DUNGEONSDRAGONS



DUNGEONS DRAGONS SHADOWPLAGUE



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Introduction

Any television writer worth his sature and 1 assure you that John Rogers is worth sacks of the stuff is intimately acquainted with the 'writers room.'' It is usually a dank conference room—the with the smell of take-out food, dry erase markers, and punishing deadlines—in which we who foll to entertain America generate the characters, stories, and scenes that make up the raw material for every dramatic hour that shows up on your screen week after week.

The writers room is a crucible. It is a place where you spend more time in the company of other hyperarticulate, highly intelligent, and desperate-for-attention social maladjusts than you might with your family.

The day-to-day of those lucky enough to do finis job can best be described as competitive group therapy; the sharing of all of your stories, fears, and anxieties in the hope that they will be judged fit to become part of the show's narrative. Being in the room arrative. Being in the room arrative sharing, and a desire to create a shared universe; a willingness to fearlessly bring to a collective story the stiff of your own life.

Playing Dungeons and Dragons taught me patience with other people and their ideas. Every gaming session was an object lesson about pacing a story knowing when to let things develop at a lelsurely pace and when to stir my audience with extreme revelations and shocking destiny and about when to insist on my way and when to let others run with the narrative ball.

Playing D&D also taught me how to handle the sheer mockery and ball-busting ridicule that comes with sitting in tight quarters with a gang of hyper-articulate, highly intelligent, and desperate-forattention social maladjusts. For example, after making the mistake of painting my first lead figure with glossy paint. I was mercilesyly teased and forever saddled with the moniker "the disco clert." Feliose of entire the moniker may be a first of the moniker making the m

Every lesson I learned about surviving a room full of nerdy friends (and sometimes freements)—each trying to one-up the other with the best solution for a life-or-death random encounter with a beholder—has come back help me in the writers noom of every show on which I have up with a singer life. "I did like to butter my initiative roll, but I have no modifier' doesn't hur either.

Let's face it: the jocks and all their fellow barbarians may have learned to socialize in parties full of nubile cheerleaders, in vans full of pot smoke and cheap, illegally obtained beer, and in awkward, fumbling grope-out sessions in linen closets, but the geeks earned their social stripes fighting epic battles, navigating the darkness of booby-trapped caverns. interrogating the sullen denizens of the town tavern endemic to every module of D&D, and making lifeor-death decisions in real-time while earning treasure and power beyond that of ordinary mortals...

...and guess what? The geek inherited the Earth.

I suspect that Mister Rogers and his conspirators know this all too well. It's clear in every lovingly crafted page of the story. Where attempts at narrative epic fantasy, set in the realms of D&D recking the fantasy set in the realms of D&D recking annoying post-Whreed of Time huff and bluster, this book has all the elements of a great D&D campaign m by a bunch of gecks in the prime of their Monty Python-loving imaginations.

Rogers' pacing is fast and frenetic. No protracted fellowship-forming, mead-drinking, Tom Bombadill bulldada for this merry band of adventurers. This is Dungeons & Dragons, and that can only mean one thing: it starts in a tavern, the zombies attack in short order, and the story takes off like a magic missile.

As pencilled by the masterful Andrea Di Vito, the adventures of Adrie, Khal, Varis, Tisha, and Bree feel like the expertly wrought-and-drawn distillation of the best campaing you never played. The action never stops, the stakes keep getting higher, and the characters feel like D&D archetypes as opposed to someone's recycling of the dregs of a dozen of Tolkien's less-able acotytes.

Best of all, the characters talk like expert players around a gaming table. The ultimate triumph in these pages is Rogers and Di Vito's creation of a group of comrades-inarms that at once look and sound true to their world while still coming across like the cast of an awesome present-day action film. No fusty thees-and-thous, hark-loand-forsooth blithering in these pages, just the expertly crafted patter of people who truly inhabit this fantastic realm: where having to get your ass handed to you by an orc to buy your friends time to find a wily shape shifter is all in a day's work.

This book is—as one of its characters might say—"dwarven craftsmanship," and I say that in the best possible way.

So order yourself some cardboardy pizza, bust out the Red Pop and your own personal disco cleric, and put yourself in the hands of an expert Dungeon Master... because you are about to Join a level 7 party including a human fighter, halfling thief, paladin dwarf, elven scout, and a tiefling magic user...

...and you're in the town tavern, minding your own business... but the ground begins to rumble...

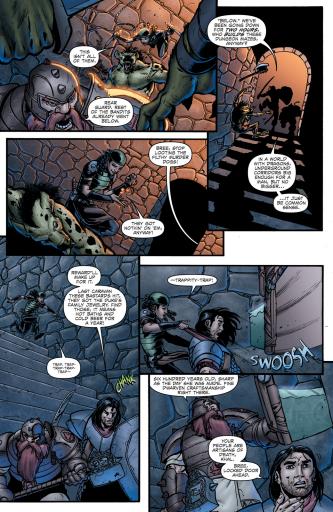
...and the adventure begins...

Javier Grillo-Marxuach May 7, 2011

































































































































































































































































































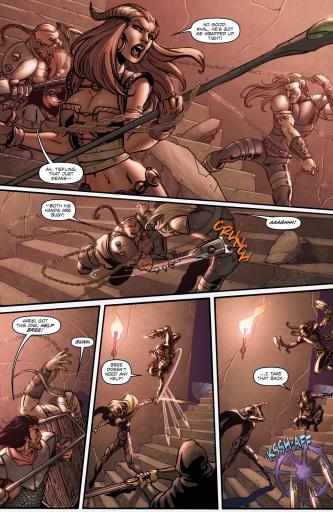




























































































































































































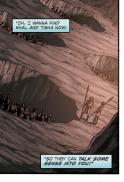








































































































































Streetwise

☐ Trained

Dungeons Dragons

ADRIC F	ELL	CHAI	LACTER NAME	СОМВАТ	STATISTICS	
Class: Knight	(Fighter)	Level: 7	ACTENIAME	+7 Initiative	6 Speed	
Race: Human		Gender: M	lale	Roll initiative to determin the turn order in combat.		
Languages: C		warven		DE	FENSES	
0 0 —				26 Armor Class	(AC) CALCULA	
ABII	LITIES AN	D SKILL	S		it is to physically land an at	
18 Strengt	h	Mc ±4 TER	с+7ск	21 Fortitude	CALCULA:	TIONS
Strength meas	ures your physical p	ower.		(ur toughness and resilience.	110143
Athletics	X Trained	MISC.	+12			
15 Constitu	ution	Mc+2TER	c +,5 :K		CALCULA ability to deflect or dodge at	
Constitution	epresents health, st	amina, and vital f	orce.		, ,	
Endurance	X Trained	MISC.	+10	(17) Will	CALCULA	
12 Dexteri	tv	Mc ± b 1 FIER	c+4:x	Will measures your str	ength of will and self-discipl	ine.
(sures coordination,			+11 Attack Bonus	+2 vicious saber	1d8+9
Acrobatics	☐ Trained	MISC.	c+4:x	Attuck Boilds	12 Helous suber	10015
Stealth	☐ Trained	MISC.	c +4 ck	Attack Bonus	WEAPON / POWER	DAMAGE
Thievery	Trained	MISC.	c +4 :K	the result to the monster	 20 and add your attack bon s defense to see if you hit. If y	
10 Intellige	ence	Mc ± 01ER	c +3 ck	roll damage.		
Intelligence de	scribes how well yo	u learn and reason	1.	(65) Hit Points	Bloodied	32
Arcana	☐ Trained	MISC.	+3 :K		he damage you can take bef ed value is half of your hit po	
History	☐ Trained	MISC.	c+3ck	(rounded down).		
Religion	Trained	MISC.	c+3:K	Healing Surge Va	lue	20
10 Wisdon		MC±0IER	(+3-x	Surges Per Day		11
	ures common sense,			When you spend a healin your healing surge value, (rounded down).	g surge, you regain hit point which is one-quarter of you	s equal to r hit points
Dungeoneerin	ng 🖵 Trained	MISC.	±3 ck	(rounded down).		
Heal	☐ Trained	MISC.	+3 ck	CURREN	T HIT POINTS	5
Insight	☐ Trained	MISC.	(+3 :K			
Nature	☐ Trained	MISC.	±3 ck			
Perception	☐ Trained	MISC.	+3 CK	Temporary Hit Points	Surges	Remaining
14 Charisn	na	MC+2TER	c +5 ck	ACTION	S IN COMBAT	
Charisma mea	sures force of perso	nality and leaders	hip.	On your turn in combat,		
Bluff	☐ Trained	MISC.	±5 ck	◆ A standard action, whi	ich is usually an attack	
Diplomacy	X Trained	MISC.	+10	 A move action, which i A minor action, which 	is simple and quick	
Intimidate	X Trained	MISC.	+10	You can give up an action lower on the list, so you c	to take another action	from or action
Strootwice	Trained	MICC	+5	instead of a standard act	ion or a minor action ins	stead of a

move action.

±5ск

POWERS AND FEATS

Heroic Effort (encounter; racial trait)

Battle Guardian (at-will)

Defend the Line (at-will; stance)

Defender Aura (at-will)

Measured Cut (at-will; stance)

Poised Assault (at-will; stance)

Battle Leader (encounter)

Dauntless Endurance (encounter)

Power Strike (2/encounter)

Weapon Specialization: Bladed Step

Heavy Armor Agility (feat)

Heavy Blade Expertise (feat)

Improved Defenses (feat)
Shield Finesse (feat)

Swift Recovery (feat)

Weapon Focus: Heavy Blades (feat)

EQUIPMENT AND MAGIC ITEMS

- +2 vicious saber (scimitar)
- +2 chainmail
- +2 light shield

Adventurer's kit

Backpack Bedroll

Flint and steel

Belt pouch

Trail rations (10 days)
50-foot rope

Sunrods (2)

Waterskin

Gauntlets of blood (level 4 magic item)

+2 damage against bloodied targets

Belt of vigor (level 2 magic item)

WEALTH

1,800 gp

CHARACTER SKETCH



CHARACTER NOTES

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EXPERIENCE POINTS (XP) 11.500



Race: Halfling

BREE THREE-HANDS

Class: Rogue (Thief) Level: 7

Gender: Female

DUNGEONS DRAGONS

+8 Initiative

COMBAT STATISTICS

6

Speed

Race: Falling Gender: Felliale				the turn order in combat.	squares you c	an move w
Alignment: Unaligned				a move action.		
Languages: C	ommon, G	iant		DEI	ENSES	
			-	(22) Armor Class ((AC) CALCULA	TIONS
ABII	LITIES AN	D SKILL	S	AC measures how hard	it is to physically land an at	tack on yo
(15) Strengt	h	M .±2 1ER	c+5:x	17 Fortitude	CALCULA	TIONS
Strength mea	sures your physical p	ower.		Fortitude measures you	r toughness and resilience.	
Athletics	X Trained	MISC.	+10 ×	22 Reflex	CALCULA	TIONE
(10) Constit		M ⊕ 01ER	c +3 :K		bility to deflect or dodge at	
Constitution	epresents health, st	amina, and vital fo		10		
Endurance	Trained	MISC.	C+3:K	16 Will	CALCULA	
21 Dexteri	ity	Mc ±5 IER	(+8)K	Will measures your stre	ngth of will and self-discipl	ne.
Dexterity med	sures coordination,	agility, and balan	ce.	+15 Attack Bonus	melee basic	1d6.+
Acrobatics	X Trained	MISC.	+15×	\times		
Stealth	X Trained	MISC.	+13×	(+12) Attack Bonus	melee ranged	1d4+
Thievery	X Trained	MISC.	+15×		0 and add your attack bon defense to see if you hit. If y	
(10) Intellige	ence	MC+OTER	c+3:x			
Intelligence de	scribes how well you	learn and reason	1.	(52) Hit Points	Bloodied	26
Arcana	Trained	MISC.	(+3)K		e damage you can take bef d value is half of your hit po	
History	Trained	MISC.	c+3:K	(rounded down).		
Religion	Trained	MISC.	c+3:x	Healing Surge Val	ue	13
8 Wisdon		1	. 2	Surges Per Day		6
	II ures common sense,	MODIFIER	(+2:K	When you spend a healing your healing surge value, v	surge, you regain hit point which is one-quarter of your	
Dungeoneerii	_	MISC:	+2 _{CK}	(rounded down).		
Heal	☐ Trained	MISC.	+2 ×	CURREN [*]	T HIT POINTS	S
Insight	☐ Trained	MISC	(+2°)K			
Nature	☐ Trained	MISC.	+2×			
Perception	X Trained	MISC.	+7cx	Temporary Hit Points	Surges	Remainin
Charism	na asures force of person	Μ ⇔1 FIER	c+4ck	ACTIONS	S IN COMBAT	
Bluff	XI Trained	MISC.	+9	On your turn in combat, y A standard action, which		ns:
Diplomacy	☐ Trained	MISC.	+4cx	+ A move action, which in	volves movement	
Intimidate	☐ Trained		+4cx	♦ A minor action, which i You can give up an action		from
Streetwise	☐ Trained	MISC.	+9ck	lower on the list, so you ca instead of a standard acti move action.	in take a move or a min	or action
Pern	nission is granted to	photocopy this ch	aracter sheet for	home game use only. TM & ©2010 W	izards of the Coast LLC.	

POWERS AND FEATS Fleeting Ghost (at-will) Tactical Trick (at-will) Thug's Trick (at-will) Tumbling Trick (at-will) Unbalancing Trick (at-will) Frigid Darkness (encounter) Backstab (encounter) Cunning Escape (encounter) Hidden Blade (encounter) Second Chance (encounter) Dark One's Own Luck (daily) Halfling Traits: bold, nimble reaction Aggressive Advantage (feat) Cunning Stalker (feat) Master at Arms (feat)

Terrain Advantage (feat)	
EQUIPMENT AND MAGIC ITE	MS
+2 luckblade short sword	
+2 short sword	
+2 veteran's leather armor	
+2 amulet of protection	
Throwing daggers	
Adventurer's kit	
Backpack	
Bedroll	
Flint and steel	
Belt pouch	
Trail rations (10 days)	
50-foot rope	
Sunrods (2)	
Waterskin	

WEALTH

1,800 gp

CHARACTER SKETCH



CHARACTER NOTES

Nicknamed "Three-Hands" because she always seems to get an extra share of the treasure, Bree drinks too much, cheats at cards...she's pure thief. A cutpurse. A smuggler. Name a crime, she's tried it once. Bree appears to live a carefree life in pursuit of next week's gambling money. Despite her best intentions, she's always getting wrapped up in the affairs of the halfling families traveling through Fallcrest. Although Adric needs her to pick locks and support his more outrageous plans, sometims soon they're coints to have a chat.

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EXPERIENCE POINTS (XP)

11.500



KHAL KHALUNDURRIN

Class: Cavalier (Paladin) Level: 7

DUNGEONS DRAGONS

+7 Initiative

Roll initiative to determine

COMBAT STATISTICS

5 Speed

Race: Dwarf		Gender: M	lale	Roll initiative to determine Your speed i the turn order in combat. squares you		an move wit
Alignment: <u>G</u>	ood				a move action	c .
Languages: <u>C</u>	ommon, I	Owarven		DEFENS	ES	
			_	24 Armor Class (AC)	CALCULAT	TIONS
ABIL	ITIES A	ND SKILL	S	AC measures how hard it is to pl	rysically land an at	tack on you
19 Strengtl	h	Mc ±4 IER	с +17 ск	22 Fortitude	CALCULAT	TIONS
Strength meas	ures your physical	power.		Fortitude measures your toughn	ess and resilience.	
Athletics	X Trained	MISC.	+12	18 Reflex		_
16 Constitu	ution	MC+3TER	c+6 x	Reflex Reflex measures your ability to a	CALCULAT	
Constitution re	presents health, s	tamina, and vital f	orce.	nejiex measures your abinty to t	tejrect or douge die	ucks.
Endurance	X Trained	+2	+13	(20) Will	CALCULAT	TIONS
10 Dexteri	4	MC+OTER	(+3 x	Will measures your strength of v	vill and self-discipli	ne.
(n, agility, and balan		111 411 1 2		
Acrobatics	☐ Trained	MISC.	(+3)x	+11 Attack Bonus +2 w	arhammer	1d10+
Stealth	☐ Trained	MISC.	(+3 K	Attack Bonus WEA	PON / POWER	DAMAC
Thievery	☐ Trained	MISC.	(+3:x	When you attack, roll a d20 and a	dd your attack boni	
		misc.		the result to the monster's defense roll damage.	to see if you hit. If y	ou do hit,
10 Intellige		MC±01ER	c +3 ck	07		00
	_	ou learn and reasor		67 Hit Points Your hit points measure the damage	Bloodied	33
Arcana	Trained	MISC.	(+3)x	unconscious. Your bloodied value is (rounded down).		
History	Trained	MISC.	Circuit	Healing Surge Value	1	18
Religion	Trained	MISC.	c +3 :K	Surges Per Day	Į I	13
(11) Wisdom	1	Mc ± b 1 FIER	c +4 :x	When you spend a healing surge, y	ou reagin hit point:	
Wisdom measu	ures common sens	e, self-discipline, ar	d empathy.	your healing surge value, which is of (rounded down).	one-quarter of your	hit points
Dungeoneerin	ıg 🖵 Trained	+2	c+6ck	, ,		
Heal	X Trained	MISC.	+9 :K	CURRENT HI	T POINTS	5
Insight	Trained	MISC.	+4 :K			
Nature	Trained	MISC.	+4 ck			
Perception	Trained	MISC.	+4 ck	Temporary Hit Points	Surges I	Remaining
15 Charism	na	MC+2TER	c+5::K	ACTIONS IN	COMPAT	
Charisma mea	sures force of pers	onality and leaders	hip.			
Bluff	Trained	MISC.	+5 ck	On your turn in combat, you can A standard action, which is use	ually an attack	is:
Diplomacy	X Trained	MISC.	+10	 A move action, which involves A minor action, which is simple 		
Intimidate	☐ Trained	MISC.	±5 ck	You can give up an action to take lower on the list, so you can take	another action f	from or action
Streetwise	☐ Trained	MISC.	±5 CK	instead of a standard action or a move action.	minor action ins	tead of a
Perm	ission is aranted t	a nhatacany this ch	aracter sheet for	home game use only TM & ©2010 Wizards of	fthe Coast II C	

POWERS AND FEATS

Defender Aura (at-will)

Righteous Radiance (at-will)

Valiant Strike (at-will)

Vengeful Strike (at-will)

Holy Smite (2/encounter)

Improved Righteous Shield (encounter)

Fiery Smite (daily)

Restore Vitality (daily)

Wrath of the Gods (daily)

Dwarf Traits:

Cast-Iron Stomach, Dwarven Resilience,

Encumbered Speed, Stand Your Ground
Armor Finesse (feat)

Disciple of Stone (feat)

Improved Defenses (feat)

Weapon Focus: Hammers (feat)

EQUIPMENT AND MAGIC ITEMS

- +2 defensive warhammer
- +2 delver's plate armor
- +2 holy symbol of Moradin
- +3 amulet of protection

Adventurer's kit

Backpack

Bedroll

Flint and steel

Belt pouch

Trail rations (10 days)

50-foot rope

Sunrods (2)

Waterskin

Climber's kit

WEALTH

2,000 gp plus hidden wealth

CHARACTER SKETCH



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

CHARACTER NOTES

Khal is a paladin of Moradin, a cavalier of valor. He's on the road to love. In order to wed the blue-eyed girl of his dreams, Khal must rise to a social rank acceptable to her family. Unfortunately, her merchant clan has little use or love for such a stalwart Dwarf of the Gods. So Khal's ministering to other traveling dwarves, hunting for religious artifacts to rise in his order, and collecting enough gold to meet his intended's dowry. He tends to get distracted in battle if some interesting bit of ancient detritus catches his eye. Khal is also renowned in his homestead as an accomplished dwarven poet.

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EXPERIENCE POINTS (XP) 11.500



TISHA SWORNHEART

DUNGEONS DRAGONS

COMBAT STATISTICS

Class: Warlock (Star Pact)	_evel: _7		(+7) Initiative		6 Speed	
Race: Tiefling Gender: Female				Roll initiative to a		Your speed is squares you c	the numbe an move w
Alignment: <u>Un</u>	aligned					a move action	
Languages: Con	mmon, De	eep Speec	h		DEFE	NSES	
				20 Armor	Class (AC	CALCULA	TIONS
ABILI	TIES AN	D SKILL	S	AC measures h	now hard it is t	o physically land an a	
11 Strength	11 12	Mc ±0 iER	c +3 .x	18 Fortitud	le	CALCULA	TIONS
Strength measure		ower.		Fortitude mea	sures your tou	ghness and resilience.	
Athletics	Trained	MISC.	c +3 K	20 Reflex			
(15) Constitut		mc+2TER	c +5 :K	(- 5	es your ability	to deflect or dodge at	
Endurance	esents health, sto Trained	mina, and vital fo	+5×	21 Will		CALCULA	TIONS
10 Dexterity		MC+OLER	c+3 x	Will measures	your strength	of will and self-discipl	ine.
(agility, and balan		+3 Attack Bo		1 1 1	
Acrobatics	☐ Trained	MISC.	(+3°)	+3 Attack Bo	pnus n	nelee basic	□ld4
Stealth	Trained	MISC.	(+5:x	+9 Attack Bo	onus e	ldritch blast	1d10 +
Thievery	X Trained	MISC.	(+ 8 K	When you attack the result to the r	, roll a d20 an	d add your attack bon nse to see if you hit. If	us. Compa
16 Intelligen	ce	MC+3TER	c+6:x	roll damage.			
Intelligence descr	ibes how well you	learn and reason		(57) Hit Point	S	Bloodied	28
Arcana	Trained	MISC.	+6 :K			mage you can take bej ue is half of your hit po	
History	Trained	MISC.	c+6::K	(rounded down).		,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	
Religion	Trained	MISC.	c+6:x	Healing Sur	ge Value		14
10 Wisdom	- y = 13g	MC+OIER	(+3)	Surges Per I			8_
	s common sense,	self-discipline, an		your healing surg	a healing surg je value, which	je, you regain hit point i is one-quarter of you	s equal to r hit points
Dungeoneering	☐ Trained	MISC.	+3:x	(rounded down).			
Heal	Trained	MISC.	+3 _{-K}	CUR	RENT I	HIT POINT	5
Insight	X Trained	MISC.	+8 :K				
Nature	Trained	MISC.	+3 ck				
Perception	☐ Trained	MISC.	±3 CK	Temporary Hit Po	ints	Surges	Remainin
19 Charisma		Mc ±4 1ER	+17 CK	ACT	IONS I	N COMBAT	-
Charisma measur	res force of persor	nality and leaders	hip.			an take three actio	
Bluff	X Trained	MISC.	+14	♦ A standard acti	ion, which is	usually an attack	
Diplomacy	Trained	MISC.	+7 CK	 ◆ A move action, ◆ A minor action, 	which is sin	nple and quick	
Intimidate	Trained	MISC.	±7 ck			ake another action ike a move or a min	
Streetwise	X Trained	MISC.	+12	instead of a stand move action.	ard action o	r a minor action in	tead of a
Permiss	ion is granted to	photocopy this ch	aracter sheet for h	ome game use only. TM & @	02011 Wizara	ds of the Coast LLC.	

POWERS AND FEATS Dire Radiance (at-will) Fate of the Void (at-will) Warlock's Curse (at-will) Beguiling Tongue (encounter) Far Realm Phantasm (encounter) Frigid Darkness (encounter) Infernal Wrath (encounter) Witchfire (encounter) Curse of the Bloody Fangs (daily) Curse of the Dark Dream (daily) Dark One's Own Luck (daily) Tiefling Traits: bloodhunt, resist 8 fire Improved Defenses (feat) Improved Initiative (feat) Killing Curse (feat) Warlock's Sight (feat) **EQUIPMENT AND MAGIC ITEMS** +2 hexer's rod (implement) +2 irrefutable leather armor +2 amulet of protection Adventurer's kit Backpack Bedroll Flint and steel Belt pouch Trail rations (10 days) 50-foot rope

WEALTH

1,800 gp

Sunrods (2)

Waterskin

CHARACTER SKETCH



CHARACTER NOTES

Tisha is manipulative, tricky, sexy, and painfully aware of how tieflings are perceived. Half the time she's willing to seduce someone to get what she needs, half the time she'll lecture puzzled villagers about prejudice. She's on the road to finding her missing sister, who was last seen in Fallcrest. The siblings have unresolved issues that Tisha won't discuss with anyone. Along the way, she looks for opportunities to increase her power. As a warlock, she has forged a pact with the stars, and it remains to be seen whether this pact will come back to bitte her.

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EXPERIENCE POINTS (XP) 11.500



Class: Scout (Ranger)

Race: Elf

Level: 7

Gender: Male

DUNGEONS DRAGONS

Initiative

the turn order in combat.

+7

COMBAT STATISTICS

7

Speed

squares you can move with

Alignment: _G	Good				a move actio	n.	
Languages: _C	ommon, El	ven		DEFENSES			
ABILITIES AND SKILLS				23 Armor Class	ass (AC) CALCULATIONS		
Abii	LITIES AN	D SKILL	3	AC measures how hard	it is to physically land an a	ttack on you.	
11 Strengt		MC±0IER	c +3 :K	(17) Fortitude	CALCULA	TIONS	
Athletics	sures your physical p		c+3×	Fortitude measures you	r toughness and resilience.		
	- Irainea	MISC.		21 Reflex	CALCULA	TIONS	
15 Constitution	ution epresents health, st	Mc+2TER	c+5:x	Reflex measures your al	bility to deflect or dodge at	tacks.	
Endurance	Trained	MISC.	⊕5 ∈K	18 Will	CALCULATIONS		
19 Dexteri	itv	Mc ± 4TER	c +7 cx	Will measures your stre	ngth of will and self-discip	line.	
	sures coordination,			+12 Attack Bonus	+2 handaxe	1d6+10	
Acrobatics	X Trained	MISC.	+12				
Stealth	X Trained	MISC.	+12	(+9) Attack Bonus	longbowower	1d10 + 4	
Thievery	☐ Trained	MISC.	c +17 ck	When you attack, roll a da the result to the monster's roll damage.	0 and add your attack bor defense to see if you hit. If		
10 Intellige		Mc ±0 1ER	+3 :K	(57)		00	
	escribes how well you	u learn and reason		57 Hit Points	Bloodied	28	
Arcana History	☐ Trained☐ Trained	MISC.	(+3:K	Your hit points measure th unconscious. Your bloodie (rounded down).	e damage you can take be; d value is half of your hit po		
Religion	☐ Trained	MISC.	c +3 :K	Healing Surge Val	ue	14	
16 Wisdon		MC+31ER	(+6°)K	Surges Per Day		9	
	ures common sense,			When you spend a healing your healing surge value, v (rounded down).			
Dungeoneerin	ng 🖵 Trained	MISC.	+6 -K				
Heal	X Trained	MISC.	+11	CURREN'	T HIT POINT	S	
Insight	☐ Trained	MISC.	+6 :K				
Nature	XI Trained	+2	+13	Temporary Hit Points	Curan	Remaining	
Perception	X Trained	+2	+13	Temporary Fit Foints	Surges	Kemuining	
(10) Charisn		mct0ier	c +3 ck	ACTION:	S IN COMBAT	Г	
	asures force of perso	ŕ		On your turn in combat, y		ns:	
Bluff	Trained	MISC.	+3ck	 ★ A standard action, which is ★ A move action, which is 			
Diplomacy	Trained	MISC.	±3:x	♦ A minor action, which i You can give up an action	s simple and quick	from	
Intimidate Streetwise	☐ Trained☐ Trained	MISC.	#3ck	lower on the list, so you co instead of a standard acti move action.	ın take a move or a min	or action	
Perm	nission is granted to	photocopy this ch	aracter sheet for l	nome game use only. TM & ©2010 W	izards of the Coast LLC.		

POWERS AND FEATS

Aspect of the Charging Ram (at-will)

Aspect of the Cunning Fox (at-will)

Aspect of the Soaring Hawk (at-will)

Dual Weapon Attack (at-will)

Elven Accuracy (encounter)

Power Strike (2/encounter)

Reactive Shift (encounter)

Oak Skin (daily)

Step of Morning Mist (daily)

Wilderness Knacks: Ambush Expertise,

Watchful Rest, Wilderness Tracker

Elf Traits: Group Awareness, Wild Step Axe Expertise (feat)

Cunning Stalker (feat)

Two-Weapon Defense (feat)

Two-Weapon Fighting (feat)

EQUIPMENT AND MAGIC ITEMS

- +2 handaxe (main hand weapon)
- +2 handaxe (off-hand weapon)
- +2 hero's hide armor
- +2 cloak of resistance

Longbow

Quiver of arrows Adventurer's kit

Backpack

Bedroll

Flint and steel

Belt pouch

Trail rations (10 days)

50-foot rope Sunrods (2)

Waterskin

Assorted knickknacks

WEALTH

500 gp

CHARACTER SKETCH



CHARACTER NOTES

Varis hates the forest. Oh, don't get us wrong. Varis is a very good ranger. He can track by moonlight, smell humans from a mile off, hear the whisper of arrowflight during a thunderstorm . . . he just really, really likes pubs and songs and buildings and cats. He's convinced that urban structures are natural outgrowths of nature, with just as much wonder and variety as the forests they're built near. He adventures to see new towns. Varis fights with a matched set of axes that cut through flesh and bone as well as trees. Like all elves, Varis has low-light vision.

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) 11.500

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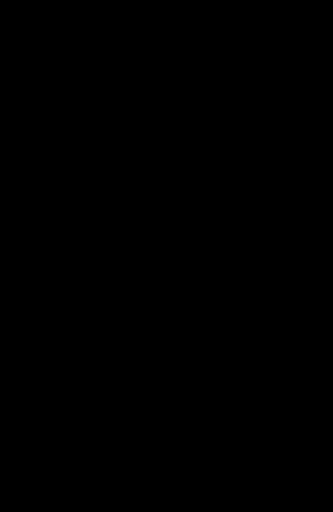


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