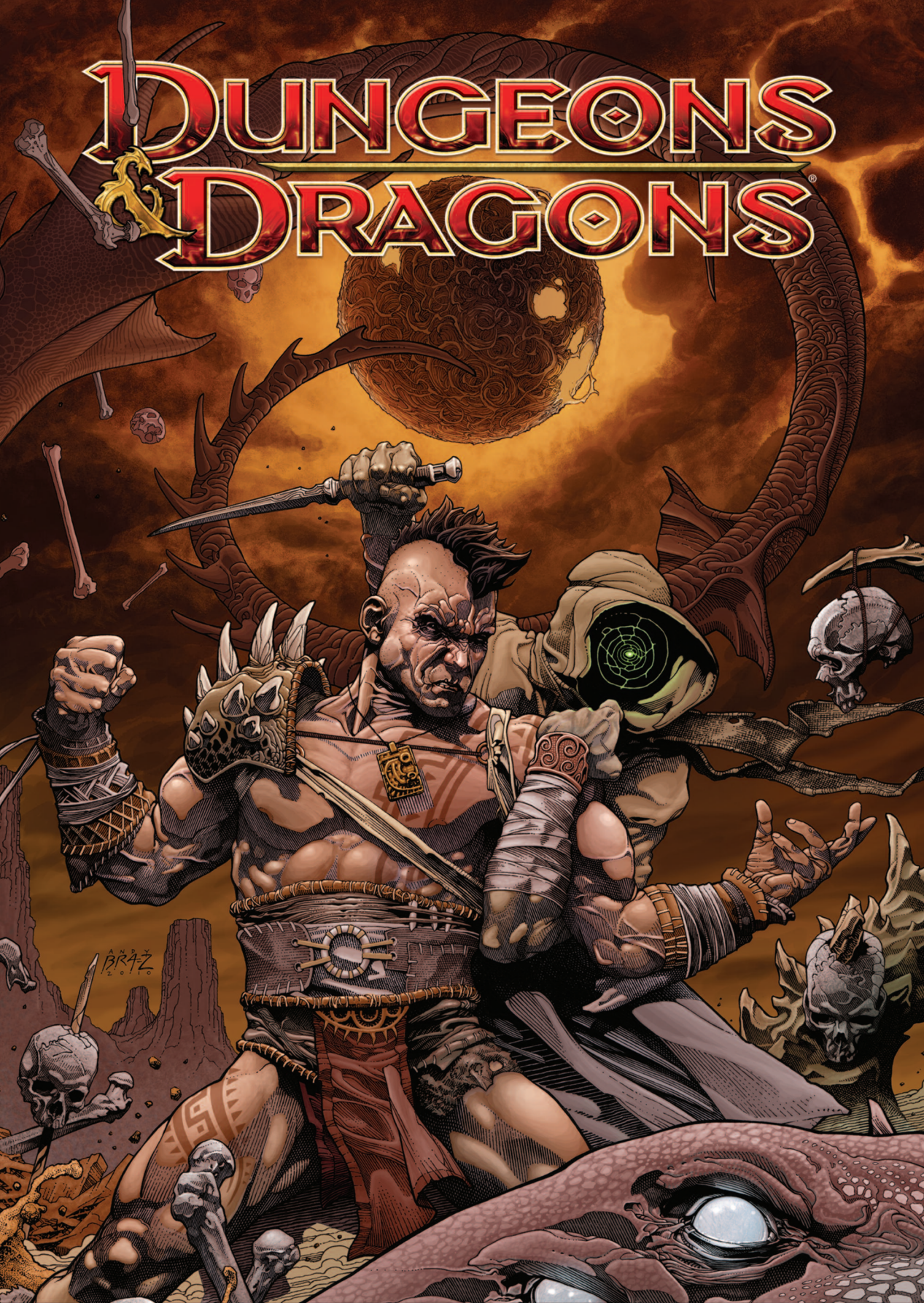


DUNGEONS DRAGONS



DARK SUN: LANTO'S TOMB



Ianto's Tomb



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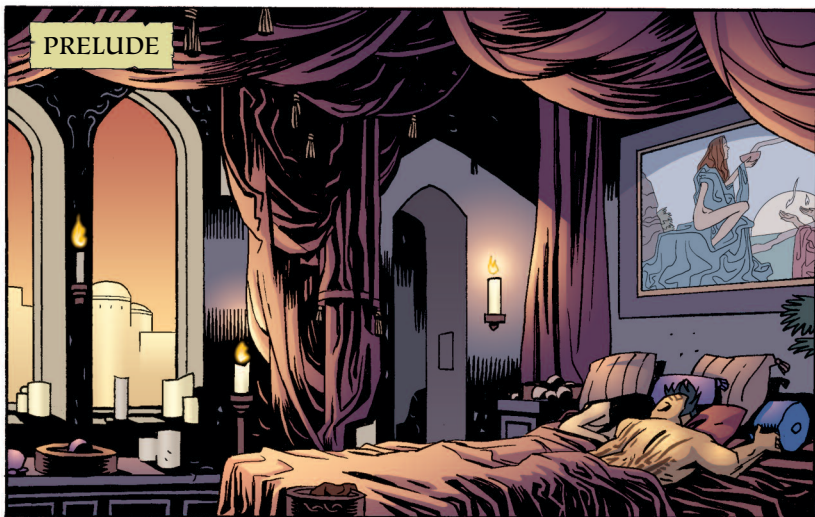


Beneath a crimson sun lie wastelands of majestic desolation and cities of cruel splendor, where sandal-clad heroes battle ancient sorcery and terrible monsters. This is Athas, a dying planet of savagery and desolation.

Life hangs by a thread in this barren land, where bloodthirsty raiders, greedy slavers, and hordes of inhuman savages overrun the deserts. The cities are little better; each choked in the grip of an immortal tyrant.

Only in the city-state of Tyr does a glimmer of freedom beckon, and powerful forces already conspire to extinguish it.

PRELUDE





I AM NOT A SLAVE!

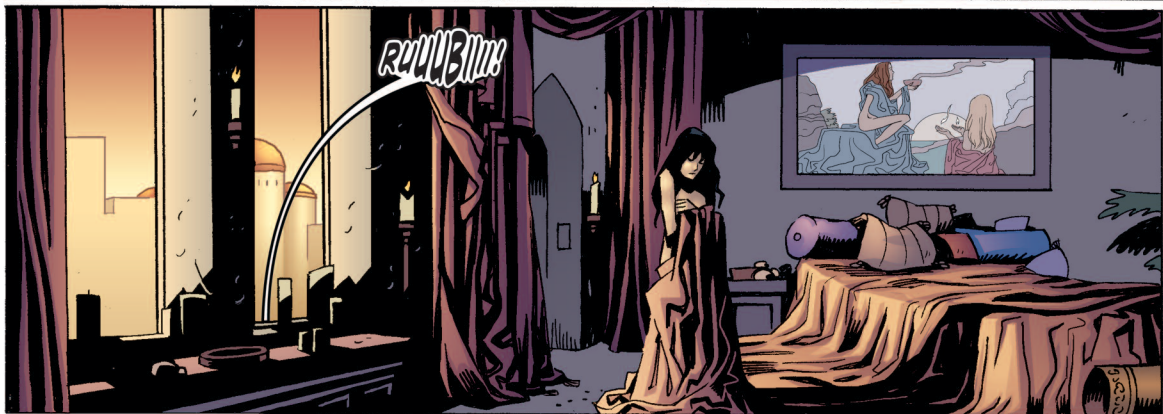
NOT YET.



WHO SENT YOU?

RUBI!

TITHIAN'S MILITIA APOLOGIZES FOR DISTURBING YOUR CHAMBERS, LADY RUBI.



RUBI!!!



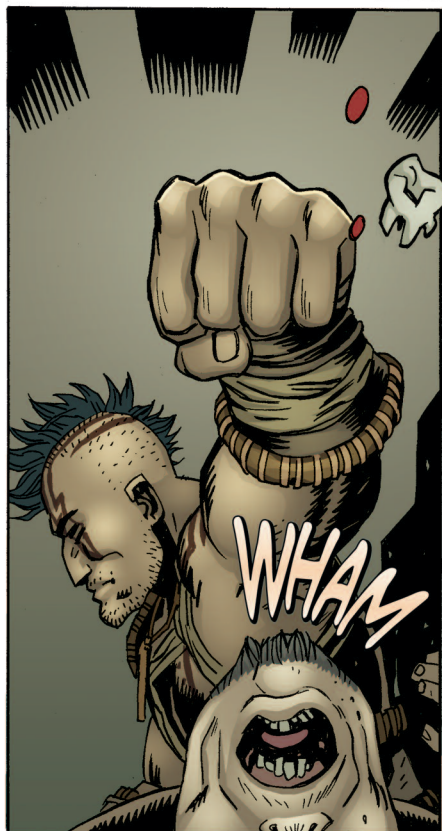
RUBI—!

CRACK

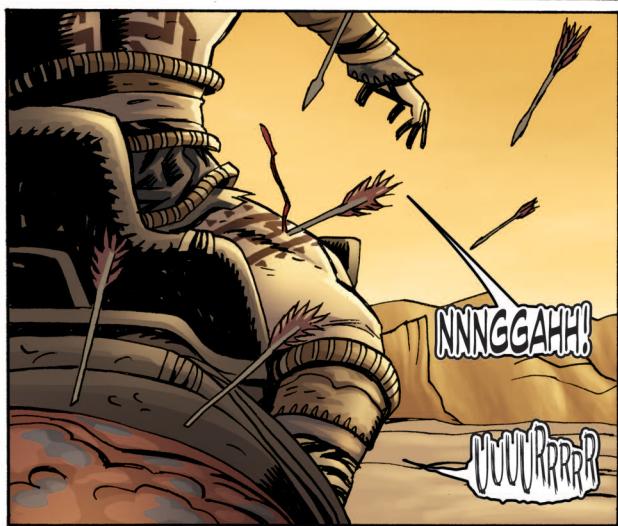


IANTO WILL NOT PROTECT YOU, GRUDVIK.

PERHAPS THEY WILL NOT PROTECT ME, EITHER.









LOT
OF MONEY
BLEEPING ON
THE SAND
HERE.

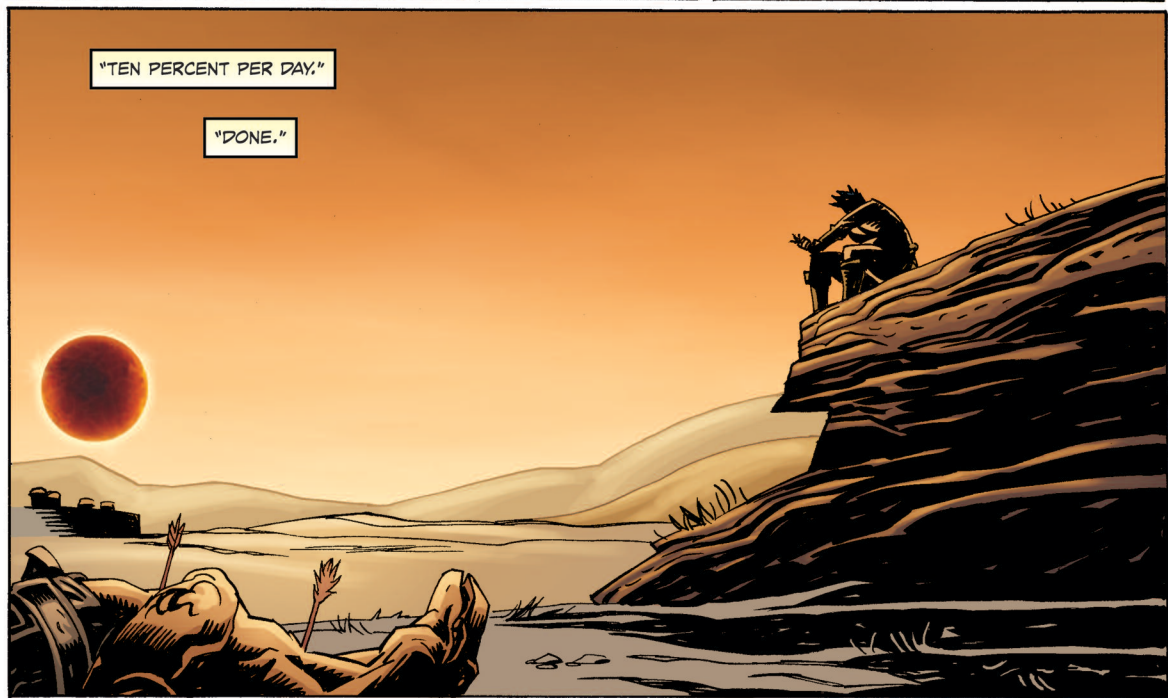
MIGHT STILL
BREAK EVEN IF
YOU CAN BRING
BACK THE RUNAWAY.
WAY HE FIGHTS, HE'S
WORTH AS MUCH AS
ALL OF THESE
TOGETHER.



WHAT'LL
IT COST?

HALF OF HIS
AUCTION PRICE
WHEN YOU SELL
HIM. I'LL HAVE HIM
BACK FOR YOU IN
TWO DAYS.

YOUR FEE
GOES DOWN
AFTER
THAT.



"TEN PERCENT PER DAY."

"DONE."



"MAYBE I'LL BUY HIM
AFTER I BRING HIM BACK."

RUBI.



YOU
SHOULDN'T
HAVE LET THEM
TAKE ME,
RUBI.



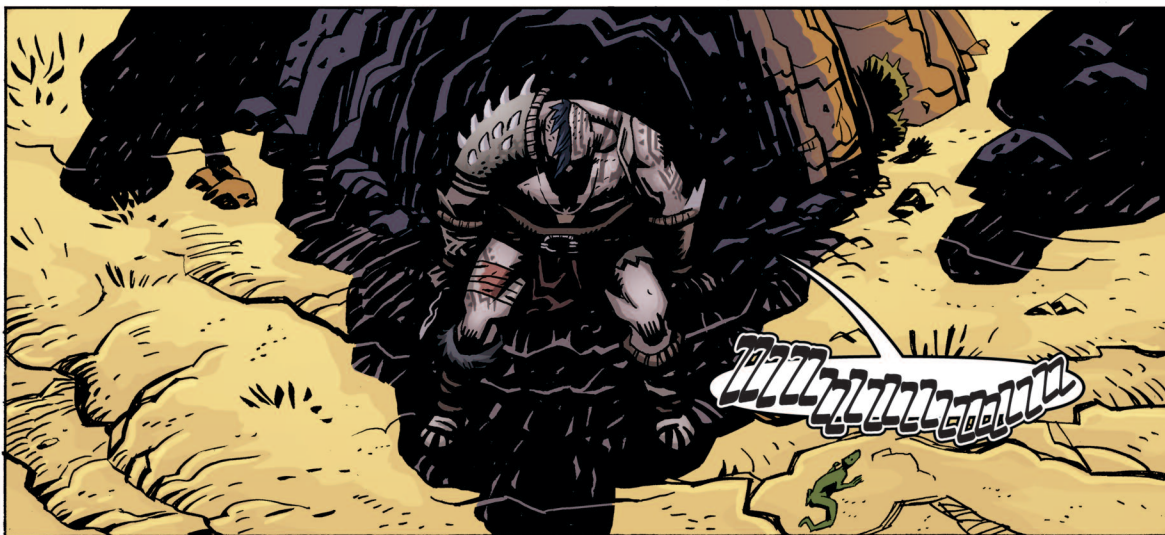
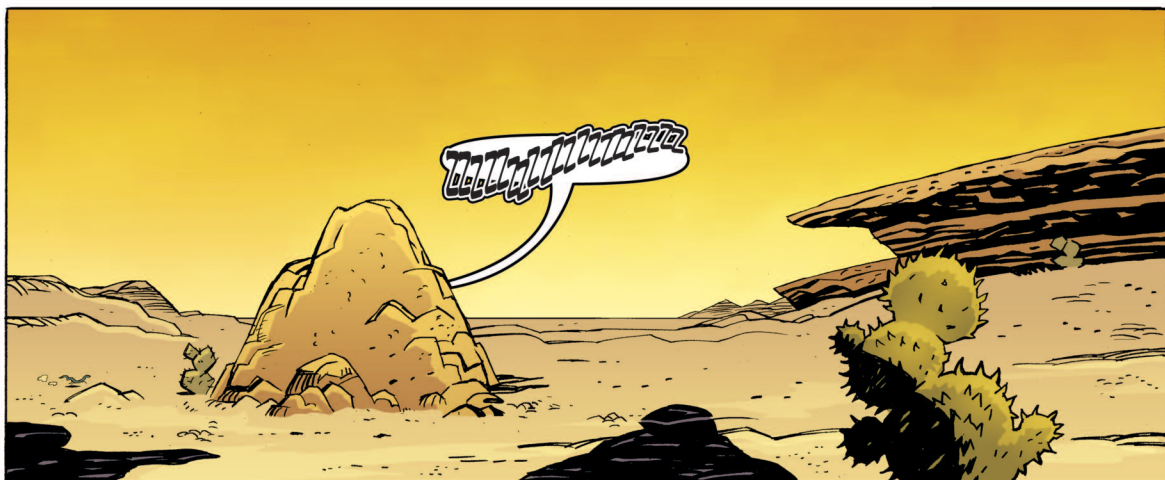
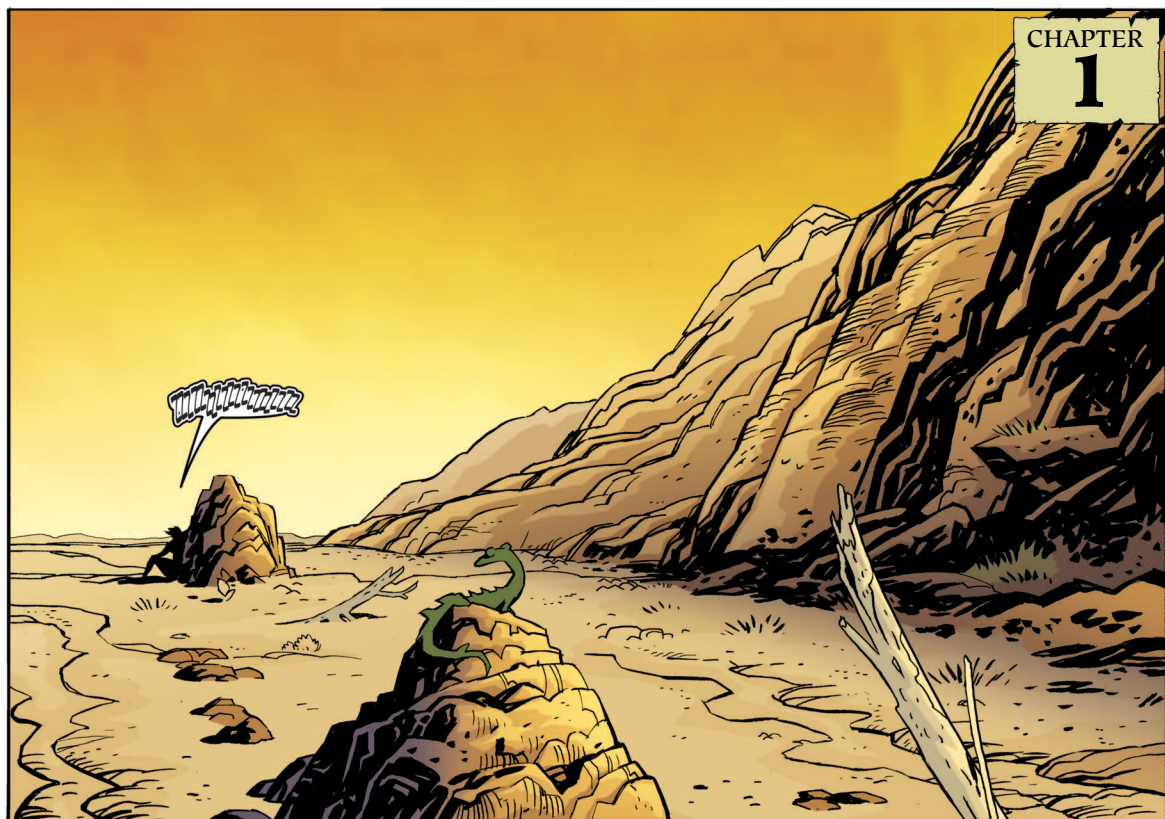
YOU'LL
TELL ME WHY
SOMEDAY.

SOMEDAY
SOON.



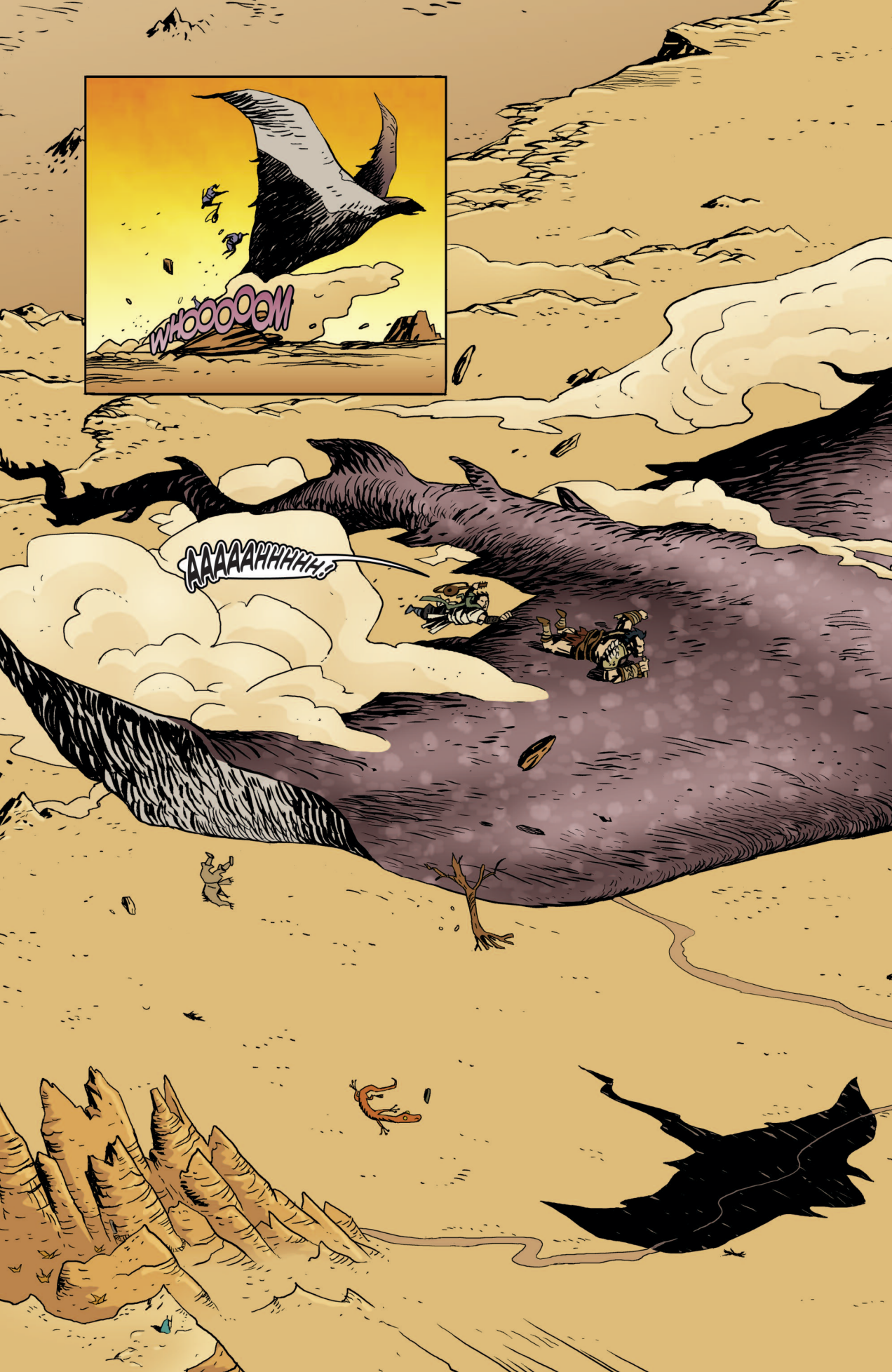
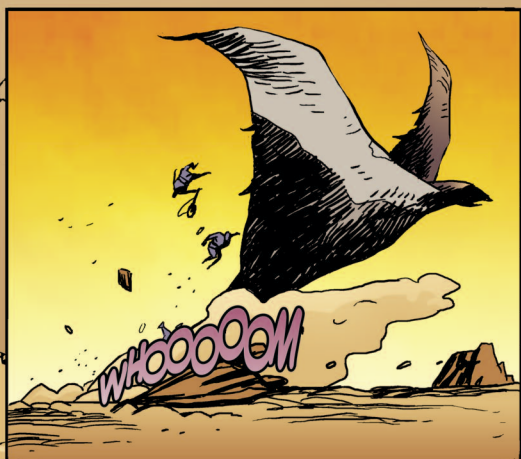
Art by Wayne Reynolds

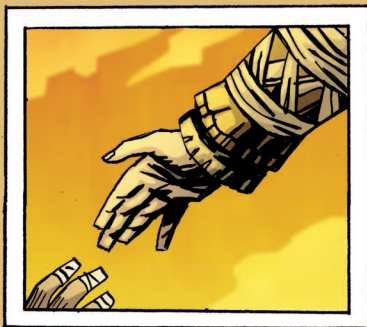


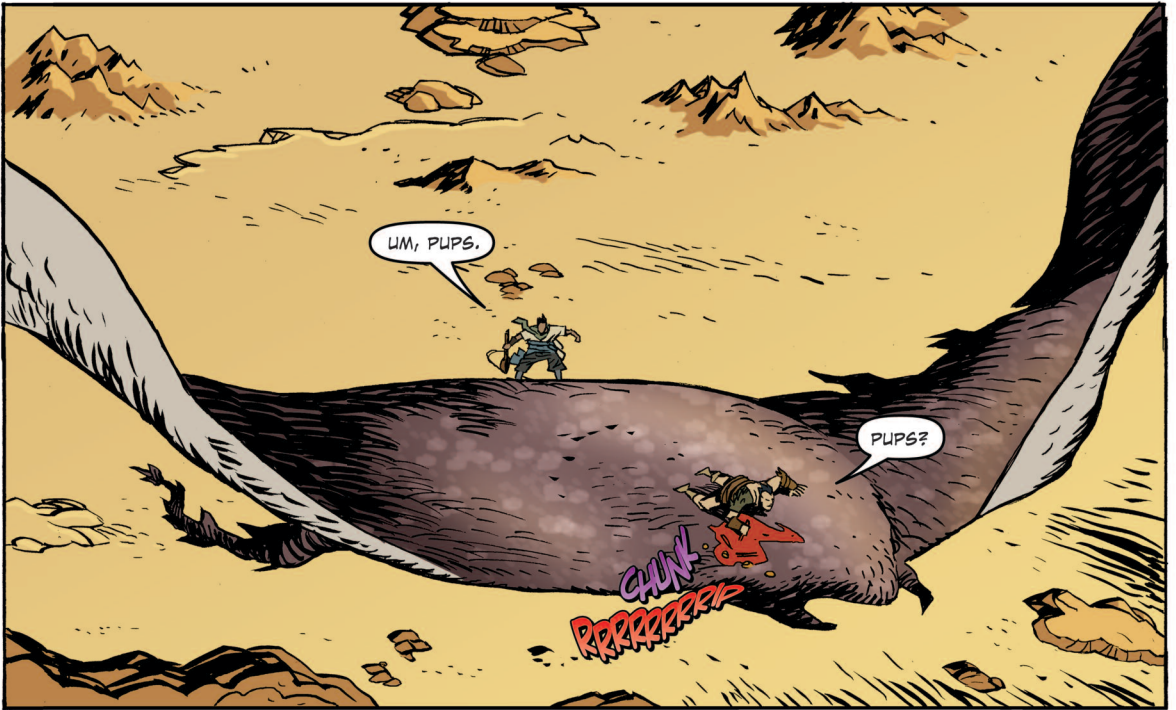
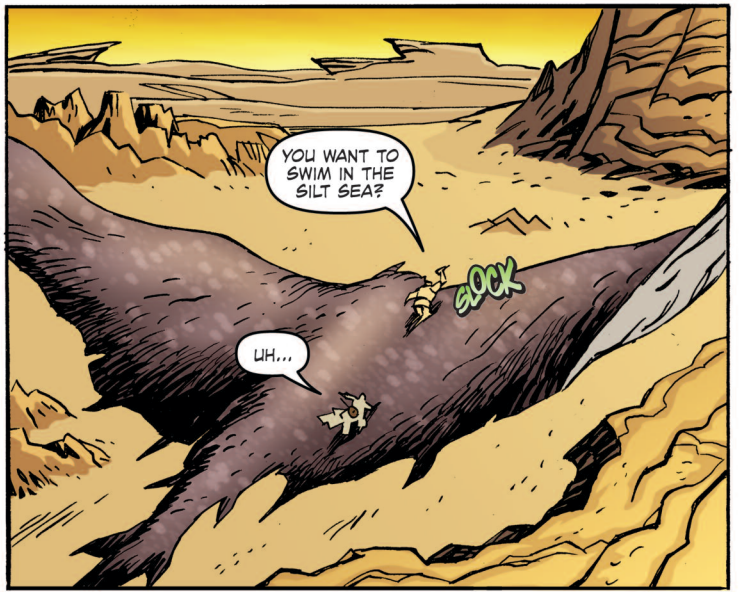


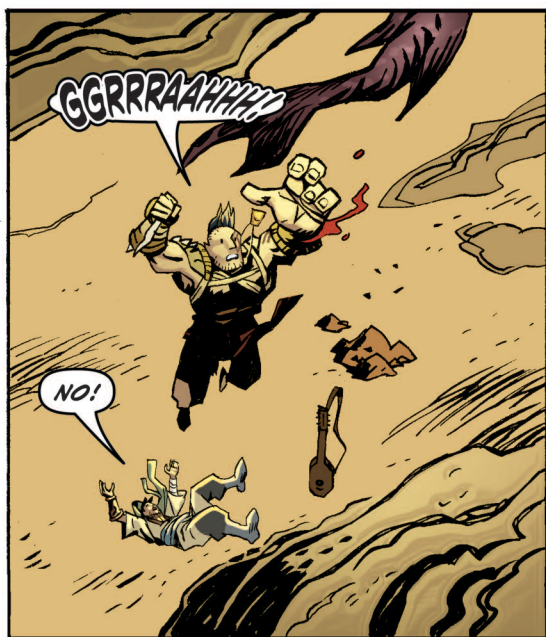


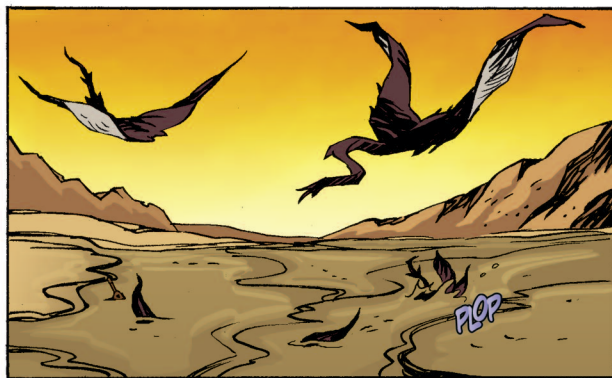
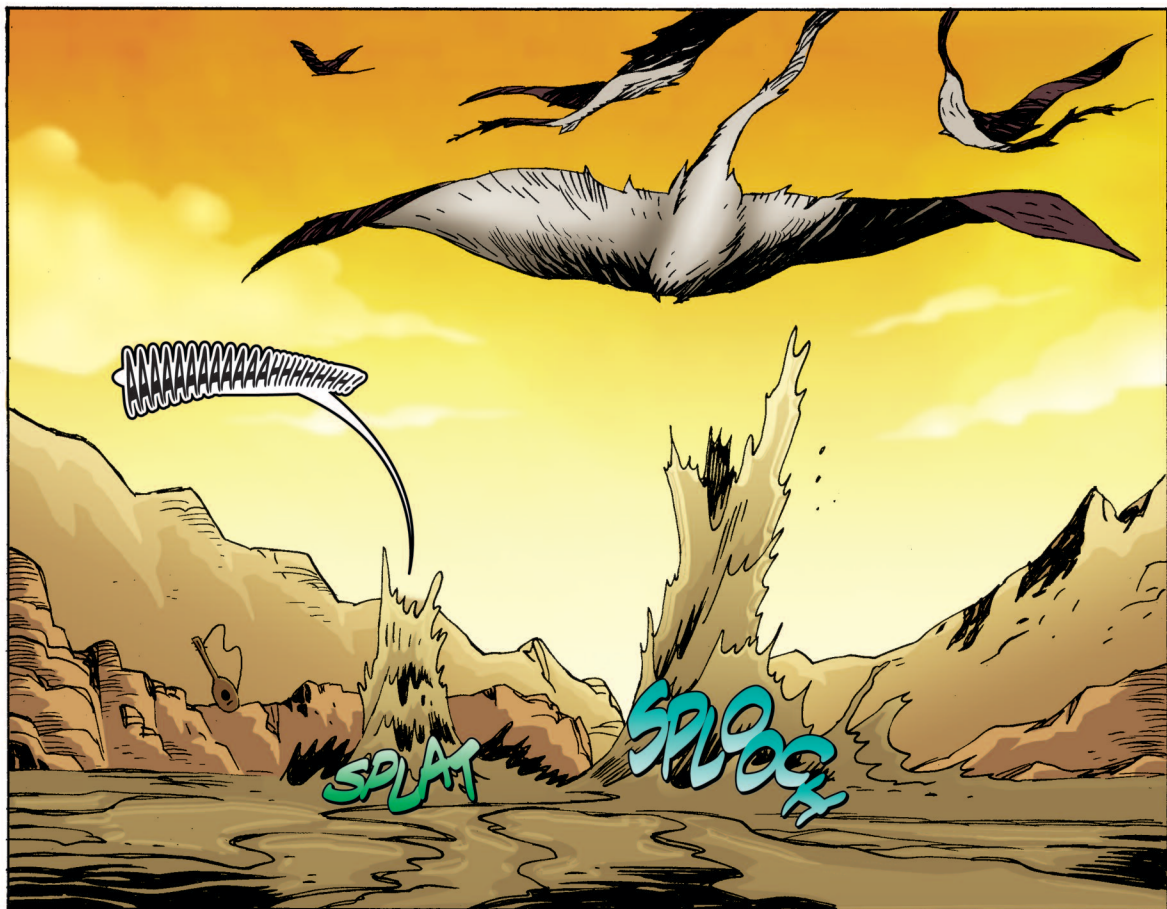




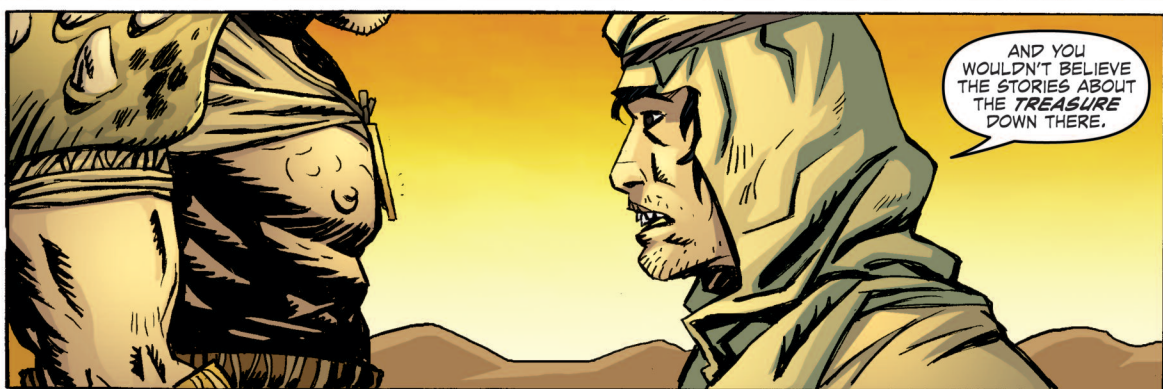
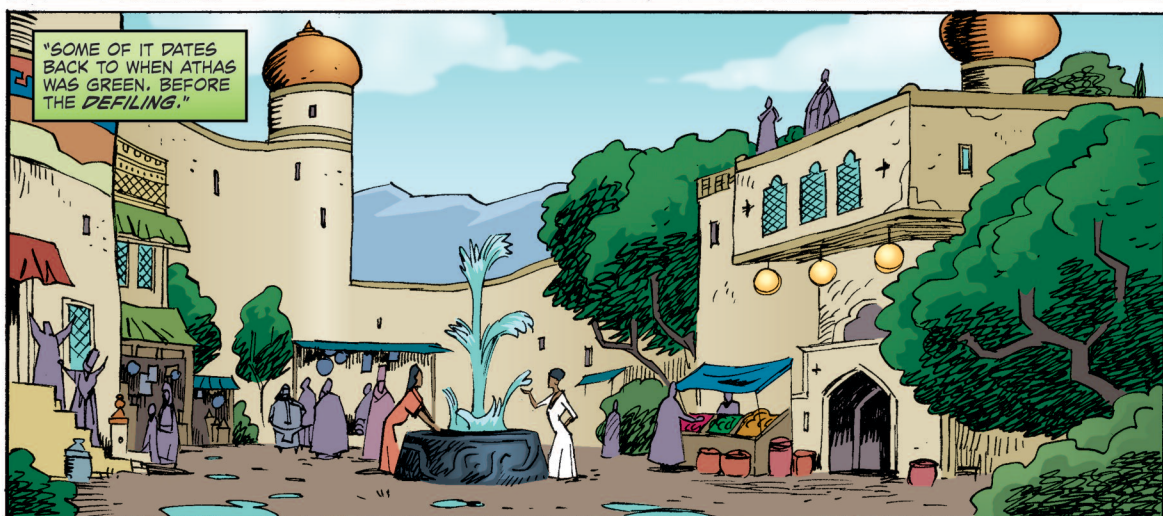
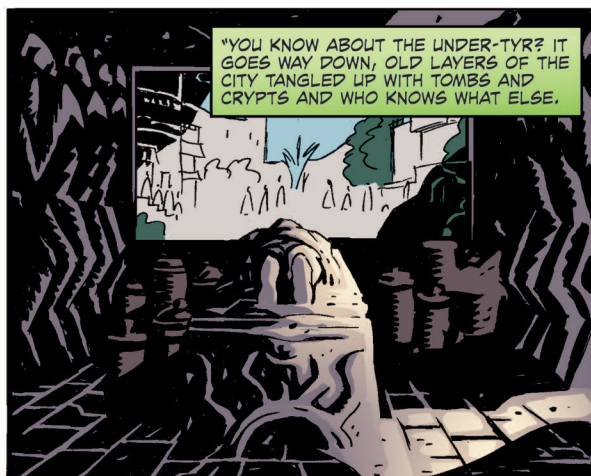
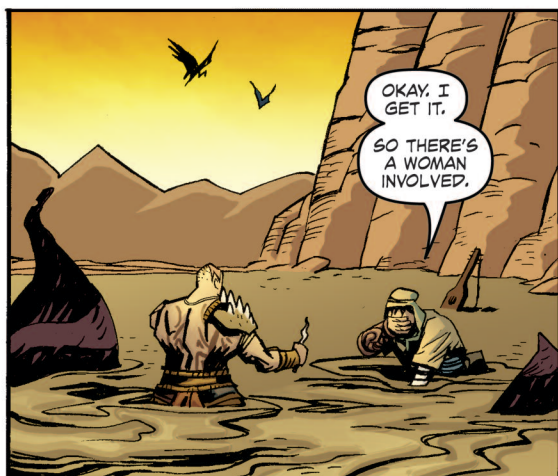




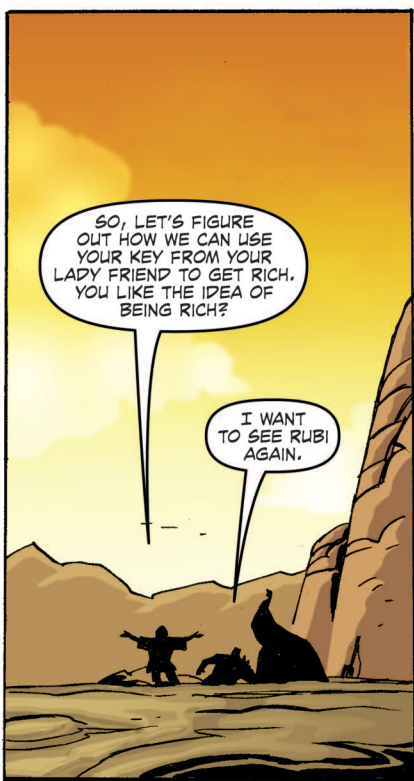
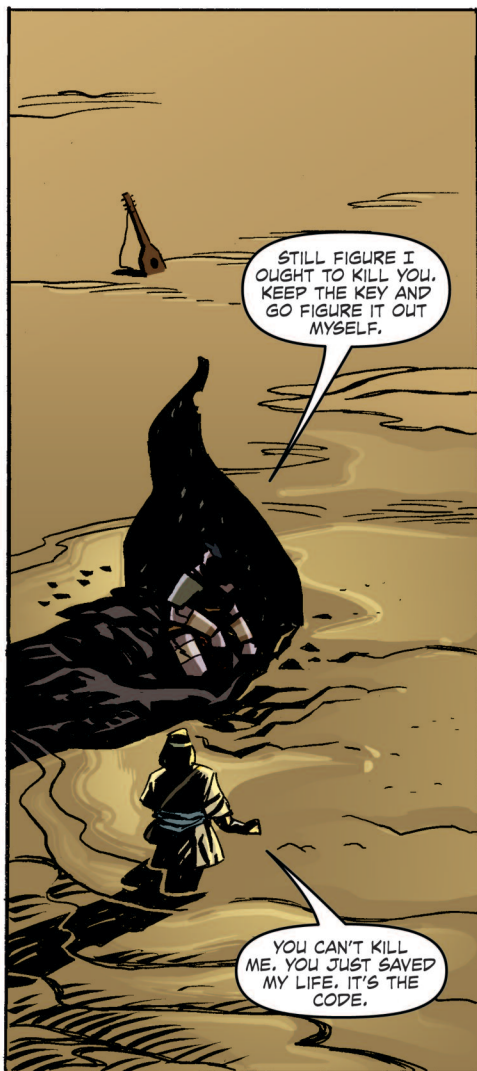


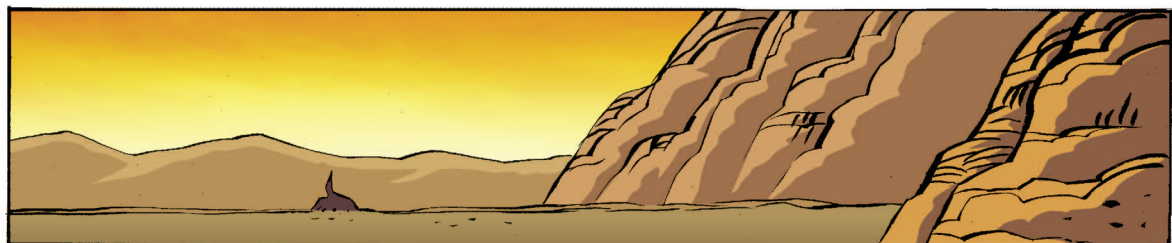


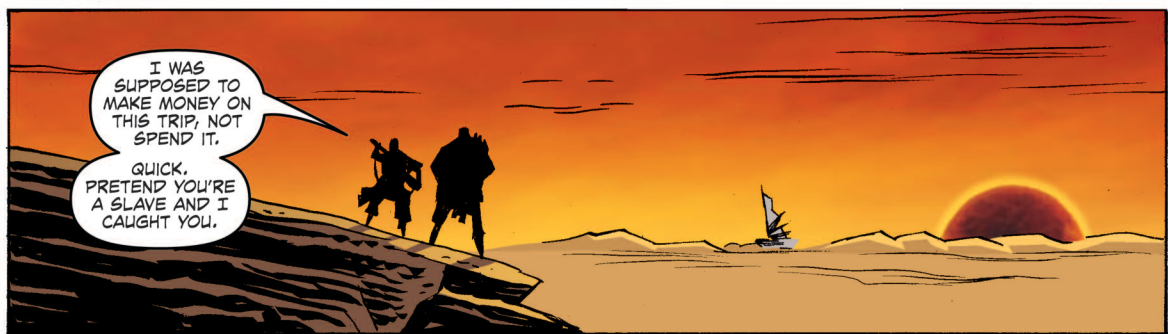
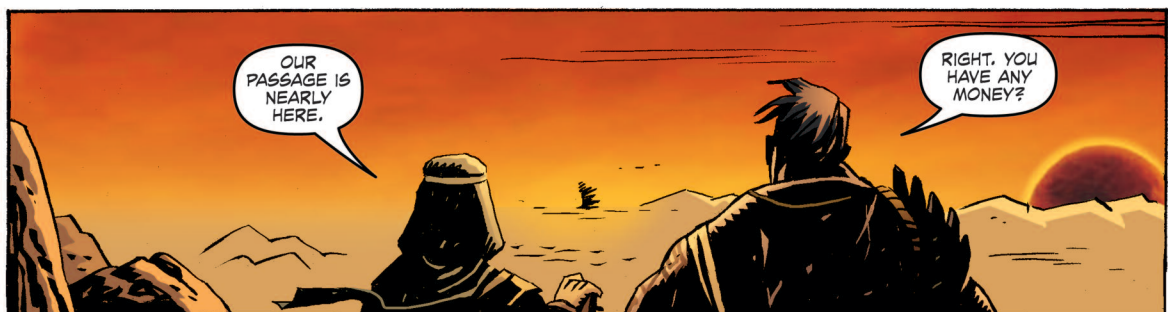


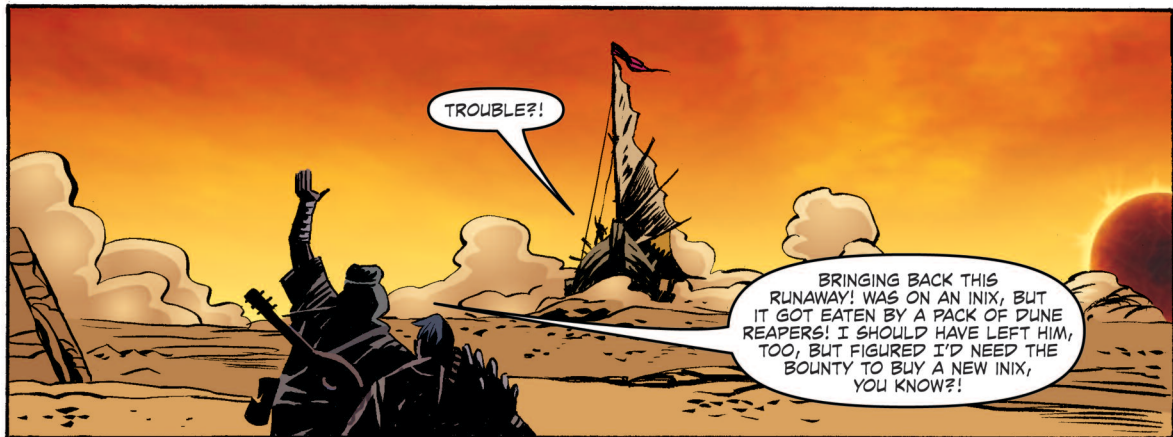
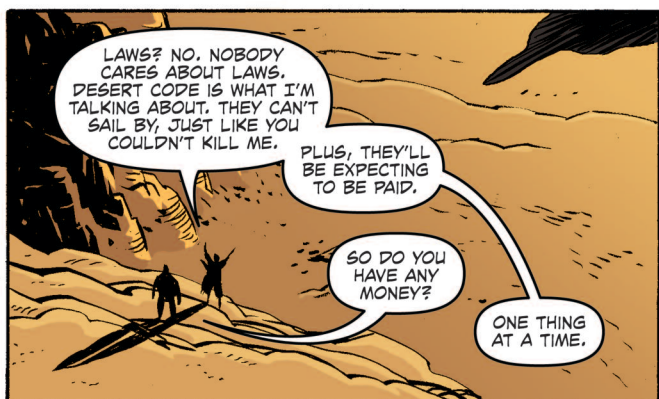
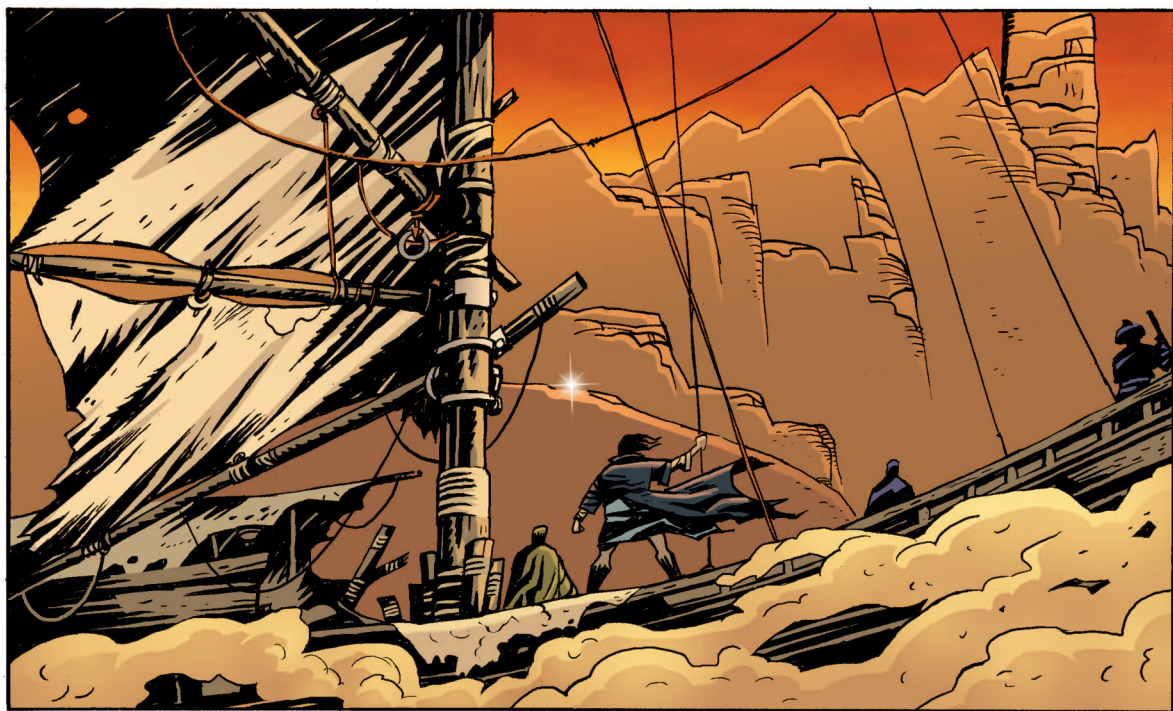








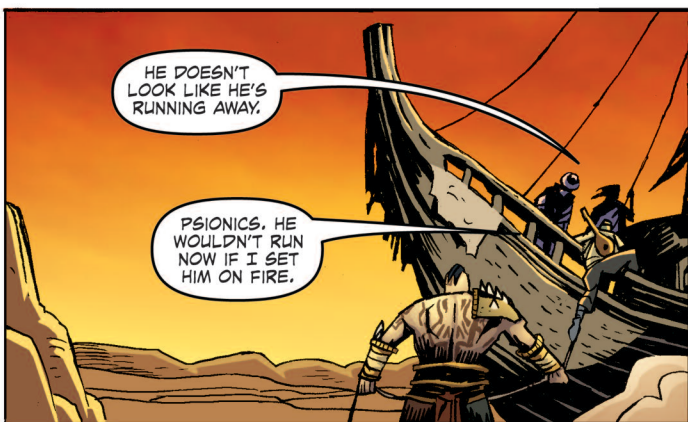






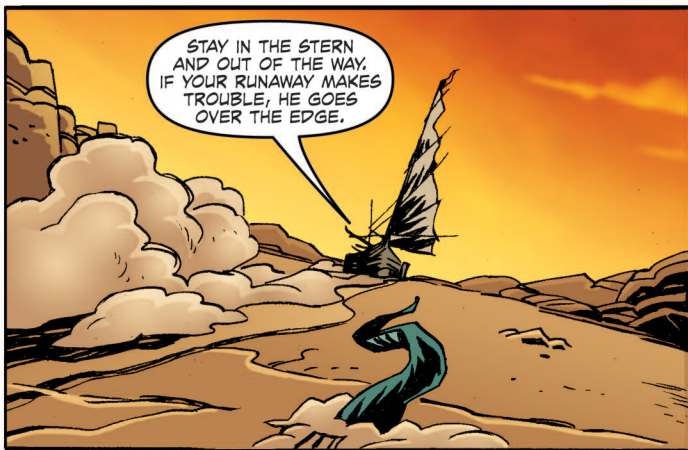
FIFTEEN PERCENT, AND WE'RE ONLY GOING TO THE MIDDLE OF THE SOUTH FORK.

THEN SO ARE WE!



HE DOESN'T LOOK LIKE HE'S RUNNING AWAY.

PSIONICS. HE WOULDN'T RUN NOW IF I SET HIM ON FIRE.



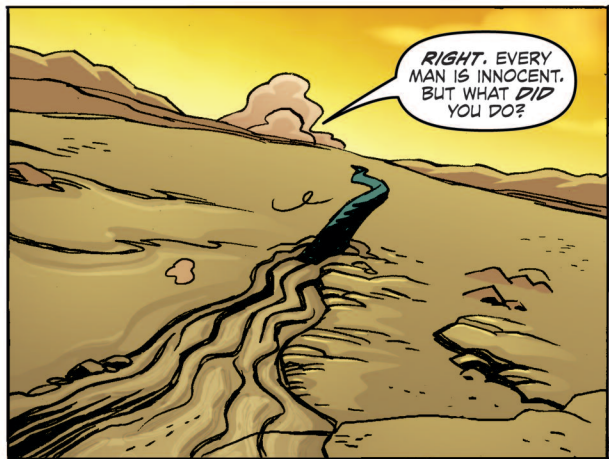
STAY IN THE STERN AND OUT OF THE WAY. IF YOUR RUNAWAY MAKES TROUBLE, HE GOES OVER THE EDGE.



THE NEXT DAY.

SO. WHAT DID YOU DO TO GET PUT ON THE MARKET?

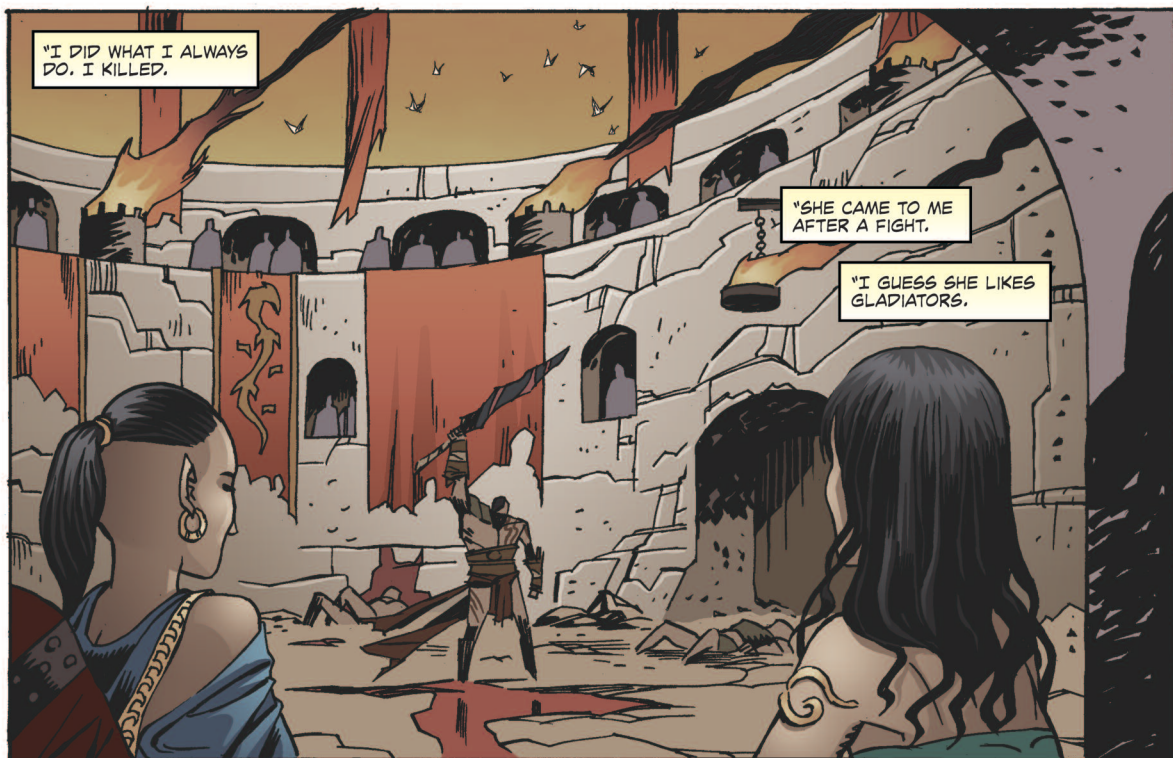
DON'T KNOW.



RIGHT. EVERY MAN IS INNOCENT. BUT WHAT DID YOU DO?



WHAT DID I DO?



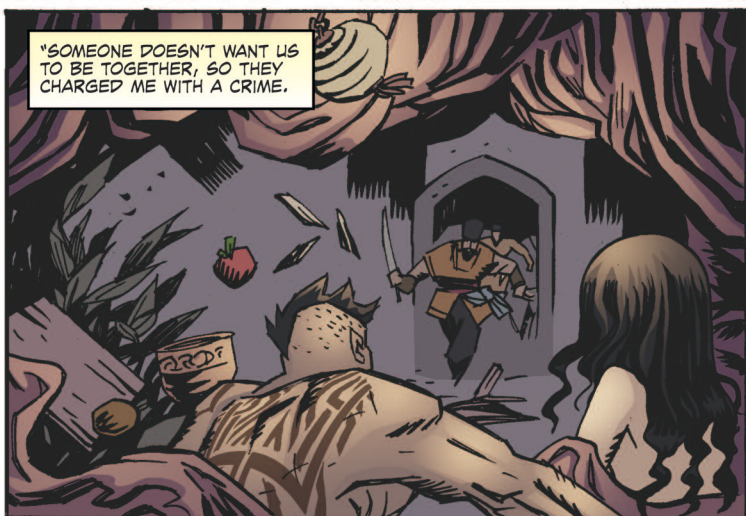
"I DID WHAT I ALWAYS DO. I KILLED."

"SHE CAME TO ME AFTER A FIGHT."

"I GUESS SHE LIKES GLADIATORS."



"SHE SAID SHE WANTED ME TO HAVE THE MEDALLION TO REMEMBER HER BY."



"SOMEONE DOESN'T WANT US TO BE TOGETHER, SO THEY CHARGED ME WITH A CRIME."

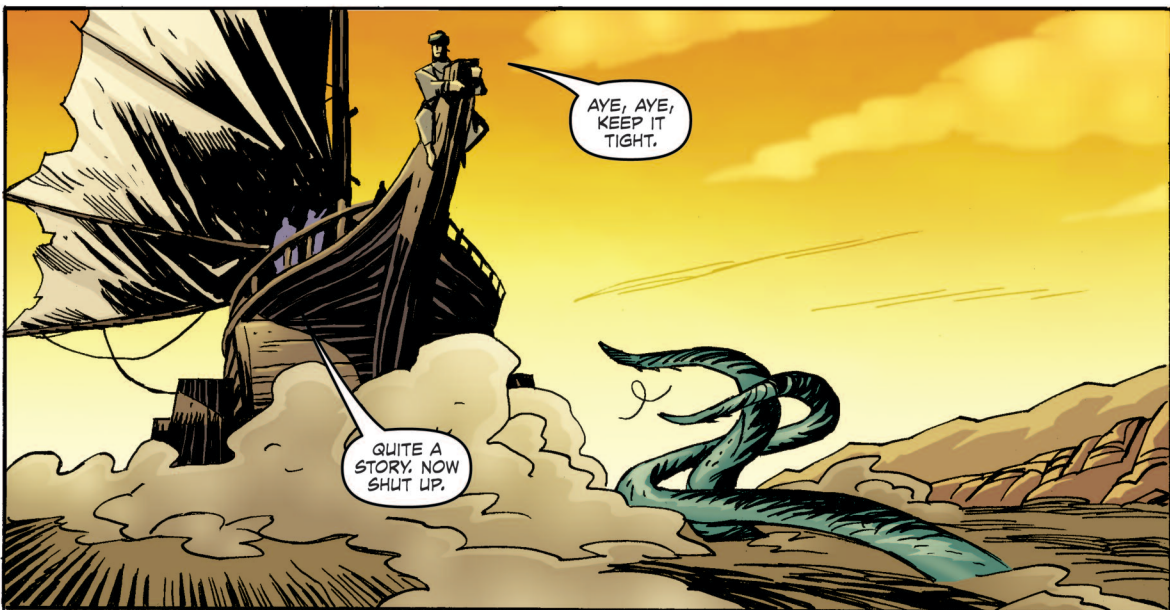
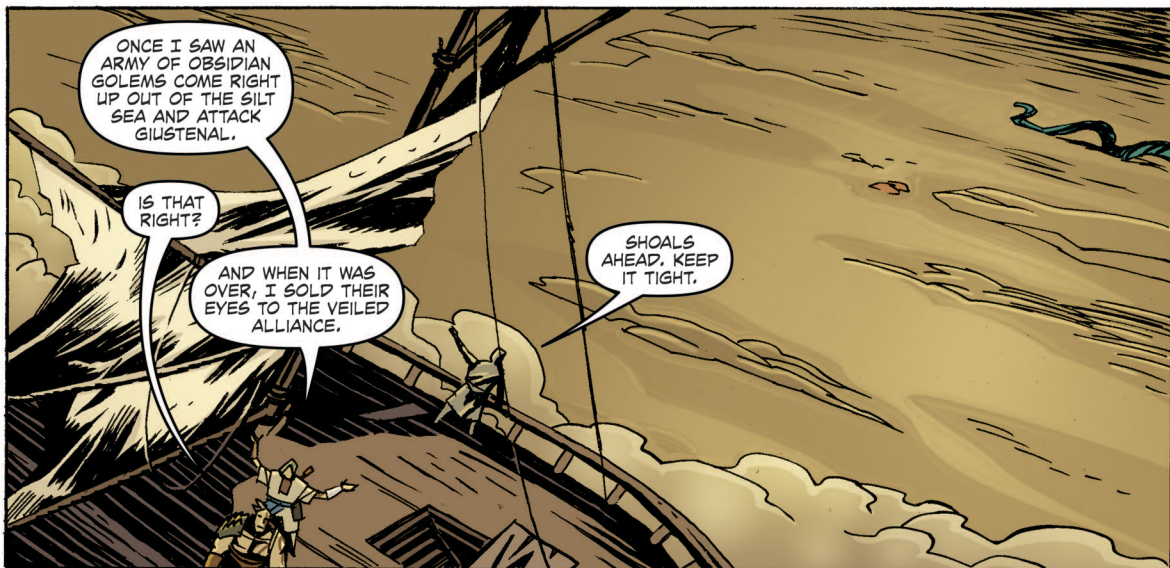


"BUT I WASN'T GOING TO BE A SLAVE AGAIN."

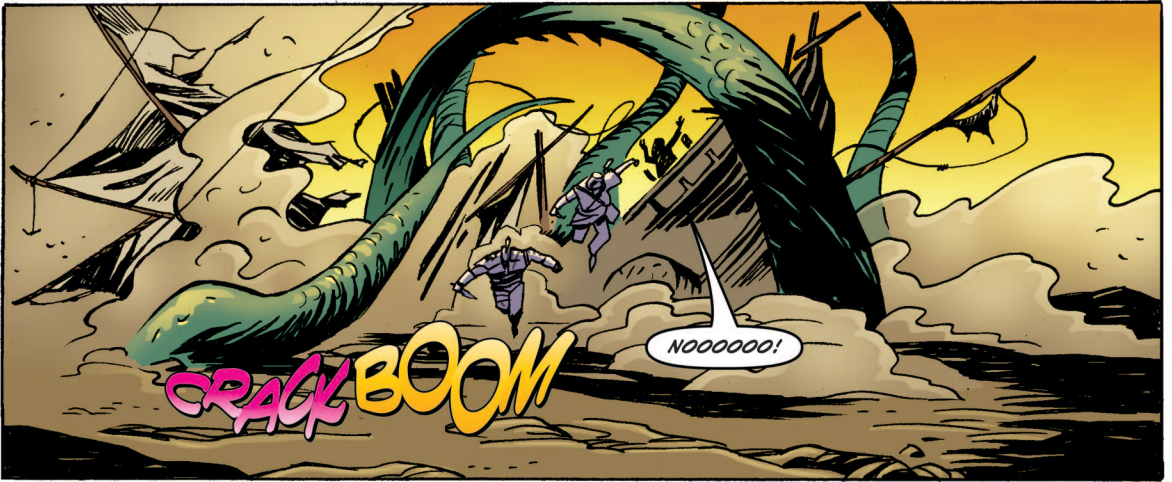


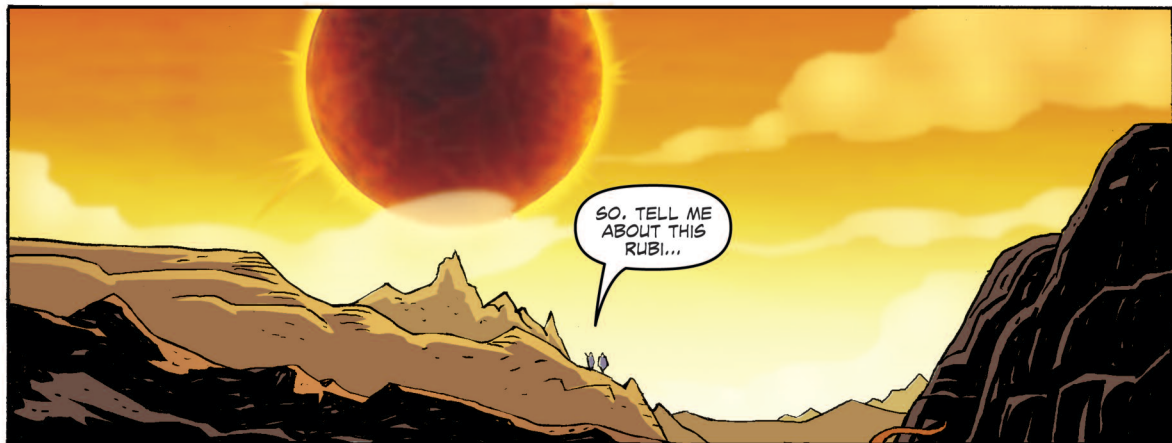
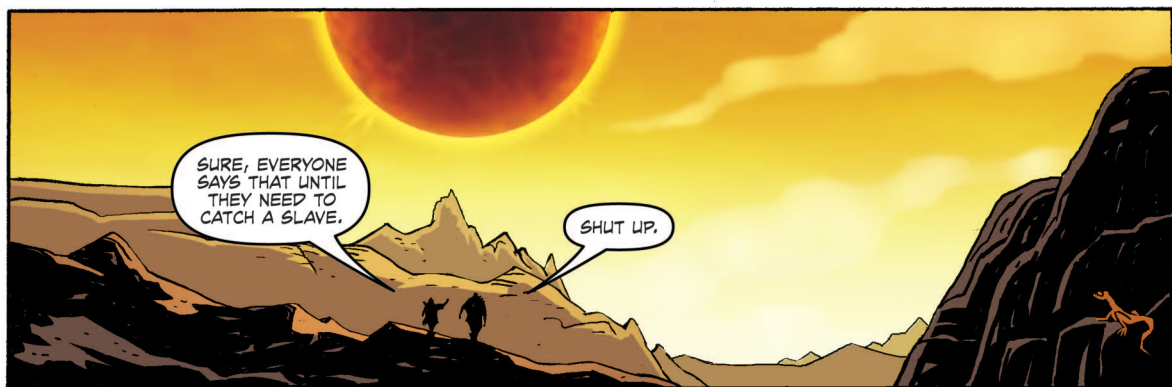
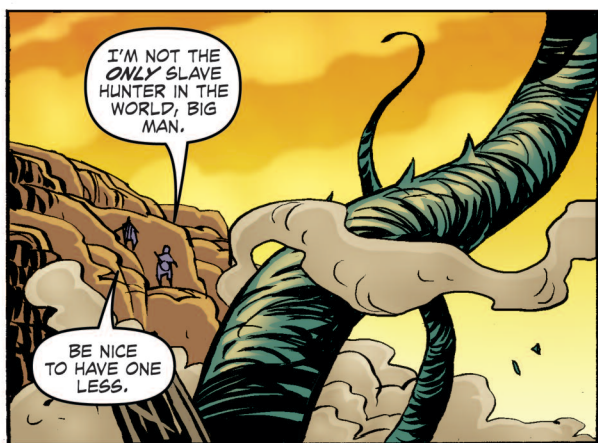
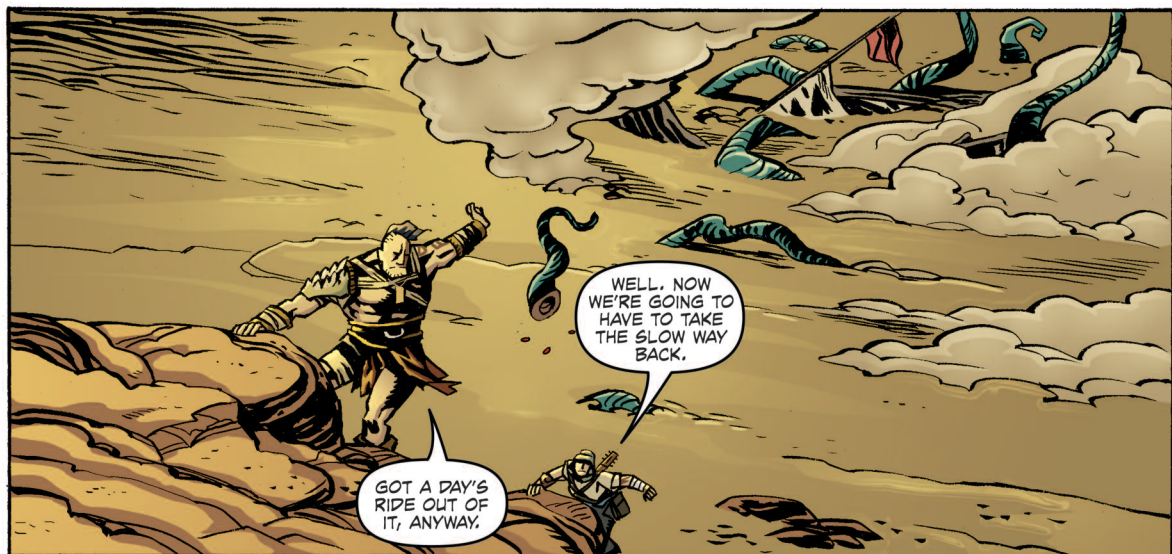
"THE REST OF IT I KNOW. I GO TO BRING YOU BACK, YOU KILL A PERFECTLY GOOD CARAVAN GUARD, NOW WE'RE HERE."

"IF HE WAS THAT GOOD, HE WOULDN'T HAVE BEEN THAT EASY TO KILL."













Art by Andy Brase





SO, LET
ME GET THIS
STRAIGHT.

THIS WOMAN
RUBI, SHE GAVE
YOU THE
KEY?

YES.



BUT SHE
DIDN'T KNOW
WHAT IT
WAS.

HOW
SHOULD I
KNOW?



HOW FAR
ARE WE FROM
TYR?

ANY WATER?

FOUR, FIVE
DAYS.

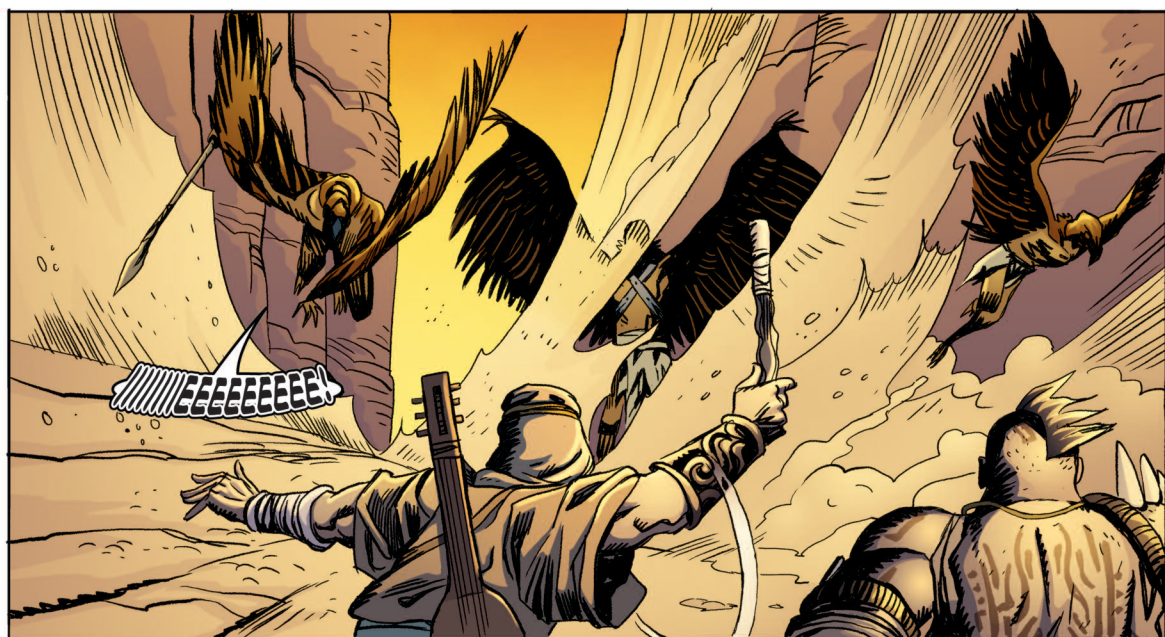
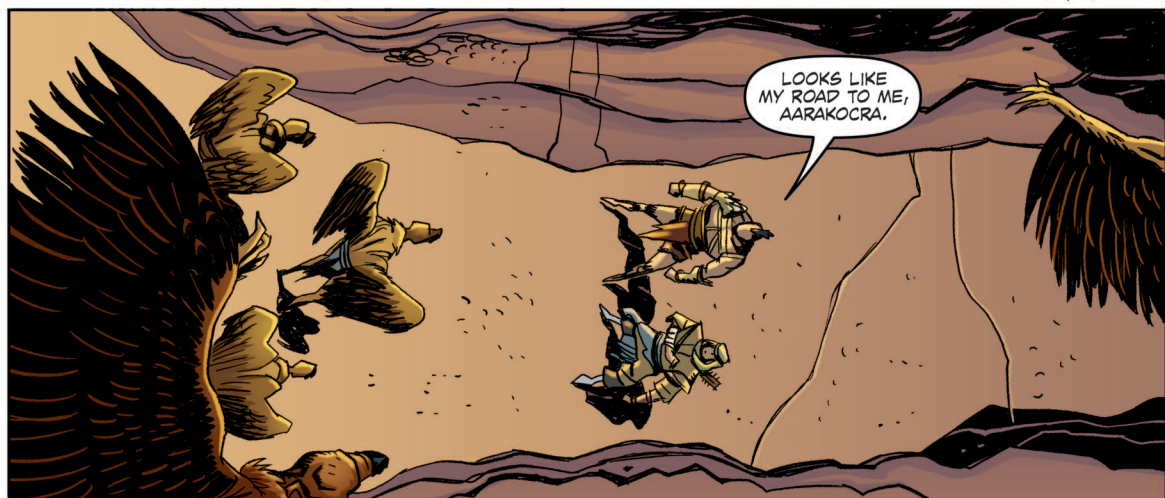
NOT
EXACTLY ON
THE WAY.



I'LL GO OUT
OF MY WAY NOT
TO DIE OF
THIRST.

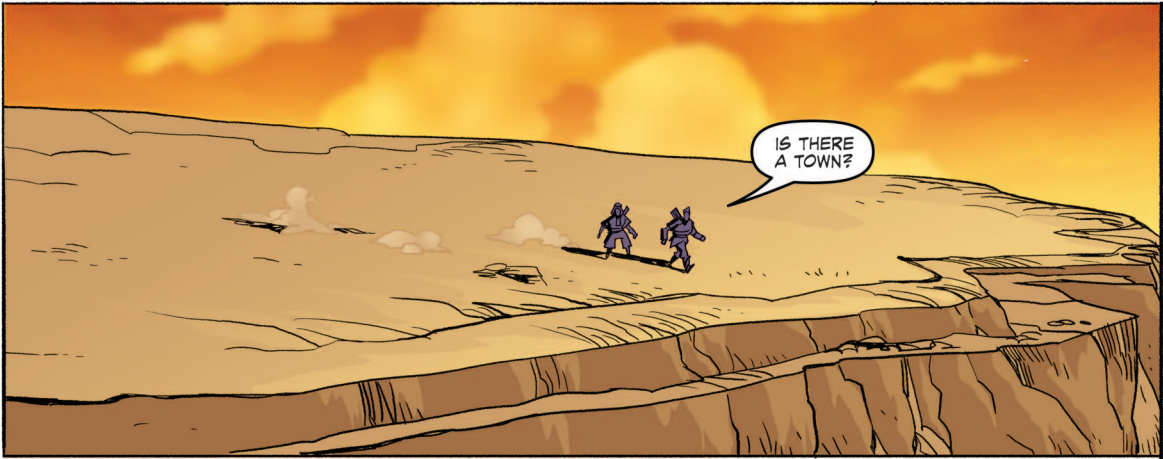
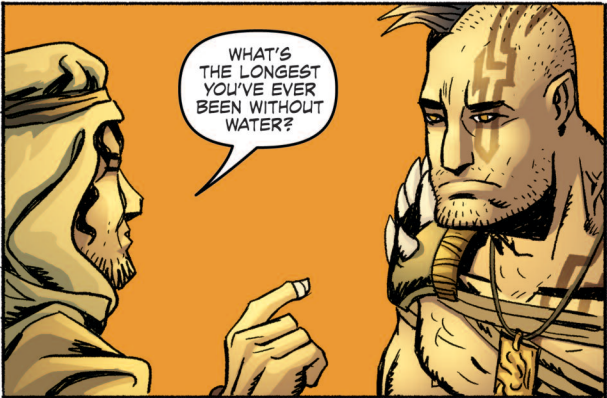
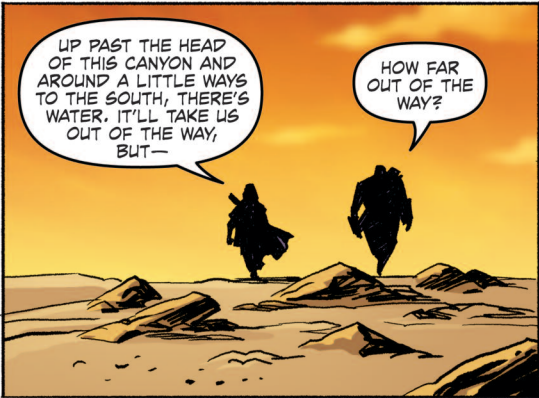
I KNEW
YOU WERE
SMART.









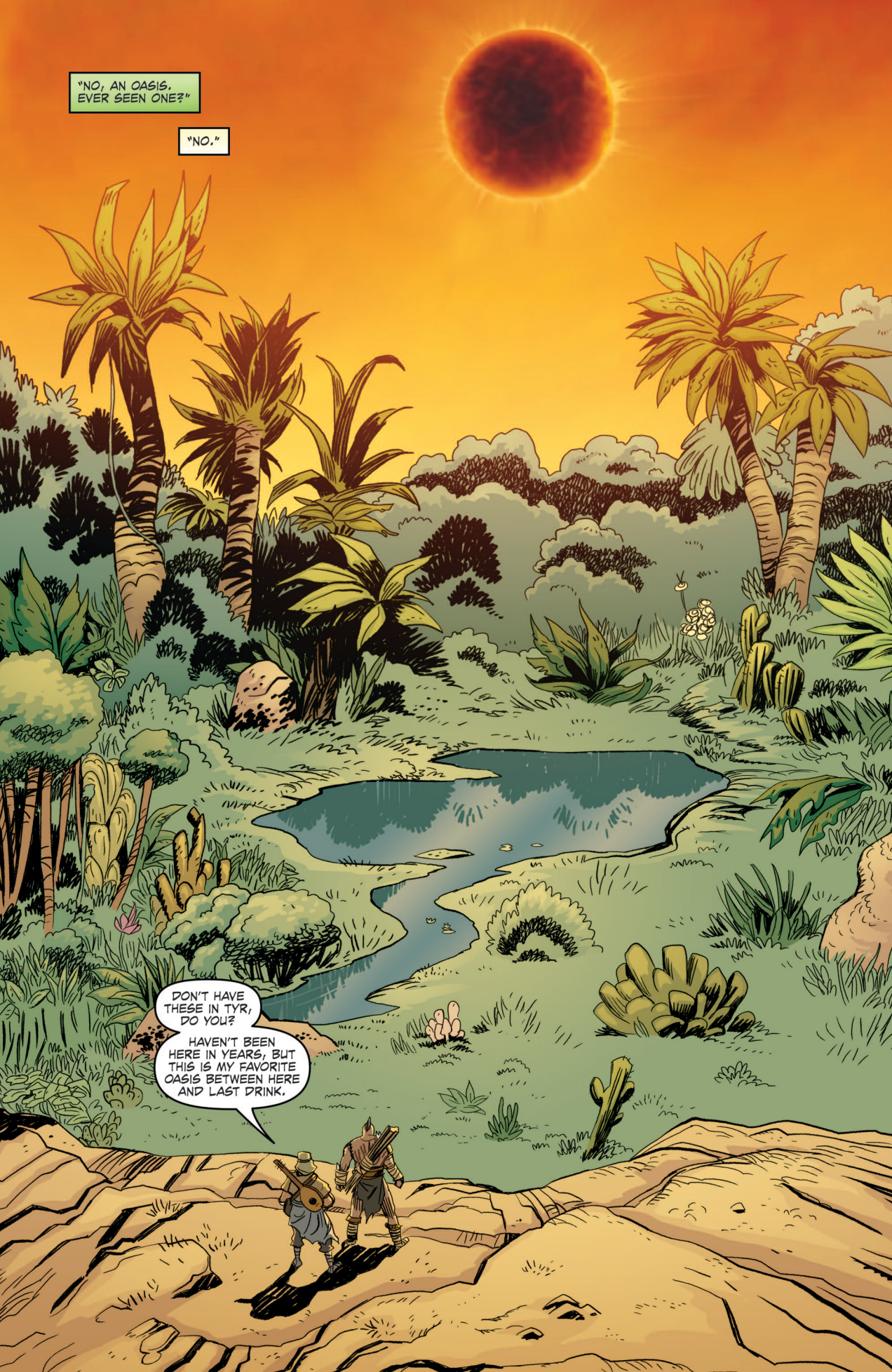


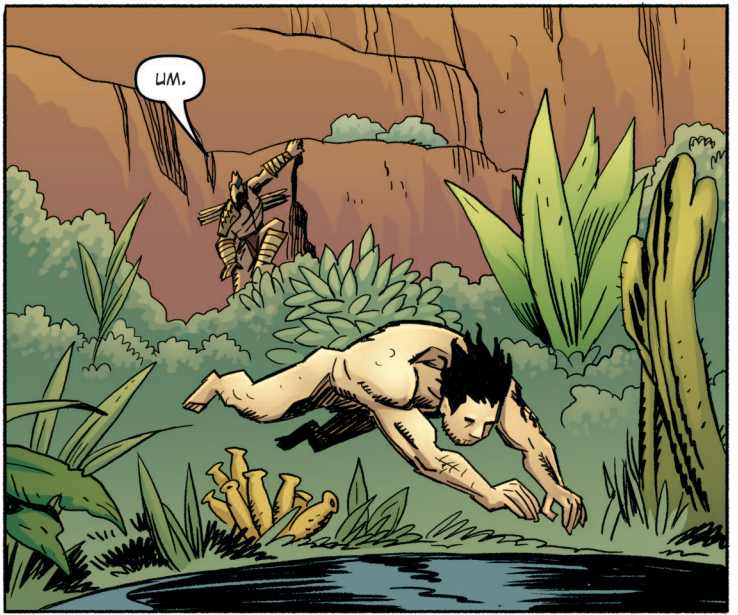
"NO, AN OASIS.
EVER SEEN ONE?"

"NO."

DON'T HAVE
THESE IN TYR,
DO YOU?

HAVEN'T BEEN
HERE IN YEARS, BUT
THIS IS MY FAVORITE
OASIS BETWEEN HERE
AND LAST DRINK.





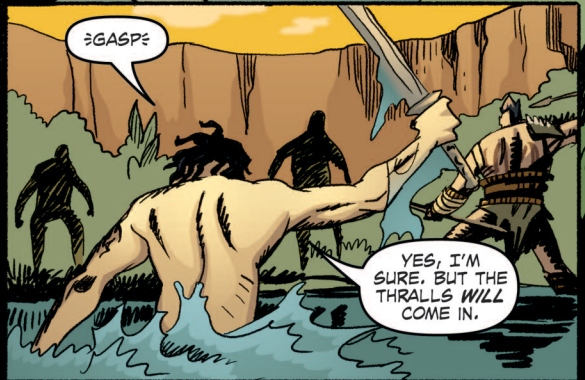


GET IN THE WATER! THE CACTUS WON'T COME IN!

YOU SURE?



I SAID—



!GASP!

YES, I'M SURE. BUT THE THRALLS WILL COME IN.

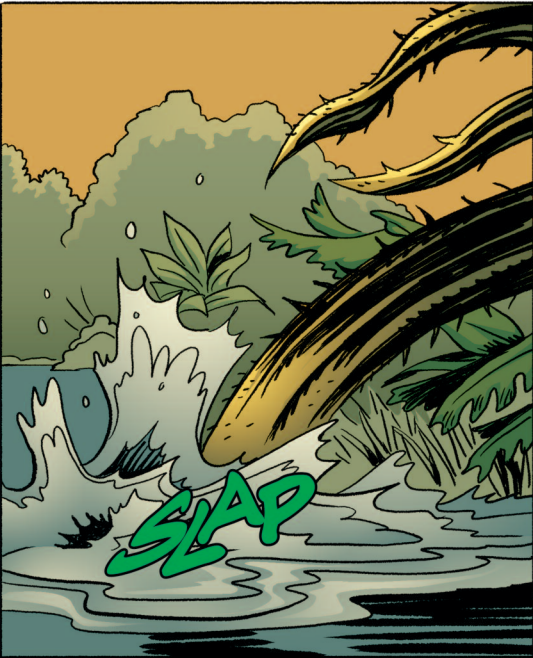


DON'T BREATHE THOSE!

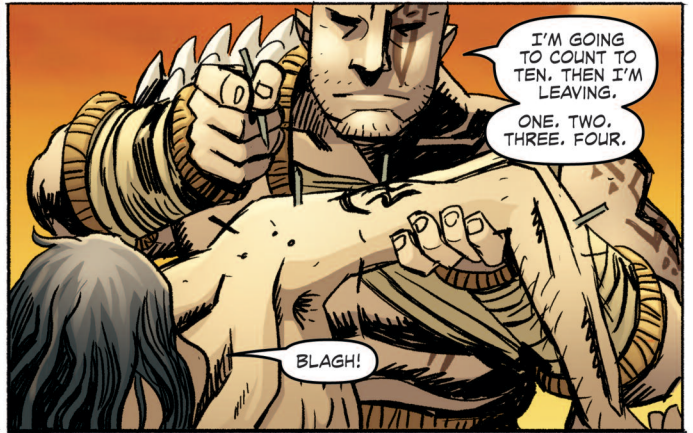
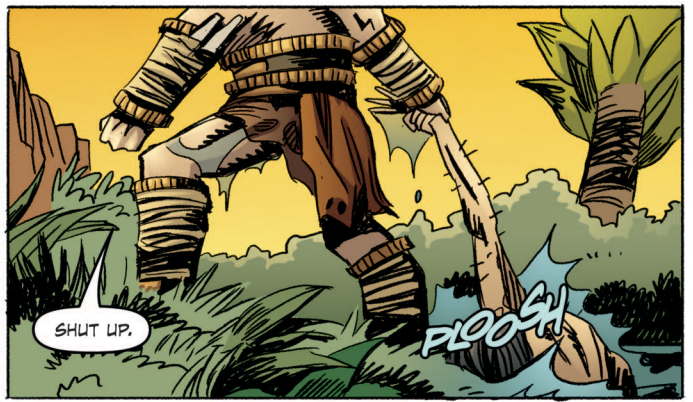
NOW YOU TELL ME.

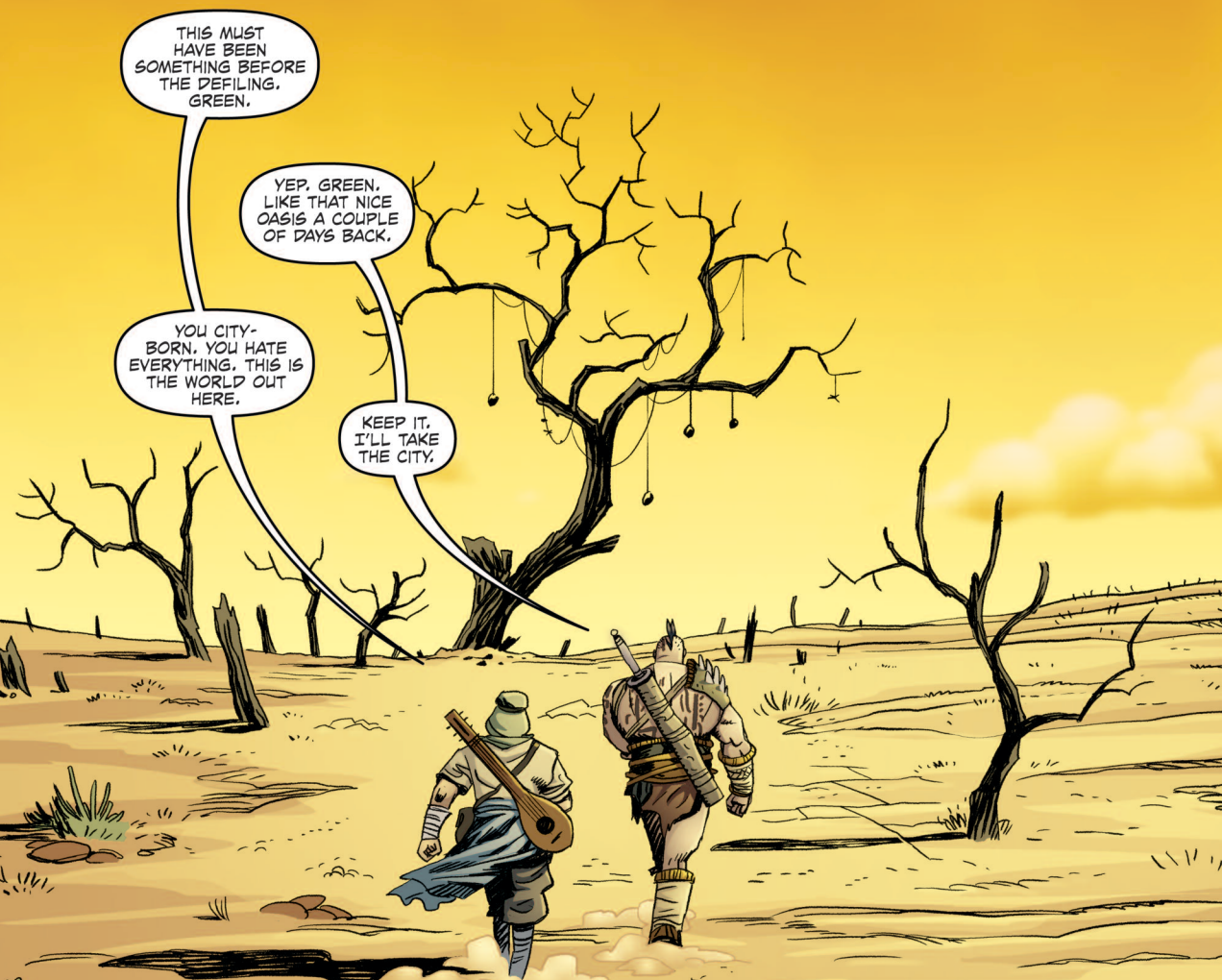


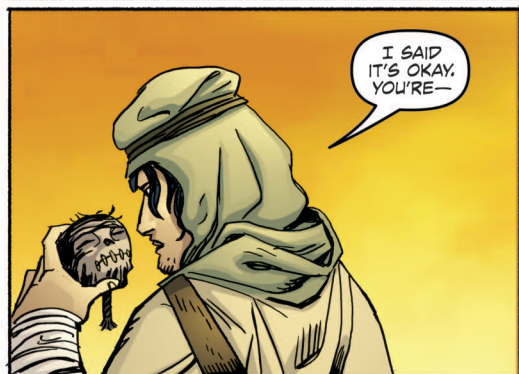
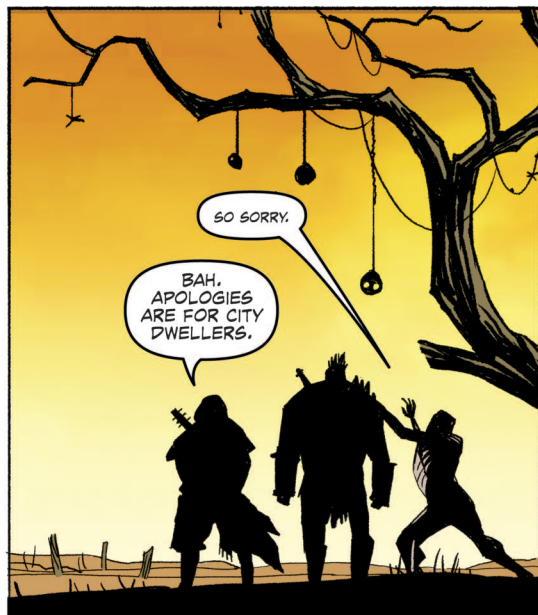
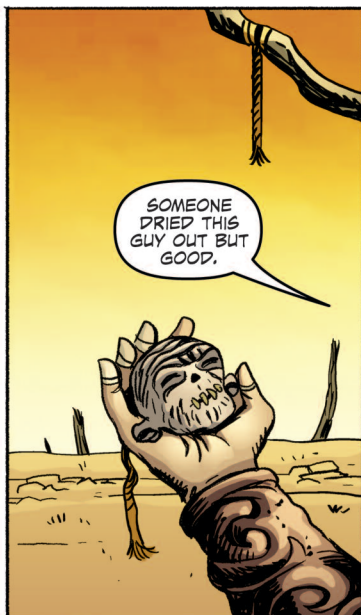
GRUDVIK!

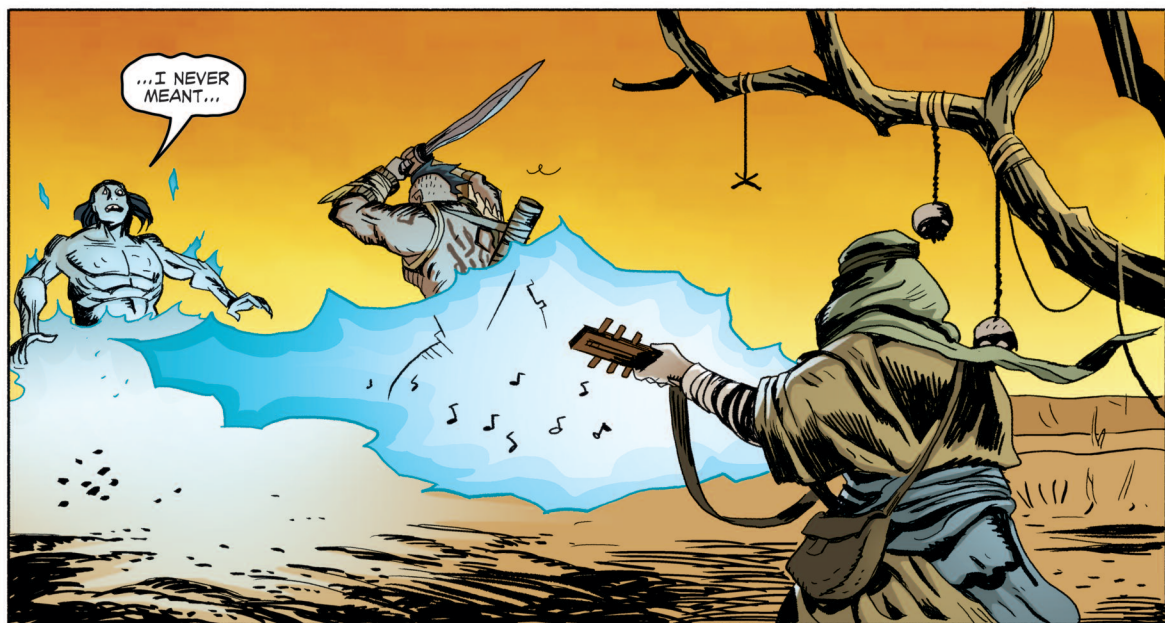




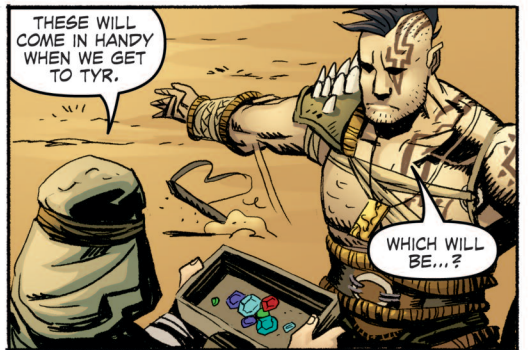
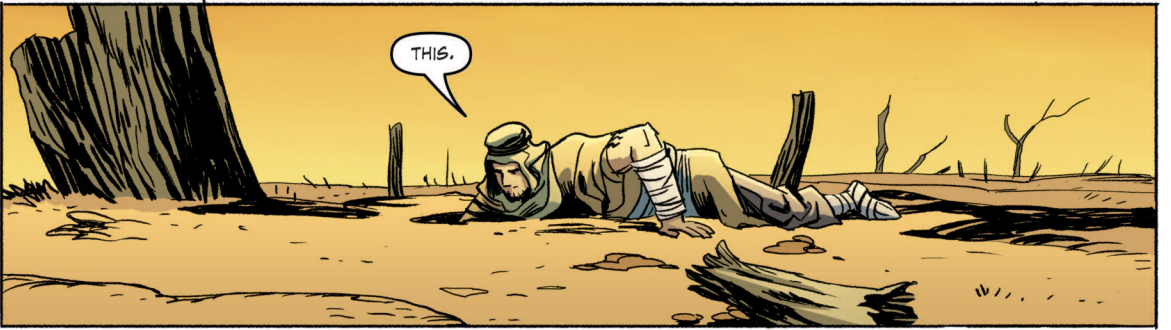
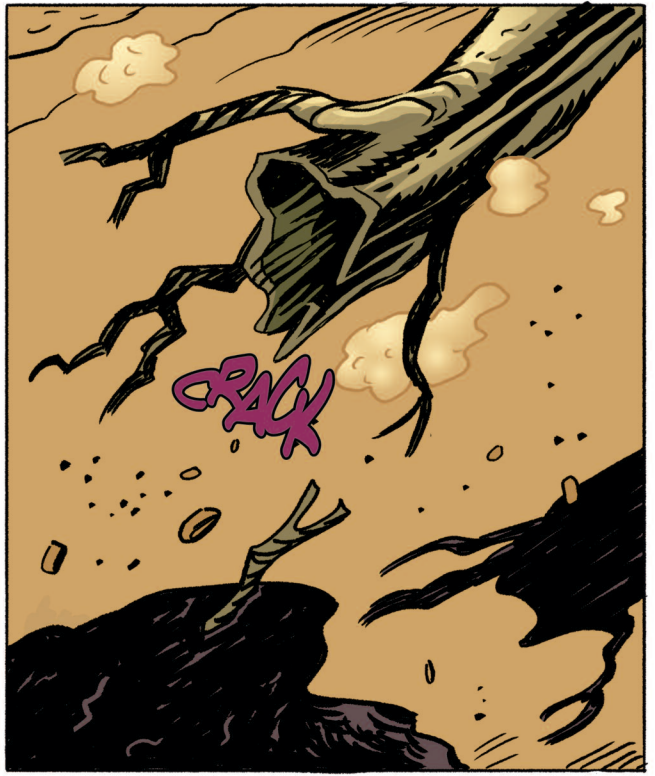












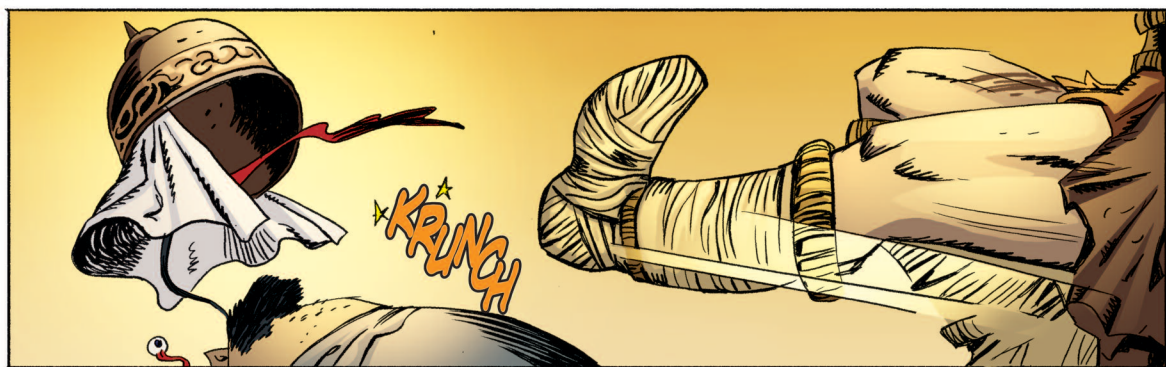
"MY GUESS IS TOMORROW."

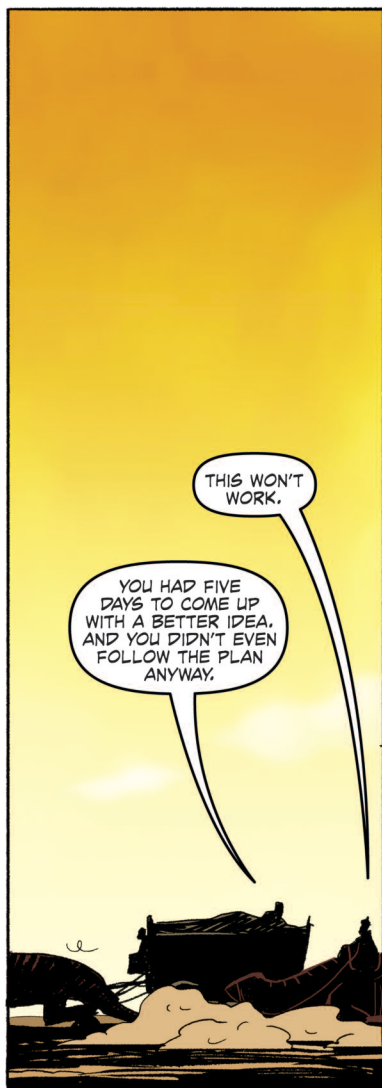
THE GUARDS
WILL BE SLOPPY
THIS CLOSE TO
THE CITY.

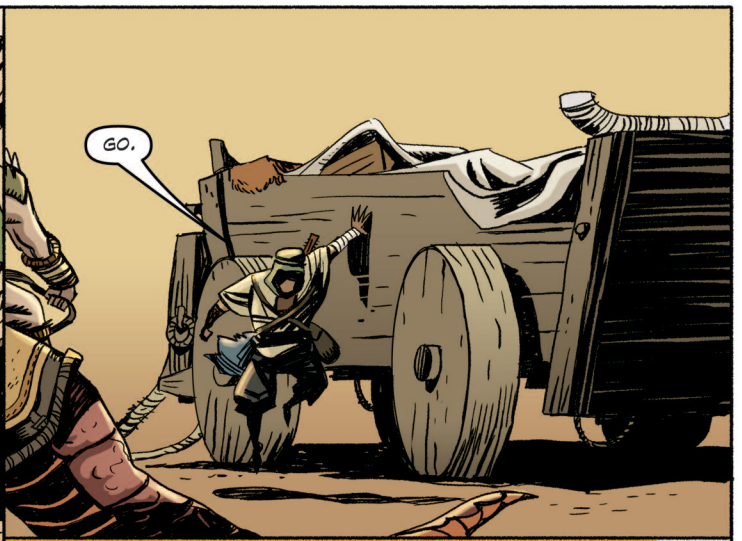
YOU HOPE.

WAIT...











THIS IS
WHERE YOU HAVE
FRIENDS? WE NEED
TO GO SEE
RUBI.

NOT UNLESS
YOU WANT TO END
UP IN THE SLAVE
PEN AGAIN.



HERE
WE ARE.
OKAY.


OKAY
WHAT?



AKI, IMAGINE
SEEING YOU
HERE. TALK TO
THE MILITIA
LATELY?



TRYING NOT
TO, MUDRADA.



WELL, COME
ON IN, THEN. YOU
LOOK LIKE YOU'VE
GOT A STORY
TO TELL.





Art by John Watson







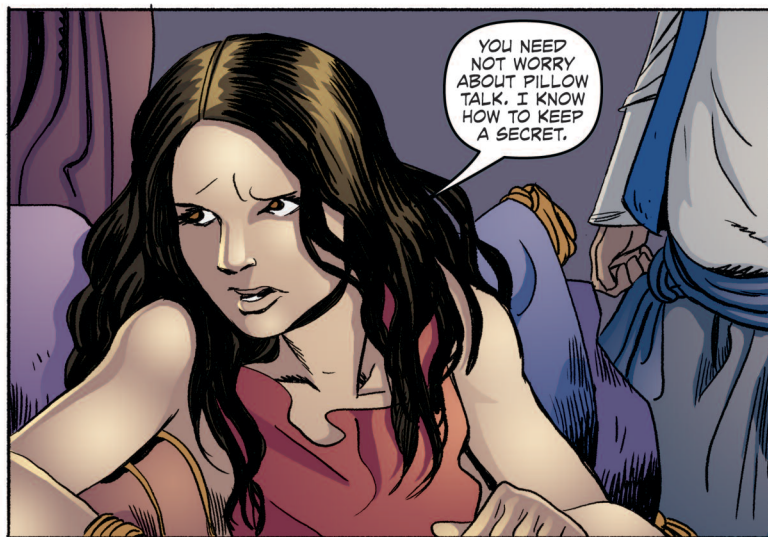
BITE YOUR TONGUE.

IT'S NOT MY TONGUE I'M WORRIED ABOUT. IT'S YOURS.



HOW MUCH DOES THIS MUL KNOW OF HOUSE IANTO? YOUR PILLOW TALK MIGHT HAVE REACHED THE WRONG EARS, AND YOUR BAUBLE, IN THE WRONG HANDS, MIGHT UNDERMINE THE STATURE OF THIS HOUSE.

NOW TELL ME.

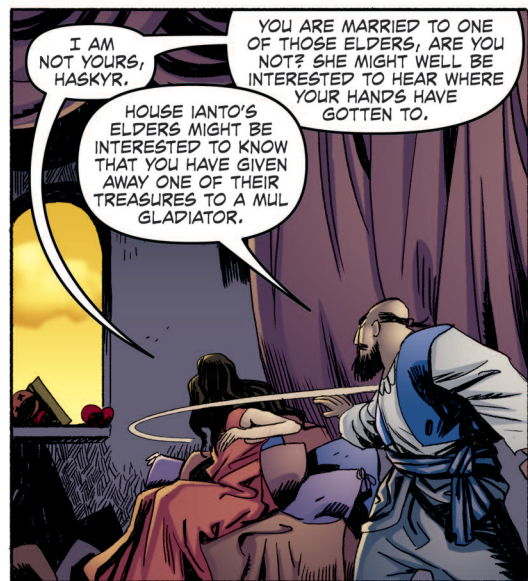


YOU NEED NOT WORRY ABOUT PILLOW TALK. I KNOW HOW TO KEEP A SECRET.



PERHAPS YOU COULD KEEP ANOTHER SECRET.

JUST BETWEEN US.



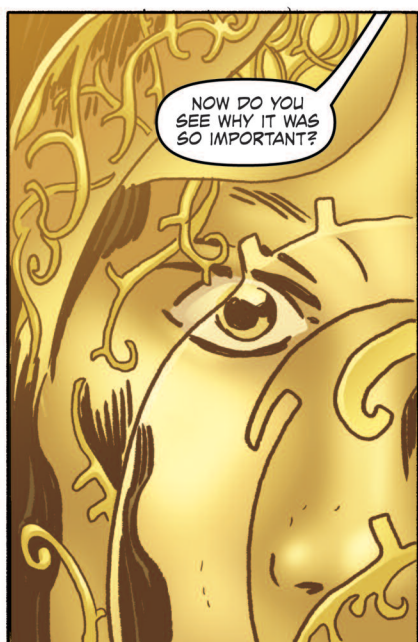
I AM NOT YOURS, HASKYR.

HOUSE IANTO'S ELDERS MIGHT BE INTERESTED TO KNOW THAT YOU HAVE GIVEN AWAY ONE OF THEIR TREASURES TO A MUL GLADIATOR.

YOU ARE MARRIED TO ONE OF THOSE ELDERS, ARE YOU NOT? SHE MIGHT WELL BE INTERESTED TO HEAR WHERE YOUR HANDS HAVE GOTTEN TO.



GET OUT.

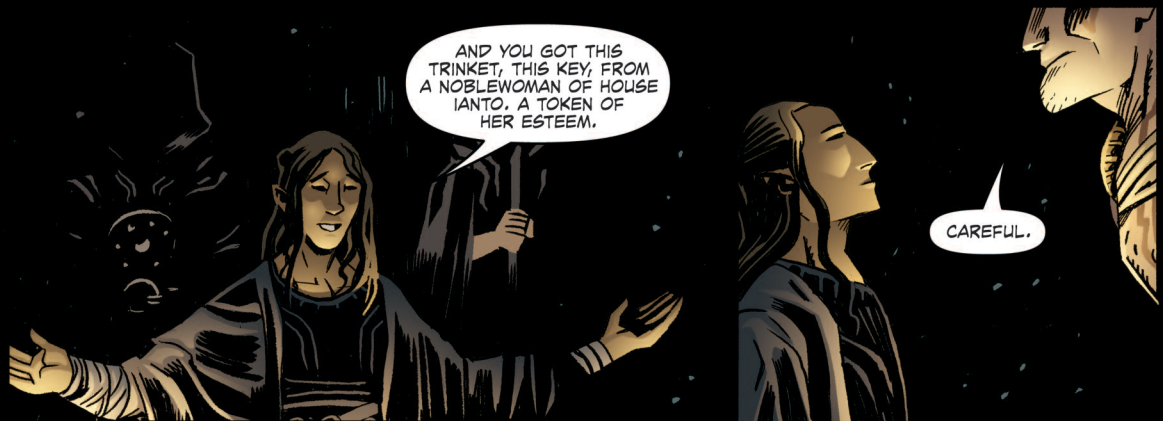




...YOU'RE
LOOKING FOR
A WAY INTO THE
UNDER-TYR.

WHAT DO
YOU WANT DOWN
THERE? TREASURE?
RELICS FROM THE
GREEN?

WHICH MAY
OR MAY NOT
EXIST?

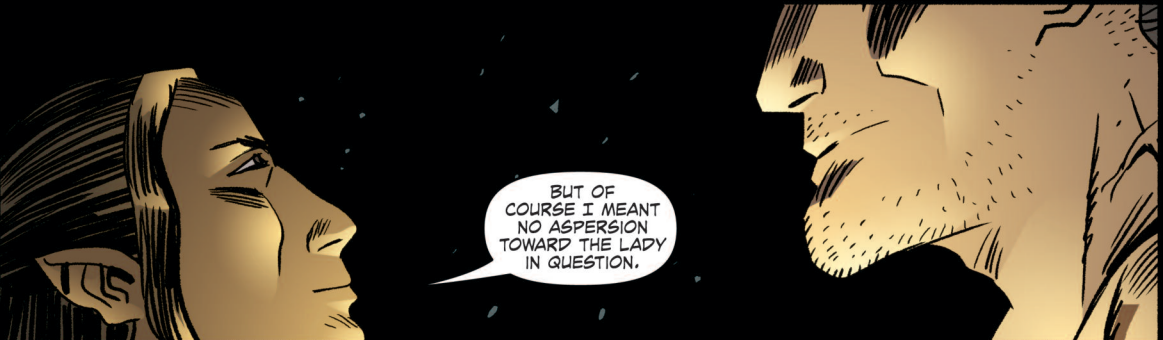


AND YOU GOT THIS
TRINKET, THIS KEY, FROM
A NOBLEWOMAN OF HOUSE
IANTO. A TOKEN OF
HER ESTEEM.

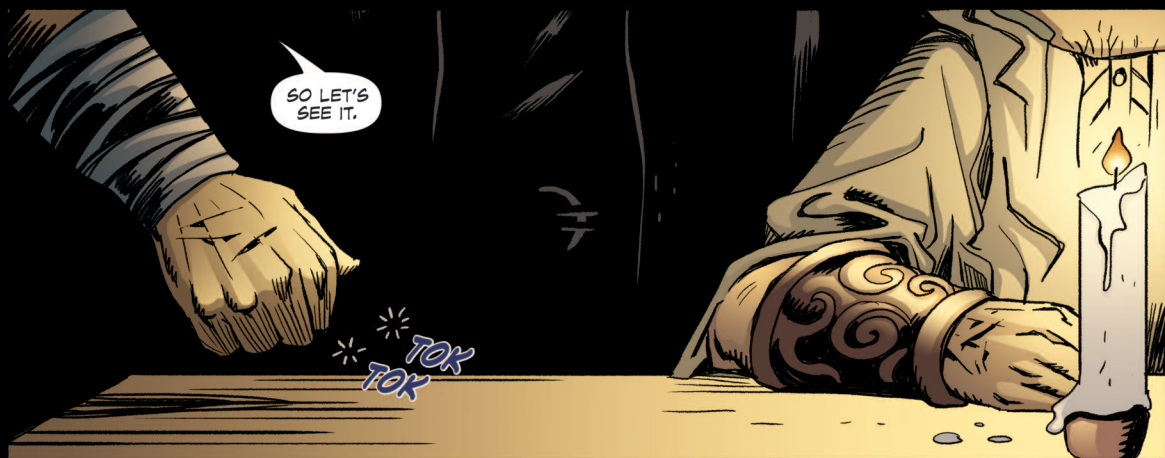
CAREFUL.



TAKE YOUR
OWN ADVICE,
MUL.



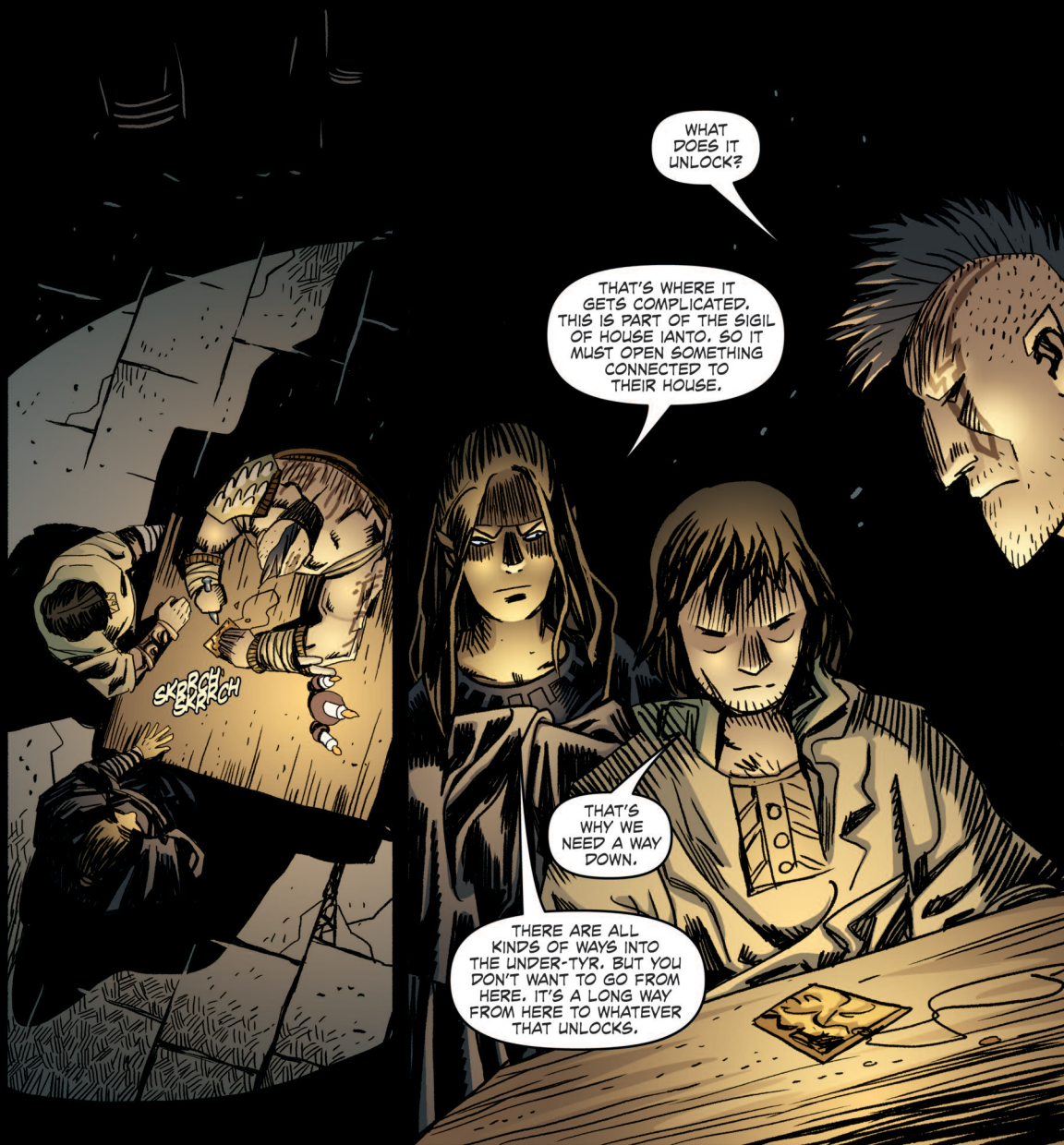
BUT OF
COURSE I MEANT
NO ASPERSION
TOWARD THE LADY
IN QUESTION.





STEEL.

NOTHING BUT THE BEST.



WHAT DOES IT UNLOCK?

THAT'S WHERE IT GETS COMPLICATED. THIS IS PART OF THE SIGIL OF HOUSE IANTO. SO IT MUST OPEN SOMETHING CONNECTED TO THEIR HOUSE.

THAT'S WHY WE NEED A WAY DOWN.

THERE ARE ALL KINDS OF WAYS INTO THE UNDER-TYR. BUT YOU DON'T WANT TO GO FROM HERE. IT'S A LONG WAY FROM HERE TO WHATEVER THAT UNLOCKS.



PROBLEM IS,
THIS IS HALF OF
A KEY. WHERE'S
THE OTHER
HALF?



COME BACK
WHEN YOU HAVE
THEM BOTH. THEN
WE'LL TALK.

ESCORT
THEM OUT.



THE IDEA
WASN'T TO LET
THEM GO.



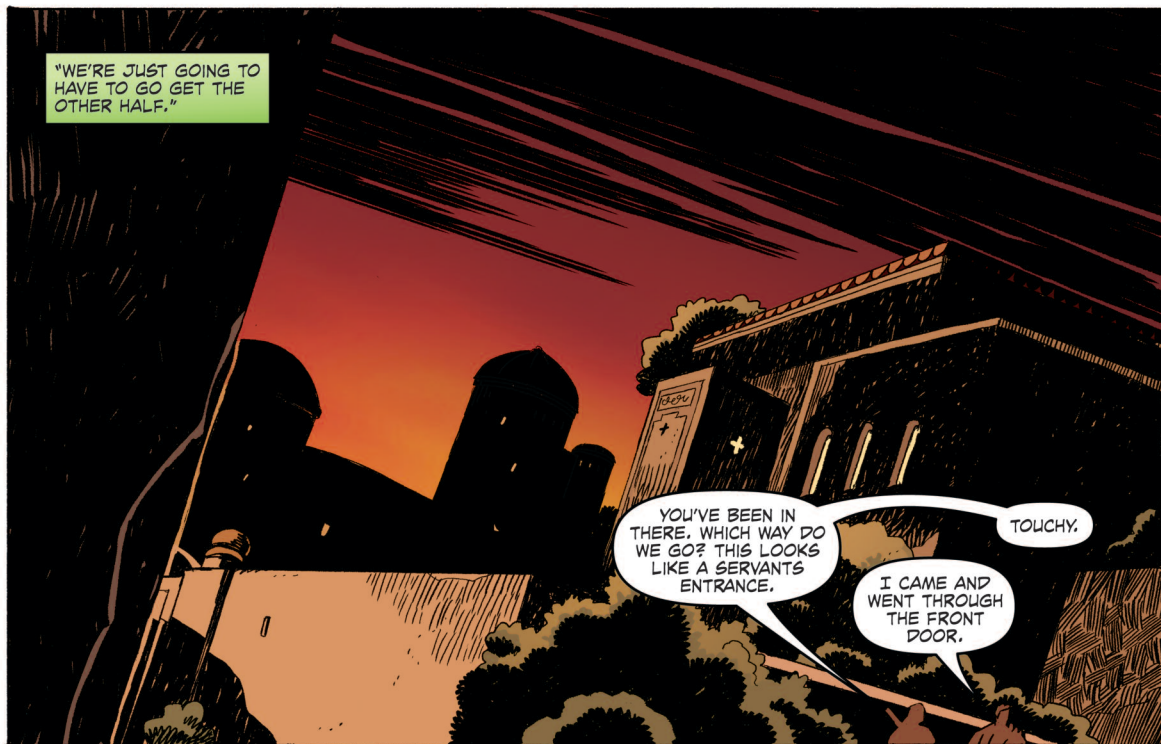
THEY'LL COME
BACK, AND WHEN
THEY DO, THEY'LL
HAVE BOTH HALVES
OF THE KEY.



"YOU BETTER BE RIGHT."

HALF A KEY.

HOW WAS I
SUPPOSED TO
KNOW?



"WE'RE JUST GOING TO HAVE TO GO GET THE OTHER HALF."

YOU'VE BEEN IN THERE. WHICH WAY DO WE GO? THIS LOOKS LIKE A SERVANTS ENTRANCE.

TOUCHY.

I CAME AND WENT THROUGH THE FRONT DOOR.

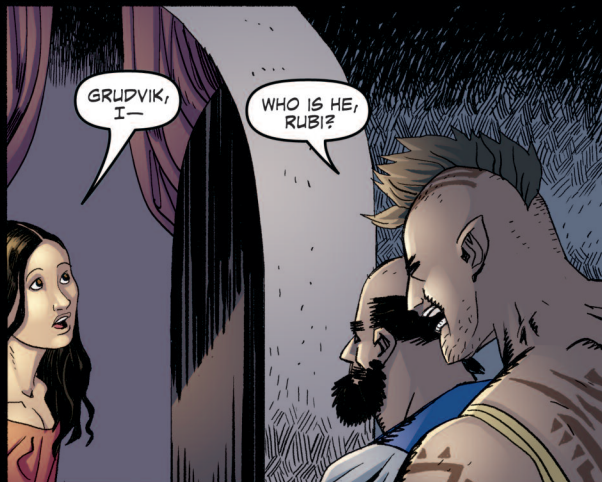
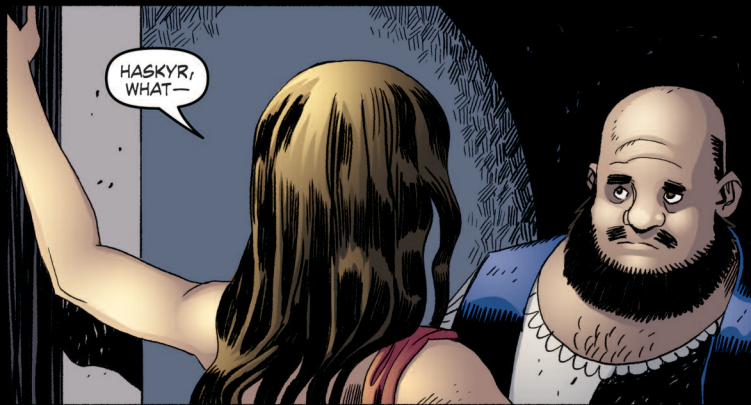


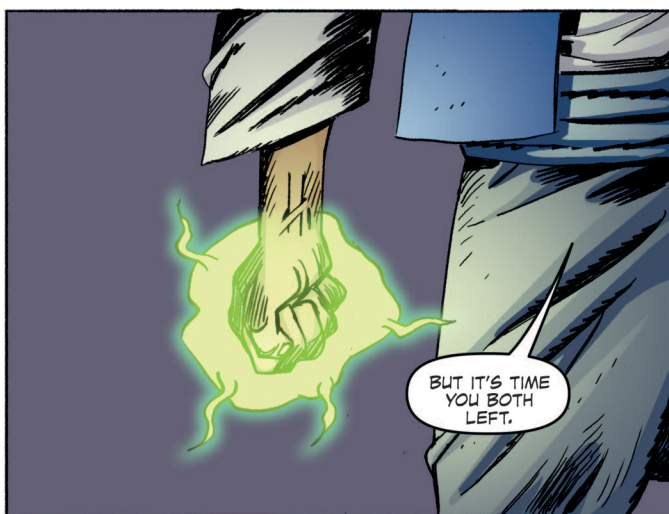
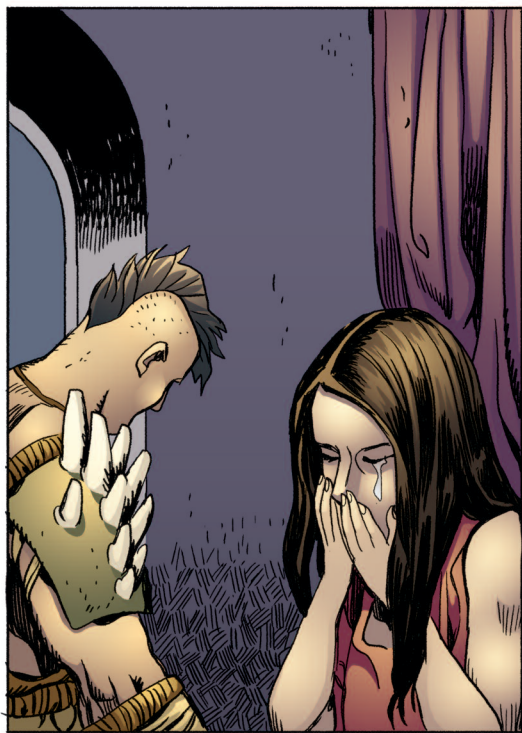
WELL, WE'RE NOT GOING IN THE FRONT THIS TIME.

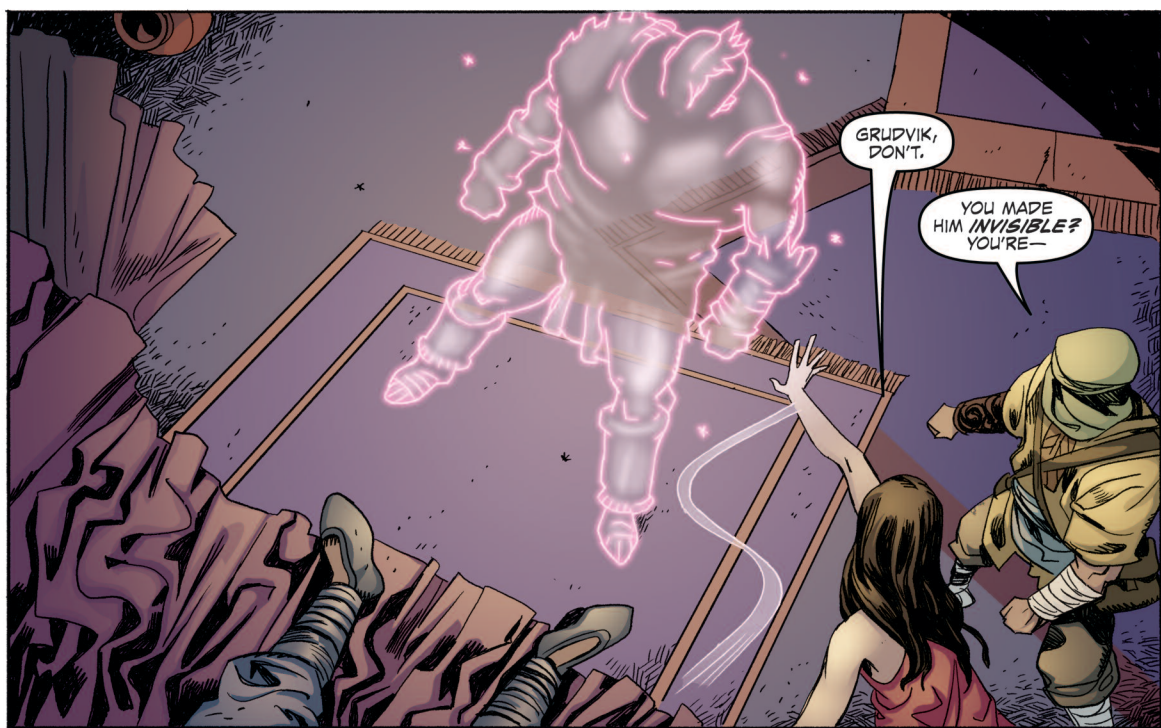
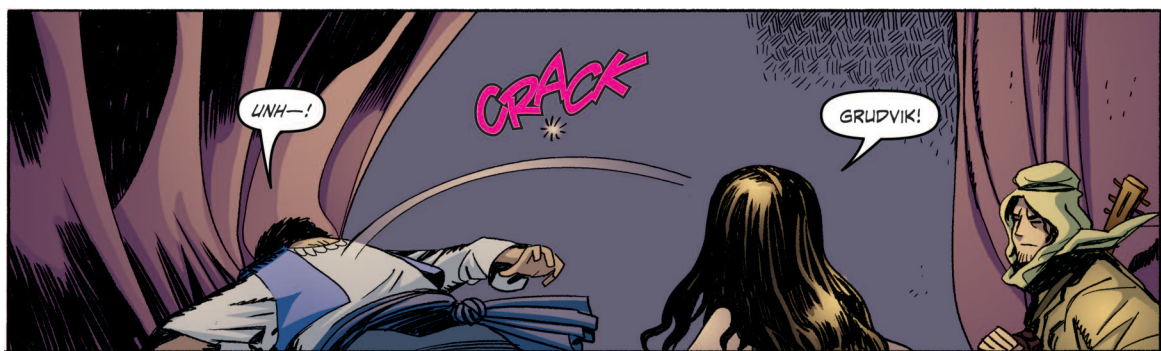


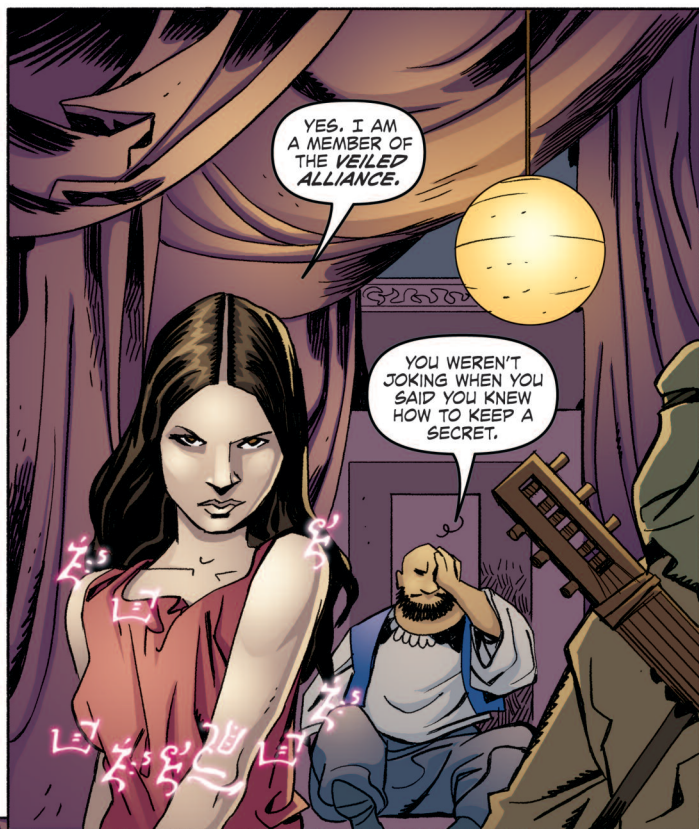
'S LOVELY...











YES. I AM
A MEMBER OF
THE **VEILED**
ALLIANCE.

YOU WEREN'T
JOKING WHEN YOU
SAID YOU KNEW
HOW TO KEEP A
SECRET.



SO YOU'RE
BOTH IN THE
VEILED ALLIANCE?
BUT YOU DIDN'T
KNOW IT?

NOT ALL
MEMBERS OF THE
ALLIANCE KNOW OF
OTHERS. THAT WAY
THEY CAN'T REVEAL
TOO MUCH UNDER
TORTURE.

DID YOU
PUT A SPELL
ON ME?



GRUDVIK—



—NO. MY
FEELINGS FOR
YOU WERE
REAL.



ARE REAL.

CAN WE TALK
ABOUT THE KEY AND
THE TREASURE? I
DIDN'T LET THIS BIG
IDIOT GO FREE FOR
NOTHING.

YOU HAVE
HALF OF
THE KEY.

I KNOW.



YOU
KNOW... WHO
ELSE HAS
SEEN IT?



MUDRADA.
YOU SHOWED
THIS TO THE
TOOTHCLITTERS?

YEAH. AND HE
KNEW RIGHT AWAY
THAT IT WAS HALF
OF THE KEY.



MAYBE YOU
CAN EXPLAIN
HOW HE KNEW
THAT?



AFTER YOU LOST
THE OTHER HALF OF IT,
I HAD TO DO SOME ASKING
AROUND TO SEE IF ANYONE
KNEW WHERE YOUR MUI
HAD GONE. WHO ELSE
WAS I GOING TO
ASK?

THE
TOOTHCLITTERS
KNOW EVERYTHING
THAT HAPPENS
IN THIS CITY.



CAREFUL.

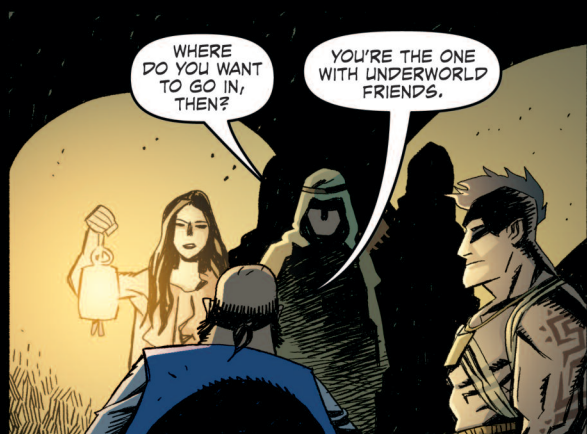
AND YOU
WERE WORRIED
ABOUT WHO I
TALKED TO.



YES. WELL.
NOW THAT HE'S
BACK...

YOU HAVE
THE OTHER
HALF OF
THE KEY?

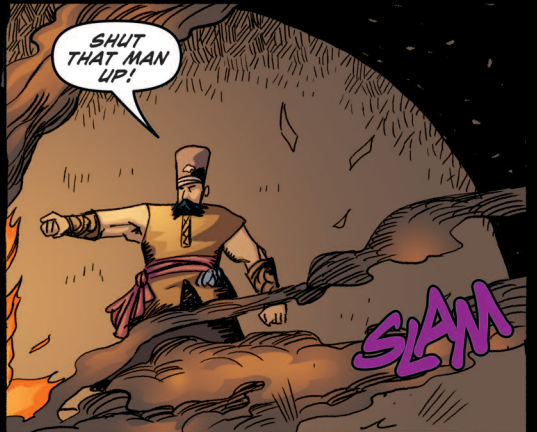
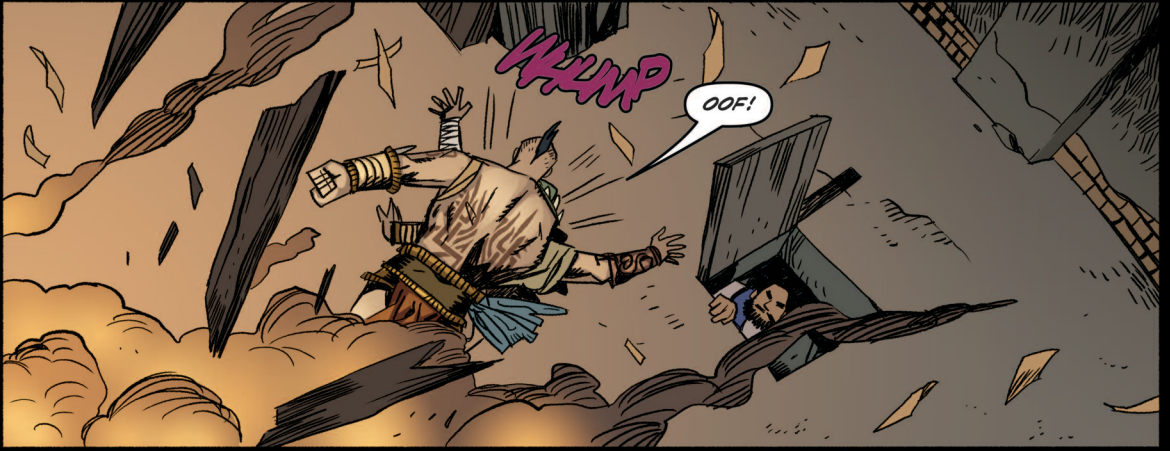
WHERE
DO WE GO
DOWN?



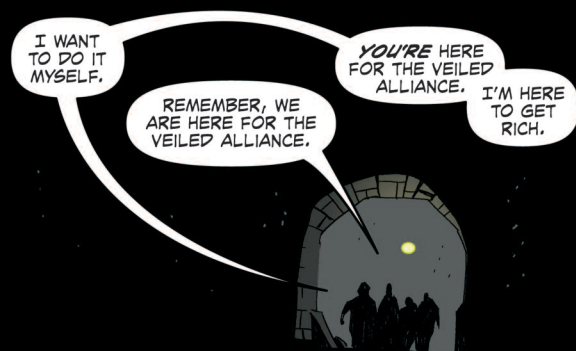
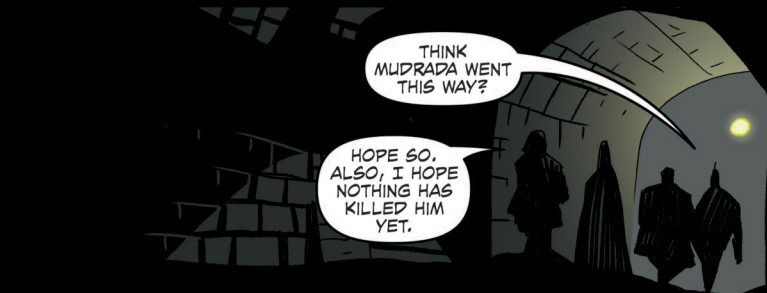
















Art by John Watson







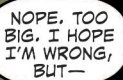
A THOUSAND
YEARS AGO, WHEN
KALAK CAME TO
POWER, THIS WAS
PART OF THE
CITY.

IT OUT-WARRENS
THE WARRENS.

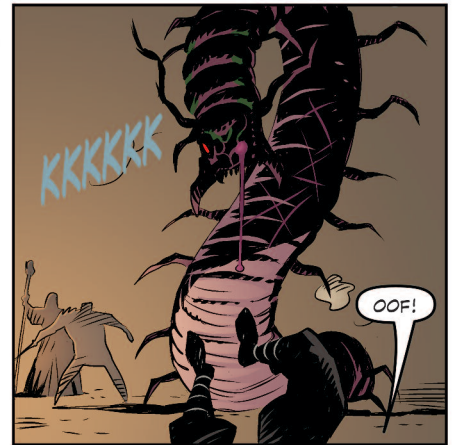
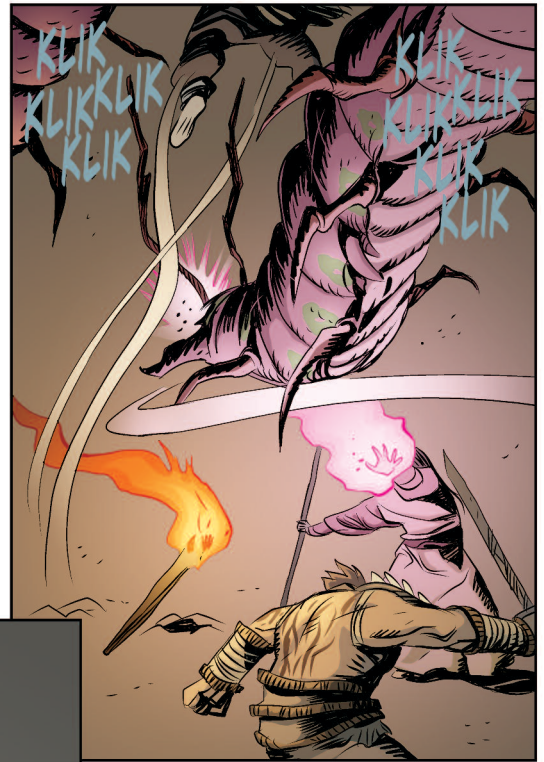


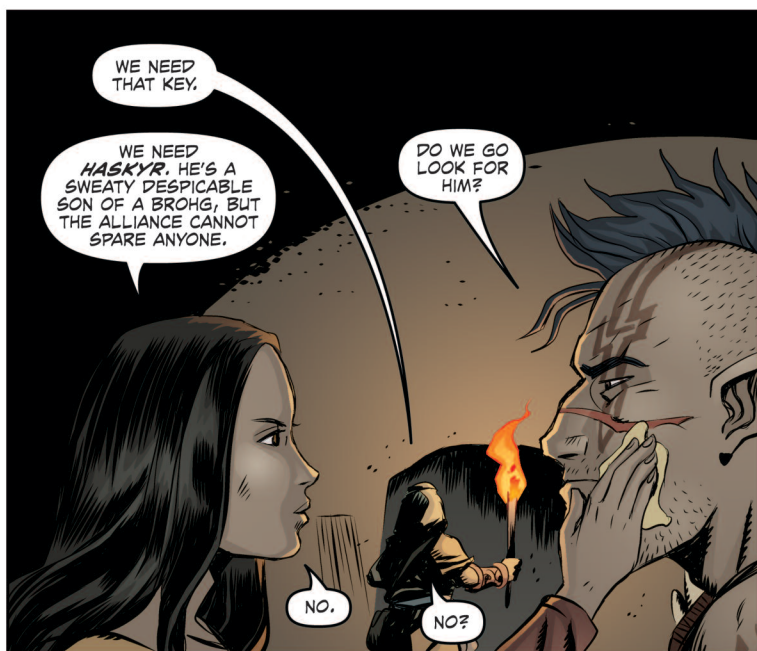












WE NEED THAT KEY.

WE NEED **HASKYR**. HE'S A SWEATY DESPICABLE SON OF A BROHG, BUT THE ALLIANCE CANNOT SPARE ANYONE.

DO WE GO LOOK FOR HIM?

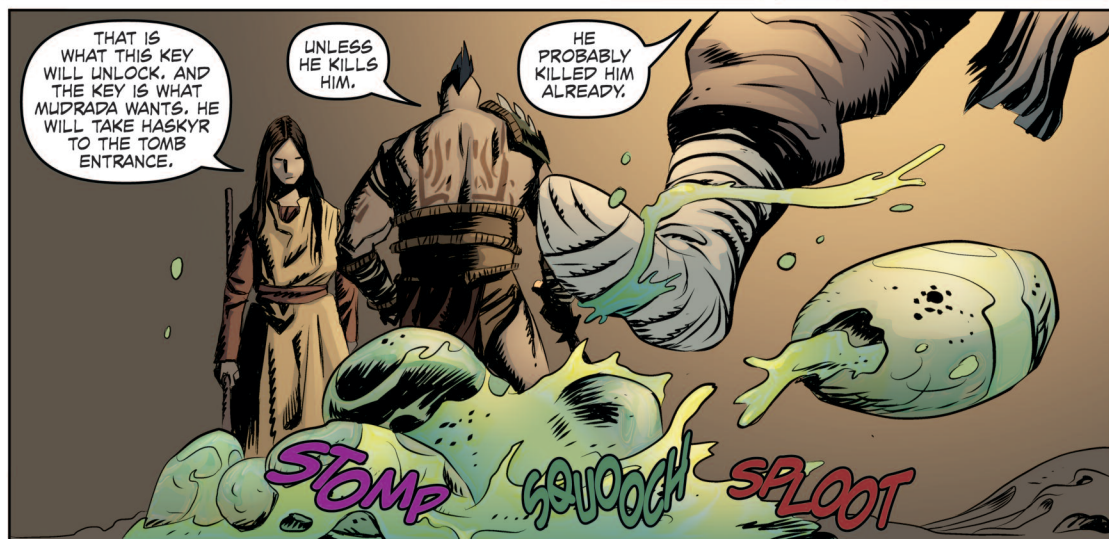
NO.

NO?



NO. I WILL BE ABLE TO FIND HIM WHEN WE NEED TO. FIRST, WE NEED TO MAKE SURE WE GET TO THE ENTRANCE TO IANTO'S TOMB.

IANTO'S—
THE IANTO?



THAT IS WHAT THIS KEY WILL UNLOCK, AND THE KEY IS WHAT MUDRAPA WANTS. HE WILL TAKE HASKYR TO THE TOMB ENTRANCE.

UNLESS HE KILLS HIM.

HE PROBABLY KILLED HIM ALREADY.

STOMP

GAWOOCK

SALOOT



NO. I WOULD KNOW. AND IF HE HASN'T KILLED HIM YET, HE WON'T. WE GO ON.



SHE'S TOUGH.

I WOULDN'T WANT TO BE HASKYR.

NOTHING.

WHAT'S THAT SUPPOSED TO MEAN?



THE ALLIANCE
NEEDS WHAT IS IN
THAT TOMB. NOTHING
ELSE MATTERS.



SHE'S A
FIREBALL. I
CAN SEE WHY
YOU LIKE
HER.

SHUT UP.

AH, DON'T
TAKE IT TO
HEART, BIG
MAN.



THE FARTHER WE GO,
THE DEEPER WE DELVE
INTO THE HISTORY OF
ATHAS. MUCH HAS BEEN
FORGOTTEN.



VEILED
ALLIANCE,
EH?



YOU OWE ME FOR
BURNING DOWN MY
FAVORITE SAFE HOUSE.
TURNING YOU IN WOULD
ALMOST BALANCE
THAT OFF.

BUT INSTEAD,
I'LL TAKE YOUR
HALF OF THE KEY
AND CALL IT
EVEN.

SENSIBLE.



UNLESS RUBI
KNOWS WHERE I
AM AND THEY'RE
SETTING UP AN
AMBUSH.

BETTER
LEAVE WHILE
YOU CAN.



HAHA!
I ALMOST
BELIEVED
YOU.

NOW LET'S
HAVE IT OR I'LL
CUT YOUR THROAT
AND TAKE IT
MYSELF.

NO YOU
WON'T. IF YOU
KILL ME,
YOU'LL NEVER
FIND IT.



DID
YOU THINK I
WOULDN'T
PROTECT
IT?



IS THAT A
CHANCE YOU
WANT TO
TAKE?

SNK





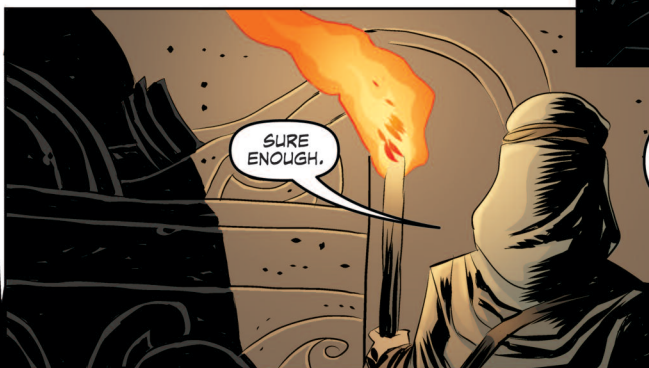
ALL
RIGHT.



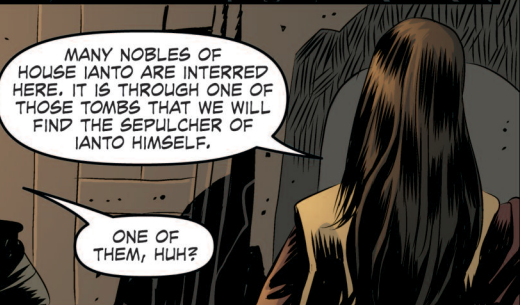
"LET'S MAKE A DEAL."

DO WE KNOW
WHERE WE'RE
GOING?

HASKYR KNEW
MORE ABOUT IT
THAN I DO, BUT
THIS SHOULD BE
THE ROAD OF
CRYPTS.



SURE
ENOUGH.



MANY NOBLES OF
HOUSE IANTO ARE INTERRED
HERE, IT IS THROUGH ONE OF
THOSE TOMBS THAT WE WILL
FIND THE SEPULCHER OF
IANTO HIMSELF.

ONE OF
THEM, HUH?



ANY IDEA
WHICH ONE?



THIS
ONE.

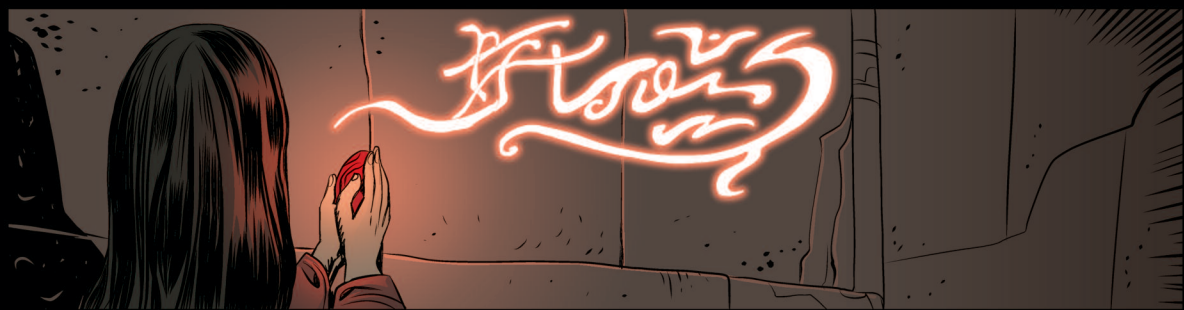
CAN'T
BE THAT
EASY.



AT THE BOTTOM OF THIS CRYPT THERE SHOULD BE A DOOR LEADING INTO THE BELLY OF THE NOBLE.

I'VE HEARD STORIES ABOUT THAT PLACE.

THEY'RE ALL TRUE.



JUST LIKE HASKYR SAID.

I STILL WOULDN'T TRUST HIM.

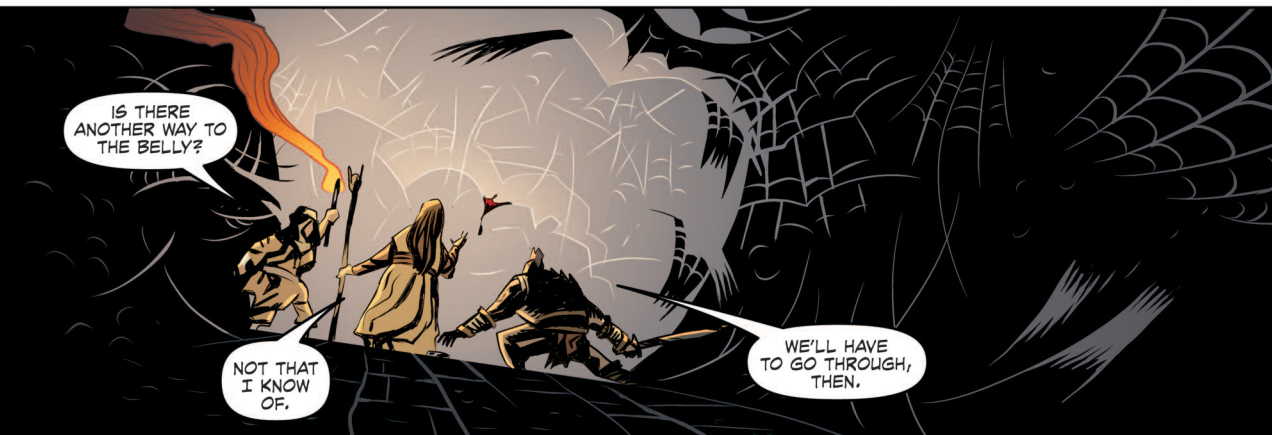
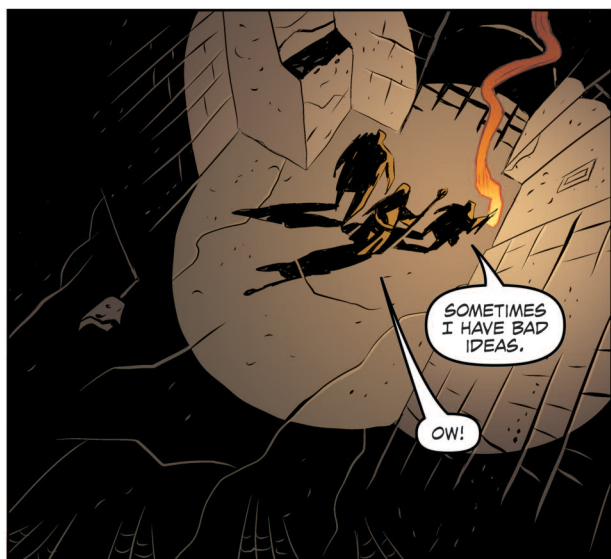


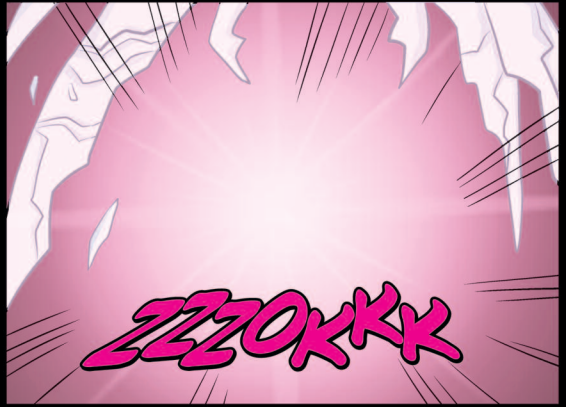
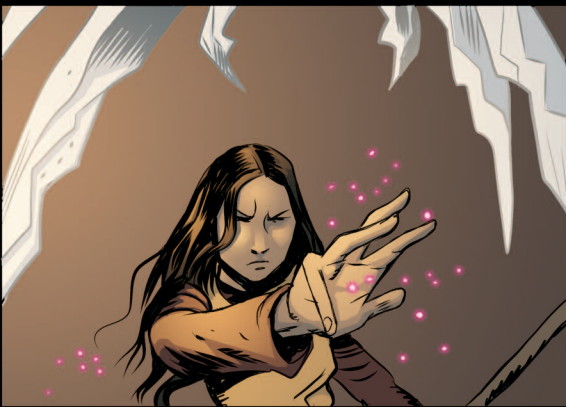
HOW FAR TO THE BELLY?

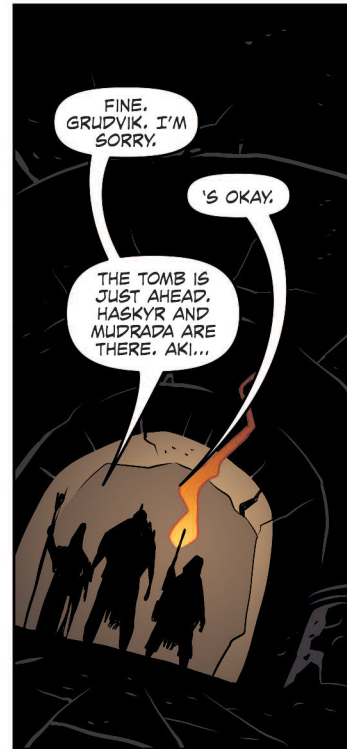
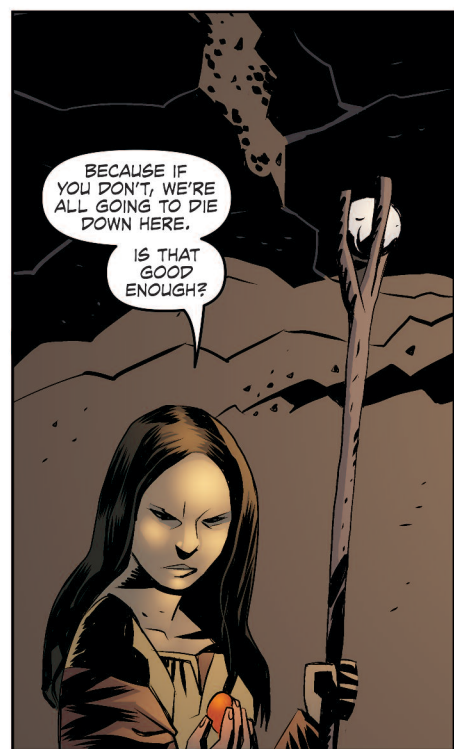
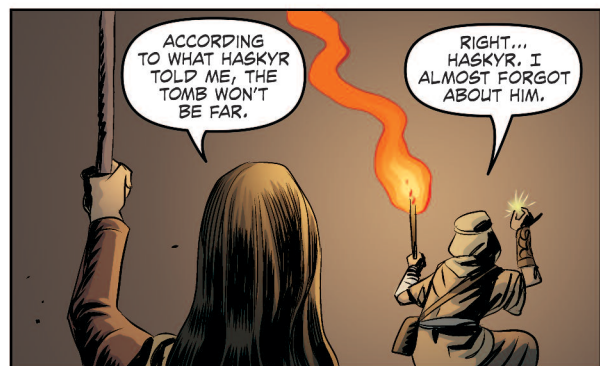
NOT VERY. BE ON YOUR GUARD.

DON'T WORRY ABOUT THAT.

QUIT JOKING. THIS WAS YOUR IDEA.







"...HERE IS WHAT I
NEED YOU TO DO..."

AH, THE
DELIGHTFUL RUBI
OF THE VEILED
ALLIANCE.

YOUR
COLLEAGUE
HASKYR HAS TOLD
ME MUCH ABOUT
WHY YOU'RE
HERE.





SO I AM OFFERING A DEAL.

YOU GIVE ME THE KEY, I TELL YOU THE WAY OUT. FROM HERE IT'S NOT FAR TO THE NOBLE QUARTER.



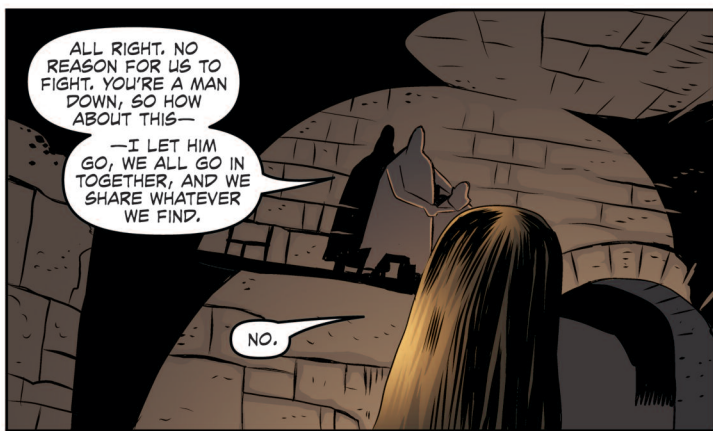
NO.

RUBI!
GIVE IT TO HIM!

NO, HASKYR. HE'S GOT NO LEVERAGE. IF HE KILLS YOU, WE KILL HIM. IF HE LETS YOU GO, WE MIGHT LET HIM GO DIE ON HIS OWN.



DO WE UNDERSTAND EACH OTHER, TOOTHCUTTER?



ALL RIGHT. NO REASON FOR US TO FIGHT. YOU'RE A MAN DOWN, SO HOW ABOUT THIS—

—I LET HIM GO, WE ALL GO IN TOGETHER, AND WE SHARE WHATEVER WE FIND.

NO.



RUBI—!

SHUT UP!





THAT FELT GOOD.

OH, WHILE I'M UP HERE...

WHY DID YOU WAIT SO LONG?!

I HAD TO WAIT FOR AKI. GRUDVIK, WOULD YOU MIND GIVING HASKYR A HAND DOWN?



IT WAS A COURAGEOUS BLUFF.

AND IT ALMOST GOT ME KILLED!



YES, IT WOULD HAVE IF WE HAD TRIED TO CONFRONT MUDRAPDA. IS THAT WHAT YOU WANT?

YOU—



CAREFUL.

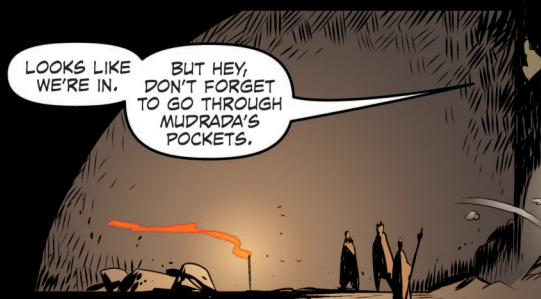
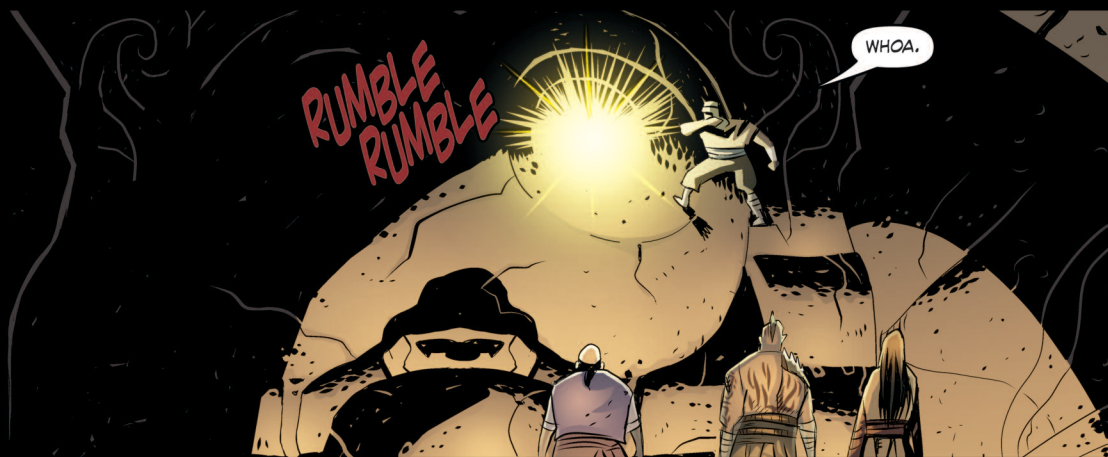
I COULD NOT ENDANGER THE KEY. IT IS MORE IMPORTANT TO THE ALLIANCE THAN YOU ARE, HASKYR. OR ME.

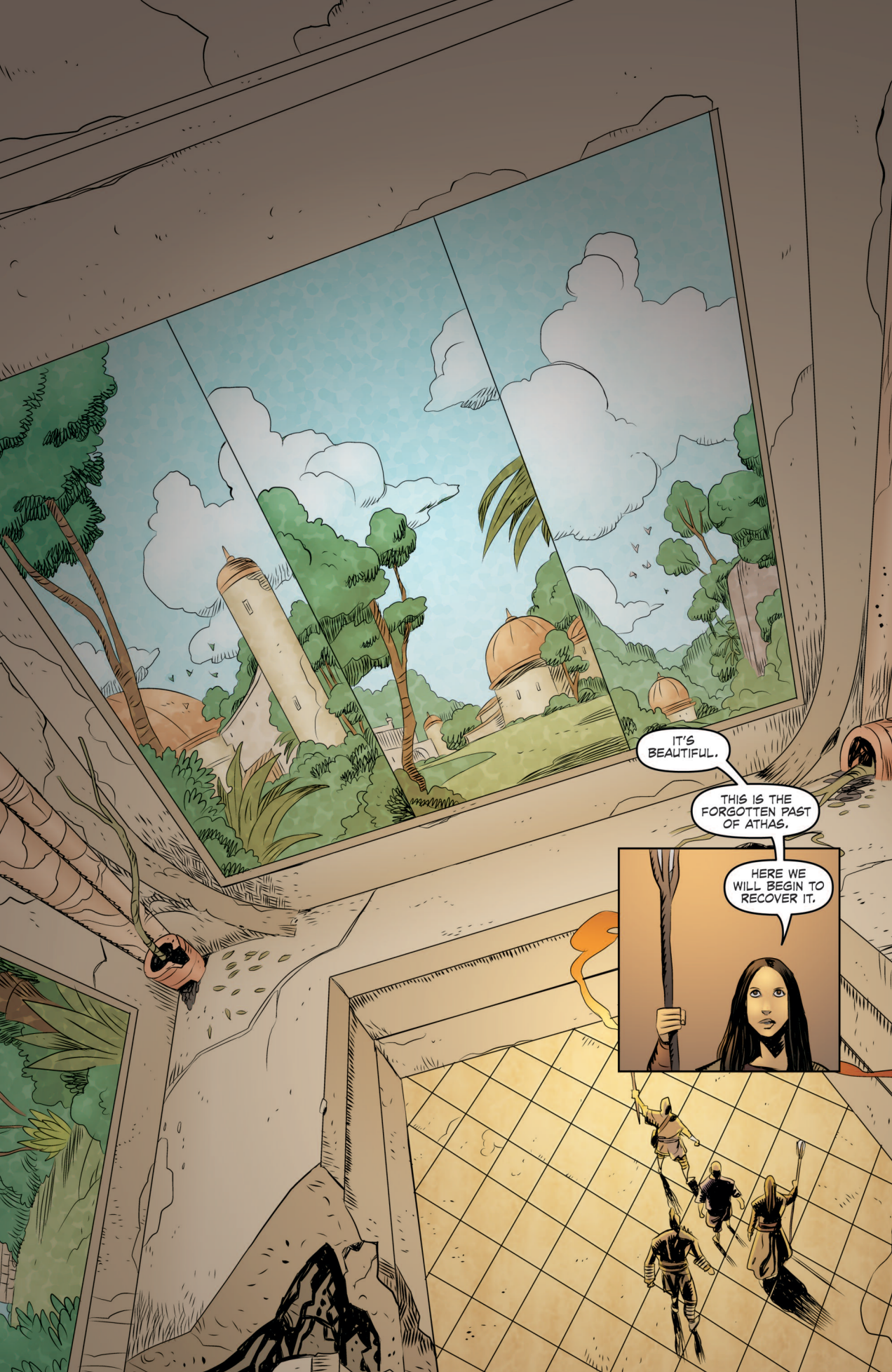


AHEM.



IF IT'S SO IMPORTANT, MAYBE WE SHOULD USE IT.

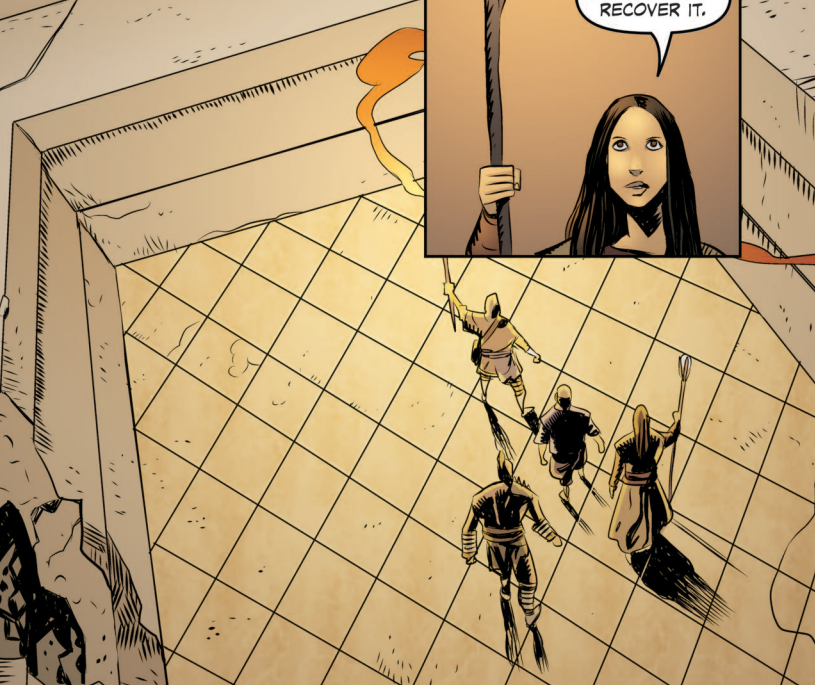
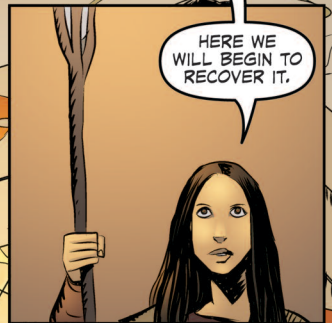


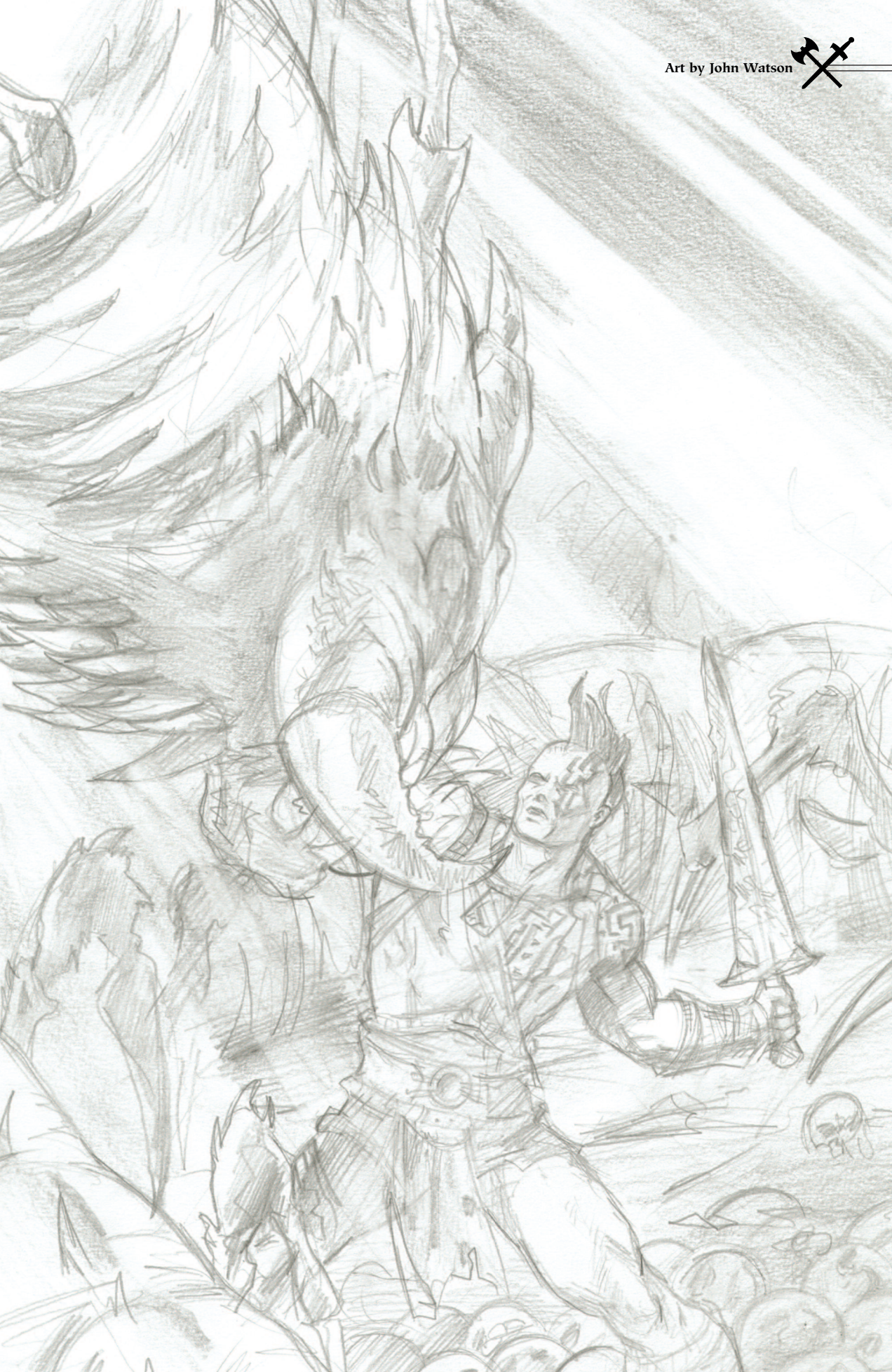


IT'S
BEAUTIFUL.

THIS IS THE
FORGOTTEN PAST
OF ATHAS.

HERE WE
WILL BEGIN TO
RECOVER IT.





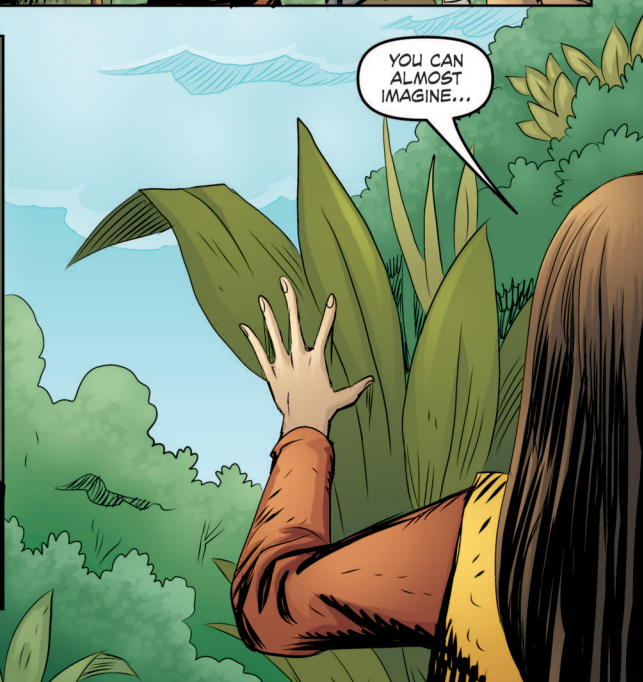
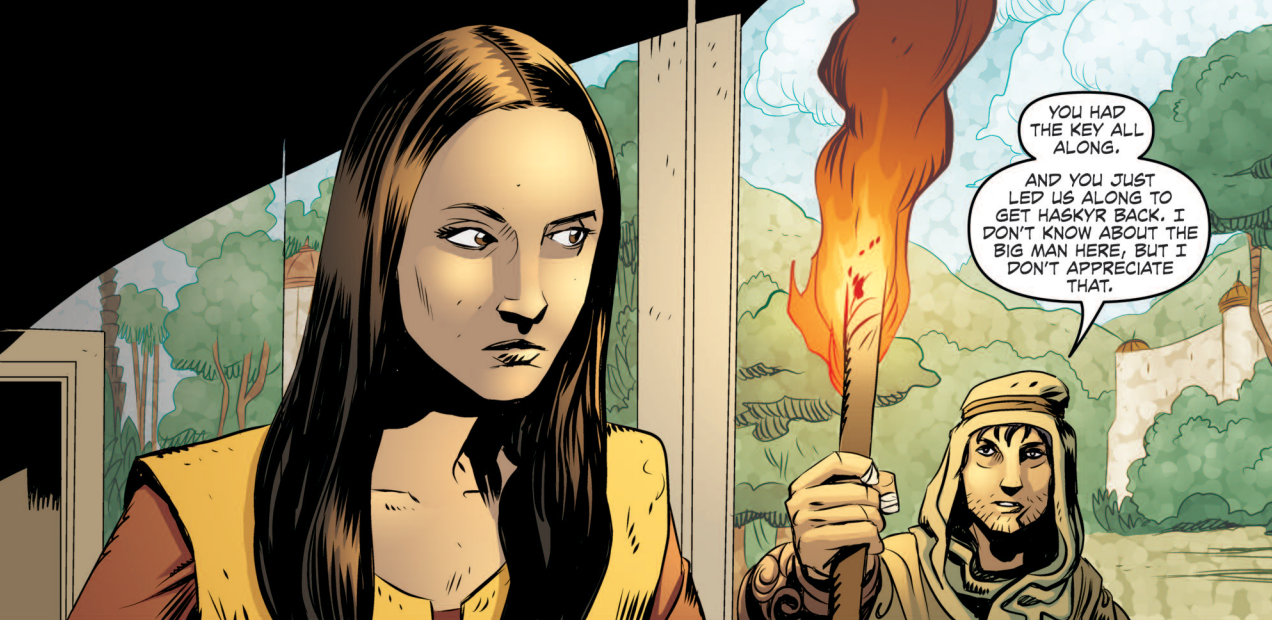


Art by Michael Stribling







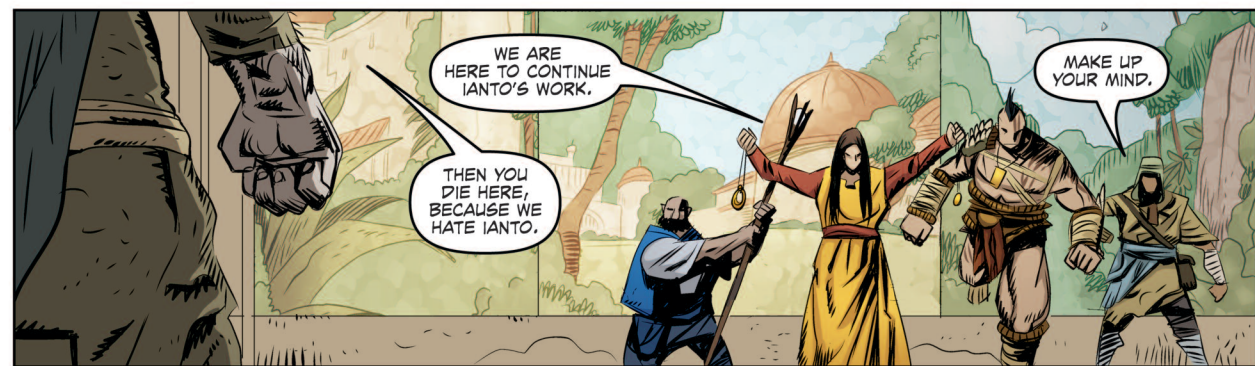




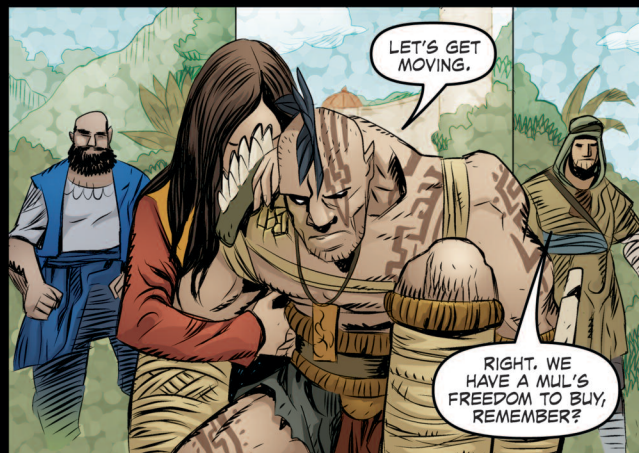




IT'S A
TRAP!











LOOK.
HE WAS A
MEMBER OF THE
ALLIANCE.

WONDER
HOW HE GOT
BY THE DWARF
BACK THERE?

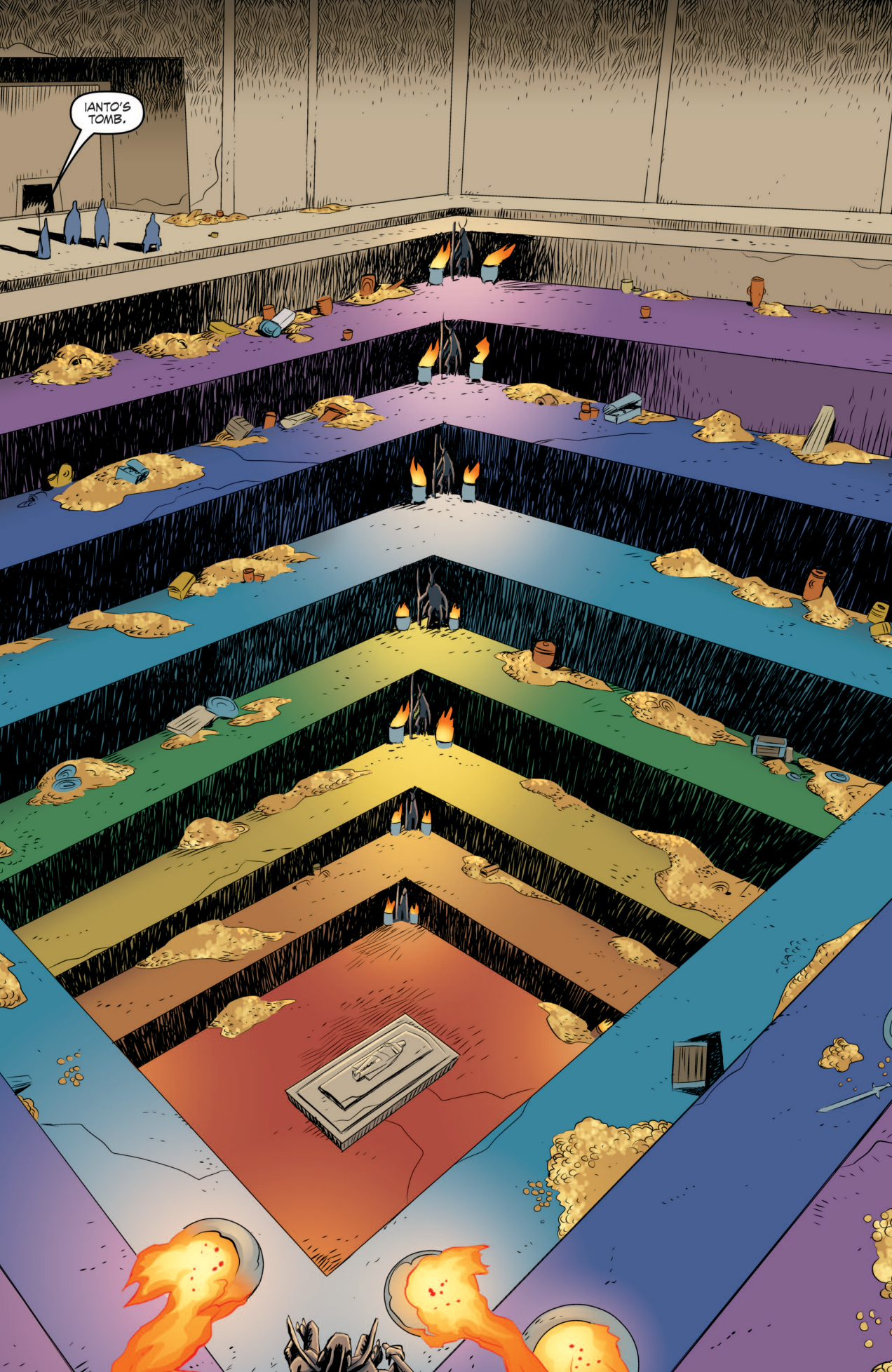
DOESN'T
MATTER IF HE
DIDN'T GET
BY THIS.

YEAH, WELL, HE
PROBABLY THOUGHT
HE KNEW EVERYTHING
BECAUSE HE WAS A
PRESERVER.

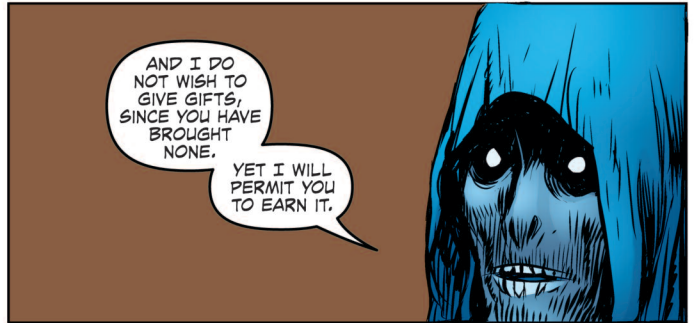


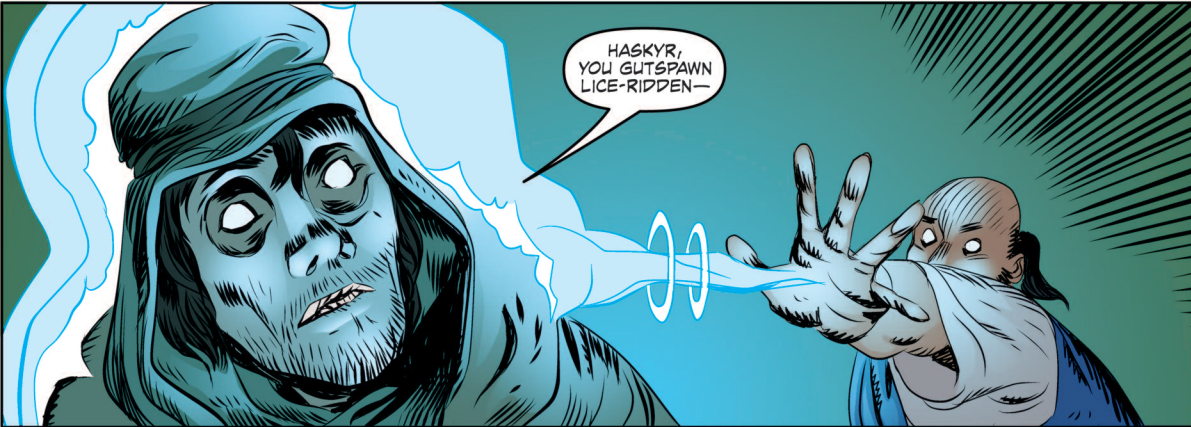
NOT SURE
HASKYR AND
THE BIG MAN CAN
FIT THROUGH
HERE.





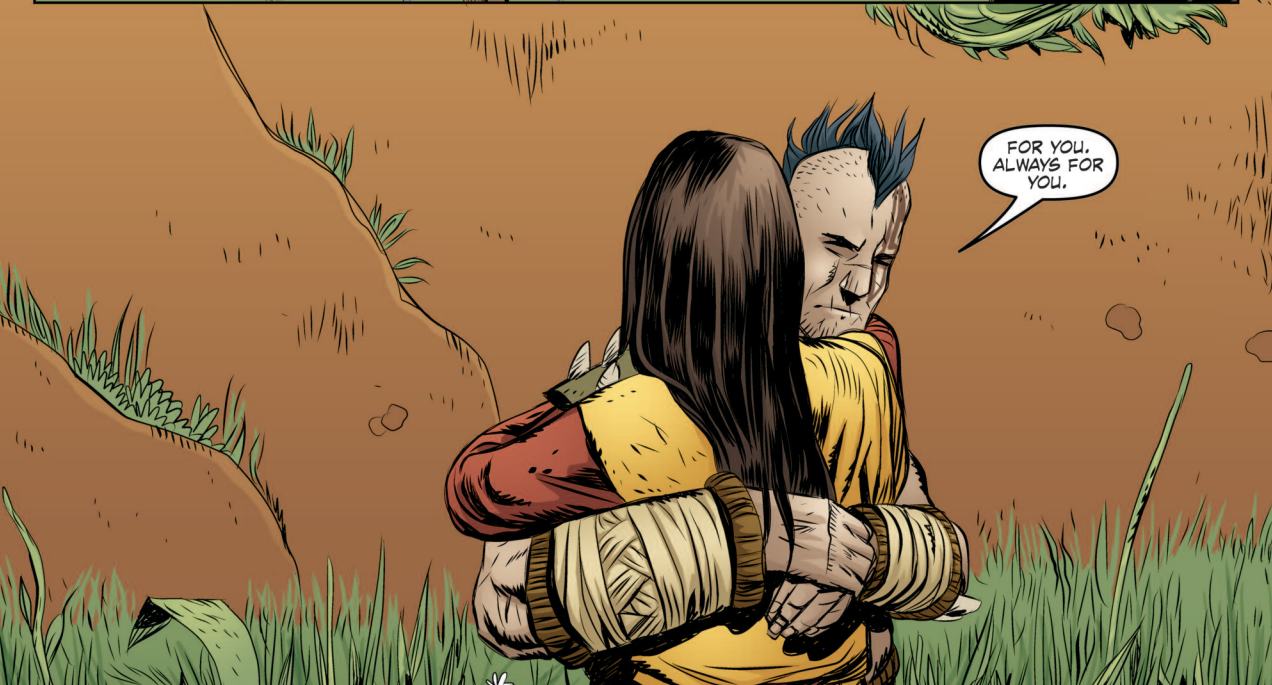
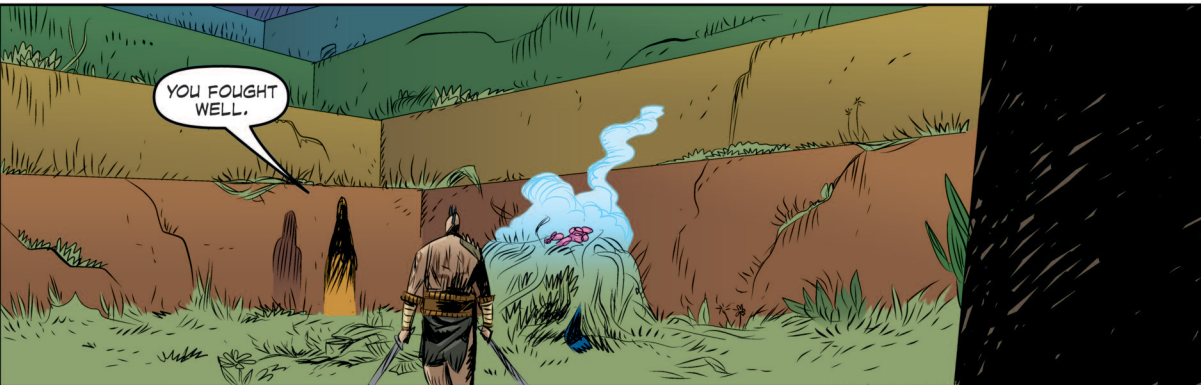
IANTO'S
TOMB.

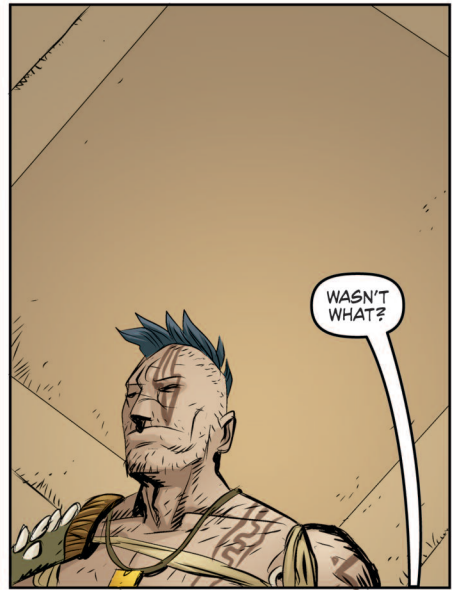


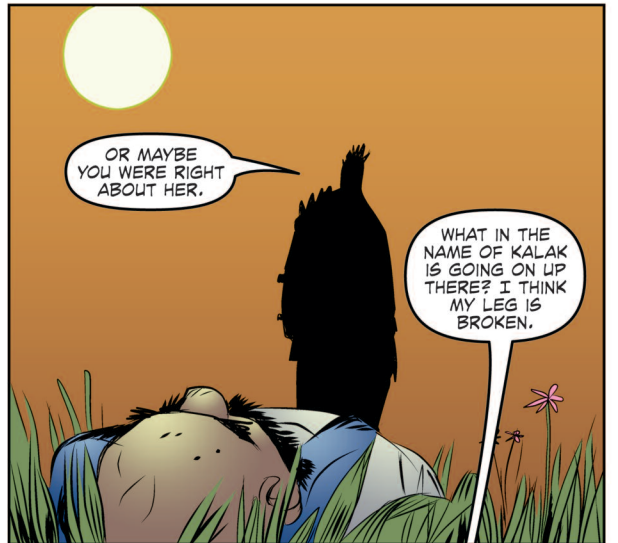
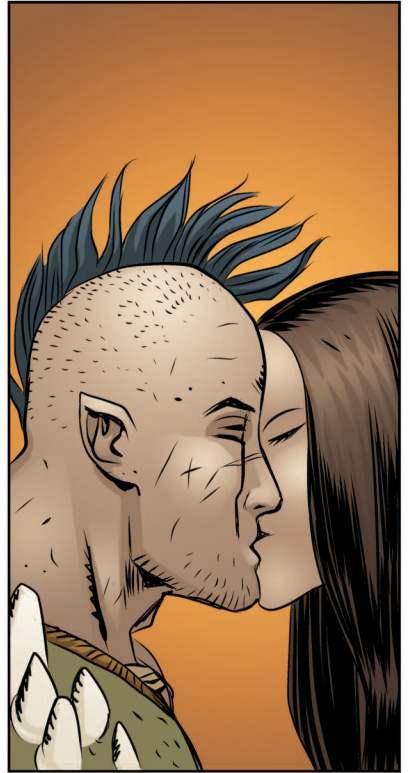


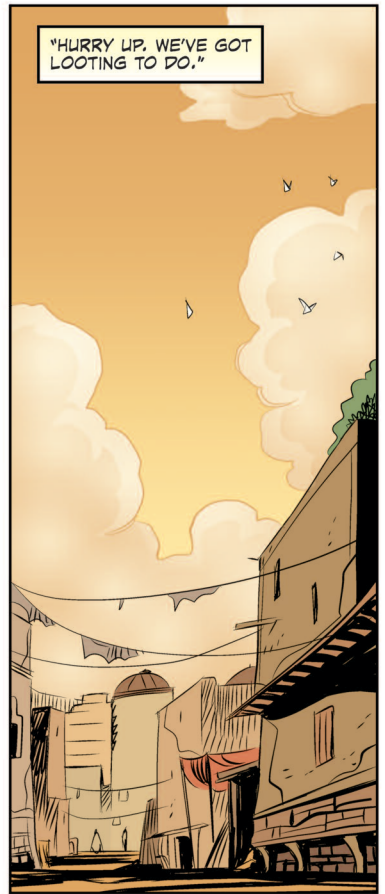
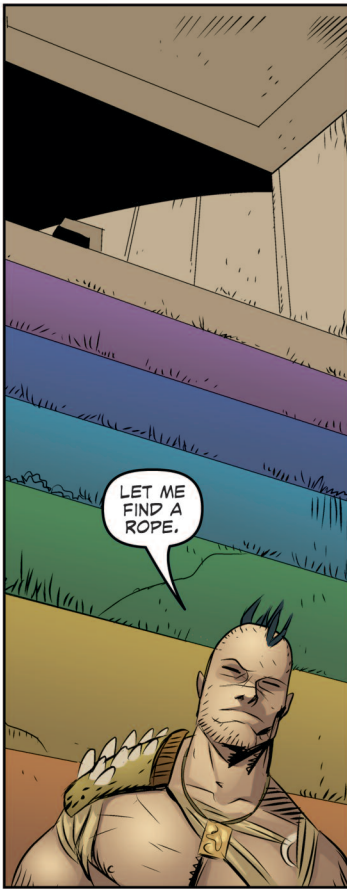












DUNGEONS & DRAGONS™

DARK • SUN

CAMPAIN SETTING



IDW



Licensed By:



Ianto's Tomb

by Alex Irvine, Peter Bergting,
and Chris Sims



Comic and Game Adventure

Carried Away

Design by Chris Sims

Cartography by Jonathan Roberts

Introduction

The new DARK SUN comic details the exploits of the mul gladiator Grudvik in his flight from Tyr and back to the city. In issue #0, someone had Grudvik taken from the bed of his noble paramour and thrown, as a criminal, into the slave pens for reasons the mul doesn't yet understand. Grudvik quickly escaped the pens and into the desert.

In issue #1, events go from bad to worse, as Grudvik is all but forced to team up with a slave hunter. He and his companion are taken deeper into the Athasian wilderness, but both have every reason to return to Tyr. This collection of three DUNGEONS & DRAGONS roleplaying game encounters takes inspiration from important scenes from the first comic. Use them as the prelude of a larger adventure, or as the start of a simple survival situation for paragon DARK SUN characters.

Grudvik and his companion, Aki, are clearly tough and experienced Athasians. They're probably equivalent to adventurers of low paragon tier. This collection of encounters is built to accommodate similar explorers of 12th level. Some of the monsters are extremely tough, and they are scaled-down versions of creatures that appear in *Dark Sun Creature Catalog*. You can use that book, along with *Dungeon Master's Guide* or *Dungeon Master's Kit* to adjust the encounters.

Adventure Background

Not far from the Sea of Silt, in an area appropriate to your DARK SUN campaign, the characters are camping. They then involuntarily begin a journey into the Athasian wilds. Surviving the trip is the initial goal, and then the adventurers must begin the arduous journey back to civilization.

Ideally, the characters are on their way home from another venture. They ought to be camping on a high, sloped site with sheltering boulders—the site of the first encounter. Low on supplies, the adventurers should be ready for a return to the city. What they receive, however, is a free one-way flight into peril that costs them a major portion of their survival provisions.

Getting Started

Dungeon Masters need a copy of the DUNGEONS & DRAGONS game rules, which you can find in either the DUNGEONS & DRAGONS *Dungeon Master's Kit* or *Rules Compendium*. The DM might also find the *Dark Sun Creature Catalog* useful. Everyone, players and DM, needs a copy of *Dark Sun Campaign Setting*. Players should have or create characters that are 12th level.

While players are creating characters or before the game session begins, the DM should become familiar with the encounters that follow. Situate them as you desire, and add features and treasures that make sense for your campaign. Check out “Encounter 1: Nightmare Flight” to get started.

Encounter 1: Nightmare Flight

Encounter Level 12+ (700 XP per character + 400 XP)

1 human slaver netter (N)

1 human slaver warrior per character (W)

1 young cloud ray pup per character (P)

The action starts near the end of an extended rest, with characters unaware of danger.

To begin, read:

The campsite isn't much—just a tumble of boulders amid a rise of gravelly sand—but it provides some shelter and a good view of the surrounding terrain.

Perception Check DC 23 (28 if asleep):

Several humanoids are creeping toward your position along the lower section of the rise.

Characters who fail the check are surprised. Those who are asleep, surprised or not, awaken during the surprise round.

Tactics

Slavers rush the campsite, trying to catch the characters prone or asleep. They favor targets they have combat advantage against. The netter hangs back at net range, retrieving the net when it's empty to use it again.

At the start of the first round after the surprise round, the cloud ray awakens (see below).

Features of the Area

Illumination: You determine the lighting.

Boulders: This blocking terrain (Athletics DC 15 to climb) is 10 feet high at the edges and 20 feet high in the center.

The Cloud Ray Awakens

The characters have camped upon a sleeping cloud ray, and the battle has roused the beast.

When the cloud ray stirs, read:

A rumble precedes a shaking that slides sand to the rise's edge. Tiny lizards flee nooks in the mounded boulders as the rocks shudder and threaten collapse.

Arcana or Nature Check DC 19 (Free

Action): *This campsite rests upon the back of a gigantic cloud ray that's about to take off. It's too hard to tell where the beast is and the safe ground begins, besides the fact that a lot of debris will fall off the ascending creature on any who stay behind. Better brace yourself for the ascent.*

The cloud ray takes off at the start of the second round, climbing 60 feet. When this happens, the combatants face attack from the disintegrating landscape. Bracing takes a move action, granting a +2 bonus to defenses against this attack.

Disintegrating Landscape

Rocks and sand slide groundward, so standing is difficult.

Target: Each creature on the cloud ray elder.

Attack: +14 vs. Reflex

Hit: The target is knocked prone and slides 3 squares toward the edge of the cloud ray elder.

Keep the characters on the elder with the slide, perhaps just hanging on. Dangling from a wing edge is better than falling at this point.

Wild Ride

Any character trained in Arcana or Nature realizes, with no check, that the cloud ray elder will continue to fly higher and for a long time. It needs no food or water.

The cloud ray elder flies toward the nearest section of the Sea of Silt. Unchecked, it climbs 60 feet at the start of each new round until it has reached 240 feet.

Cloud Ray Elder's Back: The back of the cloud ray is difficult terrain. A character who succeeds on a DC 19 Acrobatics check can move at normal speed, and jumping is possible.

Keeping the Elder Low: If a character uses a melee or ranged attack on the cloud ray elder, or includes the ray as a target in an area or close attack, the ray ascends only half the normal distance the next round.

Cloud Ray Pups

Young cloud ray pups emerge from the sand after the cloud ray elder. Several of them notice the riders and attack the nearest targets. Others fly lower than the elder and don't attack. The pups are craven, and they avoid dangerous opponents in favor of softer targets.

Arcana or Nature Check DC 19: The pups should follow the elder, so escape is an option.

Pup Ladder: The characters can descend from the elder by jumping on the pups flying lower than the elder. Doing such a controlled descent requires

a successful DC 19 Acrobatics or Athletics check to move one's speed downward. A character who makes the check by 5 or more can carry a companion. Failure means the character stops moving hanging precariously from a pup, while failure by 5 or more means the character falls to the ground.

Pup Ride: A character can grab a pup, causing the character and the pup to fall. Ending the grab is a free action, so the grabber can time the release to force the pup to take the brunt of the fall, making an Acrobatics or Athletics check. The pup's falling damage increases by half the check result, and the character's decreases by the same amount.

Slavers

Use the slavers for drama and hints. A few might drop off the ascending ray, while others fall to the pups' attacks. Slavers can try escape options the characters might attempt. On the ray back, slavers fight characters only if attacked.

Conclusion

Once on the ground, the characters are safe from the pups, which fly after the elder. If any slavers survive, they retreat.

Human Slaver Warrior **Level 9 Minion Skirmisher**
Medium natural humanoid XP 100
HP 1; a missed attack never damages a minion. Initiative +9
AC 23, Fortitude 22, Reflex 21, Will 20 Perception +6
Speed 6

STANDARD ACTIONS

④ **Obsidian Longsword** (weapon) ♦ **At-Will**

Attack: Melee 1 (one creature); +14 vs. AC

Hit: 8 damage plus 3 damage if the warrior has combat advantage against the target.

MOVE ACTIONS

Encircling Shift ♦ **At-Will**

Effect: The warrior shifts 2 squares

Skills Athletics +13, Stealth +12

Str 19 (+8)

Dex 16 (+7)

Wis 15 (+6)

Con 15 (+6)

Int 10 (+4)

Cha 10 (+4)

Alignment evil

Languages Common

Equipment leather armor, obsidian longsword

Human Slaver Netter

Level 9 Artillery

Medium natural humanoid

XP 400

HP 75; Bloodied 37

Initiative +8

AC 23, Fortitude 20, Reflex 22, Will 21

Perception +7

Speed 6

STANDARD ACTIONS

④ **Javelin** (weapon) ♦ **At-Will**

Attack: Melee 1 (one creature); +14 vs. AC

Hit: 2d6 + 6 damage.

⑤ **Javelin** (weapon) ♦ **At-Will**

Attack: Ranged 10 (one creature); +15 vs. AC

Hit: 2d6 + 8 damage, and the target is slowed until the end of the netter's next turn.

✂ **Net** (weapon) ♦ **At-Will**

Attack: Ranged 5 (one creature); +14 vs. Reflex

Hit: 1d6 + 8 damage, and the target is restrained (save ends).

Skills Acrobatics +13, Athletics +11, Stealth +13

Str 14 (+6)

Dex 19 (+8)

Wis 16 (+7)

Con 15 (+6)

Int 10 (+4)

Cha 10 (+4)

Alignment evil

Languages Common

Equipment leather armor, 4 javelins, net

Young Cloud Ray Pup

Medium elemental beast

HP 110; Bloodied 55

AC 25, Fortitude 23, Reflex 24, Will 23

Speed 4, fly 10 (hover)

STANDARD ACTIONS

① **Sting** (thunder) ♦ **At-Will**

Attack: Melee 1 (one creature); +16 vs. AC

Hit: 2d8 + 10 thunder damage.

‡ **Gliding Attack** ♦ **At-Will**

Effect: The pup flies its speed and uses sting at any point during the attack. It provokes no opportunity attacks when moving away from the target of the attack.

TRIGGERED ACTIONS

Dream Flight ♦ **Encounter**

Trigger: The pup is first bloodied.

Effect (Free Action): The pup teleports up to 10 squares, and ends any effect on it.

Str 16 (+8) **Dex** 21 (+10)

Wis 18 (+9)

Con 14 (+7) **Int** 2 (+1)

Cha 8 (+4)

Alignment unaligned

Languages —

Level 11 Skirmisher

XP 600

Initiative +12

Perception +9

A silt skimmer comes into view not far from the mud flats on this part of shore of the Sea of Silt. It's slowly running the powdery shallows in the light breeze and dust haze. A flag flies from its tallest mast.

The flag is that of a merchant house of your choice, signifying the sailors on board are unlikely to be outright hostile. A ride on the skimmer is preferable to trekking across the desert along the Sea of Silt. The characters can devise a way to signal the skimmer, but any sound effort to call the sailors' attention works.

When the sailors are alerted, read:

The skimmer tacks in the light wind toward the shore. It soon rolls into the silt nearby, a dark-skinned, muscular human leaning over its rail to eye you. A burly half-giant smirks from behind the human, while ten or so other sailors watch.

Stroking his braided beard, the human says, "Something you need?"

Impressing the Sailors

Captain Gareg is disinclined to help. Lokag, the bosun, suggests that the characters prove their mettle. This skill challenge includes contests the sailors suggest, but these are only guidelines. Let the players roleplay and make up tasks, then assign a check to the action. Roleplay the sailors so the players enjoy the interaction. A check result of 27 or higher counts as two successes or eliminates one failure (player choice).

Complexity: 5 (12 successes or 3 failures)

Skills: Acrobatics, Arcana, Athletics, Bluff, Diplomacy, History, Intimidate, Streetwise

Acrobatics (DC 19): A character can use this skill to balance or engage in a mock battle with the fencers. A climber (Athletics below) can follow up with a death-defying jump from the rigging or mast (Acrobatics).

Arcana, Bluff, Diplomacy, History, Streetwise (DC 19): A character can use any of these skills to tell interesting lies, news, rumors, or yarns.

Athletics (DC 19): A character can use this skill to climb on the ship, wade in the mud and silt, handle the sails, or arm-wrestle the bosun.

Bluff, Diplomacy, Intimidate (DC 19): A character can use any of these skills to exchange boasts or insults with the crew.

Success: Captain Gareg agrees to transport the characters. Performing in the heat and dust costs each character 1 healing surge.

Failure: The captain agrees to a transport fee of 1,800 gp minus 100 gp per success gained. Each character also loses 3 healing surges.

Tactics

The sailors don't leave the ship. Contests and battle take place upon it. While the fencers and captain repel boarders, the bosun tries to knock



Encounter 2: Silt Sailors

Encounter Level 11 (3,100 XP)

1 silt sailor captain (C)

1 silt sailor bosun (B)

3 silt sailor fencers (F)

6 silt sailor swabs (S)

The characters finish the previous encounter very near the Sea of Silt. While resting to recover from the flight, they spot potential aid. If important, statistics for a silt skimmer are found in *Dark Sun Campaign Guide*, page 124.

To start the encounter, read:

targets off the deck and back into the silt. The swabs attack if necessary, but otherwise try to get the skimmer underway to retreat from aggressive characters. If this happens, use the deeper silt in the next encounter if needed.

Features of the Area

Illumination: The sun brightly lights the area.

Mud Flat: This mire is difficult terrain.

Shallow Silt: This powder is difficult terrain.

Silt Skimmer: Climbing to the deck from the silt is not easy (Athletics DC 13).

Silt Skimmer Masts: Made of wood and stone, these rough posts can be climbed (Athletics DC 19) and are blocking terrain.

Silt Skimmer Rigging: The sail rigging is entwined netting and rope that is easier to climb (Athletics DC 10).

Conclusion

If the characters kill the captain or the bosun, and bloody the other, the sailors surrender. They run the skimmer and transport the characters.

Silt Sailor Captain Level 10 Soldier (Leader)

Medium natural humanoid, human XP 500
HP 104; Bloodied 52 Initiative +11
AC 24, Fortitude 22, Reflex 23, Will 22 Perception +7
Speed 6

STANDARD ACTIONS

④ Bone Cutlass (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +15 vs. AC

Hit: 2d8 + 9 damage, and the target is slowed (save ends).

† Blade Slap (weapon) ♦ At-Will

Attack: Melee 1 (one slowed creature); +15 vs. AC

Hit: 2d8 + 9 damage, and the target is dazed until the end of the captain's next turn.

To Arms ♦ Recharge when first bloodied

Effect: Allies in the area of effect can make a melee basic attack or shifts 3 squares as a free action.

TRIGGERED ACTIONS

Fell the Slow (weapon) ♦ At-Will

Trigger: A slowed enemy willingly leaves a square adjacent to the captain or makes an attack that doesn't include the captain as a target.

Attack: Melee 1 (triggering enemy); +15 vs. AC

Hit: 2d8 + 9 damage, and the captain knocks the target prone.

Skills Acrobatics +14, Athletics +13, Insight +11

Str 16 (+8) Dex 18 (+9) Wis 12 (+6)

Con 16 (+8) Int 10 (+5) Cha 16 (+8)

Alignment unaligned Languages Common

Equipment hide armor, bone cutlass

Silt Sailor Bosun Level 10 Brute

Medium natural humanoid, goliath XP 500
HP 126; Bloodied 63 Initiative +7
AC 22, Fortitude 23, Reflex 21, Will 22 Perception +9
Speed 6

STANDARD ACTIONS

④ Stone Maul (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +15 vs. AC

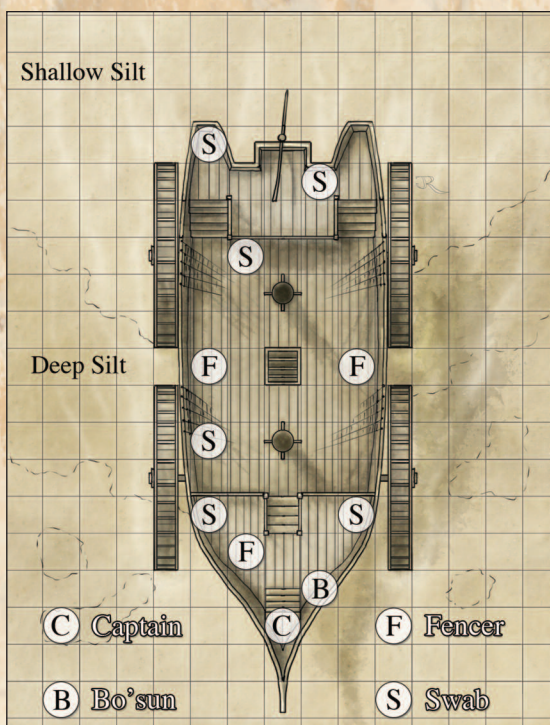
Hit: 3d6 + 10 damage.

↔ Clear the Deck (weapon) ♦ Recharge when first bloodied

Attack: Close burst 1 (enemies the bosun can see in the burst); +13 vs. Reflex

Hit: 3d6 + 10 damage, and the bosun pushes the target 2 squares and knocks it prone.

Miss: Half damage.



MINOR ACTIONS

† Clout ♦ Recharge 5 6

Attack: Melee 1 (one creature); +13 vs. Fortitude

Hit: 1d4 + 5 damage, and the bosun pushes the target 2 squares.

Miss: The bosun pushes the target 1 square.

Effect: The bosun shifts 2 squares

Stone's Endurance ♦ Encounter

Effect: The bosun gains resist 10 to all damage until the end of its next turn.

Skills Athletics +15, Intimidate +11

Str 21 (+10) Dex 14 (+7) Wis 18 (+9)

Con 16 (+8) Int 10 (+5) Cha 12 (+6)

Alignment unaligned Languages Common, Giant

Equipment leather armor, stone maul

3 Silt Sailor Fencers Level 10 Skirmisher

Medium natural humanoid, human XP 500
HP 100; Bloodied 50 Initiative +11
AC 24, Fortitude 22, Reflex 23, Will 21 Perception +5
Speed 6

STANDARD ACTIONS

④ Bone Cutlass (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +15 vs. AC

Hit: 2d8 + 7 damage.

④ or ⑤ Obsidian Dagger (weapon) ♦ At-Will

Attack: Melee 1 or Ranged 10 (one creature); +15 vs. AC

Hit: 2d4 + 8 damage.

† or ③ Slash and Dash (weapon) ♦ Recharge 5 6

Effect: The sailor uses bone cutlass, shifts 2 squares, and then uses obsidian dagger.

Skills Acrobatics +14, Athletics +13, Bluff +12

Str 16 (+8) Dex 18 (+9) Wis 10 (+5)

Con 12 (+6) Int 10 (+5) Cha 14 (+7)

Alignment unaligned Languages Common

Equipment leather armor, bone cutlass, 4 obsidian daggers

6 Silt Sailor Swabs Level 9 Minion Brute

Medium natural humanoid, human XP 100
HP 1; a missed attack never damages a minion. Initiative +7
AC 21, Fortitude 22, Reflex 21, Will 20 Perception +5
Speed 6

STANDARD ACTIONS

④ **Bone Cutlass (weapon)** ♦ At-Will

Attack: Melee 1 (one creature); +14 vs. AC

Hit: 8 damage plus 2 damage per ally adjacent to the target.

⑤ **Shortbow (weapon)** ♦ At-Will

Attack: Ranged 10 (one creature); +14 vs. AC

Hit: 8 damage plus 2 damage per ally adjacent to the target.

Skills Acrobatics +12, Athletics +11

Str 16 (+6) **Dex** 14 (+7) **Wis** 12 (+5)

Con 12 (+6) **Int** 10 (+4) **Cha** 10 (+4)

Alignment unaligned **Languages** Common

Equipment leather armor, bone cutlass, shortbow, 10 arrows

Encounter 3: Silt Shoal Horror

Encounter Level 15 (6,600 XP)

1 silt shoal horror (H)

5 extra tentacles

Deep silt

After about a day's travel aboard the silt skimmer, the passage of the vessel attracts the attention of one of the worst monstrosities of any silt basin. When the attack begins, only a character that has a passive Perception of 26 or higher avoids being surprised.

When the silt shoal horror attacks, read:

The sailor at the tiller screams in horror and disappears over the side of the skimmer, his cries silenced when he disappears below the silt. Dark tentacles erupt all around the skimmer. A creature that is little more than an orblike maw full of fangs rises from the nearby powder.

Those who are not surprised see: A dark tentacle snagged the sailor, and others are rising from the silt.

Only the tentacles and those who are not surprised can attack during the surprise round. Place the tentacles where you wish them to be. The horror instead uses *submerge*.

Features of the Area

Illumination: The sun brightly lights the area.

Shallow Silt: This powder is difficult terrain.

Silt Skimmer: Climbing to the deck from the silt is not easy (Athletics DC 13).

Silt Skimmer Masts: Made of wood and stone, these rough posts can be climbed (Athletics DC 19) and are blocking terrain.

Silt Skimmer Rigging: The sail rigging is entwined netting and rope that is easier to climb (Athletics DC 10).

Tactics

The horror alternates rises to *bite* when the tentacles have grabbed no one. Otherwise, it uses *submerge* and *mangle*. It continues to attack until reduced to 150 hit points. Then it stays

submerged, the tentacles attack for one more round, and then the horror retreats.

The Skimmer

You should decide if you want the characters to retain the silt skimmer if they drive the silt horror off. The challenge of this encounter is really survival and escape, rather than slaying the horror. If you want the skimmer destroyed, use the extra tentacles to break it apart over the battle. Don't bother with attack rolls or keeping track of the skimmer's hit points. Just describe breaking masts and crushed decking.

Battleground: If the extra tentacles break up the skimmer, you can make the deck of the skimmer change. Litter it with random squares of difficult terrain and holes as the skimmer is destroyed. Near the end of the battle, the horror might break off a wheel, causing the deck to fall suddenly and remain sloped.

Falling Deck

One of the skimmer wheels breaks, and the deck falls.

Target: Each creature on the skimmer deck

Attack: +14 vs. Reflex

Hit: The target is knocked prone and slides 4 squares toward the broken wheel.

Miss: The target is knocked prone unless he or she succeeds on a DC 19 Acrobatics or Athletics check.

Sailors: Use the sailors, if they're still aboard, for drama in this scene, considering your purposes for them. Even the bosun and captain can simply disappear beneath the silt after the horror grabs them, never to be seen again.

Deep Silt

If a character falls or is pulled into deep silt, he or she faces this hazard.

Deep Silt

Terrain

Level 8 Hazard

XP 350

Detect Perception DC 19; Nature DC 15

Immune attacks

TRIGGERED ACTIONS

↓ **Attack** ♦ At-Will

Trigger: A creature enters one of the hazard's squares.

Attack (No Action): Melee 1 (triggering creature); +11 vs. Reflex

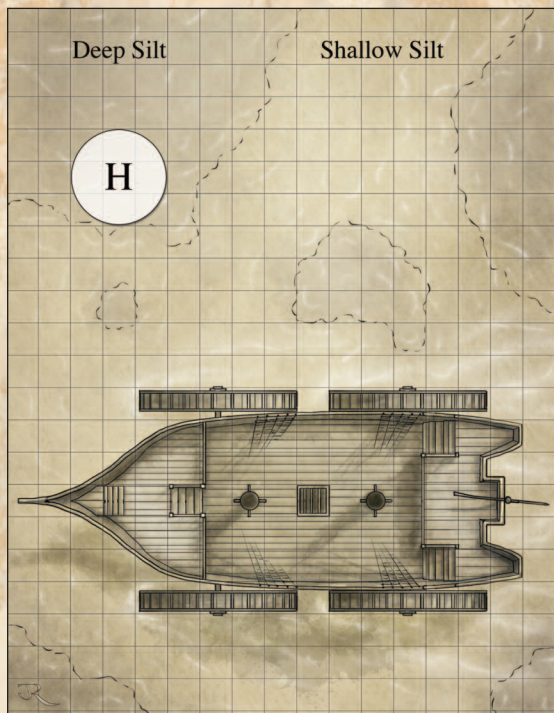
Hit: 1d10 damage per 15 feet, and the target is immobilized and takes ongoing 5 damage (see Countermeasures).

Miss: The target returns to the last square it occupied and its movement ends immediately.

COUNTERMEASURES

Escape (Move Action): Athletics DC 19 (12 with something to hold onto, such as a rope); the immobilized condition ends and the creature can rise at half speed out of the deep silt. A creature is immobilized again and continues taking the ongoing damage if it fails to leave the deep silt by the end of its turn.

Pull Up (Move Action): Athletics DC 12; a creature that is outside the deep silt and can reach an immobilized creature in the deep silt, such as with a long pole, can pull the creature in the silt up to 3 squares.



Conclusion

Supplies: The treasure should include survival days and mundane equipment, especially long lengths of rope and long wooden poles. The characters might have to use actions to grab these supplies while fighting or fleeing.

Silt Shoal Horror

Huge aberrant beast (blind)

HP 560; Bloodied 280

AC 26, Fortitude 27, Reflex 26, Will 24

Speed 2, burrow 6 (loose earth only)

Immune blinded, gaze

Saving Throws + 5; Action Points 2

TRAITS

Regenerating Tentacles

Whenever the horror starts its turn with fewer than five tentacles within 20 squares of it, a number of tentacles appear to bring the number of tentacles up to five. Tentacles appear in unoccupied squares aboveground. Each tentacle rolls initiative when it appears, and it acts on its turn.

STANDARD ACTIONS

④ Bite ♦ At-Will

Attack: Melee 1 (one creature); +19 vs. AC

Hit: 2d10 + 11 damage.

⚔ Mangle ♦ Recharge when the horror starts its turn underground

Attack: Melee 1 (one or two creatures grabbed by a tentacle); +19 vs. AC

Hit: 4d10 + 12 damage.

Miss: Half damage.

MOVE ACTIONS

Submerge ♦ Recharge when the horror starts its turn on the surface

Attack: The horror burrows up to its speed to a space completely underground. This movement does not provoke opportunity attacks.

TRIGGERED ACTIONS

Fling Away ♦ At-Will

Trigger: A tentacle drops to 0 hp due to an enemy's melee attack.

Effect (Immediate Interrupt): The triggering tentacle makes a melee basic attack against the triggering enemy. If it hits, it deals 10 extra damage and pushes the target 5 squares instead of grabbing it.

Skills Stealth +16

Str 23 (+13) Dex 18 (+11)

Con 20 (+12) Int 2 (+3)

Alignment unaligned

Wis 16 (+10)

Cha 10 (+7)

Languages —

Silt Shoal Horror Tentacle

Brute

Medium aberrant beast (blind)

XP — or 250

HP 1; a missed attack never damages a minion. Initiative +9

AC 26, Fortitude 27, Reflex 26, Will 24

Perception +5

Speed 6, burrow 6 (loose earth only)

Blind, tremorsense 20

Immune blinded, gaze, teleportation

TRAITS

Attached

The tentacle can be no more than 20 squares away from the living silt shoal horror that used regenerating tentacles to allow the tentacle to appear.

Unhindered

When the tentacle moves, it pulls with it any creature grabbed by it and that creature remains grabbed. The tentacle provokes no opportunity attack from the grabbed creature.

STANDARD ACTIONS

④ Seize ♦ At-Will

Attack: Melee 1 (one creature); +19 vs. AC

Hit: 13 damage, and the tentacle grabs the target (escape DC 27).

④ Constrict ♦ At-Will

Attack: Melee 1 (one creature the tentacle is grabbing); +17 vs. Fortitude

Hit: 18 damage.

Skills Stealth +16

Str 23 (+13) Dex 18 (+11)

Wis 16 (+10)

Con 20 (+12) Int 2 (+3)

Cha 10 (+7)

Alignment unaligned

Languages —





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GRUDVIK

CHARACTER NAME

Class: Slayer (Fighter) Level: 25

Race: Mul Gender: Male

Alignment: Unaligned

Languages: Common, Dwarven

ABILITIES AND SKILLS

26 Strength $MC+8$ IER +20

Strength measures your physical power.

Athletics ☒ Trained $MISC.$ +25

22 Constitution $MC+6$ IER +18

Constitution represents health, stamina, and vital force.

Endurance ☒ Trained $MISC.$ +27

18 Dexterity $MC+4$ IER +16

Dexterity measures coordination, agility, and balance.

Acrobatics ☐ Trained $MISC.$ +16

Stealth ☐ Trained $MISC.$ +16

Thievery ☐ Trained $MISC.$ +16

12 Intelligence $MC+1$ IER +13

Intelligence describes how well you learn and reason.

Arcana ☐ Trained $MISC.$ +13

History ☐ Trained $MISC.$ +13

Religion ☐ Trained $MISC.$ +13

13 Wisdom $MC+1$ IER +13

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering ☐ Trained $MISC.$ +13

Heal ☐ Trained $MISC.$ +15

Insight ☐ Trained $MISC.$ +13

Nature ☐ Trained $MISC.$ +13

Perception ☐ Trained $MISC.$ +13

10 Charisma $MC+0$ IER +12

Charisma measures force of personality and leadership.

Bluff ☐ Trained $MISC.$ +12

Diplomacy ☐ Trained $MISC.$ +12

Intimidate ☒ Trained $MISC.$ +17

Streetwise ☐ Trained $MISC.$ +14

COMBAT STATISTICS

+18 Initiative

Roll initiative to determine the turn order in combat.

6 Speed

Your speed is the number of squares you can move with a move action.

DEFENSES

35 Armor Class (AC)

CALCULATIONS

AC measures how hard it is to physically land an attack on you.

42 Fortitude

CALCULATIONS

Fortitude measures your toughness and resilience.

32 Reflex

CALCULATIONS

Reflex measures your ability to deflect or dodge attacks.

29 Will

CALCULATIONS

Will measures your strength of will and self-discipline.

+32 Attack Bonus $melee basic$ IER 2d12+26

+23 Attack Bonus $ranged basic$ 2d4+16

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

216 Hit Points $Bloodied$ 108

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value 54

Surges Per Day 19

When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).

CURRENT HIT POINTS

Temporary Hit Points

Surges Remaining

ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

◆ A standard action, which is usually an attack

◆ A move action, which involves movement

◆ A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

POWERS AND FEATS

At-Will Powers:

Battle Wrath	Telekinetic Grasp
Berserker's Charge	Unfettered Fury
Duelist's Assault	

Encounter Powers:

Disrupting Advance	Relentless Advance
Grim Presence	Serpentine Blade
Ignore Weakness	Single Out
Incredible Toughness	Slayer's Defiance
Power Strike (Brutal Focus, Sweeping Sword)	

Feats:

Battle-scarred Veteran, Bred for Battle,
Defensive Mobility, Disciple of Strength,
Grit, Heat Adaptation, Human
Perseverance, Legacy of Stone, Master at
Arms, Superior Fortitude, Tenacious Resolve

EQUIPMENT AND MAGIC ITEMS

+5 bestial kank hide armor
+6 greataxe
+5 amulet of health
Adventurer's kit
Dagger

Other Abilities/Features:

+1 bonus to saving throws
Resist 15 fire, 9 ongoing damage
Racial Traits:
Born of Two Races (human), Tireless

WEALTH

525,000 gp

CHARACTER SKETCH



Use this space to draw a picture of your character, your character's symbol, or some other identifying mark.

CHARACTER NOTES

Grudvik is an arena fighter. Born a slave, he was freed after already beginning his career as a gladiator. If he has to kill, he'd like it to be for better reasons than to satisfy the bloodlust of his social betters. After being arrested for being in the chambers of a noble woman who'd stolen his heart, Grudvik escaped his bonds because he couldn't face the idea of returning to slavery. When he realizes that he's in touch with the fabled Veiled Alliance, Grudvik begins to discover a sentiment he didn't know he had in him: the desire to fight for a cause.

Use this space however you like: to record what happens on your adventures, track quests, describe your background and goals, note the names of the other characters in your party, or draw a picture of your character.

EXPERIENCE POINTS (XP)

375,000

XP for next level: 450,000



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AKI

CHARACTER NAME

Class: Bard Level: 25

Race: Human Gender: Male

Alignment: Unaligned

Languages: Common, Thri-Kreen

ABILITIES AND SKILLS

12 Strength $MC+1$ IER +13

Strength measures your physical power.

Athletics ☒ Trained $MISC.$ +17

16 Constitution $MC+3$ IER +15

Constitution represents health, stamina, and vital force.

Endurance ☐ Trained $MISC.$ +17

12 Dexterity $MC+1$ IER +13

Dexterity measures coordination, agility, and balance.

Acrobatics ☐ Trained $MISC.$ +13

Stealth ☐ Trained $MISC.$ +13

Thievery ☐ Trained $MISC.$ +13

20 Intelligence $MC+5$ IER +17

Intelligence describes how well you learn and reason.

Arcana ☒ Trained $MISC.$ +24

History ☒ Trained $MISC.$ +24

Religion ☐ Trained $MISC.$ +20

10 Wisdom $MC+0$ IER +12

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering ☐ Trained $MISC.$ +15

Heal ☐ Trained $MISC.$ +13

Insight ☐ Trained $MISC.$ +13

Nature ☐ Trained $MISC.$ +15

Perception ☐ Trained $MISC.$ +13

29 Charisma $MC+9$ IER +21

Charisma measures force of personality and leadership.

Bluff ☒ Trained $MISC.$ +26

Diplomacy ☒ Trained $MISC.$ +26

Intimidate ☐ Trained $MISC.$ +22

Streetwise ☒ Trained $MISC.$ +28

COMBAT STATISTICS

+21 Initiative

Roll initiative to determine the turn order in combat.

6 Speed

Your speed is the number of squares you can move with a move action.

DEFENSES

37 Armor Class (AC)

CALCULATIONS

AC measures how hard it is to physically land an attack on you.

35 Fortitude

CALCULATIONS

Fortitude measures your toughness and resilience.

38 Reflex

CALCULATIONS

Reflex measures your ability to deflect or dodge attacks.

43 Will

CALCULATIONS

Will measures your strength of will and self-discipline.

+17 Attack Bonus $melee basic$ IER $2d4 + 1$

+14 Attack Bonus $ranged basic$ IER $2d4 + 1$

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

163 Hit Points $Bloodied$ 81

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value 44

Surges Per Day 10

When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).

CURRENT HIT POINTS

Temporary Hit Points

Surges Remaining

ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

- ♦ A standard action, which is usually an attack
- ♦ A move action, which involves movement
- ♦ A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

POWERS AND FEATS

At-Will Powers:

Arcane Defiling	Telekinetic Grasp
Body Equilibrium	Thought Projection
Guiding Strike	Vicious Mockery
Sensing Eye	

Encounter Powers:

Command Decision	Majestic Word
Deft Avoidance	Merchant's Strategy
Desert Skirmish	Quick Formation
Echoes in Time	Shout of Evasion
Heroic Effort	Slick Negotiator
Indomitable Ally	Sly Gambit
Invisible Troupe	Words of Friendship

Daily Powers:

Adversarial Song	Quick Steel Dance
Fighting Retreat	Satire of Prowess

EQUIPMENT AND MAGIC ITEMS

+5 bolstering cilops carapace armor

+6 magic wand

+5 amulet of vigor

Dagger

Lute

Feats:

Action Recovery, Action Surge, Advantage of Cunning, Arcane Reserves, Bardic

Knowledge, Battle Caster Defense, Great Fortitude, Heat Adaptation, Human

Perseverance, Improved Initiative,

Improved Majestic Word, Lightning

Reflexes, Ritual Caster, Toughness,

Superior Initiative, Superior Will, Wild

Talent Master

WEALTH

525,000 gp

CHARACTER SKETCH



Use this space to draw a picture of your character, your character's symbol, or some other identifying mark.

CHARACTER NOTES

Aki is a dune trader who hates the city—he's a desert tribesman born and bred. He's always on the make, working as a slave hunter because the money's good and it puts him in a position where he's got leverage over people because he's dealing with valuable property. It's a sideline, though; what Aki really likes doing is trading along the caravan routes, as well as doing a little smuggling on the side. His minor psionic sensitivities make him better than average at seeking out valuable artifacts and trinkets that might be lying around. He's taken aback by adventurous types who aren't as bound by money as he is.

Use this space however you like: to record what happens on your adventures, track quests, describe your background and goals, note the names of the other characters in your party, or draw a picture of your character.

EXPERIENCE POINTS (XP)

375,000

XP for next level: 450,000



The post-apocalyptic *DUNGEONS & DRAGONS* setting gets its first-ever comic! Beneath a crimson sun lie wastelands of majestic desolation and cities of cruel splendor, where life hangs by a thread. Welcome to Athas!

When an imprisoned gladiator named Grudvik escapes the city of Tyr, a part-time slave hunter and full-time dune trader is hired to bring back the fugitive. But after crossing swords, the pair must join forces to survive the harsh desert.



IDW