

# Madness at Gardmore Abbey Character Themes

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These themes are only complete up to level 6, as *Madness at Gardmore Abbey* is a level 6-8 adventure. (Level 10 features and powers may be completed later.) These themes draw on material from throughout the Nentir Vale setting, including *Monster Vault: Threats to the Nentir Vale*.

Thanks to braincraft at RPG.net for critiques of the theme powers. And of course thanks to WotC for writing *Madness at Gardmore Abbey* in the first place!

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# Errant of Mithrendain

*You're a knight-errant from the sparkling jewel city of the Feywild.*

You're in the so-called "Natural" world, a dim shadow of your own home in the Feywild.

You've come to this dismal place seeking your friends Berrian and Analastra Velfarren, who have been traveling for seven years in search of their father. When last seen, they were heading toward a place called Gardmore Abbey, near Winterhaven.

Berrian, what have you gotten yourself into now?

**Class Prerequisite:** None. Knights, rangers, swordmages, war priests, hexblades, and bladesingers fill the ranks of the knights-errant of Mithrendain, but an eladrin of any class can take this theme.

**Race Prerequisite:** Eladrin.

## Background

**Skills:** Arcana, Nature

## Starting Feature

You are skilled at teleporting around the battlefield, making it nearly impossible to evade your attention.

**Benefit:** You gain the *feywild pursuit* power.

### Feywild Pursuit

### Errant of Mithrendain Attack

*"You'll find it not so easy to escape one who can step through the Feywild!"*

**Encounter ♦ Arcane, Teleportation**

**Immediate Reaction**                      **Personal**

**Trigger:** A enemy intentionally leaves a square adjacent to you.

**Effect:** You teleport 5 squares to a square adjacent to the triggering enemy, and make a melee basic attack against the triggering enemy.

## Additional Features

### Level 5 Feature

The nobles of Mithrendain have noticed your deeds of valor

and have rewarded you with an enchanted item.

**Benefit:** You gain one common suit of magic armor, weapon, or implement of 6th level or lower.

### Level 10 Feature

*TBD.*

## Optional Powers

### Level 2 Utility

#### Fey Renewal

#### Errant of Mithrendain Utility 2

*You're able to draw upon the restorative powers of your homeland each time you briefly make contact with it.*

**Daily ♦ Arcane**

**Free Action**

**Personal**

**Trigger:** You use an arcane teleportation power or your *fey step* power.

**Effect:** You can use your second wind as a free action. Until the end of the combat, each time you teleport, you gain temporary hit points equal to your highest ability modifier.

### Level 6 Utility

#### Errand's Leap

#### Errant of Mithrendain Utility 6

*Instinctively, you move to a better location – either to defend yourself or to renew your assault on your foes.*

**Encounter ♦ Arcane, Teleportation**

**Immediate Reaction**

**Personal**

**Trigger:** You are bloodied by an attack.

**Effect:** You teleport 5 squares.

### Level 10 Utility

*TBD.*

# Gardrin's Heir

*You're descended from Gardrin the Hammer, founder of Gardmore Abbey.*

Gardmore Abbey was one of the first settlements in the Nentir Vale, established during the rise of Nerath around 350 years ago by your ancestor, Gardrin, known as the Hammer.

About 150 years ago, a force of orcs from the Stonemarch descended on Gardmore Abbey. Aided by ogres, hill giants, and demonic embodiments of chaos, the orcs laid siege to the abbey and in a titanic battle left it in ruins.

With your distant relation, the aging knight Sir Oakley, you have returned to the abbey founded by your legendary predecessor on a quest to purge the evil from Gardmore Abbey and reestablish it as a bastion of good in the Nentir Vale.

**Class Prerequisite:** None. Anyone could be a descendant of the legendary Gardrin, as he had many descendants – although paladins and clerics tend to be the ones who care the most about having such an illustrious ancestor.

**Race Prerequisite:** Human, half-elf, half-orc, or shade.

## Background

**Skills:** Diplomacy, History, Religion

## Starting Feature

You find yourself not only inspired by the legend of Gardrin, but also empowered by his spirit as well.

**Benefit:** You gain the *in Gardrin's name* power.

### In Gardrin's Name Gardrin's Heir Attack

*Your legendary ancestor lends you holy power to smite your foe.*

**Encounter ♦ Divine, Weapon**

**No Action** **Special**

**Trigger:** You target an enemy with a melee attack.

**Effect:** The target takes radiant damage equal to your highest ability modifier. If your attack hits, the target is immobilized until the end of your next turn.

## Additional Features

### Level 5 Feature

Even after all the centuries and the fall of Gardmore Abbey, it still feels comfortable to you in some way – like home.

**Benefit:** Whenever you take a short rest at Gardmore Abbey, you regain 2 additional hit points for each healing surge you spend.

Whenever you take an extended rest at Gardmore Abbey, you gain temporary hit points equal to your level.

### Level 10 Feature

*TBD.*

## Optional Powers

### Level 2 Utility

#### Gardrin's Steps Gardrin's Heir Utility 2

*You find yourself walking the same hallways once walked by your illustrious forefather.*

**Daily ♦ Divine**

**No action** **Personal**

**Requirement:** You must be in Gardmore Abbey.

**Trigger:** You roll initiative.

**Effect:** Make a History check. You can use the check result instead of your initiative.

### Level 6 Utility

#### Gardrin's Blessing Gardrin's Heir Utility 6

*Someone is watching over you.*

**Encounter ♦ Divine**

**Minor action** **Personal**

**Requirement:** You must be in Gardmore Abbey.

**Effect:** You gain a +5 power bonus on the next skill check you make before the end of your next turn.

### Level 10 Utility

*TBD.*

# Guild Organizer

*You're a field agent for the Fallcrest Guild of Adventure.*

Hailing from the central town of Fallcrest, your job is to organize parties of adventurers, sign them up with the guild, and coordinate their successful adventures.

You've recently been dispatched to Winterhaven to work with Lord Ernest Padraig on projects regarding the ruined Gardmore Abbey.

**Class Prerequisite:** None. Anyone can lead an adventuring party, as long as they are willing to do the work required.

**Race Prerequisite:** None.

## Background

**Skills:** Diplomacy, Dungeoneering, Streetwise

## Starting Feature

Your training includes matters both mundane and martial.

**Benefit:** You gain the *battlefield coordination* power.

### Battlefield Coordination Guild Organizer Attack

*Your clear commands steer your party toward victory.*

**Encounter ♦ Healing, Martial**

**Standard Action** Close burst 10

**Target:** One or two allies in burst

**Effect:** One target can make a basic attack as a free action.  
One target can spend a healing surge.

## Additional Features

### Level 5 Feature

Because of your success at organizing your party, a package arrives from Fallcrest containing a gift from the guildmasters.

**Benefit:** You gain 1,800 gold pieces to spend on party expenses.

### Level 10 Feature

*TBD.*

## Optional Powers

### Level 2 Utility

#### Pool Our Resources Guild Organizer Utility 2

*By working together, you're able to share the burden of healing between your comrades.*

**Daily ♦ Martial**

**No action** Close burst 10

**Target:** You and all allies in burst

**Trigger:** You take a short rest.

**Effect:** One target loses 1 healing surge. Each target can choose to lose any additional number of healing surges and select another target to gain an equal number of healing surges. No target can have more healing surges than his or her daily maximum.

### Level 6 Utility

#### Reorganized Offensive Guild Organizer Utility 6

*With a few quick directions, you move your team around to a better position.*

**Encounter ♦ Martial**

**Move Action** Close burst 5

**Target:** All allies in burst

**Effect:** Each target can shift 4 squares as a free action.

### Level 10 Utility

*TBD.*

# Iron Circle Deserter

*You've gone AWOL from the armies of the Iron Circle.*

Hailing from lands to the south of the Nentir Vale, you traveled here on a mission of conquest with your band of mercenaries.

However, the Iron Circle's cruel ways have never set well with you, especially fighting alongside devils from the Nine Hells themselves. When the chance presented itself, you slipped away from your mercenary unit and left the Iron Circle behind.

Seeking refuge in the northern part of the Nentir Vale, you search for ways to make a living with your martial prowess, while always looking over your shoulder for the Iron Circle's agents.

**Class Prerequisite:** None. Most soldiers in the Iron Circle are fighters, with spell support from warlocks.

**Race Prerequisite:** Human, goblin, hobgoblin, bugbear, or tiefling.

## Background

**Skills:** Perception, Stealth, Streetwise

## Starting Feature

You learned how to fight in the Iron Circle, but your most important lesson was how to run away.

**Benefit:** You gain the *deserter's gambit* power.

### Deserter's Gambit Iron Circle Deserter Attack

*Will you run away to fight another day, or will your fear root you to the spot?*

**Encounter ♦ Martial, Weapon**

**Standard action**                      **Melee or ranged** weapon

**Attack:** Highest ability modifier vs. AC

**Hit:** 2[W] + highest ability modifier. Until the end of your next turn, you don't provoke opportunity attacks for leaving squares adjacent to an enemy.

**Miss:** You are immobilized until the end of your next turn.

## Additional Features

### Level 5 Feature

Working directly with tar devils in the Iron Circle gifted you with the ability to withstand hellfire – and being on the run from them has only improved your resistance.

**Benefit:** You gain resist 5 fire. If you already have resist fire from a racial feature, your resistance increases by 5.

### Level 10 Feature

*TBD.*

## Optional Powers

### Level 2 Utility

#### Deserter's Exchange Iron Circle Deserter Utility 2

*You're not above sacrificing an ally to save your own skin.*

**Encounter ♦ Martial**

**Move Action**                                      **Melee 1**

**Target:** One adjacent ally

**Effect:** You and the target switch positions, and you can shift up to your speed. Until the end of your next turn, the target grants combat advantage to all enemies.

### Level 6 Utility

#### Iron Flames Iron Circle Deserter Utility 6

*You know enough about your erstwhile allies' tactics to summon your own fire.*

**Daily ♦ Arcane**

**Minor Action**                                      **Melee touch**

**Target:** One weapon or implement

**Effect:** Until the end of the encounter, all untyped damage done by the target becomes fire damage. Once per round on your turn, a hit with the target weapon or implement does extra fire damage equal to your primary ability modifier.

### Level 10 Utility

*TBD.*



# Pawn of the Eye

You were drawn into a cult dedicated to the Elder Elemental Eye.

It seemed like a good idea at first. I mean, who doesn't like elementals, right? And Vadin Cartwright promised you power and wealth within his cult.

You were a simple commoner then, back in the Barony of Therund. You knew nothing of the true nature of this Elder Elemental Eye, a guise of the Chained God Tharizdun, Lord of Madness. Only through the actions of brave adventurers were you saved from the insanity of that cult.

Now rumors, whispers, and nightmares say that the mad priest Vadin Cartwright has returned and made his way to Gardmore Abbey. Will his madness take root once more there, as it once grew in your heart, soul, and mind?

Will Cartwright's death silence the voices that only you can hear?

**Class Prerequisite:** None. Sometimes the alien energies from the Far Realm activate latent psychic talents, so there are more psionic members of this theme than other power sources.

**Race Prerequisite:** None.

## Background

**Skills:** Intimidate, Religion

**Language:** Deep Speech

## Starting Feature

The taint of the cult's dark rituals has left an indelible mark on your mind.

**Benefit:** You gain the *gaze of madness* power.

## Gaze of Madness

## Pawn of the Eye Attack

You release some of the chaos that still lurks deep within your mind and soul.

**Encounter** ♦ Gaze, Implement, Psionic, Psychic

**Standard action** Close blast 3

**Target:** All creatures in blast

**Attack:** Highest ability modifier vs. Will

**Hit:** 1d10 + highest ability modifier psychic damage, and the target grants combat advantage until the end of your next turn.

## Additional Features

### Level 5 Feature

Your growing obsession with destroying the cult of the Elder Elemental Eye serves to block out many other thoughts, including those that can harm you. What more damage can be done to your psyche, after all?

**Benefit:** You gain resist 5 psychic. If you already have resistance to psychic damage from a racial feature, that resistance increases by 5.

### Level 10 Feature

TBD.

## Optional Powers

### Level 2 Utility

## Frantic Escape

## Pawn of the Eye Utility 2

You've got to get out of here, any way you can.

**Encounter** ♦ Psionic

**Free action** Personal

**Trigger:** You start your turn immobilized, grabbed, or restrained.

**Effect:** If you are grabbed, the grab ends. Any effect causing you to become immobilized or restrained ends. You can shift up to your movement.

Until the end of your next turn, you get a +2 power bonus on saving throws against effects which cause you to become immobilized or restrained.

### Level 6 Utility

## Bend Space

## Pawn of the Eye Utility 6

You reach deep into your mind and then briefly ch'ooboshu into nglui'lw'nafh of the Far Realm – or did nilgh'ri uln geb'agl?

**Encounter** ♦ Psionic, Teleportation

**Immediate Interrupt** Personal

**Trigger:** You are hit by an attack.

**Effect:** You teleport up to 3 spaces.

### Level 10 Utility

TBD.

# Pelor's Faithful

*You piously champion the causes of bright Pelor, the sun god.*

Grundelmar, high priest of Pelor, summoned you to Fallcrest's House of the Sun. Troubled by visions in his dreams and filled with the fire of his convictions, he tasked you with a mission.

Years ago, down in the Barony of Therund, a group of adventurers rooted out a cult of the Elder Elemental Eye that had spread through the laborers and serfs of society. The leader escaped, though: a man named Vadin Cartwright.

Pelor spoke to Grundelmar through his dreams to tell him that Cartwright is dabbling with forces beyond mortal understanding among the dead in old Gardmore Abbey.

Will you take up the symbol of your deity and destroy this evil that threatens the Nentir Vale?

**Class Prerequisite:** None. Divine characters are drawn to this theme, but any character who worships Pelor is eligible.

**Race Prerequisite:** None.



## Background

**Skills:** Diplomacy, Religion

## Starting Feature

Your faith in the light of Pelor enables you to strike your foe with radiance equal to sunlight on the brightest of days.

**Benefit:** You gain the *brightest day* power.

### Brightest Day

### Pelor's Faithful Attack

*You shed your light over dark evil, for the dark things cannot stand the light – the light of Pelor!*

### Encounter ♦ Divine, Radiant, Weapon

**Standard Action**

Melee or ranged weapon

**Target:** One creature

**Attack:** Highest ability modifier vs. AC

**Hit:** 1[W] + highest ability modifier radiant damage, and all allies within 3 squares of the target gain a +2 power bonus to AC and Reflex until the end of your next turn.

**Effect:** The target sheds bright light in a close burst 3 until the end of your next turn.

## Additional Features

### Level 5 Feature

Your inner strength and devotion to the light grants you resistance to the deadly energies used by undead creatures.

**Benefit:** You gain resist 5 necrotic. If you already have necrotic resistance from a racial feature, you increase your resist necrotic by 5.

### Level 10 Feature

TBD.

## Optional Powers

### Level 2 Utility

#### Blackest Night

#### Pelor's Faithful Utility 2

*No evil shall escape your sight.*

**Encounter ♦ Divine**

**Minor Action**

**Personal**

**Effect:** You gain darkvision until the end of your next turn.

## Level 6 Utility

### Pelor's Nimbus

### Pelor's Faithful Utility

*The holy light of your faith inspires your allies to continue the fight.*

**Daily ♦ Divine, Zone**

**Minor action**

**Close burst 2**

**Effect:** You create a zone of bright light which remains centered on you if you move. Any ally within the zone who spends a healing surge gains temporary hit points equal to your highest ability modifier. You and allies within the zone gain a +1 power bonus on saving throws.

**Sustain Minor:** The effect persists.

## Level 10 Utility

TBD.

# Reclaimer of Saruun Khel

*You seek to atone for your people's past corruption.*

Once Saruun Khel was the seat of a great civilization that spread throughout this region of the world. But the corruption of the demon lord Baphomet brought down the subterranean kingdom, leading them away from the true gods.

Unknown to most outside of Gardmore Abbey's inner cloister, the hill on which the abbey stands conceals the ancient ruins of a grand temple built by minotaurs centuries earlier. This Golden Temple was an outpost or colony from Saruun Khel, dedicated to the glory of Bahamut, Erathis, Kord, Moradin, and Pelor.

You are a descendant of those minotaurs who founded Saruun Khel, who built the Golden Temple. You are part of a small group of your people who have found your way back to the old gods. Now you journey to Gardmore Abbey to reclaim the Golden Temple – but will you fall prey to the Horned King's corruption as your forebears did?

**Class Prerequisite:** None. Paladins, avengers, clerics, invokers, and rune priests are the most common reclaimers of Saruun Khel.

**Race Prerequisite:** Minotaur.

## Background

**Skills:** History, Religion

## Starting Feature

The ancients you revere used large constructs called bronze warders to defend themselves. You can channel the spirits of those lost defenders of Saruun Khel.

**Benefit:** You gain the *bronze warder* power.

## Form of the Bronze Warder Reclaimer Utility

*You call upon the spirits of lost Saruun Khel to transform you into an unstoppable juggernaut.*

### Daily ♦ Divine, Polymorph

**Minor Action** **Personal**

**Effect:** You assume the guardian form of the bronze warder until the end of the encounter. While you are in this form, you gain resist 5 and you cannot shift. In addition, you can enter the spaces of Medium or Small creatures.

## Additional Features

### Level 5 Feature

Your studies of the past have made you an expert in matters of history.

**Benefit:** You can roll twice when making History checks, and take the higher roll.

## Optional Powers

### Level 2 Utility

#### Vision of the Golden Temple Reclaimer Utility 2

*You experience an epiphany as a vision of the restored Golden Temple fills your thoughts.*

**Encounter ♦ Divine**

**Minor Action** **Personal**

**Effect:** You gain temporary hit points equal to your level, and you can make a saving throw.

### Level 6 Utility

#### Golden Purification Reclaimer of Saruun Khel Utility 6

*You invoke purification energies as you rise from your rest, cleansing either yourself or a nearby ally.*

**Daily ♦ Divine**

**Free Action** **Close burst 5**

**Trigger:** You complete an extended rest.

**Target:** You or one ally.

**Effect:** One affliction is removed from the target, as if a Remove Affliction ritual had been used. You or the target must expend a healing surge.

### Level 10 Utility

TBD.



# Tigerclaw Seeker

*Your spirit quest has brought you to this place of chaos.*

Long have your people followed in the way of Hota Swiftstripe, first of your clan who bested the mighty Hunter of Winter. Now you ride the frozen wastes with your own saber-tooth tiger, a symbol of your people's primal empowerment.

Of late, the spirits have been restless, calling to you in particular. The shamans speak in riddles but they make one thing clear: you will find your destiny south of the Winterbole Forest, in the ruins of what the "civilized" people call Gardmore Abbey.

**Class Prerequisite:** None. Primal classes such as barbarians and wardens are drawn to this theme, but so are martial classes such as rangers or slayers.

**Race Prerequisite:** Human, razorclaw shifter.

## Background

**Skills:** Athletics, Nature

## Starting Feature

You can feel the stirring of primal spirits calling you on toward Gardmore Abbey.

**Benefit:** You gain the *tigerblood fury* power.

### Tigerblood Fury Tigerclaw Seeker Attack

*The blood of primal saber-tooth tigers roars in your veins; woe unto the foe who sheds that blood.*

**Encounter** ♦ Primal, Weapon

**Immediate Reaction** Personal

**Trigger:** An enemy's attack bloodies you

**Target:** The triggering enemy

**Effect:** Shift 2 squares and make a basic attack against the target as a free action.

## Additional Features

### Level 5 Feature

Tigerclaw tribespeople are known for their impressive mounts: snow-striding sabertooth tigers. You have entered



the elite caste of warriors by capturing your own tiger mount.

**Benefit:** You receive a sabertooth tiger (*Monster Vault: Threats to the Nentir Vale*, p. 103) as a mount. While riding this mount, you are considered to have the mounted combat feat.

### Level 10 Feature

TBD.

## Optional Powers

### Level 2 Utility

#### Word of Warning Tigerclaw Seeker Utility 2

*A warning from the Hunter of Winter gives you that extra second you need to save yourself from danger.*

**Encounter** ♦ Primal

**Immediate Interrupt** Personal

**Trigger:** You are hit by an attack.

**Effect:** You gain a +2 bonus to all defenses until the end of your next turn. After the attack is resolved, you can shift 2 squares as a free action.

### Level 6 Utility

#### Vision Hunt Tigerclaw Seeker Utility 6

*You recognize your foe as one you're destined to overcome in order to fulfill your destiny.*

**Daily** ♦ Primal, Weapon

**Minor Action**

**Close** burst 10

**Target:** One enemy in burst

**Effect:** Until the end of the encounter, your weapon basic attacks do an additional 1[W] damage against the target.

### Level 10 Utility

TBD.

# Valthrun's Apprentice

*Your master, Valthrun the Prescient, has task for you.*

For years you studied under the sage of Winterhaven, until you learned what he could teach you. Now your former master has called you back from your adventuring journeys throughout the world to ask a favor.

He seeks information about the mysteries concerning Gardmore Abbey and has heard rumors of lost secrets to be found. Would you be so kind as to help him out and investigate the ruins?

**Class Prerequisite:** Any arcane class. Wizards are the most common, although Valthrun has been known to take bards, sorcerers, artificers, and even swordmages on as students, as long as they are willing to learn.

**Race Prerequisite:** None.

## Background

**Skills:** Arcana, History

## Starting Feature

By just handling an item, Valthrun can tell whether it contains magic energy. He has taught you this simple cantrip.

**Benefit:** You gain the *detect magic* power.

### Detect Magic Valthrun's Apprentice Utility

*With but a single touch you can sense whether an item is enchanted.*

**At-Will** ♦ Arcane

**Minor Action**

**Melee** touch

**Effect:** You can sense whether an item is magic. If the item is magic, you also learn whether it is higher level than you, the same level, or lower level, as well as the rarity of the item. You don't learn the name of the item or anything about its powers.

## Additional Features

### Level 5 Feature

Valthrun has access to a number of magic items that come through the town of Winterhaven. Your deeds have inspired

him to grant you one from his trove for your personal use.

**Benefit:** You gain one common suit of magic armor, implement, or neck slot item of 6th level or lower.

### Level 10 Feature

*TBD.*

## Optional Powers

### Level 2 Utility

#### Prescient's Lore Valthrun's Apprentice Utility 2

*With but a simple incantation you're able to decipher even the most complex of languages.*

**Encounter** ♦ Arcane

**Personal**

**Effect:** Choose a language you have heard or seen within the past 24 hours. Until the end of the encounter, you can read and understand that language.

### Level 6 Utility

#### Power Name Valthrun's Apprentice Utility 6

*Flavor Text*

### Level 10 Utility

*TBD.*

# Vile Rune Survivor

*You're the only survivor of an orcish massacre. Now it's time for payback.*

They came at night, a night filled with inhuman shrieks and blood and fire. Your father tried to fight them. Your mother tried to hide you. Neither one succeeded.

Your brothers and sisters died that night, even the youngest one. They thought you were dead too, and that's why they crudely carved their symbol onto your body. Desecrating the dead is the least of the crimes of the Vile Rune orc clan of Gardmore Abbey.

You're not a child any more, though. And the time is right for revenge.

**Class Prerequisite:** None. Many survivors find it hard to live normal lives, and take up the ranger, barbarian, rogue, or sorcerer classes to have outlets for their pain.

**Race Prerequisite:** None.

## Background

**Skills:** Endurance, Heal

**Language:** Giantish

## Starting Feature

Something in you just refuses to die, at least, not until you have avenged the wrong done to your family.

**Benefit:** You gain a +5 power bonus on death saving throws. If you roll a 20 or higher, in addition to spending a healing surge, you can also stand from prone as a free action.

## Additional Features

### Level 5 Feature

Your intense hatred of the Vile Rune clan has made you quite knowledgeable about orcs – including knowing the best ways to kill them.

**Benefit:** You gain a +2 power bonus on Bluff, Diplomacy, Intimidate, Insight, and Perception checks against orcs.

You gain a +2 power bonus to damage rolls on basic attacks against orcs.

### Level 10 Feature

*TBD.*

## Optional Powers

### Level 2 Utility

#### Thirst for Vengeance Vile Rune Survivor Utility 2

*You have them right where you want them. And now you want them dead.*

**Encounter** ♦ **Martial**

**Minor action**

**Personal**

**Effect:** Choose one enemy you can see. Until the end of your next turn, all enemies of the same race as that enemy grant combat advantage to you, and your attacks against those enemies do an additional 1d6 damage on a successful hit.

### Level 6 Utility

#### Prepare to Die Vile Rune Survivor Utility 6

*There will be no escape for the butchers.*

**Daily** ♦ **Martial**

**Minor action**

**Personal**

**Effect:** Until the end of your next turn, your weapon attacks do an additional 1[W] damage against bloodied targets.

### Level 10 Utility

*TBD.*

# Wild Card

You've crossed paths with the *Deck of Many Things*, and the cards have left their mark on you.

You didn't know what it was when you first came across it. Who would have known that a harmless-looking ivory card could bring such chaos into your life?

You've lost the card since then, but it left a mark on you – a visible symbol, like a magical tattoo, of the card's face. You can't get rid of it. You can barely manage to cover it up. But you know it's ruining your life.

You're a jinx, you're cursed, you're the unluckiest person around. Ever since that card came into your life and then left it, you haven't slept well, mind filled with dreams of chaos.

And now those dreams lead you to Gardmore Abbey. Will the cards destroy you or bring you power beyond imagining?

**Class Prerequisite:** None. Anyone can encounter a lost card from the *Deck of Many Things*, although rogues have a slightly higher chance of coming across a card in a random pocket.

**Race Prerequisite:** None.

## Background

**Skills:** Arcana, Insight, Perception

## Starting Feature

Your previous encounter with the *Deck* has gifted you with a greater ability than others to manipulate its power.

**Benefit:** You get a +2 power bonus on Arcana checks to force the manifestation of any card from the *Deck* that you carry.

In addition, you gain the *ace in the hole* power.

## Ace in the Hole

## Wild Card Utility

You're magically bound to the *Deck of Many Things* in a way that allows you to call upon the cards' powers in an instant.

### Daily ♦ Arcane

#### No action

#### Special

**Requirement:** You must be carrying at least one card from the *Deck of Many Things*.

**Trigger:** You become bloodied for the first time in an encounter.

**Effect:** Choose one of the cards you are carrying at random. You use the power associated with the revealed card, ignoring the requirement of the power and any trigger it might have. Any power effect that refers to a token does not apply.

## Additional Features

### Level 5 Feature

Your connection to the *Deck* continues to grow. You need not always be standing upon the visible manifestation of a card to invoke its power.

**Benefit:** Once per encounter, you can use the power of a card from the *Deck of Many Things* if you are adjacent to the card's token. Ignore the requirement of the power.

### Level 10 Feature

TBD.

## Optional Powers

### Level 2 Utility

#### Luck of the Draw

#### Wild Card Utility 2

You leave your fate in the hands of the *Deck of Many Things*. Let the cards fall where they will!

#### Encounter ♦ Arcane

##### No action

##### Special

**Requirement:** You must be carrying at least one Ruin card and one Reward card from the *Deck of Many Things*.

**Trigger:** You roll a saving throw and dislike the result.

**Effect:** Choose one of the cards you are carrying at random. If you choose a Reward card, roll 1d10 + 10 and use that as your d20 roll for your saving throw. If you choose a Ruin card, roll 1d10 and use that as your d20 roll for your saving throw. Apply other bonuses or penalties to the new roll.

### Level 6 Utility

#### Dead Man's Hand

#### Wild Card Utility 6

As you fall to the ground dying, the power of the cards rushes through you one last time.

#### Daily ♦ Arcane

##### No action

##### Special

**Requirement:** You must be carrying at least three cards from the *Deck of Many Things*.

**Trigger:** You are reduced to 0 hit points or fewer.

**Effect:** You use the ace in the hole power, ignoring the trigger, even if you have used it already today.

### Level 10 Utility

TBD.

# Winterhaven Regular

*You are a soldier of Winterhaven, under the command of captain Rond Kelfem.*

You've always been good with a sword, and learned to use it well in the Winterhaven warrior's guild. That led to joining the Winterhaven Regulars, the town guard.

You've completed your term of service and are ready to move on with your life, but there's just one more thing – the orcs of Gardmore Abbey are causing problems, and Lord Padraig would like you to accompany some adventurers to put a stop to it.

It can't be that hard to do just one last assignment, right?

**Class Prerequisite:** Any martial class. Most of Winterhaven's guards are simple fighters.

**Race Prerequisite:** None.

## Background

**Skills:** Athletics, Streetwise

## Starting Feature

You take your job as a guard very seriously; although Winterhaven rarely gets attacked, you must be ready for any contingency.

**Benefit:** While you are in Winterhaven, you gain a +1 power bonus to all defenses. In addition, you gain the *regular's interposition* power.

### Regular's Interposition Winterhaven Regular Attack

*You move to protect those who are unable to protect themselves.*

**Encounter ♦ Martial**

**Immediate Interrupt** Close burst 3

**Trigger:** An ally within 3 squares of you is attacked and you are not included in the attack.

**Effect:** You shift up to 3 squares to a square adjacent to your ally. Your ally gains a +4 power bonus on all defenses against the triggering attack. After the attack is resolved, you can make a melee basic attack against the attacker as a free action.

## Additional Features

### Level 5 Feature

In order to do your job more effectively, you've been assigned an enchanted item from the armory.

**Benefit:** You gain one common suit of magic armor, weapon, or neck slot item of 6th level or lower.

### Level 10 Feature

TBD.

## Optional Powers

### Level 2 Utility

#### Regular's Watchfulness Winterhaven Regular Utility 2

*Long hours on watch in Winterhaven have made you a keen observer.*

**Encounter ♦ Martial**

**Minor Action** Personal

**Effect:** Until the end of your next turn, you gain a bonus to Perception checks and passive Perception equal to your highest ability score modifier.

### Level 6 Utility

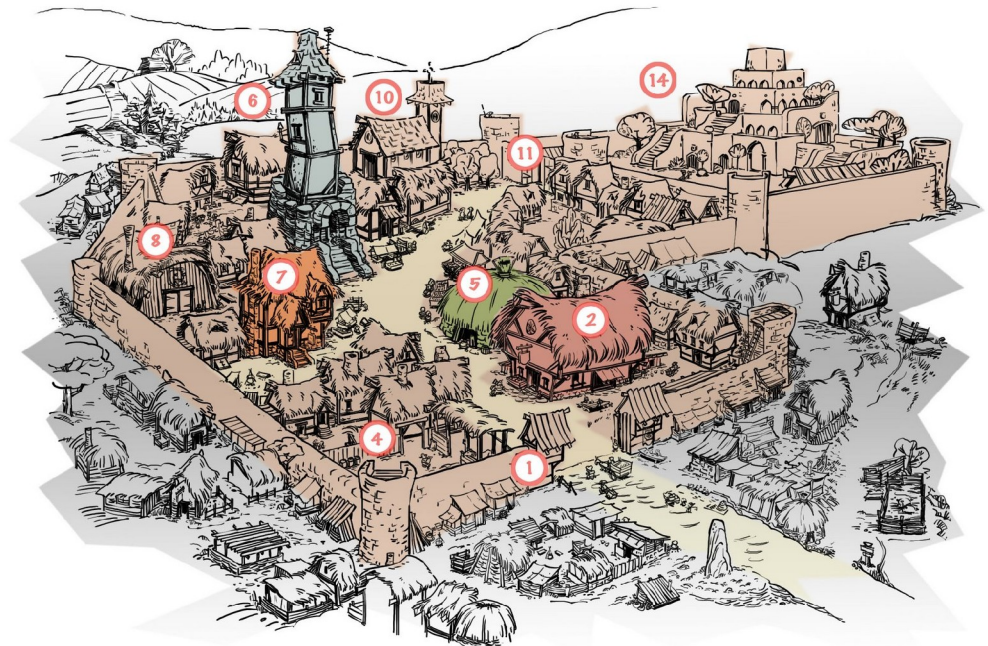
#### Regular's Recovery Winterhaven Regular Utility 6

*You take a moment to catch your breath, and then it's back to doing your duty.*

**Daily ♦ Healing, Martial**

**Minor Action** Personal

**Effect:** You spend a healing surge and regain an additional number of hit points equal to your highest ability score modifier. If you are prone, you can stand as a free action.



### Level 10 Utility

TBD.