

ALVENOR

MALE HUMAN PALADIN (JERGA) / LEVEL 1 / UNALIGNED

"Jergal has scribed your name. Meet your fate!"

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 18	+4	AC 18	-1	ENDURANCE +4
CON 12	+1	FORT 16	SPEED (in squares) 5	HEAL +8
DEX 8	-1	REF 12	VISION normal	HISTORY +5
INT 10	+0	WILL 15	LANGUAGES Common, Deep Speech	INSIGHT +5
WIS 16	+3		SENSES Passive Insight 18, Passive Perception 13	
CHA 12	+1			

HIT POINTS (Bloodied 13) 27 ACTION POINT SECOND WIND

HEALING SURGES value 6

EQUIPMENT

Greatsword Holy symbol of Jergal (Exarch of Fatalism)
Plate armor 5 gold pieces
Adventurer's kit

OTHER EQUIPMENT

Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires greatsword; +7 vs. AC; 1d10 + 4 damage.

Divine Challenge

Minor / Close Burst 5 / At-Will

Target 1 creature in burst. You mark the target until you use this power against another target or fail to engage the target. If the target takes an attack against anyone that doesn't include you, the target takes a -2 penalty to attack and takes 4 radiant damage the first time it attacks until the start of your next turn. On your turn, you must engage the target by attacking it or end your turn adjacent to it, or you lose the mark and can't use divine challenge on your next turn.

Lay on Hands

Minor / Melee Touch / At-Will

You spend a healing surge but regain no hit points; instead, the target regains hit points as if it had spent a healing surge. Use this power 3 times per day, but only up to 1/round.

Ardent Strike

Standard / Melee Weapon / At-Will

+7 vs. AC; 1d10 + 4 damage and the target is subject to your divine sanction until the end of your next turn. **Divine Sanction:** Target is marked by you, and while marked by you takes 4 radiant damage each round it doesn't make an attack that includes you as a target. **Charging:** Use this power in place of a melee basic attack.

Challenging Strike

Standard / Melee Weapon / At-Will

+7 vs. AC; 1d10 + 4 damage and the target is marked until the end of your next turn or until you move into a square not adjacent to the target.

Holy Strike

Standard / Melee Weapon / At-Will

+7 vs. AC; 1d10 + 4 radiant damage and if you marked the target, gain a +3 bonus to the damage roll.

Divine Mettle

Standard / Close Burst 5 / Encounter

Target 1 creature in burst; the target makes a saving throw with a +1 bonus. **Channel Divinity:** You can use only 1 channel divinity power per encounter.

Divine Pursuit

Standard / Melee Weapon / Encounter

+7 vs. Fortitude; 2d10 + 4 damage and push the target 3 squares. You then shift to the nearest square adjacent to the target.

Divine Strength

Minor / Personal / Encounter

Gain +4 damage on your next attack this turn. **Channel Divinity:** You can use only 1 channel divinity power per encounter.

Fate Rolls On

Immediate Reaction / Ranged 5 / Encounter

Target a creature within range that rolls a saving throw. If the target failed, it takes a -2 penalty to its next saving throw before the end of the encounter; if the target saved, it gains a +2 bonus to its next saving throw before the end of the encounter. **Channel Divinity:** You can use only 1 channel divinity power per encounter.

Divine Strength

Minor / Personal / Encounter

Gain +4 damage on your next attack this turn. **Channel Divinity:** You can use only 1 channel divinity power per encounter.

Paladin's Judgment

Standard / Melee Weapon / Daily

+7 vs. AC; 3d10 + 4 damage and 1 ally within 5 squares of you can spend a healing surge. Miss: One ally within 5 squares of you can spend a healing surge.

OTHER ABILITIES*

Feats: Virtuous Recovery (see right) **Virtuous Recovery:** When you and Fate Rolls On (already applied). spend a healing surge, gain resist 3 all until the start of your next turn.

DUNGEONS & DRAGONS

ENCOUNTERS

BELIEL

MALE DROW WARLOCK (DARK PACT) / LEVEL 1 / UNALIGNED

"When you stare into the darkness, I stare back."

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 10	+0	AC 14	+1	ARCANA +7
CON 11	+0	FORT 10	SPEED (In squares) 6	BLUFF +10
DEX 12	+1	REF 13	VISION darkvision	INTIMIDATE +12
INT 14	+2	WILL 16	LANGUAGES Common, Elven	STREETWISE +10
WIS 8	-1		SENSSES Passive Insight 9, Passive Perception 9	
CHA 20	+5			

HIT POINTS (Bloodied 13) 23

ACTION POINT

SECOND WIND

HEALING SURGES

value 5

EQUIPMENT

Sickle

Leather armor

Rod

Adventurer's kit

46 gold pieces

OTHER EQUIPMENT

Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires sickle; +2 vs. AC; 1d6 damage.

Ranged Basic Attack

Standard / Ranged 10 / At-Will

See *eldritch blast* below.

Warlock's Curse

Minor / Nearest Enemy Within Sight / At-Will

Place a curse on the nearest enemy within line of sight. The curse remains in effect until the end of the encounter or the enemy is defeated. If you hit a cursed enemy with an attack, 1/round deal +1d6 damage.

Darkspiral Aura

Immediate interrupt / Cursed Enemy / At-Will

When a cursed enemy is reduced to 0 hit points or fewer, add 1 to your darkspiral aura. Your darkspiral aura has a starting value of 0 and resets to 0 after a short or extended rest. When an enemy makes a melee or ranged attack against you, you can use your darkspiral aura as an immediate interrupt, doing 1d6 psychic damage for every point of darkspiral aura you spend. If the attack deals less than 12 damage, your aura value becomes 0. If the attack deals 12 or more damage, the enemy becomes weakened for their attack and your aura value becomes 1.

Eldritch Blast

Standard / Ranged 10 / At-Will

+5 vs. Reflex; 1d10 + 5 damage. You can use this power as a ranged basic attack.

Spiteful Glamor

Standard / Ranged 10 / At-Will

+5 vs. Will; 1d8 + 5 psychic damage or 1d12 + 5 psychic damage against a target at maximum hit points.

Holy Strike

Standard / Melee Weapon / At-Will

+7 vs. AC; 1d10 + 4 radiant damage and if you marked the target, gain a +3 bonus to the damage roll.

Cloud of Darkness

Minor / Close Burst 1 / Encounter

Burst creates cloud of darkness that blocks line of sight, squares within are totally obscured, and creatures within are blinded until they exit. You are immune to these effects. **Lolthtouched:** Use either *cloud of darkness* or *darkfire* 1/encounter.

Darkfire

Minor / Ranged 10 / Encounter

+9 vs. Reflex; until the end of your next turn, all attacks against the target have combat advantage and the target cannot benefit from invisibility or concealment. **Lolthtouched:** Use either *cloud of darkness* or *darkfire* 1/encounter.

Flickering Venom

Standard / Ranged 10 / Encounter

+5 vs. Reflex; 2d8 + 5 force damage and if you have combat advantage, deal 2 poison damage.

Contagion

Standard / Ranged 10 / Daily

+5 vs. Fortitude; ongoing 10 poison damage (save ends), and the first time the target fails a saving throw against the damage, the ongoing damage spreads to each enemy within 4 squares of the target. **Miss:** Ongoing 5 poison damage (save ends); the damage does not spread.

OTHER ABILITIES*

Feats:

Cursed Advantage (see below).

Trance:

Instead of sleeping, meditate 4 hours, resting but remaining aware.

Prime Shot:

+1 to ranged attacks against a target that no other allies are closer to than you.

Shadow Walk:

If you move 3+ squares on your turn, gain concealment until the end of your next turn.

Cursed Advantage:

Gain combat advantage against cursed enemies.

* Some character options not present on character sheet for brevity.

DUNGEONS & DRAGONS

ENCOUNTERS

ESELDA

FEMALE HALF-ELF CLERIC (SUNE) / LEVEL 1 / GOOD

"A devotee of Sune can find beauty even in this abominable pit."

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 8	-1	AC 16	+0	DIPLOMACY +10
CON 13	+1		SPEED (in squares) 5	HEAL +9
DEX 10	+0	FORT 11	VISION low-light	INSIGHT +11
INT 10	+0	REF 10	LANGUAGES Common, Elven, Draconic	RELIGION +5
WIS 18	+4		SENSES Passive Insight 21, Passive Perception 14	
CHA 16	+3	WILL 16		

HIT POINTS 25 (Bloodied 12) ACTION POINT SECOND WIND

HEALING SURGES value 6

EQUIPMENT

Mace Holy Symbol of Sune (Greater Goodness of Beauty)
Chainmail Adventurer's kit
Crossbow with bolts 5 gold pieces

OTHER EQUIPMENT

Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires mace; +1 vs. AC; 1d8 - 1 damage.

Ranged Basic Attack

Standard / Ranged Weapon / At-Will

Requires crossbow; ranged 15/30; +2 vs. AC; 1d8 damage; load minor.

Astral Seal

Standard / Ranged 5 / At-Will

+6 vs. Reflex; the target takes a -2 penalty to its defenses until the end of your next turn. The next ally that hits the target before the end of your next turn regains 9 hit points.

Sacred Flame

Standard / Ranged 5 / At-Will

+4 vs. Reflex; 1d6 + 4 radiant damage and 1 ally you can see chooses either to gain 3 temporary hit points or to make a saving throw.

Divine Fortune

Free / Personal / Encounter

You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn. **Channel Divinity:** You can only use 1 channel divinity power per encounter.

Healer's Mercy

Standard / Close Burst 5 / Encounter

Target each bloodied ally in burst; each target can spend a healing surge and you are weakened until the end of your next turn. **Channel Divinity:** You can only use 1 channel divinity power per encounter.

Sune's Touch

Minor / Close Burst 1 / Encounter

Target 1 ally in burst; the target gains a +2 power bonus to its next attack roll or skill check made before the end of your next turn. **Channel Divinity:** You can only use 1 channel divinity power per encounter.

Healing Word

Minor / Close Burst 5 / Encounter

Target you or 1 ally; target can spend a healing surge and regain an additional 1d6 + 4 hit points. **Special:** You may use this power twice per encounter, but only once per round.

Cause Fear

Standard / Ranged 10 / Encounter

+4 vs. Will; target moves its speed + 3 squares away from you, avoiding unsafe squares and difficult terrain if it can.

Sun Strike

Standard / Ranged 10 / Encounter

+4 vs. Reflex; 1d8 + 4 radiant damage and slide the target 1 square. You can use this power as a ranged basic attack.

Beacon of Hope

Standard / Close Burst 3 / Daily

Target each enemy in burst; +4 vs. Will; the target is weakened until the end of its next turn. **Effect:** You and all allies within the burst regain 9 hit points. Your healing powers restore an additional 5 hit points until the end of the encounter.

OTHER ABILITIES*

Feats:

Ritual Caster (Gentle Repose and Make Whole), Sune's Touch (already applied).

Group Diplomacy:

Allies within 10 squares of you gain a +1 to Diplomacy checks.

* Some character options not present on character sheet for brevity.

All trademarks are property of Wizards of the Coast LLC.
©2010 Wizards. Illustration by Kieran Yanner.

HERETUS

MALE TIEFLING PSION / LEVEL 1 / UNALIGNED

"Your mind is an imperfect wall. Watch as I make it crumble."

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 10	+0	AC 15	-1	ARCANA +10
CON 11	+0	FORT 11	SPEED (in squares) 6	BLUFF +10
DEX 8	-1	REF 15	VISION low-light	HISTORY +10
INT 20	+5	WILL 16	LANGUAGES Common, Deep Speech	INTIMIDATE +8
WIS 10	+0		SENSES Passive Insight 10, Passive Perception 10	
CHA 16	+3			

HIT POINTS 23
(Bloodied 11)

ACTION POINT

SECOND WIND

HEALING SURGES value 5

EQUIPMENT

Mace Adventurer's kit
Cloth armor 64 gold pieces
Orb

OTHER EQUIPMENT

Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires mace; +2 vs. AC; 1d8 damage.

Ranged Basic Attack

Standard / Ranged 10 / At-Will

See *mind thrust* below.

Mind Thrust

Standard / Ranged 10 / At-Will

+5 vs. Will; 1d10 + 5 psychic damage. You can this power unaugmented as a ranged basic attack. **Augment 1:** Target hit takes a -3 penalty to Will defense until the end of your next turn. **Augment 2:** Target hit takes a -3 penalty to all defenses until the end of your next turn.

Memory Hole

Standard / Ranged 10 / At-Will

+5 vs. Will; 1d6 + 5 psychic damage and you become invisible to the target until the start of your next turn. **Augment 1:** Deal 1d6 + 5 psychic damage and you become invisible to the target until the end of your next turn. **Augment 2:** Deal 2d6 + 5 psychic damage and you become invisible to the target until the start of your next turn.

Infernal Wrath

Minor / Personal / Encounter

You gain a +1 power bonus to the next attack roll against an enemy that hit you since your last turn. If you hit and deal damage, deal 3 extra damage.

Distract

Minor / Ranged 10 / Encounter

Target 1 creature; the target grants combat advantage to the next creature that attacks it before the end of your next turn.

Send Thoughts

Free / Ranged 20 / Encounter

You send a mental message of 25 words or less to the target. The target can respond in kind as a free action.

Ravens Thought

Standard / Ranged 10 / Daily

+5 vs. Will; 2d6 + 5 psychic damage and ongoing 5 psychic damage (save ends). **Miss:** Half damage and ongoing 3 psychic damage (save ends). **Effect:** Make a secondary attack against an enemy adjacent to the target; +5 vs. Will; 1d6 + 5 psychic damage and ongoing 5 psychic damage (save ends).

OTHER ABILITIES*

Feats:

Ritual Caster (Comprehend Language), Scion of the Gods (already applied).

Fire Resistance:

Gain resist 5 fire.

Bloodhunt:

Gain a +1 bonus on attacks against bloodied enemies.

* Some character options not present on character sheet for brevity.

DUNGEONS & DRAGONS ENCOUNTERS™

KALLA

FEMALE GITHZERAI MONK / LEVEL 1 / LAWFUL GOOD

"I move as the waves lap upon the shore. Blades turn at my will."

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 14	+2	AC 16	+6	ACROBATICS +11
CON 11	+0	FORT 14	SPEED (in squares) 6	ATHLETICS +9
DEX 18	+4	REF 15	VISION normal	PERCEPTION +8
INT 10	+0	WILL 14	LANGUAGES Common, Deep Speech	STEALTH +9
WIS 17	+3		SENSSES Passive Insight 13, Passive Perception 18	
CHA 8	-1			

HIT POINTS (Bloodied 11) 23

ACTION POINT

SECOND WIND

HEALING SURGES value 5

EQUIPMENT

Cloth armor
Adventurer's kit
84 gold pieces

OTHER EQUIPMENT

Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires unarmed; +5 vs. AC; 1d8 + 2 damage.

Centered Flurry of Blows

Free / Melee 1 / At-Will

Target 1 creature after you hit with an attack; the target takes 5 damage and you slide it 1 square adjacent to you, or 1 square in any direction if the target wasn't targeted by the triggering attack. Use this power only 1/round.

Crane's Wings

Standard and Move / Melee Touch and Personal / At-Will

Standard Action: +4 vs. Fortitude; 1d10 + 4 damage and you push the target 1 square. **Move Action:** You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start, and the distance of your jump isn't limited by your speed.

Dancing Cobra

Standard & Move / Melee Weapon & Personal / At-Will

Standard Action: +4 vs. Reflex; 1d10 + 4 damage and the target takes an additional 3 damage if it has made an opportunity attack against you this turn. **Move Action:** You move your speed +2 squares.

Iron Mind

Immediate Interrupt / Personal / Encounter

When you are hit by an attack, gain a +2 bonus to all defenses until the end of your next turn.

Drunken Monkey

Standard & Move / Melee Touch & Personal / Encounter

Standard Action: +4 vs. Will; 1d8 + 4 damage and you slide the target 1 square. The target makes a melee basic attack with a +3 bonus as a free action against an enemy of your choice. **Move Action:** You move 8 squares, ignoring difficult terrain and gaining a +3 power bonus to all defenses against opportunity attacks.

Masterful Spiral

Standard / Close Burst 2 / Daily

Target each enemy in burst; +4 vs. Reflex; 3d8 + 4 force damage. **Miss:** Half damage. **Effect:** You assume the spiral stance. Until the stance ends, your reach with melee touch attacks increases by 1.

OTHER ABILITIES*

Feats:

Alhahn's Mindful Relocation (already applied).

Defended Mind:

Gain a +2 bonus on saving throws against daze, dominate, and stun effects.

Shifting Fortunes:

Shift 6 squares when you use your second wind.

* Some character options not present on character sheet for brevity.

All trademarks are property of Wizards of the Coast LLC.
©2010 Wizards. Illustration by Ralph Beisner.

QUINARO

MALE ELF RANGER / LEVEL 1 / GOOD

"My friend and I are not impressed. You wouldn't last a day in the wild."

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 18	+4	AC 16	+7	ATHLETICS +8
CON 11	+0	FORT 15	SPEED (in squares) 7	DUNGEONEERING +6
DEX 16	+3	REF 14	VISION low-light	NATURE +8
INT 10	+0	WILL 11	LANGUAGES Common, Elven	PERCEPTION +8
WIS 12	+1		SENSES	STEALTH +7
CHA 8	-1		Passive Insight 11, Passive Perception 18	

HIT POINTS (Bloodied 11) 23

ACTION POINT

SECOND WIND

HEALING SURGES value 5

EQUIPMENT

Heavy flail Adventurer's kit
Longbow with arrows 5 gold pieces
Hide armor

OTHER EQUIPMENT

Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires heavy flail; +6 vs. AC; 2d6 + 4 damage.

Ranged Basic Attack

Standard / Ranged Weapon / At-Will

Requires longbow; +5 vs. AC; 1d10 + 3 damage; reload free action.

Hunter's Quarry

Minor / Nearest Enemy Within Sight / At-Will

Target 1 enemy within sight as your quarry. 1/round, when you hit your quarry with an attack, deal +1d6 damage. If you make multiple attacks in a round, you decide which attack to apply the extra damage after all attacks are rolled. If you have dealt damage from *hunter's quarry* since the start of your last turn, you cannot deal it again until your next turn. Your target remains your quarry until the end of the encounter, until it is defeated, or until you designate a different target as your quarry.

Circling Strike

Standard / Melee Weapon / At-Will

+6 vs. AC; 2d6 + 4 damage. **Effect:** Before or after the attack, your beast companion can shift 1 square. **Special:** Your beast companion must be conscious and present to use this power.

Hit and Run

Standard / Melee Weapon / At-Will

+6 vs. AC; 2d6 + 4 damage. **Effect:** If you move in the same turn after this attack, leaving the first square adjacent to the target doesn't provoke an opportunity attack from the target.

One Fang

Wolf Beast Companion / Medium Size / Level 1

AC 15, Fortitude 13, Reflex 13, Will 14; HP 22, Healing Surge Value 5, Surges/Day 2; Speed 7.

Melee basic attack (bite); +5 vs. AC 1d8 + 2 damage (+1 damage when wolf has combat advantage).

Str 14, Con 14, Dex 14, Int 6, Wis 14, Cha 6; Trained Skills Endurance, Perception; Vision Low-light.

Elven Accuracy

Free / Personal / Encounter

Reroll an attack roll. Use the second result.

Enclose the Prey

Standard / Melee Weapon (Beast 1) / Encounter

Target 1 quarried creature adjacent to you and your beast companion; +6 vs. AC; 4d6 + 5 damage. **Effect:** Before the attack, both you and your beast companion can shift 2 squares. **Special:** Your beast companion must be conscious and present to use this power.

Hunt's End

Standard / Melee or Ranged Weapon / Daily

Target 1 bloodied creature; +6 vs. AC melee (+5 vs. AC ranged); 6d6 + 4 damage melee (3d10 + 3 damage ranged). If the target is your quarry, you score a critical hit on a roll of 19-20. Miss: Half damage.

OTHER ABILITIES*

Feats:

Improved Initiative (already applied).

Raise Beast Companion:

You know the Raise Beast Companion ritual. See *Martial Power* or the Character Builder.

Fey Origin:

You are of fey origin, not natural origin.

Group Awareness:

Non-elf allies within 5 squares gain a +1 to Perception.

Wild Step:

Ignore difficult terrain when shifting.

* Some character options not present on character sheet for brevity.