

DUNGEONS & DRAGONS ENCOUNTERS

BELGOS

DROW RANGER (HUNTER) / LEVEL 1

DIFFICULTY ★★★

"I hunt the most exotic prey the surface world has to offer."

ABILITIES & SKILLS

STRENGTH	11	+0
Athletics	-----	+5
CONSTITUTION	14	+2
Endurance	-----	+2
DEXTERITY	18	+4
Acrobatics	-----	+4
Stealth	-----	+11
Thievery	-----	+4
INTELLIGENCE	10	+0
Arcana	-----	+0
History	-----	+0
Religion	-----	+0
WISDOM	16	+3
Dungeoneering	-----	+8
Heal	-----	+3
Insight	-----	+3
Nature	-----	+8
Perception	-----	+8
CHARISMA	10	+0
Bluff	-----	+0
Diplomacy	-----	+0
Intimidate	-----	+2
Streetwise	-----	+0

DEFENSES

Armor Class	16
Fortitude	13
Reflex	15
Will	13

INITIATIVE +4 SPEED 6

VISION darkvision, normal

LANGUAGES Common, Elven

Hit Points (Bloodied 13)

26

Healing Surges (Value 6)



EQUIPMENT longbow, longsword, leather armor, 60 arrows, adventurer's kit, climbing kit, and 3 gp.

ACTION POINT ☐

CLASS TRAITS

Ambush Expertise: Whenever you make a Stealth check, each ally within 10 squares of you gains a +2 bonus to their next Stealth check before the end of your next turn.

Mountain Guide: Whenever you succeed on an Athletics check to climb, you reduce the DC of that climb by 2 for your allies until the end of the encounter. Only allies who can see you make the climb gain this benefit.

Bow Expertise: You gain a +1 bonus to the damage roll of any weapon attack you make with a bow against a single creature that is not adjacent to any other creature.

RACIAL TRAITS

Fey Origin, Trance

FEATS

Weapon Focus: Longbow

Rangers are at home among the trees and open fields, keeping the peace along the farthest frontiers of civilization. While keeping yourself safe by staying far away from the battle, use your bow to rain down attacks that scatter or hinder your enemies. Use *rapid shot* to strike clusters of enemies, but switch to *clever shot* to prevent foes from fleeing or hinder their attacks if you can't hit several foes.

ATTACK POWERS

Longbow At-Will

Standard Action Ranged 20/40
Target: One creature
Attack: 1d20 + 8 vs. AC
Hit: 1d10 + 5 damage.

Longsword At-Will

Standard Action Melee weapon
Target: One creature
Attack: 1d20 + 3 vs. AC
Hit: 1d8 + 0 damage.

Aimed Shot At-Will

Standard Action Personal
Effect: You make a longbow attack, ignoring the penalty to attack rolls imposed by partial cover and partial concealment. In addition, the penalty to attack rolls imposed by superior cover and total concealment is no worse than -2 for this attack.

Clever Shot At-Will

Standard Action Personal
Effect: You make a longbow attack. If the attack hits, the target is also subject to one of the following effects of your choice:
 ♦ You slide the target up to 2 squares.
 ♦ The target falls prone.
 ♦ The target is slowed (save ends).

Rapid Shot At-Will

Standard Action Personal
Effect: You make a longbow attack against each creature in or adjacent to a square within the attack's range. You take a -2 penalty to the attack rolls.

Disruptive Shot Encounter

Standard Action Ranged 20/40
Target: One creature
Attack: 1d20 + 8 vs. AC
Hit: 1d10 + 5 damage, and you choose for the target to be either immobilized (save ends) or dazed (save ends).
Miss: Half damage, and the target is slowed until the end of your next turn.

STANCE POWERS

You have two stances, but you can only use one at a time. Pick a stance to start each combat in, but don't worry—you may switch stances as a minor action.

Aspect of the Dancing Serpent At-Will

Minor Action Personal (Stance)
Effect: In this stance you gain the following benefits.
 ♦ You can take a free action at the end of each of your turns to shift 1 square.
 ♦ You gain a +1 power bonus to attack rolls and damage rolls against enemies that have none of their allies adjacent to them.

Aspect of the Pack Wolf At-Will

Minor Action Personal (Stance)
Effect: In this stance you gain the following benefits.
 ♦ You do not provoke opportunity attacks by leaving squares adjacent to your allies.
 ♦ When you attack an enemy adjacent to two or more of your allies, you gain a +1 power bonus to the attack roll. You also gain a power bonus to damage rolls against that enemy. The bonus equals the number of your allies adjacent to the enemy.

UTILITY POWERS

Darkfire Encounter

Minor Action Ranged 10
Target: One creature
Attack: 1d20 + 7 vs. Reflex
Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.

Second Wind Encounter

Standard Action Personal
Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

This character was made using the *Heroes of the Forgotten Kingdoms*™ sourcebook. Use the D&D™ Character Builder to create and modify this character!

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DUNGEONS & DRAGONS

ENCOUNTERS

CHALI

DROW ROGUE (THIEF) / LEVEL 1

DIFFICULTY ★

"Last thing to cross your mind? My blade."

ABILITIES & SKILLS

STRENGTH	14	+2
Athletics	-----	+7
CONSTITUTION	11	+0
Endurance	-----	+0
DEXTERITY	18	+4
Acrobatics	-----	+9
Stealth	-----	+11
Thievery	-----	+9
INTELLIGENCE	10	+0
Arcana	-----	+0
History	-----	+0
Religion	-----	+0
WISDOM	12	+1
Dungeoneering	-----	+1
Heal	-----	+1
Insight	-----	+1
Nature	-----	+1
Perception	-----	+6
CHARISMA	14	+2
Bluff	-----	+7
Diplomacy	-----	+2
Intimidate	-----	+4
Streetwise	-----	+2

DEFENSES

Armor Class	16
Fortitude	12
Reflex	16
Will	12

INITIATIVE

+4

SPEED

6

VISION

darkvision, normal

LANGUAGES

Common, Elven

Hit Points

(Bloodied 14)

28

Healing Surges

(Value 7)

EQUIPMENT

10 daggers, short sword, leather armor, adventurer's kit, thieves' tools and 20 gold pieces.

ACTION POINT

CLASS TRAITS

Sneak Attack: When you make an attack with your short sword or dagger and hit an enemy granting combat advantage to you, that enemy takes 2d6 extra damage. You can deal this extra damage only once per turn.

First Strike: At the start of the encounter, you have combat advantage against any creatures that have not yet acted in that encounter.

RACIAL TRAITS

Trance, Fey Origin

FEATS

Toughness

Rogues rely on skill, stealth, and the vulnerabilities of their opponents to get the upper hand. As a rogue, you want to stay near tougher adventurers for protection while you take down enemies as fast as possible. Use *tactical trick* and *tumbling trick* to make sure you get combat advantage so you get your Sneak Attack bonus damage.

ATTACK POWERS

⚔ Short Sword

At-Will

Standard Action

Melee weapon

Target: One creature

Attack: 1d20 + 7 vs. AC

Hit: 1d6 + 6 damage.

🗡 Dagger

At-Will

Standard Action

Ranged 5/10

Target: One creature

Attack: 1d20 + 7 vs. AC

Hit: 1d4 + 6 damage.

Backstab

Encounter

Free Action

Personal

Trigger: You make an attack roll against an enemy within 5 squares of you using a basic attack with a weapon. The enemy must be granting combat advantage to you.

Effect: You gain a +3 power bonus to the attack roll, and the enemy takes 1d6 extra damage if the attack hits.

Tactical trick will usually allow you to gain combat advantage (and thus your extra sneak attack damage), but if you can, use **tumbling trick** to move into flank and get additional damage on a different enemy.

UTILITY POWERS

Tactical Trick

At-Will

Move Action

Personal

Effect: You move up to 7 squares, and you do not provoke opportunity attacks when leaving squares adjacent to your allies. Until the end of your turn, you gain combat advantage against enemies that have at least one of your allies adjacent to them.

Tumbling Trick

At-Will

Move Action

Personal

Effect: You shift up to 3 squares. The next time you hit an enemy with a melee basic attack this turn, you also deal 2 damage to a different enemy, which must be adjacent to you.

Cloud of Darkness

Encounter

Minor Action

Close burst 1

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

Second Wind

Encounter

Standard Action

Personal

Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

This character was made using the *Heroes of the Fallen Lands*™ and *Heroes of the Forgotten Kingdoms*™ sourcebooks. Use the D&D® Character Builder to create and modify this character!

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DUNGEONS & DRAGONS ENCOUNTERS

DRISDHAUN

DROW WIZARD (EVOCATION MAGE) / LEVEL 1

DIFFICULTY ★★

"The proper application of knowledge and fire can solve any problem."

ABILITIES & SKILLS

STRENGTH	10	+0
Athletics	-----	+0
CONSTITUTION	11	+0
Endurance	-----	+0
DEXTERITY	10	+0
Acrobatics	-----	+0
Stealth	-----	+2
Thievery	-----	+0
INTELLIGENCE	18	+4
Arcana	-----	+9
History	-----	+9
Religion	-----	+9
WISDOM	16	+3
Dungeoneering	----	+8
Heal	-----	+3
Insight	-----	+3
Nature	-----	+3
Perception	-----	+3
CHARISMA	10	+0
Bluff	-----	+0
Diplomacy	-----	+0
Intimidate	-----	+2
Streetwise	-----	+0

DEFENSES

Armor Class	14
Fortitude	12
Reflex	14
Will	15

INITIATIVE

+0

SPEED

6

VISION

darkvision, normal

LANGUAGES

Common, Elven

Hit Points (Bloodied 10)

21

Healing Surges (Value 5)



EQUIPMENT

staff, cloth armor, adventurer's kit, spellbook and 29 gold pieces.

ACTION POINT

☐

TRAITS

Evocation Apprentice:

When you roll damage for an arcane evocation power, if any of the dice come up with a result of 1, pick one of them, reroll it, and use the new result.

RACIAL TRAITS

Fey Origin, Trance

FEATS

Implement Focus (staff)

Wizards use magic for offense and defense, as well as for a myriad of other tasks and applications. Most of your wizard spells can attack several enemies at some distance. Use *arc lightning* or *freezing burst* to hit as many enemies as possible—but be careful, as some of your spells can hurt your friends as well as your enemies. If the enemy gets in close, or if you are fighting in a small space, *burning hands* can deal a lot of damage to several creatures.

ATTACK POWERS

④ Staff At-Will

Standard Action **Melee weapon**
Target: One creature **Attack:** 1d20 + 2 vs. AC
Hit: 1d8 + 0 damage.

③ Magic Missile At-Will

Standard Action **Ranged 20**
Target: One creature **Effect:** 6 force damage.
Special: You can use this power as a ranged basic attack.

Arc Lightning At-Will

Standard Action **Ranged 20**
Target: One or two creatures **Attack:** 1d20 + 4 vs. Reflex
Hit: 1d6 + 5 lightning damage.

Freezing Burst At-Will

Standard Action **Area burst 1 within 10 squares**
Target: Each creature in the burst **Attack:** 1d20 + 4 vs. Reflex
Hit: 1d6 + 5 cold damage, and you slide the target 1 square.

Burning Hands Encounter ☐

Standard Action **Close blast 5**
Target: Each creature in the blast **Attack:** 1d20 + 4 vs. Reflex
Hit: 2d6 + 5 fire damage. **Miss:** Half damage.

Fountain of Flame Daily ☐

Standard Action **Area burst 1 within 10 squares**
Target: Each enemy in the burst **Attack:** 1d20 + 4 vs. Reflex
Hit: 3d8 + 5 fire damage. **Miss:** Half damage.
Effect: The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone or ends its turn there takes 5 fire damage.

UTILITY POWER

Cloud of Darkness Encounter ☐

Minor Action **Close burst 1**
Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

Second Wind Encounter ☐

Standard Action **Personal**
Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

Light At-Will

Minor Action **Ranged: 5**
Target: One object or unoccupied square
Effect: The target sheds bright light until the end of the encounter or until you use this power again. The light fills the target's space and all squares within 4 squares of it. Putting out the light is a free action.

Ghost Sound At-Will

Standard Action **Ranged: 10**
Target: One object or unoccupied square
Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

Suggestion Encounter ☐

Free Action **Type/Range:** Personal
Trigger: You make a Diplomacy check.
Effect: You make an Arcana check instead, using that result to determine the outcome of the Diplomacy check.

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DUNGEONS & DRAGONS ENCOUNTERS

RYLTAR

DROW FIGHTER (SLAYER) / LEVEL 1

DIFFICULTY ★

"Why stab you in the back when I can stab you in the front?"

ABILITIES & SKILLS

STRENGTH	18	+4
Athletics	-----	+9
CONSTITUTION	14	+2
Endurance	-----	+7
DEXTERITY	12	+1
Acrobatics	-----	+1
Stealth	-----	+2
Thievery	-----	+1
INTELLIGENCE	10	+0
Arcana	-----	+0
History	-----	+0
Religion	-----	+0
WISDOM	11	+0
Dungeoneering	----	+0
Heal	-----	+0
Insight	-----	+0
Nature	-----	+0
Perception	-----	+0
CHARISMA	10	+0
Bluff	-----	+0
Diplomacy	-----	+0
Intimidate	-----	+7
Streetwise	-----	+0

DEFENSES

Armor Class	17
Fortitude	16
Reflex	11
Will	10

INITIATIVE

+1

SPEED

5

VISION

darkvision, normal

LANGUAGES

Common, Elven

Hit Points (Bloodied 17)

34

Healing Surges (Value 8)



EQUIPMENT

greatsword, 4 handaxes, and scale armor.

ACTION POINT

1

FEATS

Toughness

RACIAL TRAITS

Fey Origin, Trance

Slayers are elite shock troops, standing at the forefront of battle with a combination of strong armor, advanced tactical cunning, and a mastery of the most brutal weaponry. Your high defenses allow you to stay in the fight longer than some others, but your main focus is deal as much damage to enemies as quickly as you can. Use *berserker charge* to charge unsuspecting enemies and then finish them off with *battle wrath* and *power strike*.

ATTACK POWERS

⚔ Greatsword

At-Will

Standard Action

Melee weapon

Target: One creature

Attack: 1d20 + 8 vs. AC

Hit: 1d10 + 5 damage.

🔪 Handaxe

At-Will

Standard Action

Ranged 5/10

Target: One creature

Attack: 1d20 + 7 vs. AC

Hit: 1d6 + 5 damage.

🔥 Power Strike

Encounter

Free Action

Personal

Trigger: You hit an enemy with your greatsword.

Target: The enemy you hit

Effect: The target takes 1d10 extra damage from the triggering attack

STANCE POWERS

You have two stances, but you can only use one at a time.

Pick a stance to start each combat in, but don't worry—you may switch stances as a minor action.

🔥 Battle Wrath

At-Will

Minor Action

Personal

Effect: You assume the battle wrath stance. Until the stance ends, you gain a +2 power bonus to the damage rolls of basic attacks using a weapon.

⚔ Berserker Charge

At-Will

Minor Action

Personal

Effect: You assume the berserker's charge stance. Until the stance ends, you gain a +2 power bonus to your speed when charging and a +2 power bonus to the attack rolls of your charge attacks.

UTILITY POWERS

🔥 Darkfire

Encounter

Minor Action

Ranged 10

Target: One creature

Attack: 1d20 + 7 vs. Reflex

Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.

🌬 Second Wind

Encounter

Standard Action

Personal

Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

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DUNGEONS & DRAGONS

ENCOUNTERS

SYNDRINA

DROW PALADIN (CAVALIER) / LEVEL 1

DIFFICULTY ★★

"I will hunt and slay our foes in Lolth's name!"

ABILITIES & SKILLS

STRENGTH	18	+4
Athletics	-----	+5
CONSTITUTION	11	+0
Endurance	-----	+1
DEXTERITY	10	+0
Acrobatics	-----	-4
Stealth	-----	-2
Thievery	-----	-4
INTELLIGENCE	10	+0
Arcana	-----	+0
History	-----	+0
Religion	-----	+5
WISDOM	10	+0
Dungeoneering	-----	+0
Heal	-----	+0
Insight	-----	+5
Nature	-----	+0
Perception	-----	+0
CHARISMA	16	+3
Bluff	-----	+3
Diplomacy	-----	+3
Intimidate	-----	+5
Streetwise	-----	+3

DEFENSES

Armor Class	20
Fortitude	15
Reflex	13
Will	14

INITIATIVE

+4

SPEED

5

VISION

darkvision, normal

LANGUAGES

Common, Elven

Hit Points (Bloodied 15)

31

Healing Surges (Value 9)



EQUIPMENT

2 javelins, longsword, heavy shield, plate armor, and adventurer's kit.

ACTION POINT

1

FEATS

Toughness

RACIAL TRAITS

Fey Origin, Trance

Paladins are divine warriors, representatives of their chosen god. As a paladin, your main job on the battlefield is to keep enemies attacking you, ignoring your less-armored friends. Use your *defender aura* and *holy smite* to limit your opponent's options and punish enemies that dare attack your allies.

ATTACK POWERS

Javelin At-Will

Standard Action Ranged 10/20
Target: One creature
Attack: 1d20 + 6 vs. AC **Hit:** 1d6 + 4 damage.

Longsword At-Will

Standard Action Melee weapon
Target: One creature
Attack: 1d20 + 7 vs. AC **Hit:** 1d8 + 4 damage.

Righteous Radiance At-Will

Opportunity Action Melee 1
Trigger: An enemy subject to your defender aura either shifts or makes an attack that targets an ally of yours but not you or an ally who has an active defender aura.
Target: The triggering enemy
Effect: The target takes 6 radiant damage.

Vengeful Strike At-Will

Standard Action Melee weapon
Target: One creature
Attack: 1d20 + 7 vs. AC
Hit: 1d8 + 4 radiant damage. If at least one bloodied ally is within 5 squares of you, the target takes 3 extra radiant damage.
Miss: You gain a +2 power bonus to your next damage roll against the target.

Valiant Strike At-Will

Standard Action Melee weapon
Target: One creature
Attack: 1d20 + 7 vs. AC. You gain a bonus to the attack roll equal to the number of enemies adjacent to you.
Hit: 1d8 + 4 damage.

Holy Smite Encounter

Free Action Personal
Trigger: You target an enemy with an at-will weapon attack power.
Effect: The target takes 5 radiant damage. If the triggering attack hits, the target is also dazed until the end of your next turn.

Righteous Shield Encounter

Immediate Interrupt Close burst 3
Trigger: An ally within 3 squares of you is damaged by an attack.
Target: The triggering ally in the burst
Effect: You take the damage of the triggering attack instead of the target. This damage ignores your immunities and resistances. In addition, you gain a +2 power bonus to attack rolls until the end of your next turn.

UTILITY POWERS

Defender Aura At-Will

Minor Action Personal
Effect: You activate an aura 1 that lasts until you end it as a minor action or until you fall unconscious. While in the aura, any enemy takes a -2 penalty to attack rolls when it makes an attack that does not include among its targets either you or an ally of yours who has this aura active. Marked enemies are not subject to this aura.

Darkfire Encounter

Minor Action Ranged 10
Target: One creature
Attack: 1d20 + 7 vs. Reflex
Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.

Second Wind Encounter

Standard Action Personal
Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

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DUNGEONS & DRAGONS ENCOUNTERS

ZARRA

DROW CLERIC (WAR PRIEST) / LEVEL 1

DIFFICULTY ★★★

"Death is the only thing you can count on in the Underdark."

ABILITIES & SKILLS

STRENGTH	10	+0
Athletics	-----	-1
CONSTITUTION	14	+2
Endurance	-----	+1
DEXTERITY	13	+1
Acrobatics	-----	+0
Stealth	-----	+2
Thievery	-----	+0
INTELLIGENCE	14	+2
Arcana	-----	+2
History	-----	+7
Religion	-----	+7
WISDOM	18	+4
Dungeoneering	-----	+4
Heal	-----	+9
Insight	-----	+4
Nature	-----	+4
Perception	-----	+4
CHARISMA	10	+0
Bluff	-----	+0
Diplomacy	-----	+5
Intimidate	-----	+2
Streetwise	-----	+0

DEFENSES

Armor Class	18
Fortitude	13
Reflex	13
Will	15

INITIATIVE

+1

SPEED

5

VISION

darkvision, normal

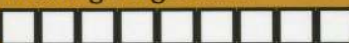
LANGUAGES

Common, Elven

Hit Points (Bloodied 13)

26

Healing Surges (Value 6)



EQUIPMENT

crossbow, 10 bolts, longsword, chainmail, heavy shield, adventurer's kit and 5 gold pieces.

ACTION POINT

1

CLASS TRAITS

Death Domain:
You gain resist 5 necrotic.

FEATS

Shield Finesse

RACIAL TRAITS

Fey Origin, Trance

Clerics are battle leaders invested with divine power. As a cleric, you're in the middle of the fight - healing your allies while dealing out damage to your enemies. Try to use *inevitable doom* on a tough enemy before one of your allies attacks. Otherwise, use *death's shadow* on heavily armored enemies and *tenebrous blessing* on big damage-dealers.

ATTACK POWERS

Mace

At-Will

Standard Action Melee weapon
Target: One creature **Attack:** 1d20 + 2 vs. AC
Hit: 1d8 + 0 damage.

Crossbow

At-Will

Standard Action Ranged 15/30
Target: One creature **Attack:** 1d20 + 3 vs. AC
Hit: 1d8 + 1 damage.

Death's Shadow

At-Will

Standard Action Melee 1
Target: One creature **Attack:** 1d20 + 4 vs. Reflex
Hit: 1d8 + 4 cold and necrotic damage.
Effect: The target takes a -2 penalty to defenses against next attack made against it before the end of your next turn.

Tenebrous Blessing

At-Will

Standard Action Melee 1
Target: One creature **Attack:** 1d20 + 4 vs. Will
Hit: 1d8 + 4 psychic damage.
Effect: Until the end of your next turn, the target takes a -2 penalty to damage rolls.

Inevitable Doom

Encounter

Standard Action Melee 1
Target: One enemy
Effect: The next attack made against the target before the end of your next turn deals 2d8 extra damage, hit or miss.

Lesser Aspect of Wrath

Daily

Standard Action Melee weapon
Target: One creature **Attack:** 1d20 + 6 vs. AC
Hit: 1d8 + 4 radiant damage.
Effect: You gain 10 temporary hit points. Until the end of the encounter, you gain a +1 power bonus to attack rolls, and any enemy that ends its turn adjacent to you takes 2 radiant damage.

UTILITY POWERS

Eye of the Vulture

Encounter

Minor Action Close burst 3
Target: Each bloodied enemy in the burst
Effect: You learn which targets have current hit point totals lower than your healing surge value.

Healing Word

Encounter

Minor Action Close burst 5
Target: You or one ally in burst
Effect: The target can spend a healing surge and regain 1d6 additional hit points. In addition, you gain 5 temporary hit points.
Special: You can use this power twice per encounter, but only once per round.

Darkfire

Encounter

Minor Action Ranged 10
Target: One creature
Attack: 1d20 + 8 vs. Reflex
Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.

Second Wind

Encounter

Standard Action Personal
Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

CHANNEL DIVINITY

You have two channel divinity powers but you are only able to use one per encounter.

Channel Divinity: Stay the Hand of Death

Encounter

Minor Action Close burst 2
Target: You or one ally in the burst; the target must be bloodied
Effect: The target gains 5 temporary hit points.
Special: You can use only one channel divinity power per encounter.

Channel Divinity: Smite Undead

Encounter

Standard Action Melee weapon
Target: One undead creature
Attack: 1d20 + 6 vs. Will
Hit: 2d8 + 4 radiant damage, and you push the target 5 squares. The target is immobilized until the end of your next turn.
Miss: Half damage.
Special: You can use only one channel divinity power per encounter.

This character was made using the *Heroes of the Fallen Lands*™, the *Heroes of the Forgotten Kingdoms*™, and *Player's Option: Heroes of Shadow*™ sourcebooks. Use the D&D® Character Builder to create and modify this character!

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