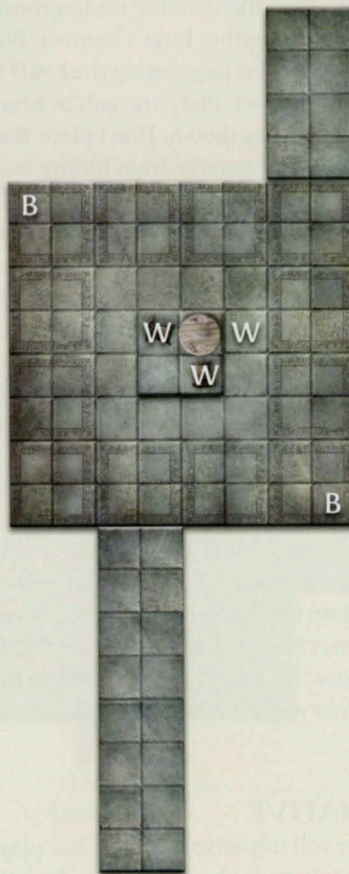
FEATURES OF THE AREA

Illumination: Bright light.**Table:** Food, cards, and coins are scattered across the dingy table. There's also a crudely drawn map of the village on a tattered piece of parchment. There are circles drawn around the home of Baron Stockmer and the Cliffside Brewery.**Exit:** A corridor across from the entryway leads deeper into the dungeon.**Treasure:** The PCs find a pouch hanging from the back of one of the chairs. It contains 40 gp.

ENCOUNTER 1

Enter the Dungeon

PCs Start Here

Tunnel to
Encounter 2

ENCOUNTER 2: HALL OF VERMIN

Encounter Level 1 (550 XP)

SETUP

4 goblin cutters (G)

4 giant rats (R)

2 fire beetles (F)

1 goblin hexer (H)

The adventurers follow the winding underground corridors until they reach another large chamber. Build the map as shown on the next page, using the *D&D Dungeon Tiles* included with this set. Place the goblin hexer and the goblin minions tokens, as shown. Don't place the giant rats or fire beetles until they emerge from hiding to attack.

When the characters enter the chamber, read:

Debris litters the floor of the chamber before you, in some places so deep as to make movement difficult. A brazier throws light throughout the area, and you notice a group of goblins standing around the crackling fire. One goblin, clad in leather robes and holding a glowing rod, notices you and shouts in a language you don't understand. The other goblins draw short swords and move to attack.

The goblin hexer is smarter and more cautious than the other members of the goblin band. He has no intention of underestimating the adventurers, especially since they've made it this far into the dungeon complex. He raises his hexer rod high over his head, letting the firelight reflect off its carved runes. He smiles and calls out in broken Common, "You not welcome here, big folk. You not live long, either."

ROLL INITIATIVE

Have each player roll initiative for his or her player character. You roll four initiative checks, one for the hexer (d20 + 3), one for the cutters (d20 + 3), one for the rats (d20 + 3), and one for the beetles (d20 + 1).

Each player character acts on his or her turn in the initiative order. All of each type of monster act on their turns.

On their turn in the initiative, the fire beetles and giant rats emerge from the debris and move to engage the adventurers. Place their tokens on the tiles, as shown, the first time their turns come up.

TACTICS

The goblin cutters move to protect the hexer, keeping themselves between the adventurers and their leader. When they do engage, they team up to set flanks and make the best use of combat advantage.

The fire beetles use *fire spray* to catch two or more PCs in the burning blast before moving in close to bite.

The giant rats emerge from the debris piles and rush forward to attack, driven to madness and anger by the goblin hexer's magic.

The goblin hexer casts *vexing cloud* at the first opportunity to grant concealment to himself and the cutters. Then he directs his minions to attack the adventurers, while he uses his hexes from a distance. He keeps at least two of the goblin cutters adjacent to himself for as much of the battle as possible so that he can use his *lead from the rear* power to protect himself from ranged attacks.

When only two allies remain to fight (whether they are goblins or vermin), the hexer starts to flee toward the exit. He uses a move action to get closer to the exit, and a standard action to make an attack. If he is in danger of being defeated, he makes two move actions on his turn. If the hexer makes it into the corridor, he escapes and warns the hobgoblin boss in the next encounter.

Goblin Hexer (H)	Level 3 Controller (Leader)
Small natural humanoid	XP 150
Initiative +3	Senses Perception +2; low-light vision
HP 46; Bloodied 23	
AC 17; Fortitude 14, Reflex 15, Will 16; see also <i>lead from the rear</i>	
Speed 6; see also <i>goblin tactics</i>	
⚡ Hexer Rod (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d6 + 1 damage.	
✂ Blinding Hex (standard; at-will)	
Ranged 10; +7 vs. Fortitude; 2d6 + 1 damage, and the target is blinded (save ends).	
✂ Stinging Hex (standard; recharge [☒][☒])	
Ranged 10; +7 vs. Will; the target takes 3d6 + 1 damage if it moves during its turn (save ends).	
☄ Vexing Cloud (standard; sustain minor; encounter) ♦ Zone	
Area burst 3 within 10; automatic hit; all enemies within the zone take a -2 penalty to attack rolls. The zone grants concealment to the goblin hexer and its allies. The goblin hexer can sustain the zone as a minor action, moving it up to 5 squares.	
✂ Incite Bravery (immediate reaction, when an ally uses <i>goblin tactics</i> ; at-will)	
Range 10; the targeted ally can shift 2 more squares and make an attack.	
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
Lead from the Rear (immediate interrupt, when targeted by a ranged attack; at-will)	
The goblin hexer can change the attack's target to an adjacent ally of its level or lower.	
Alignment Evil	Languages Common, Goblin
Skills Stealth +10, Thievery +10	
Str 10 (+1)	Dex 15 (+3) Wis 13 (+2)
Con 14 (+3)	Int 9 (+0) Cha 18 (+5)
Equipment leather robes, hexer rod	

XP 25

Equipment leather armor, short sword

XP 25

Con 12 (+1) **Int 2 (-4)** **Cha 6 (-2)**

XP 100

Con 12 (+1) **Int** 1 (-5) **Cha** 8 (-1)

Treasure: If the PCs douse the fire in the brazier, they find a gem worth 120 gp. If they search the debris and make a DC 20 Perception check, they find a +1 *longsword*. Add the +1 to attack and damage rolls made with the weapon. On a critical hit, the weapon deals an extra 1d6 points of damage.

Doors to Encounter 3

ENCOUNTER 3: LEADER OF THE PACK

Encounter Level 2 (627 XP)

SETUP

- 1 hobgoblin warcaster (H)
- 1 dire wolf (D)
- 1 gray wolf (W)
- 4 hobgoblin grunts (G)

The adventurers reach the last chamber in this part of the dungeon complex, the place where the leader of the goblin raiders holds court. Build the map as shown on the next page, using the *D&D Dungeon Tiles* included with this set. Place the tokens for the hobgoblin warcaster, dire wolf, gray wolf, and hobgoblin grunts, as shown. If the goblin hexer from Encounter 2 escaped, he's here as well.

When the characters enter the chamber, read:

A terrible statue overlooks a deep, dark pit in this large chamber. A gray wolf looks up and stares at you, then lets out a howl that instantly alerts the other creatures in this area to your arrival. Worse, an even louder, more frightening howl emanates from deeper in the chamber.

The hobgoblin warcaster leads the raiders, though at this point the adventurers have probably defeated the bulk of his forces. He was about to put the next stage of his plan into play when the PCs invaded his dungeon—the raiders were about to become slaves. Furious that the adventurers have ruined his ambitions, the warcaster calls on his remaining allies to attack.

ROLL INITIATIVE

Have each player roll initiative for his or her player character. You roll four initiative checks, one for the warcaster (d20 + 5), one for the grunts (d20 + 4), one for the dire wolf (d20 + 7), and one for the gray wolf (d20 + 5).

Each player character acts on his or her turn in the initiative order. All of each type of monster act on their turns.

TACTICS

The hobgoblin grunts stand shoulder to shoulder to make use of their *phalanx soldier* power. Two of the grunts move forward to engage the PCs, while two head toward the lever to release the dire wolf.

The warcaster, meanwhile, uses his *force lure* and *force pulse* to attempt to knock his enemies into the pit. Once he has used these, he switches to melee attacks until one of these powers recharges.

The gray wolf attacks the PCs. If it survives long enough for the dire wolf to join the fight, it switches to attack the same target so the dire wolf gains combat advantage.

The dire wolf bashes against the bars of the portcullis so that it may come to the aid of the warcaster. If the hobgoblin grunts can't reach the lever and free it, the dire wolf howls and continues to rattle the bars as the battle rages on. If it isn't released, the warcaster moves toward the lever once he becomes bloodied. At the first opportunity, he lets loose the dire wolf.

Once the dire wolf is let out of its pen, it leaps into the adventurers, snarling and biting with unrelenting fury. It fights to the death.

Dire Wolf (D)		Level 5 Skirmisher
Large natural beast (mount)		XP 200
Initiative +7	Senses Perception +9; low-light vision	
HP 67; Bloodied 33		
AC 19; Fortitude 18, Reflex 17, Will 16		
Speed 8		
⚔ Bite (standard; at-will)		
+10 vs. AC; 1d8 + 4 damage, or 2d8 + 4 damage against a prone target.		
Combat Advantage		
The dire wolf gains combat advantage against a target that has one or more of the dire wolf's allies adjacent to it. If the dire wolf has combat advantage against the target, the target is also knocked prone on a hit.		
Pack Hunter (while mounted by a friendly rider of 5th level or higher; at-will) ♦ Mount		
The dire wolf's rider gains combat advantage against an enemy if it has at least one ally other than its mount adjacent to the target.		
Alignment Unaligned		Languages –
Str 19 (+6)	Dex 16 (+5)	Wis 14 (+4)
Con 19 (+6)	Int 5 (-1)	Cha 11 (+2)

Hobgoblin Grunt (G)	Level 3 Minion
Medium natural humanoid	XP 38
Initiative +4	Senses Perception +1; low-light vision
HP 1: a missed attack never damages a minion.	
AC 17 (19 with <i>phalanx soldier</i>); Fortitude 15, Reflex 13, Will 12	
Speed 6	
⚔ Longsword (standard; at-will) ♦ Weapon	
+6 vs. AC; 5 damage.	
Hobgoblin Resilience (immediate reaction, when the hobgoblin grunt suffers an effect that a save can end; encounter)	
The hobgoblin grunt makes a saving throw against the triggering effect.	
Phalanx Soldier	
The hobgoblin grunt gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.	
Alignment Evil	Languages Common, Goblin
Skills Athletics +6, History +2	
Str 18 (+4)	Dex 14 (+2)
Con 15 (+2)	Int 10 (+0)
	Wis 13 (+1)
	Cha 9 (-1)
Equipment leather armor, light shield, longsword	

Hobgoblin Warcaster (H) Level 3 Controller

Medium natural humanoid (goblin)

XP 150

Initiative +5 **Senses** Perception +4; low-light vision**HP** 46; **Bloodied** 23**AC** 17; **Fortitude** 13, **Reflex** 15, **Will** 14**Speed** 6⊕ **Staff** (standard; at-will) • **Weapon**

+8 vs. AC; 1d8+1 damage.

⚡ **Shock Staff** (standard; recharge 4 5 6) • **Lightning, Weapon**

+8 vs. AC; 2d10+4 lightning damage, and the target is dazed until the end of the hobgoblin warcaster's next turn.

⤵ **Force Lure** (standard; recharge 5 6) • **Force**

Ranged 5; +7 vs. Fortitude; 2d6+4 force damage, and the target slides up to 3 squares.

⬅ **Force Pulse** (standard; recharge 6) • **Force**

Close blast 5; +7 vs. Reflex; 2d8+4 force damage, and the target is pushed 1 square and knocked prone. Miss: Half damage, and the target is neither pushed nor knocked prone.

Hobgoblin Resilience (immediate reaction, when the hobgoblin warcaster suffers an effect that allows a save; encounter)

The hobgoblin warcaster can make an immediate saving throw against the triggering effect.

Alignment Evil **Languages** Common, Goblin**Skills** Athletics +7, Stealth +10**Str** 13 (+2) **Dex** 14 (+3) **Wis** 16 (+4)**Con** 14 (+3) **Int** 19 (+5) **Cha** 13 (+3)**Equipment** robes, staff**Gray Wolf (W)**

Level 2 Skirmisher

Medium natural beast

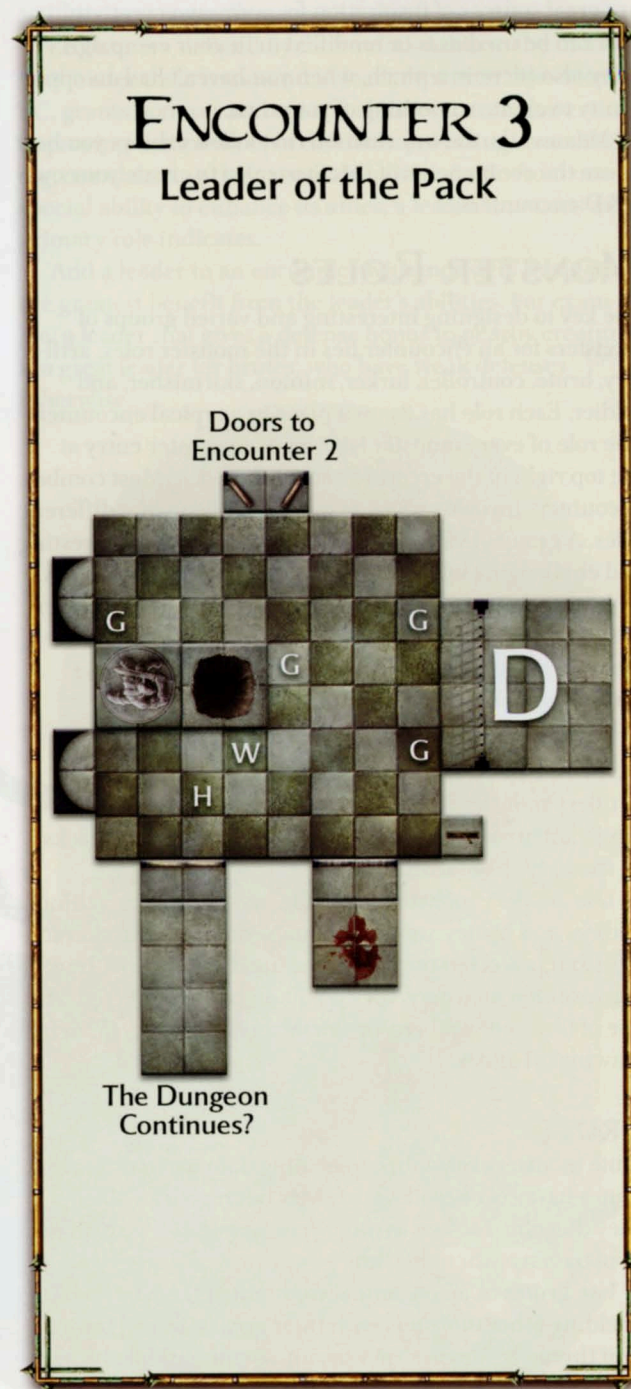
XP 125

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)**FEATURES OF THE AREA****Illumination:** Bright light.**Statue:** This statue of some forgotten demon overlooks a deep pit.**Debris:** The debris in this chamber is difficult terrain. It costs 2 squares of movement to enter a square of difficult terrain.**Pit:** The pit is 10-feet deep. Anyone who falls into the pit takes 1d10 damage. A character can climb out of the pit with a successful DC 20 Athletics check. A character can jump over the pit with a successful DC 21 Athletics check (DC 11 with a running start).**Lever:** A hobgoblin or PC can activate with lever by standing adjacent to it and using a standard action.**Portcullis:** The lever activates the portcullis. It takes one round for the portcullis to rise. It drops immediately if the lever is thrown back. If the portcullis drops on a creature, it deals 1d10+5 damage.**Locked Door:** The door to the small room on the southwest is locked. It can be opened with a DC 20 Thievery check, or a DC 20 Strength check can be used to bash it open.**Treasure:** The warcaster carries a vellum sheet, a letter from Chief Krand of the Bloodreavers. It orders the warcaster to begin capturing villagers to transport to a place called Thunderspire for use as slaves.Inside the locked room, the PCs find 130 gp and a *potion of healing*. As a minor action, drink the potion and spend a healing surge to regain 10 hit points.**ENCOUNTER 3**
Leader of the Pack

CREATING ADVENTURES

After running the short adventure provided in this book, you can use the monsters, tokens, and *D&D Dungeon Tiles* to create your own adventures for the player characters. The material provided in this *Starter Set* can take the player characters up to 3rd level. After that, you can pick up the full game rules so that players can advance their characters up to 4th level and beyond, or they can even create their own characters from scratch!

You should also look for official D&D adventures. They are great sources of inspiration for your own creativity, and can be used as is or modified to fit your campaign. They also serve in a pinch, when you haven't had an opportunity to create something of your own.

Meanwhile, the information that follows shows you how to use the components of this *Starter Set* to create your own D&D encounters.

MONSTER ROLES

The key to designing interesting and varied groups of monsters for an encounter lies in the monster roles: artillery, brute, controller, lurker, minion, skirmisher, and soldier. Each role has its own place in a typical encounter. The role of every monster is given in a monster entry at the top right of the creature's statistics block. Most combat encounters involve groups of monsters occupying different roles. A group of varied monsters makes a more interesting and challenging encounter than a group of identical foes.

In the context of monster roles (here and elsewhere in the game rules), the terms "controller" and "leader" have meanings and applications that are different from the player character class roles of controller and leader.

ARTILLERY

Artillery monsters excel at ranged combat. These creatures rain arrows, explosive fireballs, and similar attacks on the party from a distance.

Use artillery monsters in an encounter to hang behind soldiers and brutes and rain damage down on the characters from protected positions. Because they're more fragile than average monsters, they count on being protected by a line of brutes or soldiers, or skirmishers that help them by drawing off attacks.

BRUTE

Brute monsters specialize in dealing damage in melee. Brutes have relatively low defenses but high hit points. They don't hit as often as other monsters, but they deal a lot of damage when they hit.

Use brutes in an encounter to threaten the party while shielding other monsters with their great size and imminent threat. Brutes are easy to run, so put multiple brutes

of the same kind in an encounter to provide the baseline muscle for the monsters.

CONTROLLER

Controller monsters manipulate their enemies or the battlefield to their advantage. They restrict enemy options or inflict lasting conditions, alter terrain or weather, or bend the minds of their adversaries.

Position controller monsters just behind a front line of melee-focused monsters, and use them to attack the PCs at short range with their control powers. Most controllers can stand their ground in melee, so they often wade right in beside the brutes and soldiers. Controller monsters can be complex to run in numbers, so limiting an encounter to one or two controllers of the same type is usually a good idea.

LURKER

Lurker monsters have some ability that lets them avoid attacks, whether by striking from hiding or by turning into an invulnerable statue while regaining strength. They usually deliver one devastating attack every few rounds, while concentrating on defense in between.

Use lurkers as surprise additions to encounters with other monsters or as sneaky assassins that circle around the main action, darting in with a well-timed strike.

MINION

Sometimes you want monsters to come in droves and go down just as fast. A fight against thirty orcs is a grand cinematic battle. The players get to enjoy carving through the mob like a hot knife through butter, feeling confident and powerful. Unfortunately, the mechanics of standard monsters make that difficult. If you use a large number of monsters of a level similar to the PCs, you overwhelm them. If you use a large number of monsters of much lower level, you bore them with creatures that have little chance of hurting the PCs but take a lot of time to defeat. On top of that, keeping track of the actions of so many monsters is a headache.

Minions are designed to serve as shock troops and cannon fodder for other monsters (standard, elite, or solo). Four minions are considered to be about the same as a standard monster of their level. Minions are designed to help fill out an encounter, but they go down quickly.

A minion is destroyed when it takes any amount of damage. Damage from an attack or from a source that doesn't require an attack roll (such as the paladin's *divine challenge* or the fighter's *cleave*) destroys a minion. If a minion is missed by an attack that normally deals damage on a miss, however, it takes no damage.

Use minions as melee combatants placed between the PCs and back-rank artillery or controller monsters.

SKIRMISHER

Skirmisher monsters use mobility to threaten player characters. Their combat statistics define the baseline for monsters, but their mobility is their defining feature.

Use skirmishers as the mobile strikers in an encounter, the creatures that move to attack vulnerable PCs from the sides and rear. They often have powers that let them dart in, attack, and retreat in one action. Skirmishers like to fight alongside soldiers and brutes because those monsters tend to stay in one place and draw a lot of the party's attention, giving the skirmishers room to maneuver around this front line.

SOLDIER

Soldier monsters specialize in drawing the characters' attacks and defending other monsters. They have high defenses and average hit points. Their attacks are accurate, but they don't do exceptional damage. They tend not to move around, and they often have powers that hinder other creatures from moving around them.

Use soldiers in an encounter to keep the party in place, preventing its members from attacking the artillery or controller monsters behind the soldiers or chasing after the skirmishers. Soldiers often have abilities that allow them to work well together, so a group of identical soldiers works well in an encounter with other monsters.

ELITE MONSTERS

Elite monsters are tougher than standard monsters and constitute more of a threat than standard monsters of their main role and level. An elite monster counts as two monsters of its level. Elite monsters are worth twice as many XP and are twice as dangerous. Elite monsters make great "mini-bosses," allowing you to add a tougher opponent to a mix of monsters without creating an entirely new monster. A group of ogres led by an elite ogre reduces the number of ogre figures on the table without diminishing the encounter's level.

SOLO MONSTERS

Solo monsters are specifically designed to appear as single opponents against a group of PCs of the same level. They function, in effect, as a group of monsters. They have more hit points in order to absorb the damage output of multiple PCs, and they deal more damage in order to approximate the damage output of a group of monsters.

A solo monster is worth the same amount of XP as five monsters of its level. It provides the same level of challenge as five standard monsters.

A solo monster might have tendencies that flavor it toward the brute, soldier, skirmisher, lurker,

artillery, or controller role. Each type of chromatic dragon, for example, leans toward a different role. Red dragons have soldier tendencies, while blue dragons behave much like artillery monsters. However, a solo monster can never completely take on a different role, because the roles are largely defined by how monsters interact with other monsters in an encounter. Every solo monster has to be able to stand and fight on its own.

LEADER

"Leader" is not a stand-alone role. It is an additional quality or subrole of some brutes, soldiers, skirmishers, lurkers, artillery, and controllers.

Leaders are defined by their relationship to the monsters under their command. A leader monster, like a leader PC, grants bonuses and special abilities to its followers, improving their attacks or defenses, providing some healing, or enhancing their normal abilities. Aside from one special ability to enhance its allies, a leader functions as its primary role indicates.

Add a leader to an encounter with monsters that gain the greatest benefit from the leader's abilities. For example, a leader that gives a defense bonus to nearby creatures is a great leader for brutes, who have weak defenses otherwise.



ENCOUNTER COMPONENTS

Building an encounter is a matter of choosing threats appropriate to the characters and combining them in interesting and challenging ways. The threats at your disposal include all the monsters in this book, traps and hazards, and skill challenge elements. Encounter-building is a mixture of art and science as you combine these threats together.

Just as individual threats have a level that measures their danger, an encounter as a whole has a level. Build an encounter by choosing a level for the encounter. The level you choose determines the total XP reward you're aiming for. You then select threats (monsters, traps, etc.) until you reach the target number, which is the minimum number of XP that an encounter of a given level can contain.

Think of it as spending XP against a budget. The encounter level gives you an XP budget, and you "buy" individual monsters, traps, or other threats to build the encounter until you've exhausted your budget.

STEP-BY-STEP ENCOUNTERS

1. **Choose an encounter level.** Encounter level is relative to the number of characters in the party.

An easy encounter is one or two levels lower than the party's level.

A standard encounter is of the party's level, or one level higher.

A hard encounter is two to four levels higher than the party's level.

2. **Determine your XP budget.** Multiply the number of characters in the party by the XP value of a monster of the encounter's level.
3. **Spend your XP budget.** You don't have to spend the exact amount. But if you go too high, the encounter level might increase, and if you don't spend the exact amount, you'll end up with a lower-level encounter.

Considerations

- ◆ **Levels of Individual Threats:** Choose threats within two or three levels of the characters' level.

Threats in an easy encounter can be as many as four levels below the party's level.

Threats in a hard encounter can be as many as three to five levels above the party's level.

- ◆ **Mix Roles:** Use two or three brute or soldier monsters, then spice up the group with other roles and different kinds of threats.



ENCOUNTER LEVEL

A standard encounter should challenge a typical group of characters but not overwhelm them. The characters should prevail if they haven't depleted their daily resources or had a streak of bad luck. An encounter that's the same level as the party, or one level higher, falls in this standard range of difficulty.

You can offer your players a greater challenge or an easier time by setting your encounter level two or three levels higher or one or two levels lower than the party's level. It's a good idea to vary the difficulty of your encounters over the course of an adventure, just as you vary other elements of encounters to keep things interesting.

Encounter level is relative to the number of characters in the party. Published adventures show levels for encounters based on an assumed party size of five characters. However, notice that a 3rd-level encounter for five characters (750 XP) is a 2nd-level encounter for six characters or a 4th-level encounter for four.

EXPERIENCE POINT REWARDS

Monster Level	Standard Monster	Minion	Elite	Solo
1	100	25	200	500
2	125	31	250	625
3	150	38	300	750
4	175	44	350	875
5	200	50	400	1,000

TARGET XP REWARD

To find your total XP budget, multiply the number of characters in the party by the XP value of a monster whose level is equal to the encounter level you chose.

Target XP = (XP value for a monster of the encounter's level) × (number of characters in the party)

The Target Encounter XP Totals table shows XP targets for parties of four, five, or six characters. For larger or smaller groups, find the XP value for a standard monster of the encounter's level on the Experience Rewards table and multiply it by the number of characters in the party.

TARGET ENCOUNTER XP TOTALS

Encounter Level	Target Encounter XP		
	4 PCs	5 PCs	6 PCs
1	400	500	600
2	500	625	750
3	600	750	900
4	700	875	1,050
5	800	1,000	1,200

SPENDING YOUR XP BUDGET

The simplest way to spend your XP budget on an encounter is to use a number of monsters equal to the number of characters, with each monster's level equal to the encounter level. If you're building a 3rd-level encounter for five characters, five 3rd-level monsters fit the bill perfectly. A solo monster of that level is also an ideal encounter.

You don't have to hit your XP target exactly. If you don't, just keep an eye on the XP targets for encounters a level above or below the level you chose. If you set out to build a 3rd-level encounter for five characters (target XP 750), but spend only 700 XP, you've created a 2nd-level encounter.

Once you've picked the monsters and traps you want to use in your encounter, make a note of the total XP reward for that encounter. Keep it for the end of the encounter when you award XP to the players.

Level: As you select individual threats to make up your encounter, keep the level of those threats in mind. Monsters or traps too far below the party's level or too far above the party's level don't make good challenges. They're either too easy or too hard, even if the encounter's level seems right. When you want to use a single monster to challenge the PCs—or a large mob of monsters, for that matter—try using minions, elites, and solo monsters instead.

Roles: An encounter with a group of monsters that all have the same role is less interesting than one with a mix of roles. On the other hand, a group of five monsters with five different roles is *too* interesting—or, more to the point, too complex. A good rule of thumb is to pick a brute or soldier monster and use two or three of them. Pick one or two monsters of other roles to round out the encounter.

Brutes and soldiers create the front line of the combat and give skirmishers, lurkers, artillery, and controllers the room they need to succeed. When you start making encounters, this general rule makes for interesting combats. You can still create variety by adjusting encounters to take advantage of the strengths of the latter four roles.



ENCOUNTER SETTINGS

An encounter that occurs in a small, bare dungeon room is hard to make memorable, no matter what the monsters in it are doing. To maximize the fun for everyone around the table, follow these guidelines when crafting the chambers, caverns, or battlefields for your encounters.

INTERESTING AREAS

Your first consideration in crafting interesting encounter spaces is the size and shape of the room or encounter area and the placement of the monsters and players characters.

ROOM TO MOVE

Make sure everyone has enough room to move around. The best encounters require and encourage monsters and player characters to move from one end of the encounter area to the other and back again. For most encounters, the minimum is an area roughly 8 squares on a side (which happens to be the size of the largest *D&D Dungeon Tiles*). For an important encounter, consider a space as large as 16 squares on a side (two of those 8 square dungeon tiles).

BIGGER CREATURES NEED MORE SPACE

Large creatures need more space, since a Large monster takes up 4 squares instead of just 1 square. An encounter that includes Large monsters needs at least 16 squares by 10 squares.

AVOID SYMMETRY

Symmetry is boring. Fighting in one square or rectangular room after another is dull and doesn't allow for much tactical variety. Let rooms branch out into corridors, alcoves, and antechambers, and find ways to draw some of the fighting into these areas. Also, build rooms using all three dimensions. Large platforms and raised areas, depressions and pits, along with galleries and overlooks, are interesting and can produce fun tactical situations.

FANTASY IT UP

Your goal is not to create a realistic area for your encounter. Sprinkle fantastic features liberally throughout your encounters, and every once in a while put in fantastic features of cinematic scope. A room where the PCs have to jump between floating platforms as they fight a wing of gargoyles, or avoid goutts of magma while fighting for their lives against a black dragon—those are encounter areas that take on a life of their own. They reinforce in everyone's mind that D&D is a fantasy game.

DIFFICULT TERRAIN

Difficult terrain slows down characters without blocking line of sight. In encounter design, difficult terrain is a useful tool to make a path less appealing without removing it as an option. But use difficult terrain sparingly. It costs 1 extra square of movement to enter a square of difficult terrain.

Too much difficult terrain can prove frustrating instead of fun. The ideal patch of difficult terrain is just big enough to force the characters to spend an extra round moving down a particular path or taking a position in an encounter area.

Examples: Rubble, uneven ground, shallow water, fallen trees, a steep slope.

BLOCKING TERRAIN

Blocking terrain prevents movement and blocks line of sight. The characters might be able to use the Athletics skill to climb over such obstacles, but otherwise this type of terrain prevents movement. Don't use too much blocking terrain. Fights in endless narrow corridors are boring.

Examples: Walls, doors, impassable rubble.

CHALLENGING TERRAIN

Challenging terrain requires a skill check or ability check to cross. Fail the check, and something bad happens to you. Challenging terrain makes skills more important. It adds an active element of risk to the game.

Athletics checks and Acrobatics checks are often required for challenging terrain. Moving across slick ice requires Acrobatics. Slogging through deep mud requires Athletics. Running over a thin beam requires Acrobatics.

A successful check allows a character to move at his speed across the terrain. Some challenging terrain is also difficult terrain.

Examples: Ice, deep water, deep mud, thin beam across a chasm.

SKILL CHECK DIFFICULTY CLASS

Party Level	Easy	Moderate	Hard
1st-3rd	15	20	25
4th-6th	18	22	26
7th-9th	20	24	28
10th-12th	22	26	30
13th-15th	23	27	31
16th-18th	25	29	33
19th-21st	27	31	35
22nd-24th	28	32	36
25th-27th	29	33	37
28th-30th	30	34	38

HINDERING TERRAIN

Hindering terrain prevents movement (or severely punishes it) or damages creatures that enter it, but allows line of sight.

Hindering terrain can be interesting because it encourages ranged attacks. You can shoot an arrow over hindering terrain, while it is impossible or risky to run through it to attack in melee.

Too much hindering terrain makes melee characters and monsters worthless. It is best used to protect a monster or two, or as a favorable defensive position that the PCs can exploit.

Examples: Pits, deep water, lava, fire.

GETTING TERRAIN MIX RIGHT

Dressing up an encounter with terrain is an art, not a science. Only during and after an encounter, when you can see if it worked the way you wanted, can you judge if your decisions were good ones. Experience is your best guide. Keep the following points in mind to try to use terrain well.

- 1. Terrain has a purpose.** Some terrain is just supposed to look cool. Some terrain serves to slow down the party. Look at each section of the encounter area and make sure it fulfills some purpose.
- 2. Terrain encourages choices.** Do the PCs fight the goblins coming down the corridor, or do they focus on the bugbear torturer? If every fight has the PCs on one side of the room and the monsters on the other, things get boring fast. Build areas where the PCs and monsters can take a lot of different paths to attack each other.
- 3. Terrain encourages movement.** A crumbling wall provides cover against a beholder's attacks. An ogre runs to close a portcullis, trapping the PCs in the dungeon unless they can intercept it. Terrain should give characters and monsters a reason to move toward it or away from it. An easily defended position, such as a narrow doorway, is a magnet for the PCs if they are outnumbered. On the other hand, if the PCs outnumber the monsters, they want to push the fight to an open space. If both sides are standing around trading blows round after round, your terrain isn't doing its job.
- 4. Terrain makes fights more interesting.** After an encounter, the players should remember the terrain as well as the monsters that occupied it. Part of this memorability comes from the terrain's tactical aspects, but your description also plays a big role. Search for reasons to add memorable terrain to the battlefield. Using generic rubble as terrain is useful, but you can add to the experience by describing the rubble in a temple to Torog as heaps of ancient, broken skulls. That terrain has the same mechanical effect as ordinary rubble but injects an element of creepiness into the atmosphere.

DUNGEON DRESSING

Dungeon dressing is a category of mundane terrain that covers everything you expect to find in a dungeon.

Walls: Most dungeon walls are masonry or carved out of solid rock. Characters can use Athletics checks to climb a wall and break right through a wall with an incredible Strength check.

DCS TO CLIMB OR BREAK THROUGH WALLS

Wall	Climb DC	Break DC
Masonry wall (1 ft. thick)	20	35
Hewn stone wall (3 ft. thick)	20	43
Natural stone wall (3 ft. thick)	10	43

Doors: Opening a door takes a minor action, or a standard action if the door is stuck and requires a Strength check. A door might be locked.

DCS TO BREAK DOWN DOORS

Strength Check to	DC
Break down wooden door	16
Break down barred door	20

Characters can open locked doors by using Thievery to pick the lock instead of breaking down the door. This is a standard action as part of a skill challenge.

Portcullises: A portcullis is a metal gate that swings shut or drops down from the ceiling. It provides cover, and a Strength check allows a character to lift it or pull it open.

DCS TO OPEN PORTCULLISES

Strength Check to	DC
Force open wooden portcullis	23
Force open iron portcullis	28

Secret Doors and Trapdoors: In the confines of a dungeon, some doors are disguised as part of the wall, floor, or ceiling. A successful hard difficulty Perception check allows a PC to spot an average version of one of these portals.

Small Statues and Pillars: These terrain features are difficult terrain that provides cover.

Big Statues and Pillars: These are blocking terrain. As a rule of thumb, a big statue or pillar completely fills one or more squares.

Tapestries and Curtains: It costs 1 square of movement to move through a tapestry or curtain hung to partition a room or hallway. Tapestries and curtains block line of sight.

Stairs: Stairs are difficult terrain, unless the steps are sufficiently broad or the slope of their ascent is gentle.

Ladders: Characters can climb ladders without making Athletics checks. A PC moves at one-half speed when going up or down a ladder.

Ledges and Platforms: Low ledges or platforms (below waist-high) are difficult terrain. Higher ones require Athletics checks to jump or climb onto.

SKILL CHALLENGES

An audience with the duke, a mysterious set of sigils in a hidden chamber, finding your way through the Forest of Neverlight—all of these present challenges that test both the characters and the people who play them. The difference between a combat challenge and a skill challenge isn't the presence or absence of physical risk, nor the presence or absence of attack rolls and damage rolls and power use. The difference is in how the encounter treats PC actions.

Skill challenges can account for all the action in a particular encounter, or they can be used as part of a combat encounter to add variety and a sense of urgency to the proceedings.

THE BASICS

To deal with a skill challenge, the player characters make skill checks to accumulate a number of successful skill uses before they rack up too many failures and end the encounter.

Example: The PCs try to stop the slowly moving walls from crushing them. Achieving six successes means they deactivate the wall trap. Accruing three failures before achieving the successes, however, indicates that they can't stop the walls before they slam together.

LEVEL AND COMPLEXITY

What level is the challenge? What is the challenge's complexity?

Choose a grade of complexity, from 1 to 3 (1 being simple, 3 being complex).

SKILL CHALLENGE COMPLEXITY

Complexity	Successes	Failures
1	4	2
2	6	3
3	8	4

Level and complexity determine how hard the challenge is for your characters to overcome. The skill challenge's level determines the DC of the skill checks involved, while the grade of complexity determines how many successes the characters need to overcome the challenge, and how many failures end the challenge. The more complex a challenge, the more skill checks are required, and the greater number of successes needed to overcome it.

SKILLS

What skills naturally contribute to the solution of the challenge? How do characters use these skills in the challenge?

Certain skills lead to the natural solutions to the problem the challenge presents. These should serve as the primary skills in the challenge. Give some thought

to which skills you select here, keeping in mind the goal of involving all the players in the action. You know what skills your player characters are good at, so make sure to include some chances for every character to shine. In general, it's a good idea to include a mix of interaction skills (Bluff, Diplomacy), knowledge-based skills (Arcana, Nature), and physical skills (Athletics, Acrobatics) in the challenge. These general sorts of skills play to the strengths of most characters.

Start with a list of the challenge's primary skills, then give some thought to what a character might do when using those skills. You don't need to make an exhaustive list, but try to define categories of actions the characters might take. Sometimes characters might decide to do exactly what you anticipate, but often you need to take what a player wants to do and find the closest match to the actions you've outlined.

When a player's turn comes up in a skill challenge, let that player's character use any skill the player wants. As long as the player or you can come up with a way to let this skill play a part in the challenge, go for it. If a player wants to use a skill you didn't identify as a skill in the challenge, however, then the DC for using that skill is hard. The use of the skill might win the day in unexpected ways, but the risk is greater as well.

Always keep in mind that players can and will come up with ways to use skills you do not expect. Stay on your toes, and let whatever improvised skill uses they come up with guide the rewards and penalties you apply afterward. Remember that not everything has to be directly tied to the challenge. Tangential or unrelated benefits, such as making unexpected allies from among the duke's court or finding a small, forgotten treasure, can also be fun.

RUNNING A SKILL CHALLENGE

Begin by describing the situation and defining the challenge. Running the challenge itself is not all that different from running a combat encounter. You describe the environment, listen to the players' responses, let them make their skill checks, and narrate the results. The skill challenge description outlines the skills that are useful for the challenge and the results of using them.

Roll initiative to establish an order of play for the skill challenge. If the skill challenge is part of a combat encounter, work the challenge into the order just as you do the monsters.

In a skill challenge encounter, every player character must make skill checks to contribute to the success or failure of the encounter. Characters must make a check on their turn using one of the identified primary skills (usually with a moderate DC) or they must use a different skill, if they can come up with a way to use it to contribute

to the challenge (with a hard DC). A secondary skill can be used only once by a single character in any given skill challenge.

Sometimes, a player tells you, "I want to make a Diplomacy check to convince the duke that helping us is in his best interest." That's great—the player has told you what she's doing and what skill she's using to do it. Other times, a player will say, "I want to make a Diplomacy check." In such a case, prompt the player to give more information about how the character is using that skill. Sometimes, characters do the opposite: "I want to scare the duke into helping us." It's up to you, then, to decide which skill the character is using and call for the appropriate check.

You can also make use of the "DM's best friend" rule to reward particularly creative uses of skills (or penalize the opposite) by giving a character a +2 bonus or -2 penalty to the check. Then, depending on the result of the check, describe the consequences, and go on to the next action.

SAMPLE SKILL CHALLENGES

Use the following skill challenge templates as the basis for skill challenges you design for your adventures. The level and complexity values are suggestions only; adjust as necessary to meet the needs of your adventure.

THE NEGOTIATION

The duke sits at the head of his banquet table. Gesturing with a wine glass, he bids you to sit. "I'm told you have news from the borderlands."

This skill challenge covers attempts to gain a favor or assistance from a local leader or other authority figure. The challenge might take only as long as a normal conversation, or it could stretch on for days as the characters perform tasks to earn the NPC's favor.

Setup: For the NPC to provide assistance, the PCs need to convince him or her of their trustworthiness and that their cause helps the NPC in some way.

Level: Equal to the level of the party.

Complexity: 3 (requires 8 successes before 4 failures).

Primary Skills: Bluff, Diplomacy, Insight.

Bluff (moderate DCs): You try to encourage the NPC to aid your quest using false pretenses. Characters can cooperate to aid a lead character using this skill.

Diplomacy (moderate DCs): You entreat the NPC for aid in your quest. First success with this skill opens up the use of the History skill (the NPC mentions an event from the past that has significance to him).

Insight (moderate DCs): You empathize with the NPC and use that knowledge to encourage assistance. First success with this skill reveals that any use of the Intimidate skill earns a failure.

History (easy DC): You make an insightful remark about the significant event from the NPC's past. This is available only after one character has gained a success using the

Diplomacy skill, and it can be used only once in this way during the challenge.

Intimidate: The NPC refuses to be intimidated by the PCs. Each use of this skill earns a failure.

Success: The NPC agrees to provide reasonable assistance to the characters. This could include treasure.

Failure: The characters are forced to act without the NPC's assistance. They encounter more trouble, which may be sent by the NPC out of anger or antagonism.

COMBAT ENCOUNTER

As the monsters attack, you notice that the chamber is also filling with a deadly green gas.

This is an example of a combat encounter that includes a skill challenge. While some of the PCs deal with the attacking monsters, others work to disable or destroy the trap before it can overcome the adventurers. Skill uses in combat are usually standard actions.

Setup: To successfully complete this encounter, the PCs must defeat the monsters and overcome the challenge of the trap.

Level: Equal to the level of the party.

Complexity: 2 (requires 6 successes before 3 failures). Includes three monsters of the same level as the party.

Primary Skills: Arcana, Endurance, Perception, Thievery.

Arcana (hard DCs): You call upon your knowledge of magical effects to study the trap and determine some method to help defeat it.

Endurance (moderate DCs): Every character in the party must make an Endurance check each turn as a free action to resist the debilitating effects of the trap. Using this skill doesn't count as a success or failure for the challenge, but a success provides a +2 bonus to the character's defenses for the next attack the trap makes, and a failed check indicates that the character takes a -2 penalty for the next attack the trap makes.

Perception (easy DCs): You try to notice something to help overcome the trap. Using this skill doesn't count as a success or failure for the challenge, but instead provides a +2 bonus or -2 penalty to the next character's Thievery check.

Thievery (moderate DCs): (A character must first make a successful Perception check to find the mechanism to disable the trap.) You work to disable the trap.

Success: If a PC gains 6 successes before attaining 3 failures, he or she disables the trap. It no longer damages the party.

Failure: If a PC attains 3 failures before gaining 6 successes, the trap completes its cycle. This could mean that it explodes and does considerably more damage, or that it reaches its fully functional state and becomes more deadly (increasing its attack bonus and damage) for the rest of the encounter.

TRAPS AND HAZARDS

One wrong step in an ancient tomb triggers a series of scything blades that cleave through armor and bone. The seemingly innocuous vines that hang over a cave entrance grasp and choke at anyone foolish enough to push through them. A narrow stone bridge leads over a pit filled with hissing, sputtering acid. In the D&D game, monsters are only one of many challenges that adventurers face.

If it can hurt the party, but it isn't a monster, it's either a trap or a hazard.

TRAP OR HAZARD?

What's the difference between a trap and a hazard? Traps are constructed with the intent to damage, harry, or impede intruders. Hazards are natural or supernatural in origin, but typically lack the malicious intent of a trap. Though both feature similar risks, a pit covered with a goblin-constructed false floor is a trap, while a deep chasm between two sections of a troglodyte cave constitutes a hazard.

Traps tend to be hidden, and their danger is apparent only when they are discovered with keen senses or a misplaced step. The danger of a hazard is usually out in the open, and its challenge determined by the senses (sometimes far too late) or deduced by those knowledgeable of the hazard's environs.

The common link between traps and hazards revolves around peril—both to adventurers and monsters. Because of this similarity, traps and hazards feature similar rules, conventions, and presentations.

PERCEIVING TRAPS AND HAZARDS

When the party is within line of sight of a trap, compare each character's passive Perception check with the DCs of the traps in the room. A PC whose passive Perception is equal to or higher than the DCs notices the trap or the relevant aspect of the trap. Other skills might also play a role in allowing PCs to notice traps or identify hazards, such as Dungeoneering and Nature.

Of course, PCs can always try an active Perception check as a minor action to find any traps they missed with their passive check. PCs most often decide to roll an active Perception check when some aspect of the trap becomes apparent.

TRIGGERING TRAPS AND HAZARDS

Traps and hazards act without a hint of intelligence, so their behavior is predictable, even if it's sometimes random. A trap is constructed to go off when certain

conditions are met—from a character stepping on a pressure-sensitive flagstone in the floor to intruders entering the evil temple without wearing the symbol of the deity it's dedicated to. When triggered, traps and hazards either attack or activate and roll initiative, acting every round in initiative order.

ATTACKS AND EFFECTS

A trap's attack is limited only by the imagination of its creator. A blade cuts across the corridor, making melee attacks. Flames shoot out in close blasts. Rubble drops from the ceiling in an area burst. Arrows shoot out from the wall, making ranged attacks. Trap attacks use the same rules as creature attacks, but a trap's ranged attacks and area attacks do not provoke opportunity attacks.

COUNTERING TRAPS AND HAZARDS

While the best way to counter a trap or hazard is to avoid it, sometimes that's not possible. That leaves characters with three approaches to countering the obstacle: break it, disable it, or outsmart it.

Destroying a trap or hazard with a weapon or attacks is often difficult, if not impossible—arrow traps are typically protected by walls or shielding, magic traps have a habit of blowing up when attacked, and very few attacks can counter that huge boulder rumbling down the corridor. But attacking and destroying a trap may be the best way to defeat it in a pinch.

Most traps can be disabled with the Thievery skill. Sometimes other skills and abilities can supplement the Thievery check.

You can outsmart a trap or hazard. Figuring out a trap's location and avoiding the pressure plates is a sure way of doing this, but more subtle and interesting methods sometimes apply. Many traps have interesting countermeasures other than destroying or disabling them that make it possible for a variety of characters to foil or even defeat them.

PLACING TRAPS AND HAZARDS

Traps and hazards fit into an encounter much like an additional monster. Every trap or hazard has a level (and an appropriate XP value for that level), so you can figure it in as part of an encounter that includes monsters to determine the appropriate reward for defeating it. For example, an encounter for five 2nd-level PCs might include four 2nd-level monsters and one 2nd-level trap. Defeating the trap, just like defeating the monster, earns the party 125 XP.

USING TRAPS AND HAZARDS

More so than monsters, traps and hazards take finesse to run and place in an adventure. Some traps and hazards behave just like monsters in an encounter, attacking on their turn in the initiative order. Others attack once, usually when the characters blunder into them. Some even behave as skill challenges, requiring multiple successes to defeat before something dramatic occurs.

SAMPLE TRAPS AND HAZARDS

False-Floor Pit Trap

Level 1 Warder
XP 100

A covered pit is hidden near the center of the room. Timber covered with flagstones is rigged to fall when a creature walks on it, dropping the creature into a 10-foot-deep pit.

Trap: A 2-by-2 section of the floor hides a 10-foot-deep pit.

Perception

- ◆ DC 20: The character notices the false stonework.

Trigger

The trap attacks when a creature enters one of the trap's four squares.

Attack

Immediate Reaction **Melee**

Target: The creature that triggered the trap.

Attack: +4 vs. Reflex

Hit: Target falls into pit, takes 1d10 damage, and falls prone.

Miss: Target returns to the last square it occupied and its move action ends immediately.

Effect: The false floor opens and the pit is no longer hidden.

Countermeasures

- ◆ An adjacent character can trigger the trap with a DC 10 Thievery check (standard action). The floor falls into the pit.
- ◆ An adjacent character can disable the trap with a DC 25 Thievery check (standard action). The floor becomes safe.
- ◆ A character who makes an Athletics check (DC 11, or DC 21 without a running start) can jump over the pit.
- ◆ A character can climb out with a DC 15 Athletics check.

Upgrade to Elite (200 XP)

Increase the Perception and Thievery DCs by 2. The pit is 20 feet deep and filled with poisoned spikes. A character who falls into the pit takes 3d10 damage + ongoing 5 poison damage (save ends).

Rockslide Hazard

Level 1 Lurker
XP 100

Rocks fall from above.

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

Perception

Characters can't use Perception to detect this hazard.

Additional Skills: Nature or Dungeoneering

A DC 20 Nature or Dungeoneering check notices a rock formation is unstable.

Initiative +3

Trigger

The trigger for a rockslide can be random, caused by the actions of others, or timed. When triggered, the rockslide rolls initiative. Between the trigger and the rockslide's attack, characters in the area know that a rockslide is beginning and the area it will affect.

Attack

Standard Reaction

Close burst 3

Targets: Creatures in burst

Attack: +4 vs. Reflex

Hit: 2d6 + 2 damage

Miss: Half damage

Sustain Standard: The rockslide continues for 1d4 rounds.

The burst area is difficult terrain during and after the rockslide.

Countermeasures

- ◆ A character in the area can take advantage of natural openings in the slide to avoid damage by making a DC 25 Nature or Dungeoneering check. With a successful check, a character takes half damage (no damage if it misses).

Spear Gauntlet Trap

Level 2 Obstacle
XP 125

Hidden spears thrust upward from the floor in response to pressure. The individual trigger plates and spear-thrusting devices are connected to a key-operated control panel on the wall nearby.

Trap: Five squares in the room contain hidden spears that thrust up to attack when triggered.

Perception

- ◆ DC 20: The character notices the trigger plates.
- ◆ DC 25: The character notices the hidden control panel.

Trigger

The trap, five squares placed randomly in the room, attacks when a creature enters one of the trigger squares or starts its turn on a trigger square. When the trap is triggered, all five spears thrust up at the same time, attacking anyone standing on a trigger square.

Attack

Opportunity Action **Melee**

Target: All creatures on trigger squares when the trap activates.

Attack: +7 vs. AC

Hit: 1d8 + 3 damage

Countermeasures

- ◆ A character who makes a successful Athletics check (DC 6 or DC 11 without a running start) can jump over a single pressure plate square.
- ◆ An adjacent character can disable a trigger plate with a DC 25 Thievery check.
- ◆ A creature adjacent to the control panel can disable the entire trap with a DC 20 Thievery check.
- ◆ A DC 20 Dungeoneering check grants the party a +2 bonus to Thievery checks to delay or disable the trap.
- ◆ A character can ready an action to attack the spears (AC 13, other defenses 10; hp 10). When the spears in one square are destroyed, that trigger plate becomes useless.
- ◆ A character can attack a trigger plate or the control panel (AC 12, other defenses 10; hp 30; resist 5 all). Destroying a trigger plate renders it useless, and destroying the control panel disables the entire trap.

Upgrade to Elite (250 XP)

Increase the number of trapped squares to 10 and increase the DCs for Perception and Thievery checks by 2.

CREATING DUNGEONS

Use the *D&D Dungeon Tiles* included in this *Starter Set* to create the dungeon rooms and chambers where your adventure encounters take place. As described earlier, start with one of the large tiles, then add from there. Let's take a quick look of the tiles provided in this product.

LARGE TILES (8 x 8)

You have two double-sided large tiles. Three of the four side feature open dungeon areas. The fourth side depicts a small building with cells inside. Use one of these tiles as the foundation of an encounter, or connect two of these tiles to form a larger encounter area.

SMALL TILES

The remaining tiles include alcoves, arcane symbols, difficult terrain, statues, doors and portcullises, corridor sections, and other dungeon accouterments. You can connect these side-by-side, or lay them over the larger tiles to add depth and complexity to any encounter setting.

PARTS OF A DUNGEON

What goes into a dungeon? Here's a quick rundown of many of the most common features of a D&D dungeon.

CORRIDORS

A dungeon can start with a corridor, or you can place a corridor as a separator between doors or chambers.

DOORS

Doors come in all shapes and sizes. Many dungeon doors are 1-square wide, but sometimes you may want to place a double door that takes up 2 squares.

Doors can be wood or stone or iron. They can be solid, or they can be a set of bars. They can swing open on hinges, slide into the wall, or drop from the ceiling. They can be easy to see or hidden.

Some doors open easily. Others are stuck and require a Strength check to open. Others are locked and require a Thievery check to open. Some doors can be trapped.

A door can open into a corridor, a chamber, or a burial vault. Some doors are false and can't be opened, or they open to reveal a dead end.

CHAMBERS

Most doors and corridors eventually lead to chambers in the dungeon. Large areas work best for combat encounters, as you want enough room for the player characters and monsters to move around in. Add some terrain features to spice up a chamber, and you have the makings of a great encounter.

Chambers might include burial vaults, treasure repositories, libraries, arcane laboratories, or the lair or living area of a group of monsters. Chambers might be full of rubble, or divided by a pit or chasm. Chambers can include statues, altars, pools, fountains, or a strange dais.

Chambers are where most encounters take place.

ADD MORE TILES!

Look for packs of *D&D Dungeon Tiles* to add to your collection. With more tiles, you have more options and more opportunities to express your Dungeon Master creativity.

ADD MORE MONSTERS

Look for the *Monster Manual* to expand your collection of monsters, as well as *D&D Miniatures* to turn your dungeon encounters into three-dimensional battles of epic proportions.

RANDOM ENCOUNTERS

If you don't want to spend the time to craft your own encounters, here's a method for creating random encounters to fill your dungeon chambers, using the monsters in this *Starter Set*.

First, determine the difficulty of the encounter by rolling the d20 and consulting the table below.

ENCOUNTER DIFFICULTY

d20	Difficulty
1-4	Easy (level -1 or level -2)
5-16	Moderate (level or level +1)
17-20	Hard (level +2 or level +3)

Level refers to the level of the party of adventurers. So, if the party is level 2 and you roll a hard encounter, then create an encounter that's level 4 or level 5 (see page 24).

To add more variety, roll a d10 and see if your encounter contains an extra feature.

ENCOUNTER EXTRA FEATURE

d10	Extra Feature
1-5	No extra feature
6-8	Replace one monster with trap
9-10	Replace one monster with hazard

Then comes the tricky part: choosing specific monsters (or traps and hazards) to build the encounter. For monsters, your best bet is to use the list of monsters by role and level (page 34). You can either choose the creatures you want from the list or roll them randomly.



MONSTERS

Monsters populate the dark places of the D&D world—the dungeons and the wilderness beyond the light of the fires of civilization. Use these monsters as opponents for your adventurers.

Every monster in the book appears on this list, which is sorted alphabetically by level and monster role. Monster leaders are indicated with an (L).

Monster	Level and Role
Halfling Slinger	1 Artillery
Kobold Slinger	1 Artillery
Dire Rat	1 Brute
Fire Beetle	1 Brute
Riding Horse	1 Brute
Goblin Blackblade	1 Lurker
Stirge	1 Lurker
Decrepit Skeleton	1 Minion
Giant Rat	1 Minion
Goblin Cutter	1 Minion
Kobold Minion	1 Minion
Goblin Warrior	1 Skirmisher
Kobold Skirmisher	1 Skirmisher
Spiretop Drake	1 Skirmisher
Stormclaw Scorpion	1 Soldier

Monster	Level and Role
Elf Archer	2 Artillery
Goblin Sharpshooter	2 Artillery
Guard Drake	2 Brute
Kruthik Young	2 Brute
Zombie	2 Brute
Web Terror Spider	2 Controller
Gnome Skulk	2 Lurker
Human Rabble	2 Minion
Kruthik Hatchling	2 Minion
Elf Scout	2 Skirmisher
Gray Wolf	2 Skirmisher
Halfling Thief	2 Skirmisher
Human Bandit	2 Skirmisher
Rat Swarm	2 Skirmisher
Kobold Dragonschild	2 Soldier
Hobgoblin Archer (Goblin)	3 Artillery
Kobold Wyrmpriest	3 Artillery (L)
Spitting Drake	3 Artillery
Ochre Jelly (Ooze)	3 Elite Brute
Warhorse	3 Brute
Young White Dragon	3 Solo Brute
Gnome Arcanist	3 Controller (L)
Goblin Hexer	3 Controller (L)
Hobgoblin Warcaster (Goblin)	3 Controller (L)
Shadowhunter Bat	3 Lurker
Hobgoblin Grunt (Goblin)	3 Minion
Zombie Rotter	3 Minion
Orc Raider	3 Skirmisher
Hobgoblin Soldier (Goblin)	3 Soldier
Human Guard	3 Soldier
Skeleton	3 Soldier
Dwarf Bolter	4 Artillery
Human Mage	4 Artillery
Kruthik Adult	4 Brute
Orc Berserker	4 Brute
Specter	4 Lurker
Young Black Dragon	4 Solo Lurker
Orc Drudge	4 Minion
Deathjump Spider	4 Skirmisher
Phantom Warrior	4 Soldier
Gelatinous Cube (Ooze)	5 Elite Brute
Rage Drake	5 Brute
Dire Wolf	5 Skirmisher
Dragonborn Soldier	5 Soldier
Dwarf Hammerer	5 Soldier
Hobgoblin Commander	5 Soldier (L)



BAT, SHADOWHUNTER

A monstrous bat that prefers the darkest places of the world, the shadowhunter bat preys on anything that wanders into its hunting ground.

Shadowhunter Bat		Level 3 Lurker
Medium shadow beast		XP 150
Initiative +9	Senses Perception +7; darkvision	
HP 38; Bloodied 19		
AC 17; Fortitude 14, Reflex 17, Will 12		
Speed 2 (clumsy), fly 8; see also <i>flyby attack</i>		
⚔ Tail Slash (standard; at-will)		
+8 vs. AC; 1d6 + 4 damage. In dim light or darkness, a shadowhunter bat gains a +2 bonus to the attack roll and deals an extra 6 damage.		
✈ Flyby Attack (standard; at-will)		
The shadowhunter bat flies up to 8 squares and makes one melee basic attack at any point during that movement. The bat doesn't provoke opportunity attacks when moving away from the target of the attack.		
Alignment Unaligned		Languages –
Skills Stealth +10		
Str 13 (+2)	Dex 18 (+5)	Wis 13 (+2)
Con 14 (+3)	Int 2 (-3)	Cha 11 (+1)

SHADOWHUNTER BAT TACTICS

A shadowhunter bat uses *flyby attack* to dart out of the shadows, strike an opponent, and move back into the shadows without taking an opportunity attack. However, it prefers to catch prey in complete darkness, where its attacks are more lethal.



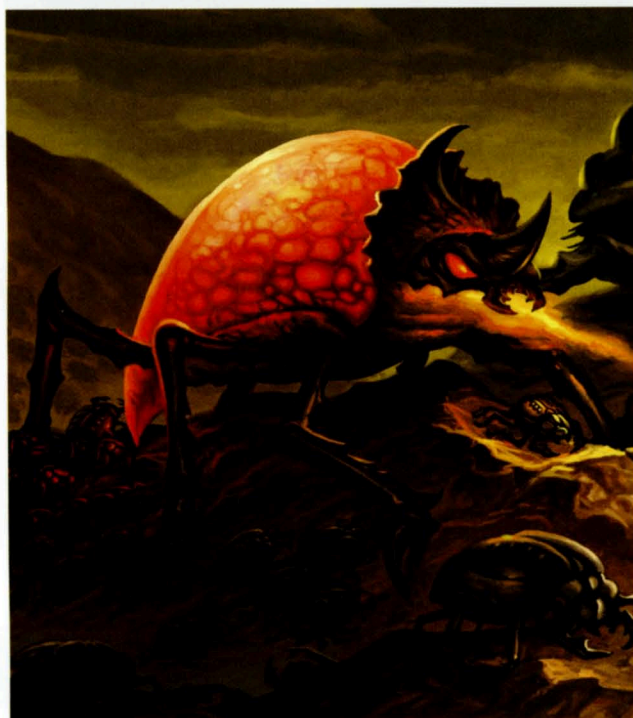
BEETLE, FIRE

This monstrous beetle sprays fire.

Fire Beetle		Level 1 Brute
Small natural beast		XP 100
Initiative +1	Senses Perception +0	
HP 32; Bloodied 16		
AC 13; Fortitude 13, Reflex 12, Will 11		
Resist 10 fire		
Speed 6		
⚔ Bite (standard; at-will)		
+5 vs. AC; 2d4 + 2 damage.		
↩ Fire Spray (standard; recharge ☞☞) ♦ Fire		
Close blast 3; +4 vs. Reflex; 3d6 fire damage.		
Alignment Unaligned		Languages –
Str 14 (+2)	Dex 12 (+1)	Wis 10 (+0)
Con 12 (+1)	Int 1 (-5)	Cha 8 (-1)

FIRE BEETLE TACTICS

A fire beetle uses its *fire spray* power if several enemies clump together; otherwise, it relies on bite attacks.





DRAGON, BLACK

BLACK DRAGONS ARE MALICIOUS BEASTS that disgorge acid. They primarily lurk in fell swamps but are also drawn to places with strong ties to the Shadowfell.

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)

BLACK DRAGON TACTICS

A black dragon attacks from hiding, either by submerging itself in water or clinging to the shadows. It uses *frightful presence* first and then spends an action point to use its *breath weapon*. On its next turn, the dragon spends another action point to invoke its *cloud of darkness* power. It then makes a bite attack against a single foe or claw attacks against two different opponents within reach. The dragon prefers to remain in the area of its *cloud of darkness* power while making melee attacks, switching to its *breath weapon* as it recharges.

DRAGON, WHITE

WHITE DRAGONS ARE SAVAGE, HEARTLESS BEASTS driven by hunger and greed. What they lack in intelligence, they make up for in ferocity. They breathe terrifying blasts of ice and primarily dwell in cold climates.

Young White Dragon	Level 3 Solo Brute
Large natural magical beast (dragon)	XP 750
Initiative +1 Senses Perception +7; darkvision	
HP 200; Bloodied 100; see also <i>bloodied breath</i>	
AC 18; Fortitude 20, Reflex 16, Will 17	
Resist 15 cold	
Saving Throws +5	
Speed 6 (ice walk), fly 6 (hover), overland flight 10	
Action Points 2	
⬇ Bite (standard; at-will) ♦ Cold	
Reach 2; +6 vs. AC; 1d8 + 4 plus 1d6 cold damage (plus an extra 1d6 cold damage on a successful opportunity attack).	
⬇ Claw (standard; at-will)	
Reach 2; +6 vs. AC; 1d8 + 4 damage.	
⬇ Dragon's Fury (standard; at-will)	
The dragon makes two claw attacks. If the dragon hits a single target with both claws, it makes a bite attack against the same target.	
⬅ Breath Weapon (standard; recharge ⌘ ⌘) ♦ Cold	
Close blast 5; +4 vs. Reflex; 3d6 + 4 cold damage, and the target is slowed and weakened (save ends both).	

⬅ Bloodied Breath (free, when first bloodied; encounter) ♦ Cold		
The dragon's breath weapon recharges, and the dragon uses it immediately.		
⬅ Frightful Presence (standard; encounter) ♦ Fear		
Close burst 5; targets enemies; +4 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).		
Alignment Evil	Languages Draconic	
Skills Athletics +15		
Str 18 (+5)	Dex 10 (+1)	Wis 12 (+2)
Con 18 (+5)	Int 10 (+1)	Cha 8 (+0)

WHITE DRAGON TACTICS

White dragons like to swoop down on their enemies from above or spring up from a hiding place beneath snow or ice. A white dragon uses its *frightful presence* first and spends an action point to unleash its *breath weapon*. Thereafter, the dragon uses *dragon's fury* until its *breath weapon* recharges (spending its second action point so that it can use its breath while also making claw attacks).

White dragons usually fight until slain.



DRAGONBORN

DRAGONBORN ARE PROUD, HONORABLE WARRIORS with strong magical traditions and ancient blood-ties to dragons. Although they no longer have an empire to call their own, dragonborn integrate easily into other cultures.

Dragonborn Soldier		Level 5 Soldier
Medium natural humanoid		XP 200
Initiative +6	Senses Perception +3	
HP 63; Bloodied 31; see also <i>dragonborn fury</i>		
AC 20; Fortitude 18, Reflex 16, Will 15		
Speed 5		
⬇ Longsword (standard; at-will) ♦ Weapon		
+10 vs. AC (+11 while bloodied); 1d8 + 3 damage.		
↖ Dragon Breath (minor; encounter) ♦ Cold		
Close blast 3; +6 vs. Reflex (+7 while bloodied); 1d6 + 2 cold damage.		
Dragonborn Fury (only while bloodied)		
A dragonborn gains a +1 racial bonus to attack rolls.		
Impetuous Spirit (immediate reaction, when an enemy leaves an adjacent square; at-will) ♦ Weapon		
The dragonborn soldier makes a melee basic attack against the enemy, even if the enemy is shifting.		
Martial Recovery (free, when the dragonborn soldier misses with a melee attack; recharges when the soldier uses <i>impetuous spirit</i>)		
♦ Weapon		
The dragonborn soldier makes another melee attack against the same target.		
Alignment Any	Languages Common, Draconic	
Skills Endurance +9, History +4, Intimidate +8		
Str 16 (+5)	Dex 15 (+4)	Wis 12 (+3)
Con 15 (+4)	Int 11 (+2)	Cha 9 (+1)
Equipment scale armor, light shield, longsword		



DRAGONBORN SOLDIER TACTICS

Like most dragonborn, this soldier is a capable fighter and launches into combat without hesitation. He prefers to be in the middle of melee to make best use of *impetuous spirit*. The soldier uses *martial recovery* to make an extra attack whenever the power is available.

DRAKE, GUARD

GUARD DRAKES MAKE EXCELLENT PETS and protectors, defending their masters until death.

Guard Drake		Level 2 Brute
Small natural beast (reptile)		XP 125
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)

GUARD DRAKE TACTICS

A guard drake stays close to its allies so that it deals more damage with its bite attack. It does not flee and defends the bodies of fallen allies.

DRAKE, RAGE

RAGE DRAKES SAVAGELY ATTACK all other creatures and become even more ferocious when bloodied.

Rage Drake		Level 5 Brute
Large natural beast (mount, reptile)		XP 200
Initiative +3	Senses Perception +3	
HP 77; Bloodied 38; see also <i>bloodied rage</i>		
AC 17; Fortitude 17, Reflex 15, Will 15		
Immune fear (while bloodied only)		
Speed 8		
⬇ Bite (standard; at-will)		
+9 vs. AC; 1d10 + 4 damage; see also <i>bloodied rage</i> .		
⬇ Claw (standard; at-will)		
+8 vs. AC; 1d6 + 4 damage; see also <i>bloodied rage</i> .		
⬇ Raking Charge (standard; at-will)		
When the rage drake charges, it makes two claw attacks against a single target.		
Bloodied Rage (while bloodied)		
The rage drake gains a +2 bonus to attack rolls and deals an extra 5 damage per attack.		
Raging Mount (while bloodied and mounted by a friendly rider of 5th level or higher; at-will) ♦ Mount		
The rage drake grants its rider a +2 bonus to attack rolls and damage rolls with melee attacks.		
Alignment Unaligned	Languages –	
Str 19 (+6)	Dex 13 (+3)	Wis 13 (+3)
Con 17 (+5)	Int 3 (-2)	Cha 12 (+3)

RAGE DRAKE TACTICS

A rage drake fights until killed. It makes a *raking charge* initially and then uses its bite attack on subsequent rounds, gaining bonuses on its attack rolls and damage once it becomes bloodied.

DRAKE, SPIRETOP

SPIRETOP DRAKES NEST ON TALL BUILDINGS, gather in clutches, and menace the denizens of large cities. They like to steal valuable objects.

Spiretop Drake		Level 1 Skirmisher
Small natural beast (reptile)		XP 100
Initiative +6	Senses Perception +3	
HP 29; Bloodied 14		
AC 16; Fortitude 11, Reflex 14, Will 13		
Speed 4, fly 8 (hover); see also <i>flyby attack</i>		
⬇ 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)

SPIRETOP DRAKE TACTICS

This drake uses *flyby attack* and its *snatch* power to steal a valuable trinket without provoking opportunity attacks. If the *snatch* attack succeeds, the drake flies back to its nest.

SPITTING DRAKE

THIS CUNNING REPTILE SPITS ACID, hence the name. In the wild, spitting drakes attack without provocation. They instinctively focus their attacks on one target at a time, determined to take it down quickly.

Spitting Drake		Level 3 Artillery
Medium natural beast (reptile)		XP 150
Initiative +5	Senses Perception +3	
HP 38; Bloodied 19		
AC 17; Fortitude 14, Reflex 16, Will 14		
Resist 10 acid		
Speed 7		
⚔ Bite (standard; at-will)		
+6 vs. AC; 1d6 + 2 damage.		
☘ Caustic Spit (standard; at-will) ♦ Acid		
Ranged 10; +8 vs. Reflex; 1d10 + 4 acid damage.		
Alignment Unaligned		Languages –
Str 14 (+3)	Dex 18 (+5)	Wis 14 (+3)
Con 14 (+3)	Int 3 (-3)	Cha 12 (+2)

SPITTING DRAKE TACTICS

A spitting drake uses its *caustic spit* to attack enemies at range. Despite their low intelligence, multiple drakes gang up on a single target to take it down quickly.



DWARF

DWARVES ARE CREATURES OF THE EARTH, as steadfast and hardy as stone. Industrious and inventive, dwarves live in the mountains of the world. They build remarkable fortress-cities among the peaks, under which they delve into the earth for riches and raw materials.

Dwarf Bolter	Level 4 Artillery
Medium natural humanoid	XP 175
Initiative +5	Senses Perception +8; low-light vision
HP 46; Bloodied 23	
AC 17; Fortitude 16, Reflex 16, Will 14	
Saving Throws +5 against poison effects	
Speed 5	
⬇ Warhammer (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d10 + 2 damage.	
⚡ Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +10 vs. AC; 1d8 + 3 damage.	



Aimed Shot

The dwarf bolter gains a +2 bonus to attack rolls and deals an extra 1d6 damage with ranged attacks against creatures that don't have cover.

Stand Your Ground

When an effect forces a dwarf to move—through a pull, a push, or a slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.

Alignment Unaligned Languages Common, Dwarven

Skills Dungeoneering +10, Endurance +7

Str 14 (+4) Dex 16 (+5) Wis 12 (+3)

Con 16 (+5) Int 11 (+2) Cha 10 (+2)

Equipment chainmail, warhammer, crossbow with 20 bolts

DWARF BOLTER TACTICS

Dwarf bolters take up positions in large halls or wide corridors where enemies can gain no cover and must face a barrage of *aimed shot* crossbow bolts as they approach.

Dwarf Hammerer	Level 5 Soldier
Medium natural humanoid	XP 200

Initiative +4 Senses Perception +4; low-light vision

HP 64; Bloodied 32

AC 23; Fortitude 18, Reflex 15, Will 17

Saving Throws +5 against poison effects

Speed 5

⬇ Warhammer (standard; at-will) ♦ Weapon

+11 vs. AC; 1d10 + 3 damage.

⬇ Shield Bash (minor; recharge ⏏ ⏏)

+9 vs. Fortitude; 2d6 + 3 damage, and the target is knocked prone or pushed 1 square (dwarf hammerer's choice).

⚡ Throwing Hammer (standard; at-will) ♦ Weapon

Ranged 5/10; +10 vs. AC; 1d6 + 3 damage.

Stubborn (immediate interrupt, when an enemy tries to push the dwarf hammerer or knock it prone; at-will)

The hammerer makes a melee basic attack against the enemy.

Stand Your Ground

When an effect forces a dwarf to move—through a pull, a push, or a slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.

Alignment Any Languages Common, Dwarven

Skills Dungeoneering +11, Endurance +5

Str 17 (+5) Dex 10 (+2) Wis 14 (+4)

Con 16 (+5) Int 11 (+2) Cha 12 (+3)

Equipment plate armor, heavy shield, warhammer, 3 throwing hammers

DWARF HAMMERER TACTICS

A dwarf hammerer uses *shield bash* whenever possible, pushing allies back or knocking them prone so that nearby allies gain combat advantage.

ELF

SLENDER AND AGILE, ELVES REVERE NATURE and roam the wilderness, hunting creatures that threaten their lands. Although they trace their origins to the Feywild, most elves consider the natural world their home.

Elf Archer	Level 2 Artillery
Medium fey humanoid	XP 125
Initiative +5 Senses Perception +11; low-light vision	
Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks.	
HP 32; Bloodied 16	
AC 15; Fortitude 11, Reflex 13, Will 12	
Speed 7; see also <i>wild step</i>	
⬆ Short Sword (standard; at-will) ♦ Weapon	
+5 vs. AC; 1d6 + 4 damage.	
⬆ Longbow (standard; at-will) ♦ Weapon	
Ranged 20/40; +7 vs. AC; 1d10 + 4 damage; see also <i>archer's mobility</i> .	
Archer's Mobility	
If the elf archer moves at least 4 squares from its original position, it gains a +2 bonus to ranged attack rolls until the start of its next turn.	
Elven Accuracy (free; encounter)	
The elf can reroll an attack roll. It must use the second roll, even if it's lower.	
Not So Close (immediate reaction, when an enemy makes a melee attack against the elf archer; encounter)	
The elf archer shifts 1 square and makes a ranged attack against the enemy.	
Wild Step	
The elf ignores difficult terrain when it shifts.	
Alignment Any	Languages Common, Elven
Skills Nature +11, Stealth +10	
Str 13 (+2)	Dex 18 (+5) Wis 16 (+4)
Con 14 (+3)	Int 12 (+2) Cha 11 (+1)
Equipment leather armor, short sword, longbow, quiver of 30 arrows	

ELF ARCHER TACTICS

An elf archer attacks with his longbow and uses *archer's mobility* between attacks. If an enemy engages the elf archer in melee, he uses *not so close* and moves away on his next turn.

Elf Scout	Level 2 Skirmisher
Medium fey humanoid	XP 125
Initiative +7 Senses Perception +10; low-light vision	
Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks.	
HP 39; Bloodied 19	
AC 16; Fortitude 13, Reflex 15, Will 13	
Speed 6; see also <i>wild step</i>	
⬆ Longsword (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d8 + 4 damage.	
⬆ Short Sword (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d6 + 4 damage.	
⬆ Two-Weapon Rend (standard; encounter) ♦ Weapon	
The elf scout makes a longsword attack and a short sword attack against the same target. If both attacks hit, the elf scout deals an additional 4 damage.	



Elven Accuracy (free; encounter)	
The elf can reroll an attack roll. It must use the second roll, even if it's lower.	
Combat Advantage	
An elf scout that has combat advantage deals an extra 1d6 damage on it attacks.	
Wild Step	
The elf ignores difficult terrain when it shifts.	
Alignment Any	Languages Common, Elven
Skills Nature +10, Stealth +9	
Str 12 (+2)	Dex 18 (+5) Wis 14 (+3)
Con 15 (+3)	Int 10 (+1) Cha 12 (+2)
Equipment chainmail, longsword, short sword	

ELF SCOUT TACTICS

An elf scout often tries to fight an opponent in difficult terrain where she can shift but an enemy cannot. She tries to flank opponents to gain combat advantage.

GELATINOUS CUBE

GELATINOUS CUBES SCOUR DUNGEON CORRIDORS AND CAVES, digesting organic material they happen upon and expelling inorganic material after allowing it to pass through their translucent bodies.

Gelatinous Cube	Level 5 Elite Brute
Large natural beast (blind, ooze)	XP 400
Initiative +4 Senses Perception +3; tremorsense 5	
HP 152; Bloodied 76	
AC 18; Fortitude 18, Reflex 16, Will 15	
Immune gaze; Resist 10 acid	
Saving Throws +2	
Speed 3; see also <i>engulf</i>	
Action Points 1	
⬇ Slam (standard; at-will)	
+10 vs. Fortitude; 1d6 + 2 damage, and the target is immobilized (save ends).	
Engulf (standard; at-will) ♦ Acid	
The gelatinous cube attacks one or two Medium or smaller targets; +8 vs. Reflex (automatically hits an immobilized creature). On a hit, the target is grabbed and pulled into the cube's space; the target is dazed and takes ongoing 10 acid damage until it escapes the grab. A creature that escapes the grab shifts to a square of its choosing adjacent to the cube. The cube can move normally while creatures are engulfed within it.	
Translucent	
A gelatinous cube is invisible until seen (Perception DC 25) or until it attacks. Creatures that fail to notice the gelatinous cube might walk into it, automatically becoming engulfed.	
Alignment Unaligned Languages –	
Skills Stealth +9	
Str 14 (+4) Dex 14 (+4) Wis 13 (+3)	
Con 16 (+5) Int 1 (-3) Cha 1 (-3)	

GELATINOUS CUBE TACTICS

A gelatinous cube scours dungeon corridors for food, attacking and engulfing whatever blunders into it.

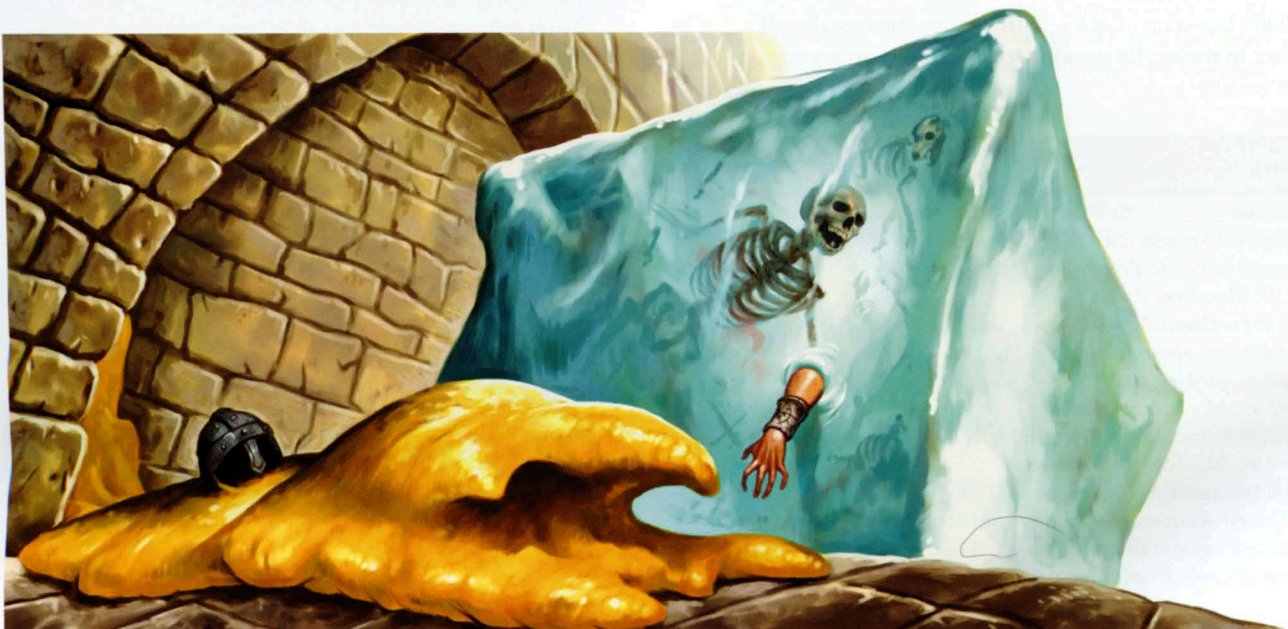
OCHRE JELLY

OCHRE JELLIES can slip under doors and pour through cracks only half an inch wide. They cannot climb steps or similar surfaces, and often become trapped in low-lying chambers.

Ochre Jelly	Level 3 Elite Brute
Large natural beast (blind, ooze)	XP 300
Initiative +0 Senses Perception +2; blindsight 10, tremorsense 10	
HP 102; Bloodied 51; see also <i>split</i> below	
AC 18; Fortitude 16, Reflex 14, Will 14	
Immune gaze; Resist 5 acid	
Saving Throws +2	
Speed 4; see also <i>flowing form</i>	
Action Points 1	
⬇ Slam (standard; at-will) ♦ Acid	
+8 vs. AC; 2d6 + 1 damage, and ongoing 5 acid damage (save ends).	
Flowing Form (move; at-will)	
The ochre jelly shifts 4 squares.	
Split (when first bloodied; encounter)	
The ochre jelly splits into two, each with hit points equal to one-half its current hit points. Effects applied to the original ochre jelly do not apply to the second one. An ochre jelly can't split if reduced to 0 hit points by the attack that bloodied it. Left alone, the two halves recombine into a single creature at the end of the encounter.	
Alignment Unaligned Languages –	
Str 13 (+2) Dex 8 (+0) Wis 12 (+2)	
Con 11 (+1) Int 1 (-4) Cha 1 (-4)	

OCHRE JELLY TACTICS

An ochre jelly relies on instinct, using *flowing form* to move among its enemies while making slam attacks. Once bloodied, it splits and continues attacking until both halves are destroyed.



GNOME

GNOMES ARE SLY TRICKSTERS who excel at avoiding notice and are driven by curiosity and wanderlust.

Gnome Arcanist		Level 3 Controller (Leader)
Small fey humanoid		XP 150
Initiative +1 Senses Perception +1; low-light vision		
Aura of Illusion (Illusion) aura 5; the gnome arcanist and all allies in the aura gain concealment and can hide in the aura.		
HP 46; Bloodied 23		
AC 16; Fortitude 13, Reflex 15, Will 13		
Speed 5; see also fey step		
⚔ Dagger (standard; at-will) ♦ Weapon		
+6 vs. AC; 1d4 damage.		
⚡ Scintillating Bolt (standard; at-will) ♦ Radiant		
Ranged 10; +6 vs. Fortitude; 1d6 + 4 radiant damage, and the target is dazed (save ends).		
⚡ Startling Glamor (minor; at-will) ♦ Fear, Illusion		
Ranged 10; +7 vs. Will; the target slides 1 square.		
⚡ Illusory Terrain (standard; recharge ⏏ ⏏ ⏏) ♦ Illusion		
Close burst 5; targets enemies; +7 vs. Will; the target is slowed (save ends).		
Fade Away (immediate reaction, when the gnome arcanist takes damage; encounter) ♦ Illusion		
The gnome arcanist turns invisible until it attacks or until the end of its next turn.		
Fey Step (move; encounter) ♦ Teleportation		
The gnome arcanist teleports 5 squares.		
Reactive Stealth		
If a gnome has cover or concealment when it makes an initiative check at the start of an encounter, it can make a Stealth check to escape notice.		
Alignment Unaligned Languages Common, Elven		
Skills Arcana +12, Bluff +8, Insight +6, Stealth +8		
Str 10 (+1)	Dex 10 (+1)	Wis 11 (+1)
Con 14 (+3)	Int 18 (+5)	Cha 15 (+3)
Equipment robes, dagger		

GNOME ARCANIST TACTICS

This gnome hides within its *aura of illusion* until it's ready to attack. It uses *scintillating bolt* and *startling glamor* each round, dazing enemies and sliding them into positions where they can be flanked by the gnome's allies.

Gnome Skulk		Level 2 Lurker
Small fey humanoid		XP 125
Initiative +8 Senses Perception +2; low-light vision		
HP 34; Bloodied 17		
AC 16; Fortitude 14, Reflex 14, Will 12		
Speed 5		
⚔ War Pick (standard; at-will) ♦ Weapon		
+7 vs. AC; 1d8 + 3 damage (crit 1d8 + 11).		
⚡ Hand Crossbow (standard; at-will) ♦ Weapon		
Ranged 10/20; +7 vs. AC; 1d6 + 3 damage.		
Combat Advantage		
The gnome skulk deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.		



Fade Away (immediate reaction, when the gnome skulk takes damage; encounter) ♦ **Illusion**
The gnome skulk turns invisible until it attacks or until the end of its next turn.

Reactive Stealth
If a gnome has cover or concealment when it makes an initiative check at the start of an encounter, it can make a Stealth check to escape notice.

Shadow Skulk
When a gnome skulk makes a melee or a ranged attack from hiding and misses, it is still considered to be hiding.

Alignment Unaligned **Languages** Common, Elven
Skills Arcana +10, Stealth +11, Thievery +9
Str 8 (+0) **Dex** 17 (+4) **Wis** 12 (+2)
Con 16 (+4) **Int** 14 (+3) **Cha** 13 (+2)
Equipment leather armor, war pick, hand crossbow with 20 bolts

GNOME SKULK TACTICS

A gnome skulk tries to gain combat advantage by surprising or flanking enemies, or by attacking dazed foes.

GOBLIN

GOBLINS ARE WICKED, TREACHEROUS CREATURES that love plunder and cruelty. They're not very big or strong, but they're dangerous when they gang up.

Goblins breed quickly and can live most anywhere, from caves to ruins to a city's sewers. They survive by raiding and robbery, taking every usable item they can carry from their victims.

Goblin Cutter		Level 1 Minion
Small natural humanoid		XP 25
Initiative +3 Senses Perception +1; low-light vision		
HP 1; a missed attack never damages a minion.		
AC 16; Fortitude 12, Reflex 14, Will 11		
Speed 6; see also <i>goblin tactics</i>		
⬇ Short Sword (standard; at-will) ♦ Weapon		
+5 vs. AC; 4 damage (5 damage if the goblin cutter has combat advantage against the target).		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil	Languages Common, Goblin	
Skills Stealth +5, Thievery +5		
Str 14 (+2)	Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 8 (-1)	Cha 8 (-1)
Equipment leather armor, short sword		

GOBLIN CUTTER TACTICS

Goblin cutters—like all goblins—don't fight fair. They gang up on a single enemy and quickly take advantage of *goblin tactics* to achieve flanking positions. If it dawns on them that they're losing the battle, they flee, hoping to live to fight another day.

Goblin Blackblade		Level 1 Lurker
Small natural humanoid		XP 100
Initiative +7	Senses Perception +1; low-light vision	
HP 25; Bloodied 12		
AC 16; Fortitude 12, Reflex 14, Will 11		
Speed 6; see also <i>goblin tactics</i>		
⬇ Short Sword (standard; at-will) ♦ Weapon		
+5 vs. AC; 1d6 + 2 damage.		
Combat Advantage		
The goblin blackblade deals an extra 1d6 damage against any target it has combat advantage against.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Sneaky		
When shifting, a goblin blackblade can move into a space occupied by an ally of its level or lower. The ally shifts into the blackblade's previous space as a free action.		
Alignment Evil	Languages Common, Goblin	
Skills Stealth +10, Thievery +10		
Str 14 (+2)	Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 8 (-1)	Cha 8 (-1)
Equipment leather armor, short sword		

GOBLIN BLACKBLADE TACTICS

Blackblades flank to gain combat advantage. When bloodied, they use *sneaky* to trade places with fresher goblins.

Goblin Hexer		Level 3 Controller (Leader)
Small natural humanoid		XP 150
Initiative +3		Senses Perception +2; low-light vision
HP 46; Bloodied 23		
AC 17; Fortitude 14, Reflex 15, Will 16; see also <i>lead from the rear</i>		
Speed 6; see also <i>goblin tactics</i>		
⬇ Hexer Rod (standard; at-will) ♦ Weapon		
+7 vs. AC; 1d6 + 1 damage.		
✂ Blinding Hex (standard; at-will)		
Ranged 10; +7 vs. Fortitude; 2d6 + 1 damage, and the target is blinded (save ends).		
✂ Stinging Hex (standard; recharge ☒ ☐ ☐)		
Ranged 10; +7 vs. Will; the target takes 3d6 + 1 damage if it moves during its turn (save ends).		
✂ Vexing Cloud (standard; sustain minor; encounter) ♦ Zone		
Area burst 3 within 10; automatic hit; all enemies within the zone take a -2 penalty to attack rolls. The zone grants concealment to the goblin hexer and its allies. The goblin hexer can sustain the zone as a minor action, moving it up to 5 squares.		
✂ Incite Bravery (immediate reaction, when an ally uses <i>goblin tactics</i> ; at-will)		
Ranged 10; the targeted ally can shift 2 more squares and make an attack.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Lead from the Rear (immediate interrupt, when targeted by a ranged attack; at-will)		
The goblin hexer can change the attack's target to an adjacent ally of its level or lower.		
Alignment Evil	Languages Common, Goblin	
Skills Stealth +10, Thievery +10		
Str 10 (+1)	Dex 15 (+3)	Wis 13 (+2)
Con 14 (+3)	Int 9 (+0)	Cha 18 (+5)
Equipment leather robes, hexer rod		

GOBLIN HEXER TACTICS

The goblin hexer uses *lead from the rear* to turn nearby allies into meat shields while it casts *vexing cloud* around itself and its closest allies and enemies. It then targets an enemy defender with *stinging hex* and uses its *blinding hex* on foes making ranged attacks. When another goblin within 10 squares uses *goblin tactics*, the goblin hexer uses *incite bravery* to allow that goblin to make a free attack.

G

Goblin Sharpshooter		Level 2 Artillery	
Small natural humanoid		XP 125	
Initiative +5		Senses Perception +2; low-light vision	
HP 31; Bloodied 15			
AC 16; Fortitude 12, Reflex 14, Will 11			
Speed 6; see also <i>goblin tactics</i>			
⚔ Short Sword (standard; at-will) ♦ Weapon		+6 vs. AC; 1d6 + 2 damage.	
⚔ Hand Crossbow (standard; at-will) ♦ Weapon		Ranged 10/20; +9 vs. AC; 1d6 + 4 damage.	
Sniper		When a goblin sharpshooter makes a ranged attack from hiding and misses, it is still considered to be hiding.	
Combat Advantage		The goblin sharpshooter deals an extra 1d6 damage against any target it has combat advantage against.	
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		The goblin shifts 1 square.	
Alignment Evil		Languages Common, Goblin	
Skills Stealth +12, Thievery +12			
Str 14 (+3)		Dex 18 (+5)	Wis 13 (+2)
Con 13 (+2)		Int 8 (+0)	Cha 8 (+0)
Equipment leather armor, short sword, hand crossbow with 20 bolts			

GOBLIN SHARPSHOOTER TACTICS

Sharpshooters prefer hit-and-run tactics—if an enemy swings at a goblin and misses, the goblin usually skitters away to start its next turn at a safe distance.

Goblin Warrior		Level 1 Skirmisher	
Small natural humanoid		XP 100	
Initiative +5		Senses Perception +1; low-light vision	
HP 29; Bloodied 14			
AC 17; Fortitude 13, Reflex 15, Will 12			
Speed 6; see also <i>mobile ranged attack</i> and <i>goblin tactics</i>			
⚔ Spear (standard; at-will) ♦ Weapon		+6 vs. AC; 1d8 + 2 damage.	
⚔ Javelin (standard; at-will) ♦ Weapon		Ranged 10/20; +6 vs. AC; 1d6 + 2 damage.	
⚔ Mobile Ranged Attack (standard; at-will)		The goblin warrior can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking an opportunity attack.	
Great Position		If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.	
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		The goblin shifts 1 square.	
Alignment Evil		Languages Common, Goblin	
Skills Stealth +10, Thievery +10			
Str 14 (+2)		Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)		Int 8 (-1)	Cha 8 (-1)
Equipment leather armor, spear, 5 javelins in sheaf			

GOBLIN WARRIOR TACTICS

Goblin warriors would rather fight at range, using *great position* to deal more damage with their javelins. In melee combat, they use *goblin tactics* to maneuver into flanking positions. Once bloodied (or once they've seen several of their comrades cut down), warriors tend to flee and leave allies to fend for themselves.



GOBLIN, HOBGOBLIN

HOBGOBLINS LIVE FOR WAR AND BLOODSHED, killing or enslaving creatures weaker than themselves. More aggressive and organized than their goblin cousins, they see all other creatures as lesser beings to be subjugated, and they reserve a special loathing for all fey, especially elves.

Hobgoblin Archer		Level 3 Artillery
Medium natural humanoid		XP 150
Initiative +7	Senses Perception +8; low-light vision	
HP 39; Bloodied 19		
AC 17; Fortitude 13, Reflex 15, Will 13		
Speed 6		
⚔ Longsword (standard; at-will) ♦ Weapon		
+6 vs. AC; 1d8 + 2 damage.		
🏹 Longbow (standard; at-will) ♦ Weapon		
Ranged 20/40; +9 vs. AC; 1d10 + 4 damage, and the hobgoblin archer grants an ally within 5 squares of it a +2 bonus to its next ranged attack roll against the same target.		
Hobgoblin Resilience (immediate reaction, when the hobgoblin archer suffers an effect that a save can end; encounter)		
The hobgoblin archer rolls a saving throw against the effect.		
Alignment Evil	Languages Common, Goblin	
Skills Athletics +5, History +6		
Str 14 (+3)	Dex 19 (+5)	Wis 14 (+3)
Con 15 (+3)	Int 11 (+1)	Cha 10 (+1)
Equipment leather armor, longsword, longbow, quiver of 30 arrows		

HOBGOBLIN ARCHER TACTICS

Hobgoblin archers take up positions behind cover (if available) and form a tight line to gain the benefits of *coordinated fire*. Although they prefer to attack at range, they are not afraid to draw swords and enter melee if the front lines are broken.

Hobgoblin Grunt		Level 3 Minion
Medium natural humanoid		XP 38
Initiative +4	Senses Perception +1; low-light vision	
HP 1: a missed attack never damages a minion.		
AC 17 (19 with <i>phalanx soldier</i>); Fortitude 15, Reflex 13, Will 12		
Speed 6		
⚔ Longsword (standard; at-will) ♦ Weapon	+6 vs. AC; 5 damage.	
Hobgoblin Resilience (immediate reaction, when the hobgoblin grunt suffers an effect that a save can end; encounter)		
The hobgoblin grunt makes a saving throw against the triggering effect.		
Phalanx Soldier		
The hobgoblin grunt gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.		
Alignment Evil	Languages Common, Goblin	
Skills Athletics +6, History +2		
Str 18 (+4)	Dex 14 (+2)	Wis 13 (+1)
Con 15 (+2)	Int 10 (+0)	Cha 9 (-1)
Equipment leather armor, light shield, longsword		

HOBGOBLIN GRUNT TACTICS

Hobgoblin grunts work so closely together that their maneuvers seem instinctual. They form strong lines so

that they gain the benefit of *phalanx soldier* while preventing enemies from gaining flanking positions.

Hobgoblin Soldier		Level 3 Soldier
Medium natural humanoid		XP 150
Initiative +7		Senses Perception +3; low-light vision
HP 47; Bloodied 23		
AC 20 (22 with <i>phalanx soldier</i>); Fortitude 18, Reflex 16, Will 16		
Speed 5		
⬇ Flail (standard; at-will) ♦ Weapon		
+7 vs. AC; 1d10 + 4 damage, the target is marked and slowed until the end of the hobgoblin soldier's next turn.		
⬆ Formation Strike (standard; at-will) ♦ Weapon		
Requires flail; +7 vs. AC; 1d10 + 4 damage, and the hobgoblin soldier shifts 1 square provided it ends in a space adjacent to another hobgoblin.		
Hobgoblin Resilience (immediate reaction, when the hobgoblin soldier suffers an effect that a save can end; encounter)		
The hobgoblin soldier rolls a saving throw against the effect.		
Phalanx Soldier		
The hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.		
Alignment Evil	Languages Common, Goblin	
Skills Athletics +10, History +8		
Str 19 (+5)	Dex 14 (+3)	Wis 14 (+3)
Con 15 (+3)	Int 11 (+1)	Cha 10 (+1)
Equipment scale armor, heavy shield, flail		

HOBGOBLIN SOLDIER TACTICS

Hobgoblin soldiers form neat lines on the battlefield to gain the benefit of *phalanx soldier*. A soldier that is pushed or slid out of formation uses *formation strike* to move adjacent to a hobgoblin ally after an attack.

Hobgoblin Warcaster		Level 3 Controller (Leader)
Medium natural humanoid		XP 150
Initiative +5		Senses Perception +4; low-light vision
HP 46; Bloodied 23		
AC 17; Fortitude 13, Reflex 15, Will 14		
Speed 6		
⚔ Quarterstaff (standard; at-will) ♦ Weapon		+8 vs. AC; 1d8 + 1 damage.
⚡ Shock Staff (standard; recharge ⏏ ⏏ ⏏) ♦ Lightning, Weapon		Requires quarterstaff; +8 vs. AC; 2d10 + 4 lightning damage, and the target is dazed until the end of the hobgoblin warcaster's next turn.
🏹 Force Lure (standard; recharge ⏏ ⏏) ♦ Force		Ranged 5; +7 vs. Fortitude; 2d6 + 4 force damage, and the target slides 3 squares.
⚡ Force Pulse (standard; recharge ⏏) ♦ Force		Close blast 5; +7 vs. Reflex; 2d8 + 4 force damage, and the target is pushed 1 square and knocked prone. Miss: Half damage, and the target is neither pushed nor knocked prone.
Hobgoblin Resilience (immediate reaction, when the hobgoblin warcaster suffers an effect that a save can end; encounter)		The hobgoblin warcaster rolls a saving throw against the effect.
Alignment Evil	Languages Common, Goblin	
Skills Arcana +10, Athletics +4, History +12		
Str 13 (+2)	Dex 14 (+3)	Wis 16 (+4)
Con 14 (+3)	Int 19 (+5)	Cha 13 (+2)
Equipment robes, quarterstaff		

HOBGOBLIN WARCASTER TACTICS

A hobgoblin warcaster uses *force lure* and *force pulse* to maneuver enemies into the waiting steel of a line of soldiers, followed by *shock staff* to daze them while within its allies' reach.

Hobgoblin Commander

Level 5 Soldier (Leader)

Medium natural humanoid

XP 200

Initiative +8

Senses Perception +5; low-light vision

HP 64; Bloodied 32

AC 21 (23 with *phalanx soldier*); Fortitude 21, Reflex 18, Will 19

Speed 5

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

+12 vs. AC; 1d8 + 5 damage; see also *lead from the front*. If the hobgoblin commander hits with an opportunity attack, it shifts 1 square.

↔ **Tactical Deployment** (minor; recharge ⏏ ⏏)

Close burst 5; allies in the burst shift 3 squares.

Lead from the Front

When the hobgoblin commander's melee attack hits an enemy, allies gain a +2 bonus to attack rolls and damage rolls against that enemy until the end of the hobgoblin commander's next turn.

Hobgoblin Resilience (immediate reaction, when the hobgoblin commander suffers an effect that a save can end; encounter)

The hobgoblin commander rolls a saving throw against the effect.

Phalanx Soldier

The hobgoblin commander gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

Alignment Evil

Languages Common, Goblin

Skills Athletics +12, History +10, Intimidate +7

Str 20 (+7)

Dex 14 (+4)

Wis 16 (+5)

Con 16 (+5)

Int 12 (+3)

Cha 10 (+2)

Equipment scale armor, heavy shield, spear

HOBGOBLIN COMMANDER TACTICS

The hobgoblin commander wades into melee combat, attacking with its spear and using *lead from the front* to inspire its allies. It tries to stay adjacent to one or more allies to gain the benefit of *phalanx soldier* and uses *tactical deployment* to move allies into more advantageous positions.



HALFLING

HALFLINGS ARE A CIVILIZED RACE OF PLUCKY, CLEVER RIVERFOLK welcome in many lands. Small in size, halflings are tougher than they look and fearless in the face of danger.

Halflings live among other civilized races. They also band together in small riverside communities, fishing for food and using the rivers for travel.

Halfling Slinger	Level 1 Artillery
Small natural humanoid	XP 100
Initiative +4 Senses Perception +5	
HP 22; Bloodied 11	
AC 15; Fortitude 12, Reflex 15, Will 13; see also <i>nimble reaction</i>	
Saving Throws +5 against fear effects	
Speed 6	
⬇ Dagger (standard; at-will) ♦ Weapon	
+4 vs. AC; 1d4 + 4 damage.	
⌘ Sling (standard; at-will) ♦ Weapon	
Ranged 10/20; +6 vs. AC; 1d6 + 4 damage.	
⚡ Stone Rain (standard; recharge ⏏ ⏏) ♦ Weapon	
The halfling slinger makes three sling attacks, each with a -2 penalty to the attack roll.	
Combat Advantage	
The halfling slinger deals an extra 1d6 damage on ranged attacks against any target it has combat advantage against.	
Nimble Reaction	
Halflings gain a +2 racial bonus to AC against opportunity attacks.	
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)	
The halfling slinger forces the attacker to reroll the attack and take the new result.	
Sniper	
A hidden halfling slinger that misses with a ranged attack remains hidden.	
Alignment Any Languages Common, one other	
Skills Acrobatics +6, Stealth +9, Thievery +11	
Str 12 (+1) Dex 18 (+4) Wis 11 (+0)	
Con 10 (+0) Int 10 (+0) Cha 14 (+2)	
Equipment leather armor, dagger, sling with 20 bullets	

HALFLING SLINGER TACTICS

Halfling slingers like to set ambushes, using the Stealth skill to gain combat advantage and their *sniper* power to remain hidden. Once revealed, halfling slingers take cover and bombard enemies with sling stones from a safe distance.

HUMAN

HUMANS ARE THE MOST DIVERSE HUMANOID RACE in appearance, habits, outlook, and talents. Human settlements are found in every terrain and climate, from the depths of tropical jungles to the frozen polar wastes.

If humans have a failing, it's their corruptibility. Although they are capable of great achievements and tremendously noble acts, they are also easily overcome by greed and the promise of power.

Human Rabble	Level 2 Minion
Medium natural humanoid	XP 31
Initiative +0 Senses Perception +0	
HP 1; a missed attack never damages a minion.	
AC 15; Fortitude 13, Reflex 11, Will 11; see also <i>mob rule</i>	
Speed 6	
⬇ Club (standard; at-will) ♦ Weapon	
+6 vs. AC; 4 damage.	
Mob Rule	
The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.	
Alignment Any Languages Common	
Str 14 (+2) Dex 10 (+0) Wis 10 (+0)	
Con 12 (+1) Int 9 (-1) Cha 11 (+0)	
Equipment club	

HUMAN RABBLE TACTICS

Human rabble don't really have tactics, other than to gang up on the nearest target. They are rarely inclined to fight to the death.

Human Bandit	Level 2 Skirmisher
Medium natural humanoid	XP 125
Initiative +6 Senses Perception +1	
HP 37; Bloodied 18	
AC 16; Fortitude 12, Reflex 14, Will 12	
Speed 6	
⬇ Mace (standard; at-will) ♦ Weapon	
+4 vs. AC; 1d8 + 1 damage, and the human bandit shifts 1 square.	
⌘ Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +6 vs. AC; 1d4 + 3 damage.	
⬇ Dazing Strike (standard; encounter) ♦ Weapon	
Requires mace; +4 vs. AC; 1d8 + 1 damage, the target is dazed until the end of the human bandit's next turn, and the human bandit shifts 1 square.	
Combat Advantage	
The human bandit deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Alignment Any Languages Common	
Skills Stealth +9, Streetwise +7, Thievery +9	
Str 12 (+2) Dex 17 (+4) Wis 11 (+1)	
Con 13 (+2) Int 10 (+1) Cha 12 (+2)	
Equipment leather armor, mace, 4 daggers	

HUMAN BANDIT TACTICS

Bandits prefer ambushes, making good use of available cover to lie in wait. If they can't surprise their targets, they try to flank as many as possible, using *dazing strike* to help them maneuver into position. They are usually cowardly and look to retreat once bloodied.

Human Guard

Medium natural humanoid

Level 3 Soldier

XP 150

Initiative +5 **Senses Perception** +6

HP 47; **Bloodied** 23

AC 18; **Fortitude** 16, **Reflex** 15, **Will** 14

Speed 5

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

Reach 2; +10 vs. AC; 1d10 + 3 damage, and the target is marked until the end of the human guard's next turn.

⚔ **Powerful Strike** (standard; recharge ⏏ ⏏) ♦ **Weapon**

Requires halberd; reach 2; +10 vs. AC; 1d10 + 7 damage, and the target is knocked prone.

🏹 **Crossbow** (standard; at-will) ♦ **Weapon**

Ranged 15/30; +9 vs. AC; 1d8 + 2 damage.

Alignment Any **Languages** Common

Skills Streetwise +7

Str 16 (+4) **Dex** 14 (+3) **Wis** 11 (+1)

Con 15 (+3) **Int** 10 (+1) **Cha** 12 (+2)

Equipment chainmail, halberd, crossbow with 20 bolts

HUMAN GUARD TACTICS

Human guards are determined foes. They fight well together, standing close enough to protect their comrades.

Human Mage

Medium natural humanoid

Level 4 Artillery

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

HUMAN MAGE TACTICS

A human mage prefers to fight at range, picking off enemies with *magic missile*, *dancing lightning*, and *thunder burst*.



KOBOLD

KOBOLDS REVERE DRAGONS and tend to dwell in and around places where dragons are known to lair. They skulk in the darkness, hiding from stronger foes and swarming to overwhelm weaker ones. Kobolds usually flee once bloodied unless a strong leader is present.

Kobold Minion		Level 1 Minion
Small natural humanoid		XP 25
Initiative +3 Senses Perception +1; darkvision		
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 11, Reflex 13, Will 11; see also <i>trap sense</i>		
Speed 6		
⚔ Javelin (standard; at-will) ♦ Weapon		
+5 vs. AC; 4 damage.		
⚔ Javelin (standard; at-will) ♦ Weapon		
Ranged 10/20; +5 vs. AC; 4 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 +4, Thievery +4		
Str 8 (-1)	Dex 16 (+3)	Wis 12 (+1)
Con 12 (+1)	Int 9 (-1)	Cha 10 (+0)
Equipment hide armor, light shield, 3 javelins		

KOBOLD MINION TACTICS

Kobold minions are fierce in packs, but cowardly when separated. They can shift as a minor action each round to achieve flanking positions.

Kobold Skirmisher		Level 1 Skirmisher
Small natural humanoid		XP 100
Initiative +5		Senses Perception +0; darkvision
HP 27; Bloodied 13		
AC 15; Fortitude 11, Reflex 14, Will 13; see also <i>trap sense</i>		
Speed 6		
⚔ Spear (standard; at-will) ♦ Weapon		
+6 vs. AC; 1d8 damage; see also <i>mob attack</i> .		
Combat Advantage		
The kobold skirmisher deals an extra 1d6 damage on		
melee and ranged attacks against any target it has combat		
advantage against.		
Mob Attack		
The kobold skirmisher 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 +7, Stealth +9, Thievery +9		
Str 8 (-1)	Dex 16 (+3)	Wis 10 (+0)
Con 11 (+0)	Int 6 (-2)	Cha 15 (+2)
Equipment hide armor, spear		

KOBOLD SKIRMISHER TACTICS

Kobold skirmishers gang up on a single target to gain the benefit of *mob attack*, shifting as a minor action to gain combat advantage. They retreat when the fight turns against them, leading pursuers through passages and rooms riddled with traps, if possible.



Kobold Slinger		Level 1 Artillery
Small natural humanoid		XP 100
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. It typically carries 3 rounds of special shot, chosen from the types listed 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)		

KOBOLD SLINGER TACTICS

Kobold slingers avoid melee combat. They stay behind cover and bombard foes with *special shot* and sling stones.

Kobold Dragonshield		Level 2 Soldier
Small natural humanoid		XP 125
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 (damage type of the dragon served)		
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		

KOBOLD DRAGONSHIELD TACTICS

Kobold dragonshields are capable frontline combatants, keeping enemies away from their weaker kobold allies with their swords and shields. They like to gang up on single targets.

A kobold dragonshield gains resist 5 against a specific damage type based on the type of dragon it serves or reveres. For example, a kobold dragonshield working for a blue dragon has resist 5 lightning.

Kobold Wyrmpriest		Level 3 Artillery (Leader)
Small natural humanoid		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 damage of a chosen type (based on the dragon served).		
⚡ 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 damage of a chosen type (based on the dragon served). 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		

KOBOLD WYRMPRIEST TACTICS

A wyrmpriest keeps lots of kobold underlings between it and its enemies, using *incite faith* to embolden them. It prefers to make ranged attacks using *energy orb*, and enemies that get too close are blasted with *dragon breath*.

A wyrmpriest's *energy orb* deals damage of a specific type based on the type of dragon the wyrmpriest serves or reveres. For example, a kobold wyrmpriest working for a black dragon deals acid damage with its *energy orb* power.



KRUTHIK

KRUTHIKS BURROW THROUGH THE EARTH, riddling the Underdark with tunnels. They hunt in packs and nest in sprawling subterranean warrens.

Kruthiks dig tunnels that remain intact behind them. Often the first clue to the presence of a kruthik hive is a preponderance of such tunnels in the vicinity.

Kruthiks communicate with one another through a series of hisses and chitters. A typical kruthik hive is ruled by the largest kruthik, called the hive lord.

Kruthik Hatchling		Level 2 Minion
Small natural beast (reptile)		XP 31
Initiative +3	Senses Perception +0; low-light vision, tremorsense 10	
Gnashing Horde aura 1; an enemy that ends its turn in the aura takes 2 damage.		
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 13, Reflex 15, Will 12		
Speed 8, burrow 2 (tunneling), climb 8		
⬇️ Claw (standard; at-will)		
+5 vs. AC; 4 damage.		
Alignment Unaligned		Languages –
Str 13 (+1)	Dex 16 (+3)	Wis 10 (+0)
Con 13 (+1)	Int 4 (-3)Cha 6 (-2)	

KRUTHIK HATCHLING TACTICS

Kruthik hatchlings swarm around the nearest foe in a vicious, biting horde. They typically fight until slain.

Kruthik Young		Level 2 Brute
Small natural beast (reptile)		XP 125
Initiative +4	Senses Perception +1; low-light vision, tremorsense 10	
Gnashing Horde aura 1; an enemy that ends its turn in the aura takes 2 damage.		
HP 43; Bloodied 21		
AC 15; Fortitude 13, Reflex 14, Will 11		
Speed 8, burrow 2, climb 8		
⬇ Claw (standard; at-will)		
+5 vs. AC; 1d8 + 2 damage.		
Alignment Unaligned		Languages –
Str 15 (+3)	Dex 16 (+4)	Wis 10 (+1)
Con 13 (+2)	Int 4 (-2)	Cha 6 (-1)

KRUTHIK YOUNG TACTICS

A kruthik young joins the hatchlings in attacking a singular target, raking the hapless creature to pieces with its claws. It typically fights until slain.

Kruthik Adult		Level 4 Brute
Medium natural beast (reptile)		XP 175
Initiative +6	Senses Perception +4; low-light vision, tremorsense 10	
Gnashing Horde aura 1; an enemy that ends its turn in the aura takes 2 damage.		
HP 67; Bloodied 33		
AC 17; Fortitude 14, Reflex 15, Will 13		
Speed 6, burrow 3 (tunneling), climb 6		
⬇️ Claw (standard; at-will)		
+8 vs. AC; 1d10 + 3 damage.		
☞ Toxic Spikes (standard; recharge ☞ ☞ ☞) ♦ Poison		
The kruthik makes 2 attacks against two different targets: ranged 5; +7 vs. AC; 1d8 + 4 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).		
Alignment Unaligned		Languages –
Str 17 (+5)	Dex 18 (+6)	Wis 12 (+4)
Con 17 (+5)	Int 4 (-1)	Cha 8 (+1)

KRUTHIK ADULT TACTICS

A kruthik adult uses its *toxic spikes* on tempting targets within range before closing to melee. From that point on, it tries to stay adjacent to an enemy, using its *toxic spikes* only when it can't otherwise reach a target.

ORC

ORCS WORSHIP GRUUMSH, THE ONE-EYED GOD OF SLAUGHTER, and are savage, bloodthirsty marauders. They plague the civilized races of the world and also fight among themselves for scraps of food and treasure. They love close combat and plunge furiously into the thick of battle, giving no thought to retreat or surrender.

Orc Berserker	Level 4 Brute
Medium natural humanoid	XP 175
Initiative +3 Senses Perception +2; low-light vision	
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	

ORC BERSERKER TACTICS

The fierce berserker wades recklessly into battle and would rather die than retreat.

Orc Drudge	Level 4 Minion
Medium natural humanoid	XP 44
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	

ORC DRUDGE TACTICS

Orc minions have no particular sense of honor and simply swarm around a foe and hack it to death. Orc drudges usually begin a fight by charging (they gain extra speed in the charge).

Orc Raider	Level 3 Skirmisher
Medium natural humanoid	XP 150
Initiative +5 Senses Perception +1; low-light vision	
HP 46; Bloodied 23; see also <i>warrior's surge</i>	
AC 17; Fortitude 15, Reflex 14, Will 12	
Speed 6 (8 while charging)	
⬇ Greataxe (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d12 + 3 damage (crit 1d12 + 15).	
⬇ Handaxe (standard; at-will) ♦ Weapon	
Ranged 5/10; +7 vs. AC; 1d6 + 3 damage; see also <i>killer's eye</i> .	
⬇ Warrior's Surge (standard, usable only while bloodied; encounter)	
♦ Healing, Weapon	
The orc raider makes a melee basic attack and regains 11 hit points.	
Killer's Eye	
When making a ranged attack, the orc raider ignores cover and concealment (but not total concealment) if the target is within 5 squares of it.	
Alignment Chaotic evil Languages Common, Giant	
Skills Endurance +8, Intimidate +5	
Str 17 (+4) Dex 15 (+3) Wis 10 (+1)	
Con 14 (+3) Int 8 (+0) Cha 9 (+0)	
Equipment leather armor, greataxe, 4 handaxes	

ORC RAIDER TACTICS

The orc raider hurls handaxes until it runs out of axes or until its enemies close to melee, at which point it draws its greataxe.



RAT

Rats prefer to live underground, only venturing above-ground at night. They skulk in the sewers and dark alleyways of towns and cities, drawn by the abundance of food, and occasionally inhabit dark caves, ruins, and dark thickets in the wilderness.

Giant Rat		Level 1 Minion
Small natural beast		XP 25
Initiative +3 Senses Perception +5; low-light vision		
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 13, Reflex 15, Will 12		
Speed 6, climb 3		
⊕ Bite (standard; at-will) +6 vs. AC; 3 damage.		
Alignment Unaligned		Languages –
Str 12 (+1)	Dex 17 (+3)	Wis 10 (+0)
Con 12 (+1)	Int 2 (-4)	Cha 6 (-2)



GIANT RAT TACTICS

Giant rats gang up on the nearest target, turning and fleeing when about half their number are slain.

Dire Rat		Level 1 Brute
Medium natural beast		XP 100
Initiative +2 Senses Perception +5; low-light vision		
HP 38; Bloodied 19		
AC 15; Fortitude 15, Reflex 13, Will 11		
Immune filth fever (see below)		
Speed 6, climb 3		
⊕ Bite (standard; at-will) ⊕ Disease +4 vs. AC; 1d6 + 2 damage, and the target contracts filth fever (see below).		
Alignment Unaligned		Languages –
Skills Stealth +7		
Str 14 (+2)	Dex 15 (+2)	Wis 10 (+0)
Con 18 (+4)	Int 3 (-4)	Cha 6 (-2)

DIRE RAT TACTICS

Dire rats are stealthy creatures that like to hunt in small packs, sneaking up on prey and ganging up on one creature at a time.

Rat Swarm		Level 2 Skirmisher
Medium natural beast (swarm)		XP 125
Initiative +6 Senses Perception +6; low-light vision		
Swarm Attack aura 1; the rat swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.		
HP 36; Bloodied 18		
AC 15; Fortitude 12; Reflex 14; Will 11		
Resist half damage from melee and ranged attacks; Vulnerable 5 against close and area attacks		
Speed 4, climb 2		
⊕ Swarm of Teeth (standard; at-will) +6 vs. AC; 1d6 + 3 damage, and ongoing 3 damage (save ends).		
Alignment Unaligned		Languages –
Str 12 (+2)	Dex 17 (+4)	Wis 10 (+1)
Con 12 (+2)	Int 2 (-3)	Cha 9 (+0)

RAT SWARM TACTICS

Rat swarms are more determined and ferocious than common rats, simply overwhelming anything that looks like it might make a meal.

Filth Fever

Level 3 Disease

Endurance stable DC 16, improve DC 21

The target is cured.

◀ Initial Effect: The target loses 1 healing surge.

◀ The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense.

▶ Final Effect: The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense. The target loses all healing surges and cannot regain hit points.

SCORPION

MONSTROUS SCORPIONS ARE VORACIOUS PREDATORS that pose a danger even to large and well-armed parties.

Stormclaw Scorpion		Level 1 Soldier
Medium natural beast		XP 100
Initiative +3 Senses Perception +0; tremorsense 5		
HP 32; Bloodied 16		
AC 16; Fortitude 14, Reflex 12, Will 11		
Resist 10 lightning		
Speed 6		
⚔ Claws (standard; at-will) ♦ Lightning		
+8 vs. AC; 1d6 + 3 damage, and a Medium or smaller target is grabbed (until escape). A grabbed target takes 5 lightning damage at the start of the stormclaw scorpion's turn.		
† Sting (standard; at-will) ♦ Poison		
+6 vs. Fortitude; 1d4 + 3 damage, and the target takes ongoing 5 poison damage and is immobilized (save ends both). The stormclaw scorpion can use this attack against a target it has grabbed.		
† Reactive Sting (immediate reaction, when an enemy grabbed by the scorpion escapes; at-will)		
The stormclaw scorpion makes a sting attack against the enemy.		
Alignment Unaligned		Languages –
Str 16 (+3)	Dex 12 (+1)	Wis 11 (+0)
Con 12 (+1)	Int 1 (-5)	Cha 10 (+0)

STORMCLAW SCORPION TACTICS

The stormclaw scorpion grabs with its claws. On subsequent rounds, it deals lightning damage and stings its prey. If its victim escapes, the scorpion makes a *reactive sting* attack.

SKELETON

ANIMATED BY DARK MAGIC and composed entirely of bones, a skeleton is emotionless and soulless, desiring nothing but to serve its creator.

Skeletons are often used as guardians in dungeons and tombs. They also serve as basic infantry in undead armies.

Decrepit Skeleton		Level 1 Minion
Medium natural animate (undead)		XP 25
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		

DECREPIT SKELETON TACTICS

Decrepit skeletons make ranged basic attacks until enemies come within melee striking range, at which point they draw their swords and rush into battle.

Skeleton		Level 3 Soldier
Medium natural animate (undead)		XP 150
Initiative +6 Senses Perception +3; darkvision		
HP 45; Bloodied 22		
AC 18; Fortitude 15, Reflex 16, Will 15		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 5		
⚔ Longsword (standard; at-will) ♦ Weapon		
+10 vs. AC; 1d8 + 2 damage, and the target is marked until the end of the skeleton's next turn; see also <i>speed of the dead</i> .		
Speed of the Dead		
When making an opportunity attack, the skeleton gains a +2 bonus to the attack roll and deals an extra 1d6 damage.		
Alignment Unaligned		Languages –
Str 15 (+3)	Dex 17 (+4)	Wis 14 (+3)
Con 13 (+2)	Int 3 (-3)	Cha 3 (-3)
Equipment chainmail, heavy shield, longsword		

SKELETON TACTICS

A skeleton warrior charges fearlessly into battle, using *speed of the dead* to mercilessly attack enemies that try to slip past its guard.



SPECTER, GHOST

INSANE AND UNFETTERED BY THE MEMORIES OF ITS PAST LIFE, a specter exists only to snuff out the living. It appears as a ghostly, twisted apparition.

Specter

Medium shadow humanoid (undead)

Level 4 Lurker

XP 175

Initiative +8 **Senses** Perception +6; darkvision
Spectral Chill (Cold) aura 1; enemies in the aura take a -2 penalty to all defenses.
HP 30; **Bloodied** 15
AC 16; **Fortitude** 16, **Reflex** 16, **Will** 17
Immune disease, poison; **Resist** 10 necrotic, insubstantial;
Vulnerable 5 radiant
Speed fly 6 (hover); phasing
⊕ **Spectral Touch** (standard; at-will) ♦ **Necrotic**
+7 vs. Reflex; 1d6 + 2 necrotic damage.
↖ **Spectral Barrage** (standard; recharge ☒ ☐) ♦ **Illusion, Psychic**
Close burst 2; targets enemies; +7 vs. Will; 2d6 + 2 psychic damage, and the target is knocked prone.
Invisibility (standard; at-will) ♦ **Illusion**
The specter becomes invisible until it attacks or until it is hit by an attack.
Alignment Chaotic evil **Languages** Common
Skills Stealth +9
Str 10 (+2) **Dex** 15 (+4) **Wis** 8 (+1)
Con 13 (+3) **Int** 6 (+0) **Cha** 15 (+4)

SPECTER TACTICS

A specter moves invisibly among its enemies and catches as many of them as possible with its *spectral barrage*. Until the power recharges, it uses hit-and-run tactics combined with its *spectral touch*.

GHOSTS HAUNT FORLORN PLACES, bound to their fate until they are finally put to rest. Sometimes they exist for a purpose, and other times they defy death through sheer will.

A ghost is the spirit of a dead creature, often a Medium humanoid killed in some traumatic fashion. Its form resembles the body it had in life, but its appearance might be altered by the nature of its demise. Some ghosts look angelic, while some appear twisted or disfigured. Others can change their appearance to suit their current disposition.

Phantom Warrior

Medium shadow humanoid (undead)

Level 4 Soldier

XP 175

Initiative +8 **Senses** Perception +13; darkvision
HP 40; **Bloodied** 20
AC 18; **Fortitude** 16, **Reflex** 15, **Will** 16
Immune disease, poison; **Resist** insubstantial
Speed 6, fly 6 (hover); phasing
⊕ **Phantom Sword** (standard; at-will) ♦ **Necrotic**
+9 vs. Reflex; 1d8 + 2 necrotic damage, and the target is marked until the end of the phantom warrior's next turn.
Phantom Tactics
A phantom warrior has combat advantage against any target that has another phantom warrior adjacent to it.
Alignment Any **Languages** Common
Str 14 (+4) **Dex** 12 (+3) **Wis** 11 (+2)
Con 12 (+3) **Int** 10 (+2) **Cha** 14 (+4)

PHANTOM WARRIOR TACTICS

A phantom warrior patrols the location where it died, attacking anything it perceives as an enemy.



SPIDER, DEATHJUMP

STEALTHY KILLERS HUNGRY FOR BLOOD, monstrous spiders haunt the dark places of the world. The largest of these giant arachnids are the size of elephants and devour anything in their path.

The deathjump spider is a feral hunting spider that makes tremendous leaps as it chases down prey. It does not spin webs but has been known to lie in wait in dark crevices and under trap doors.

Deathjump Spider	Level 4 Skirmisher
Medium natural beast (spider)	XP 175
Initiative +8	Senses Perception +9; tremorsense 5
HP 55; Bloodied 27	
AC 20; Fortitude 17, Reflex 18, Will 16	
Resist 5 poison	
Speed 6, climb 6 (spider climb); see also <i>prodigious leap</i>	
⬆ Bite (standard; at-will) ⬆ Poison	
+6 vs. AC; 2d6 + 3 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).	
⬇ Death from Above (standard; at-will) ⬆ Poison	
The deathjump spider leaps at its prey, shifting 6 squares and making a bite attack. On a hit, it deals an extra 1d6 damage and also knocks the target prone.	
Prodigious Leap (move; encounter)	
The deathjump spider shifts 10 squares.	
Soft Fall	
The deathjump spider ignores the first 30 feet when determining damage from a fall.	
Alignment Unaligned	Languages —
Skills Athletics +10 (+20 when jumping), Stealth +11	
Str 17 (+5)	Dex 18 (+6) Wis 14 (+4)
Con 15 (+4)	Int 1 (-3) Cha 8 (+1)

DEATHJUMP SPIDER TACTICS

A deathjump spider often waits in ambush, hiding under a thin layer of dirt and leaves. It attacks by leaping at prey using *death from above*. Once bloodied, it uses *prodigious leap* to make its escape.

SPIDER, WEB TERROR

THIS SPIDER HURLS WEBS THAT IMMOBILIZE victims and help them catch prey. It doesn't spin large webs, but instead roams freely as it hunts, hurling concentrated webs at specific targets when it locks onto a potential meal.

Web Terror Spider	Level 2 Controller
Medium natural beast (spider)	XP 125
Initiative +3	Senses Perception +7; tremorsense 5
HP 38; Bloodied 19	
AC 16; Fortitude 13, Reflex 14, Will 15	
Speed 6, climb 6 (spider climb)	
⬆ Bite (standard; at-will) ⬆ Poison	
+5 vs. AC; 1d6 + 1 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).	
⌘ Web (minor 1/round; at-will)	
Ranged 10; +6 vs. Reflex; the target is immobilized (save ends).	
Alignment Unaligned	Languages —
Skills Athletics +8, Stealth +9	
Str 12 (+2)	Dex 15 (+3) Wis 13 (+2)
Con 14 (+3)	Int 1 (-3) Cha 8 (+1)

WEB TERROR TACTICS

The web terror spider uses webs to keep its prey entangled and immobilized while it navigates the battlefield and makes bite attacks. If it manages to kill something, it's not above grabbing its slain victim and fleeing the battle to feast on its prize.



STIRGE

STIRGES ARE BLOODSUCKING, BATLIKE HORRORS that lurk in caves and ruins. Lone stirges are little more than pests and nuisances—but they are rarely encountered alone. Stirges tend to gather in large flocks that can exsanguinate an adult human in a matter of minutes.



Stirge Level 1 Lurker Small natural beast XP 100

Initiative +7 **Senses** Perception +0; darkvision
HP 22; **Bloodied** 11
AC 15; **Fortitude** 12, **Reflex** 13, **Will** 10; see also *bite*
Speed 2, fly 6 (hover)
⊕ **Bite** (standard; at-will)
+6 vs. AC; 1d4 damage, and the target is grabbed (until escape) and takes ongoing 5 damage until it escapes. An attached stirge doesn't make attack rolls while grabbing a target and gains a +5 bonus to its AC and Reflex defenses.

Alignment Unaligned **Languages** –
Skills Stealth +8
Str 8 (-1) **Dex** 16 (+3) **Wis** 10 (+0)
Con 10 (+0) **Int** 1 (-5) **Cha** 4 (-3)

STIRGE TACTICS

A stirge attaches to its prey, feasting until it is bloodied or until its victim is reduced to 0 hit points, and then it flies away.

WARHORSE

HORSES ARE WIDELY USED AS RIDING MOUNTS and beasts of burden. Wild horses are also common sights in the valleys and plains of the world, as well as the Feywild.

Riding Horse Level 1 Brute Large natural beast XP 100

Initiative +1 **Senses** Perception +5; low-light vision
HP 36; **Bloodied** 18
AC 14; **Fortitude** 15, **Reflex** 13, **Will** 10
Speed 10
⊕ **Kick** (standard; at-will)
+4 vs. AC; 1d6 + 4 damage.
Alignment Unaligned **Languages** –
Str 19 (+4) **Dex** 13 (+1) **Wis** 11 (+0)
Con 16 (+3) **Int** 2 (-4) **Cha** 9 (-1)

RIDING HORSE TACTICS

Riding horses usually panic and bolt when faced with danger, striking out with their hooves only when trapped or startled.

Warhorse Level 3 Brute Large natural beast (mount) XP 150

Initiative +3 **Senses** Perception +8; low-light vision
HP 58; **Bloodied** 29
AC 17; **Fortitude** 16, **Reflex** 14, **Will** 14
Speed 8
⊕ **Kick** (standard; at-will)
+6 vs. AC; 1d6 + 5 damage.
⊕ **Trample** (standard; at-will)
The warhorse can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the warhorse must end its move in an unoccupied space. When it enters an enemy's space, the warhorse makes a trample attack: +4 vs. Reflex; 1d6 + 6 damage, and the target is knocked prone.
Charger (while mounted by a friendly rider of 3rd level or higher; at-will) ⊕ **Mount**
The warhorse grants its rider a +5 bonus to damage rolls on charge attacks.

Alignment Unaligned **Languages** –
Str 21 (+6) **Dex** 14 (+3) **Wis** 14 (+3)
Con 18 (+5) **Int** 2 (-3) **Cha** 10 (+1)

WARHORSE TACTICS

Unlike riding horses, warhorses are trained for battle. When ridden aggressively, they lash out with their hooves or trample foes underfoot.

WOLF

WOLVES ARE PACK HUNTERS that hunt all kinds of prey and are common across a wide variety of terrains and climates.

Gray Wolf		Level 2 Skirmisher
Medium natural beast		XP 125
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)

GRAY WOLF TACTICS

Gray wolves work together to take down an enemy, usually focusing on the weakest in a group. They flank prey so that successful bite attacks knock the victim prone, allowing other wolves to deal greater damage.

Dire Wolf		Level 5 Skirmisher
Large natural beast (mount)		XP 200
Initiative +7	Senses Perception +9; low-light vision	
HP 67; Bloodied 33		
AC 19; Fortitude 18, Reflex 17, Will 16		
Speed 8		
⬇ Bite (standard; at-will)		
+10 vs. AC; 1d8 + 4 damage, or 2d8 + 4 damage against a prone target.		
Combat Advantage		
The dire wolf gains combat advantage against a target that has one or more of the dire wolf's allies adjacent to it. If the dire wolf has combat advantage against the target, the target is also knocked prone on a hit.		
Pack Hunter (while mounted by a friendly rider of 5th level or higher; at-will) ⬇ Mount		
The dire wolf's rider gains combat advantage against an enemy if it has at least one ally other than its mount adjacent to the target.		
Alignment Unaligned		Languages –
Str 19 (+6)	Dex 16 (+5)	Wis 14 (+4)
Con 19 (+6)	Int 5 (-1)	Cha 11 (+2)

DIRE WOLF TACTICS

Dire wolves use tactics similar to gray wolves, although they don't necessarily need to flank an enemy to knock it prone.



ZOMBIE

A ZOMBIE IS THE ANIMATED CORPSE of a living creature. Imbued with the barest semblance of life, this shambling horror obeys the commands of its creator, heedless of its own wellbeing.

A typical zombie is made of the corpse of a Medium or Large creature.

Zombie Rotter

Level 3 Minion

Medium natural animate (undead)

XP 38

Initiative -2 **Senses** Perception -1; darkvision

HP 1; a missed attack never damages a minion.

AC 13; **Fortitude** 13, **Reflex** 9, **Will** 10

Immune disease, poison

Speed 4

⊕ **Slam** (standard; at-will)

+6 vs. AC; 5 damage.

Alignment Unaligned

Languages –

Str 14 (+2)

Dex 6 (-2)

Wis 8 (-1)

Con 10 (+0)

Int 1 (-5)

Cha 3 (-4)

ZOMBIE ROTTER TACTICS

Zombie rotters swarm the nearest living target and beat it to death.

Zombie

Medium natural animate (undead)

Level 2 Brute

XP 125

Initiative -1

Senses Perception +0; darkvision

HP 40; **Bloodied** 20; see also *zombie weakness*

AC 13; **Fortitude** 13, **Reflex** 9, **Will** 10

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

Speed 4

⊕ **Slam** (standard; at-will)

+6 vs. AC; 2d6 + 2 damage.

⊕ **Zombie Grab** (standard; at-will)

+4 vs. Reflex; the target is grabbed (until escape). Checks made to escape the zombie's grab take a -5 penalty.

Zombie Weakness

Any critical hit to the zombie reduces it to 0 hit points instantly.

Alignment Unaligned

Languages –

Str 14 (+3)

Dex 6 (-1)

Wis 8 (+0)

Con 10 (+1)

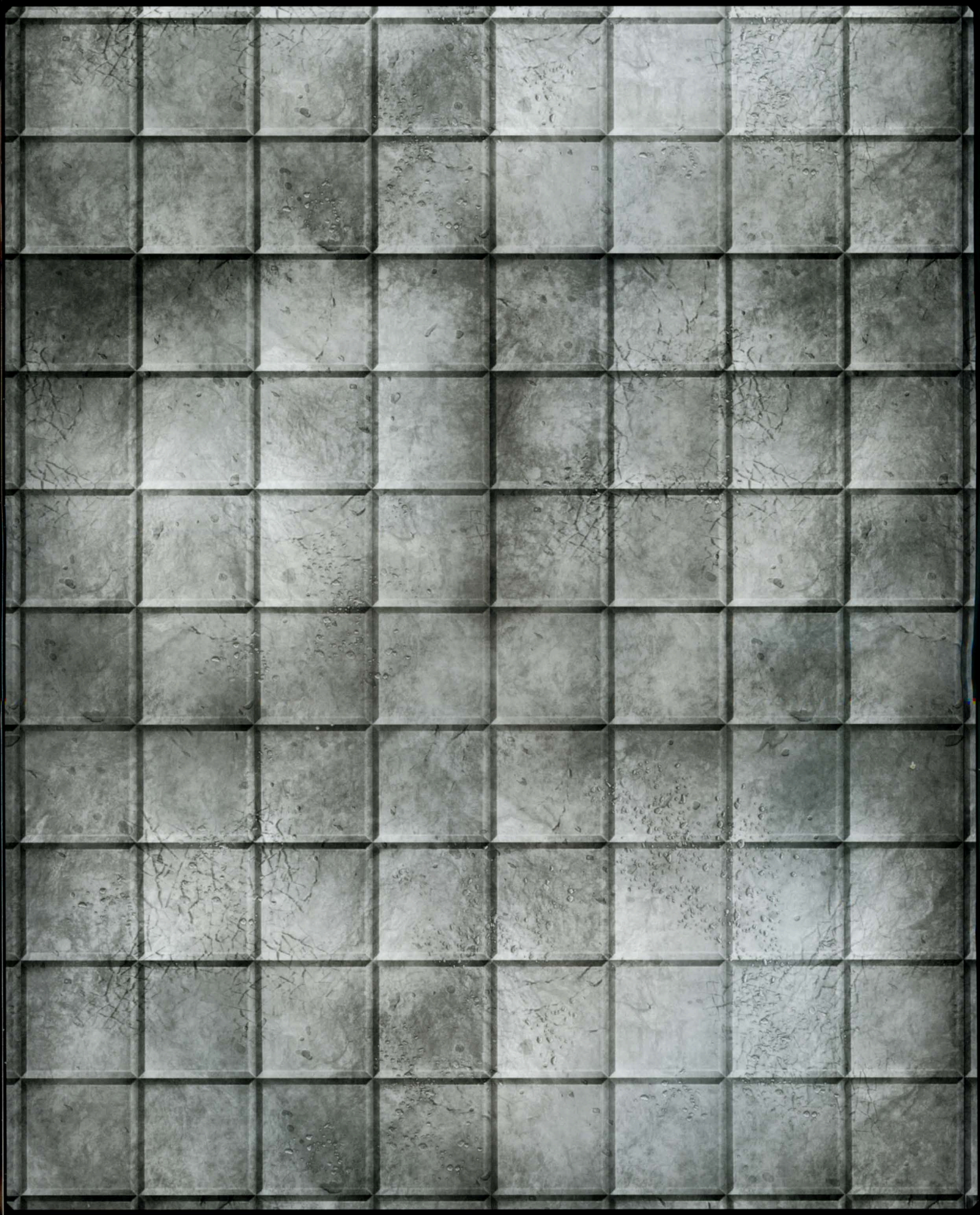
Int 1 (-4)

Cha 3 (-3)

ZOMBIE TACTICS

When two or more zombies attack a single foe, one of them uses *zombie grab* to prevent the foe's escape.







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