

HANDOUT 1: CAPTAIN CURDAILEN (AL 2 & 4)

The PCs find themselves alongside the stalwart Captain Curdailen throughout the course of the adventure.

Captain Curdailen (level 2)	Level 2 Striker
Medium fey humanoid, eladrin	XP 125
HP 27; Bloodied 13	Initiative +4
AC 17, Fortitude 15, Reflex 15, Will 15	Perception +1
Saving Throws +5 against charm effects	Low-light Vision
Speed 5	
STANDARD ACTIONS	
m Broadsword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d10 + 4 damage	
m Lance (Weapon) • At-Will	
Requirement: Curdailen must be mounted and charging	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d10 + 4 damage	
r Longbow (Weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +8 vs. AC	
Hit: 1d10 + 3 damage.	
MOVE ACTIONS	
Fey Step • Encounter (Teleportation)	
Effect: The Captain Curdailen teleports 5 squares.	
MINOR ACTIONS	
Minor Resurgence (Martial) • Encounter	
Requirement: Captain Curdailen must be bloodied	
Effect: Captain Curdailen gains 5 temporary hit points	
TRIGGERED ACTIONS	
Power Strike (Martial, Weapon) • Encounter	
Trigger: Captain Curdailen hits with his Broadsword power.	
Effect (No Action): The attack does 1d10 extra damage.	
Skills Arcana +2, Endurance +6, History +2, Intimidate +8	
Str 18 (+5)	Dex 16 (+4)
Con 10 (+1)	Int 8 (+0)
	Cha 12 (+3)
Alignment Lawful Good Languages Common, Elven	
Equipment: scale armor, lance, broadsword, longbow	

Note: Slayer Companion Character (DMG 2).

Captain Curdailen	Level 4 Striker
Medium fey humanoid, eladrin	XP 125
HP 37; Bloodied 18	Initiative +5
AC 19, Fortitude 17, Reflex 17, Will 17	Perception +4
Saving Throws +5 against charm effects	Low-light Vision
Speed 5	
STANDARD ACTIONS	
m Broadsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d10 + 5 damage	
m Lance (weapon) • At-Will	
Requirement: Curdailen must be mounted and charging	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d10 + 5 damage	
r Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +10 vs. AC	
Hit: 1d10 + 4 damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The Captain Curdailen teleports 5 squares.	
MINOR ACTIONS	
Minor Resurgence (martial) • Encounter	
Requirement: Captain Curdailen must be bloodied	
Effect: Captain Curdailen gains 5 temporary hit points	
TRIGGERED ACTIONS	
Power Strike (martial, weapon) • Encounter	
Trigger: Captain Curdailen hits with his Broadsword power.	
Effect (No Action): The attack does 1d10 extra damage.	
Skills Arcana +6, Endurance +7, History +6, Intimidate +8	
Str 18 (+6)	Dex 16 (+5)
Con 10 (+2)	Int 8 (+1)
	Cha 12 (+3)
Alignment Lawful Good Languages Common, Elven	
Equipment: scale armor, lance, broadsword, longbow	

Note: Slayer Companion Character (DMG 2).

HANDOUT 1: CAPTAIN CURDAILEN (AL 6 & 8)

The PCs find themselves alongside the stalwart Captain Curdailen throughout the course of the adventure.

Captain Curdailen	Level 6 Striker
Medium fey humanoid, eladrin	XP 250
HP 47; Bloodied 23	Initiative +6
AC 21, Fortitude 19, Reflex 19, Will 19	Perception +3
Saving Throws +5 against charm effects	Low-light Vision
Speed 5	
STANDARD ACTIONS	
m Broadsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d10 + 6 damage	
m Lance (weapon) • At-Will	
Requirement: Curdailen must be mounted and charging	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d10 + 6 damage	
r Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +12 vs. AC	
Hit: 1d10 + 5 damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The Captain Curdailen teleports 5 squares.	
MINOR ACTIONS	
Minor Resurgence (martial) • Encounter	
Requirement: Captain Curdailen must be bloodied	
Effect: Captain Curdailen gains 5 temporary hit points	
TRIGGERED ACTIONS	
Power Strike (martial, weapon) • Encounter	
Trigger: Captain Curdailen hits with his <i>Broadsword</i> power.	
Effect (No Action): The attack does 1d10 extra damage.	
Skills Arcana +5, Endurance +8, History +5, Intimidate +9	
Str 18 (+7)	Dex 16 (+6) Wis 10 (+3)
Con 10 (+3)	Int 8 (+2) Cha 12 (+4)
Alignment Lawful Good Languages Common, Elven	
Equipment: scale armor, lance, broadsword, longbow	

Note: Slayer Companion Character (DMG 2).

Captain Curdailen	Level 8 Striker
Medium fey humanoid, eladrin	XP 350
HP 57; Bloodied 28	Initiative +7
AC 23, Fortitude 21, Reflex 21, Will 21	Perception +4
Saving Throws +5 against charm effects	Low-light Vision
Speed 5	
STANDARD ACTIONS	
m Broadsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 1d10 + 7 damage	
m Lance (weapon) • At-Will	
Requirement: Curdailen must be mounted and charging	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d10 + 7 damage	
r Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +8 vs. AC	
Hit: 1d10 + 6 damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The Captain Curdailen teleports 5 squares.	
MINOR ACTIONS	
Minor Resurgence (martial) • Encounter	
Requirement: Captain Curdailen must be bloodied	
Effect: Captain Curdailen gains 5 temporary hit points	
TRIGGERED ACTIONS	
Power Strike (martial, weapon) • Encounter	
Trigger: Captain Curdailen hits with his <i>Broadsword</i> power.	
Effect (No Action): The attack does 1d10 extra damage.	
Skills Arcana +8, Endurance +9, History +5, Intimidate +10	
Str 18 (+8)	Dex 16 (+7) Wis 10 (+4)
Con 10 (+4)	Int 8 (+3) Cha 12 (+5)
Alignment Lawful Good Languages Common, Elven	
Equipment: scale armor, lance, broadsword, longbow	

Note: Slayer Companion Character (DMG 2)

HANDOUT 1: CAPTAIN CURDAILEN (AL 10)

The PCs find themselves alongside the stalwart Captain Curdailen throughout the course of the adventure.

Captain Curdailen (level 10)	Level 10 Striker
Medium fey humanoid, eladrin	XP 500
HP 67; Bloodied 32	Initiative +8
AC 25, Fortitude 23, Reflex 23, Will 23	Perception +6
Saving Throws +5 against charm effects	Low-light Vision
Speed 5	
STANDARD ACTIONS	
m Broadsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 1d10 + 8 damage	
m Lance (weapon) • At-Will	
Requirement: Curdailen must be mounted and charging	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d10 + 8 damage	
r Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +16 vs. AC	
Hit: 1d10 + 7 damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Captain Curdailen teleports 5 squares.	
MINOR ACTIONS	
Minor Resurgence (martial) • Encounter	
Requirement: Captain Curdailen must be bloodied	
Effect: Captain Curdailen gains 5 temporary hit points	
TRIGGERED ACTIONS	
Power Strike (martial, weapon) • Encounter	
Trigger: Captain Curdailen hits with his <i>Broadsword</i> power.	
Effect (No Action): The attack does 1d10 extra damage.	
Skills Arcana +6, Endurance +10, History +6, Intimidate +11	
Str 18 (+8)	Dex 16 (+7) Wis 10 (+5)
Con 10 (+5)	Int 8 (+4) Cha 12 (+6)
Alignment Lawful Good Languages Common, Elven	
Equipment: scale armor, lance, broadsword, longbow	
Note: Slayer Companion Character (DMG 2)	