

APPENDIX 2: GHEDRINN LASSAN

For a complete description and role-playing for Ghedrinn Lassan, refer to Appendix 1: NPCs. The following are Ghedrinn's stat blocks for all 5 adventure levels in the event that you are using him as a companion character.

Ghedrinn Lassan (AL 12)	Level 12 Soldier (Leader)
Pirate Captain	
Medium natural humanoid (dragonborn)	XP 700
HP 83; Bloodied 41; Healing Surges 10	Initiative +11
AC 27, Fortitude 25, Reflex 25, Will 25	Perception +13
Speed 6	
TRAITS	
Scurvy Dog's Flank	
Ghedrinn gains a +1 bonus to attack rolls against an enemy he is flanking, and his attacks deal 2d6 extra damage to that creature.	
STANDARD ACTIONS	
m Cutlass (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d6 + 7 damage, and the target is slowed (save ends).	
MINOR ACTIONS	
C Vicious Mockery • Encounter	
Effect: Close burst 5 (targets one enemy)	
Effect: The target provokes an opportunity attack from each enemy that is adjacent to it.	
C Dragon Breath (acid) • Encounter	
Attach: Close blast 3; +20 vs. Reflex	
Hit: 2d6 + 4 acid damage.	
Rigging Monkey • Encounter	
Effect: Ghedrinn gains a climb speed of 7 until the end of his next turn.	
TRIGGERED ACTIONS	
C Call to Arms • Encounter	
Trigger: When first bloodied.	
Effect: Close burst 10 (targets allies)	
Effect: The target makes a melee basic attack or shifts 3 squares as a free action.	
OTHER POWERS	
Dragonborn Fury	
Effect: Ghedrinn gains a +1 racial bonus to attack rolls while bloodied.	
Skills Acrobatics +14, Athletics +14, Intimidate +17	
Str 18 (+10)	Dex 16 (+9)
Con 16 (+9)	Int 13 (+7)
	Cha 18 (+10)
Alignment unaligned	Languages Common, Draconic
Equipment cutlass (short sword)	

Note: Human pirate captain re-flavored as dragonborn and modified using the companion character guidelines (DMG2).

Ghedrinn Lassan (AL 14)	Level 14 Soldier (Leader)
Pirate Captain	
Medium natural humanoid (dragonborn)	XP 1000
HP 93; Bloodied 46; Healing Surges 10	Initiative +12
AC 29, Fortitude 27, Reflex 27, Will 27	Perception +14
Speed 6	
TRAITS	
Scurvy Dog's Flank	
Ghedrinn gains a +1 bonus to attack rolls against an enemy he is flanking, and his attacks deal 2d6 extra damage to that creature.	
STANDARD ACTIONS	
m Cutlass (weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 2d6 + 8 damage, and the target is slowed (save ends).	
MINOR ACTIONS	
C Vicious Mockery • Encounter	
Effect: Close burst 5 (targets one enemy)	
Effect: The target provokes an opportunity attack from each enemy that is adjacent to it.	
C Dragon Breath (acid) • Encounter	
Attach: Close blast 3; +20 vs. Reflex	
Hit: 2d6 + 4 acid damage.	
Rigging Monkey • Encounter	
Effect: Ghedrinn gains a climb speed of 7 until the end of his next turn.	
TRIGGERED ACTIONS	
C Call to Arms • Encounter	
Trigger: When first bloodied.	
Effect: Close burst 10 (targets allies)	
Effect: The target makes a melee basic attack or shifts 3 squares as a free action.	
OTHER POWERS	
Dragonborn Fury	
Effect: Ghedrinn gains a +1 racial bonus to attack rolls while bloodied.	
Skills Acrobatics +15, Athletics +15, Intimidate +18	
Str 18 (+11)	Dex 16 (+10)
Con 16 (+10)	Int 13 (+8)
	Cha 18 (+11)
Alignment unaligned	Languages Common, Draconic
Equipment cutlass (short sword)	

Note: Human pirate captain re-flavored as dragonborn and modified using the companion character guidelines (DMG2).

Ghedrinn Lassar (AL 16)	Level 16 Soldier (Leader)
Pirate Captain	
Medium natural humanoid (dragonborn)	XP 1400
HP 103; Bloodied 51; Healing Surges 10	Initiative +13
AC 31, Fortitude 29, Reflex 29, Will 29	Perception +15
Speed 6	
TRAITS	
Scurvy Dog's Flank	
Ghedrinn gains a +1 bonus to attack rolls against an enemy he is flanking, and his attacks deal 2d6 extra damage to that creature.	
STANDARD ACTIONS	
m Cutlass (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 2d6 + 9 damage, and the target is slowed (save ends).	
MINOR ACTIONS	
C Vicious Mockery • Encounter	
Effect: Close burst 5 (targets one enemy)	
Effect: The target provokes an opportunity attack from each enemy that is adjacent to it.	
C Dragon Breath (acid) • Encounter	
Attack: Close blast 3; +20 vs. Reflex	
Hit: 2d6 + 4 acid damage.	
Rigging Monkey • Encounter	
Effect: Ghedrinn gains a climb speed of 7 until the end of his next turn.	
TRIGGERED ACTIONS	
C Call to Arms • Encounter	
Trigger: When first bloodied.	
Effect: Close burst 10 (targets allies)	
Effect: The target makes a melee basic attack or shifts 3 squares as a free action.	
OTHER POWERS	
Dragonborn Fury	
Effect: Ghedrinn gains a +1 racial bonus to attack rolls while bloodied.	
Skills Acrobatics +16, Athletics +16, Intimidate +19	
Str 18 (+12)	Dex 16 (+11) Wis 14 (+10)
Con 16 (+11)	Int 13 (+9) Cha 18 (+12)
Alignment unaligned Languages Common, Draconic	
Equipment cutlass (short sword)	

Note: Human pirate captain re-flavored as dragonborn and modified using the companion character guidelines (DMG2).

Ghedrinn Lassar (AL 18)	Level 18 Soldier (Leader)
Pirate Captain	
Medium natural humanoid (dragonborn)	XP 2000
HP 113; Bloodied 56; Healing Surges 10	Initiative +14
AC 33, Fortitude 31, Reflex 31, Will 31	Perception +16
Speed 6	
TRAITS	
Scurvy Dog's Flank	
Ghedrinn gains a +1 bonus to attack rolls against an enemy he is flanking, and his attacks deal 2d6 extra damage to that creature.	
STANDARD ACTIONS	
m Cutlass (weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 2d6 + 10 damage, and the target is slowed (save ends).	
MINOR ACTIONS	
C Vicious Mockery • Encounter	
Effect: Close burst 5 (targets one enemy)	
Effect: The target provokes an opportunity attack from each enemy that is adjacent to it.	
C Dragon Breath (acid) • Encounter	
Attack: Close blast 3; +20 vs. Reflex	
Hit: 2d6 + 4 acid damage.	
Rigging Monkey • Encounter	
Effect: Ghedrinn gains a climb speed of 7 until the end of his next turn.	
TRIGGERED ACTIONS	
C Call to Arms • Encounter	
Trigger: When first bloodied.	
Effect: Close burst 10 (targets allies)	
Effect: The target makes a melee basic attack or shifts 3 squares as a free action.	
OTHER POWERS	
Dragonborn Fury	
Effect: Ghedrinn gains a +1 racial bonus to attack rolls while bloodied.	
Skills Acrobatics +17, Athletics +17, Intimidate +20	
Str 18 (+13)	Dex 16 (+12) Wis 14 (+11)
Con 16 (+12)	Int 13 (+10) Cha 18 (+13)
Alignment unaligned Languages Common, Draconic	
Equipment cutlass (short sword)	

Note: Human pirate captain re-flavored as dragonborn and modified using the companion character guidelines (DMG2).

Ghedrinn Lissan (AL 20)	Level 20 Soldier (Leader)
Pirate Captain	
Medium natural humanoid (dragonborn)	XP 2800
HP 123; Bloodied 61; Healing Surges 10	Initiative +15
AC 35, Fortitude 33, Reflex 33, Will 33	Perception +17
Speed 6	
TRAITS	
Scurvy Dog's Flank	
Ghedrinn gains a +1 bonus to attack rolls against an enemy he is flanking, and his attacks deal 2d6 extra damage to that creature.	
STANDARD ACTIONS	
m Cutlass (weapon) • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 2d6 + 11 damage, and the target is slowed (save ends).	
MINOR ACTIONS	
C Vicious Mockery • Encounter	
Effect: Close burst 5 (targets one enemy)	
Effect: The target provokes an opportunity attack from each enemy that is adjacent to it.	
C Dragon Breath (acid) • Encounter	
Attach: Close blast 3; +20 vs. Reflex	
Hit: 2d6 + 4 acid damage.	
Rigging Monkey • Encounter	
Effect: Ghedrinn gains a climb speed of 7 until the end of his next turn.	
TRIGGERED ACTIONS	
C Call to Arms • Encounter	
Trigger: When first bloodied.	
Effect: Close burst 10 (targets allies)	
Effect: The target makes a melee basic attack or shifts 3 squares as a free action.	
OTHER POWERS	
Dragonborn Fury	
Effect: Ghedrinn gains a +1 racial bonus to attack rolls while bloodied.	
Skills Acrobatics +18, Athletics +18, Intimidate +21	
Str 18 (+14)	Dex 16 (+13)
Con 16 (+13)	Int 13 (+11)
Wis 14 (+12)	Cha 18 (+14)
Alignment unaligned	
Languages Common, Draconic	
Equipment cutlass (short sword)	

Note: Human pirate captain re-flavored as dragonborn and modified using the companion character guidelines (DMG2).

APPENDIX 3: AMBER~INFUSED DRAGONSLAYER WEAPON, VERSION 1

This version of the dragonslayer weapon is obtained by PCs that succeed in the skill challenge in Encounter 3a. If they failed the skill challenge, they received Version 2 (see next page).

True Dragonslayer Weapon (Level 14/19 Rare)

You strike at a dragon, feeling this weapon thrum in anticipation as the blow sends the dragon reeling.

Price: 21,000 gp/105,000 gp

Weapon: Any

Enhancement Bonus: +3/+4 attack rolls and damage rolls

Critical: +1d8 damage per plus, or +1d12 damage per plus against dragons

Properties

- The DM chooses a damage type: acid, cold, fire, lightning, or poison. While you are holding the weapon, you have resist 10 to that damage type.
- Your attacks with this weapon against a dragon ignore its resistances.

Utility Power • Encounter (Minor Action)

Effect: Before the end of your turn, your next attack with this weapon against a dragon gains a +6/+9 power bonus to the damage roll against the target. On a hit, you can also knock the dragon prone.

Published in Mordenkainen's Magnificent Emporium, page 32.

In addition to all the properties and abilities of a *true dragonslayer weapon*, the wielder of this weapon also gains the following benefits as Daily powers:

Weaken Dragon Flesh

One round after a dragon is first hit by this weapon, the following affects are applied for the remainder of the encounter:

- All damage inflicted by the dragon's damage type (e.g. fire, poison, etc...) is reduced by half, including ongoing damage
- All defenses are at -2
- All attacks are at -2

Fearsome Gaze; Dragonbane Pactmaker Attack 20

You direct a glare of pure malice at your foe, burning into its brain and soul.

One Use • Arcane, Implement, Psychic

Standard Action; Ranged 10

Target: One dragon

Attack: Charisma vs. Fortitude

Hit: 4d12 + Charisma modifier psychic damage, and the target is stunned (save ends).

Published in Dragon Magazine 369, page 51

Fire with Fire; Scourge of Io Attack 20

As though stealing power from the dragon itself, you breathe a blast of destructive energy and take to the air, sprouting great draconic wings.

One Use • Divine, Implement; Acid, Cold, Fire, Lightning, Poison or Thunder

Standard Action; Close blast 5

Target: Each creature in the blast

Attack: Wisdom vs. Reflex

Hit: 3d10 + Wis modifier acid, cold, fire, lightning, poison, or thunder damage.

Effect: You gain draconic wings that provide you with fly 5 (hover) until the end of the encounter.

Published in Dragon Magazine 369, page 48

APPENDIX 3: AMBER~INFUSED DRAGONSLAYER WEAPON, VERSION 2

This version of the dragonslayer weapon is obtained by PCs that failed the skill challenge in Encounter 3a. If they succeeded in the skill challenge, they received Version 1 (see previous page).

True Dragonslayer Weapon (Level 14/19 Rare)

You strike at a dragon, feeling this weapon thrum in anticipation as the blow sends the dragon reeling.

Price: 21,000 gp/105,000 gp

Weapon: Any

Enhancement Bonus: +3/+4 attack rolls and damage rolls

Critical: +1d8 damage per plus, or +1d12 damage per plus against dragons

Properties

- The DM chooses a damage type: acid, cold, fire, lightning, or poison. While you are holding the weapon, you have resist 10 to that damage type.
- Your attacks with this weapon against a dragon ignore its resistances.

Utility Power • Encounter (Minor Action)

Effect: Before the end of your turn, your next attack with this weapon against a dragon gains a +6/+9 power bonus to the damage roll against the target. On a hit, you can also knock the dragon prone.

Published in Mordenkainen's Magnificent Emporium, page 32.

In addition to all the properties and abilities of a *true dragonslayer weapon*, the wielder of this weapon also gains the following benefits as Daily powers:

Weaken Dragon Flesh

One round after a dragon is first hit by this weapon, the following affects are applied for the remainder of the encounter:

- All damage inflicted by the dragon's damage type (e.g. fire, poison, etc...) is reduced by half, excluding ongoing damage
- All defenses are at -1
- All attacks are at -1

Fearsome Gaze; Dragonbane Pactmaker Attack 20

You direct a glare of pure malice at your foe, burning into its brain and soul.

One Use • Arcane, Implement, Psychic

Standard Action; Ranged 10

Target: One dragon

Attack: Charisma vs. Fortitude

Hit: 4d12 + Charisma modifier psychic damage, and the target is stunned (save ends).

Published in Dragon Magazine 369, page 51