

ATTACK POWERS Longsword (Melee Basic)

Standard Action Melee weapon Attack: 1d20 + 7 vs. AC Target: One Creature Hit: 1d8 + 4 damage, or 1d8 + 10 with combat advantage.

(3) Handaxe (Ranged Basic) Standard Action Ranged 5/10 Target: One Creature Attack: 1d20 + 7 vs. AC

Hit: 1d6 + 4 damage, or 1d6 + 10 with combat advantage.

Standard Action Target: One creature Attack: 1d20 + 7 vs. AC Hit: 1d8 + 4 damage, or 1d8 + 10 with combat advantage. You gain combat advantage against the first enemy you attack before the end of your next turn.

Vengeance Strike Standard Action Melee weapon Target: One creature Attack: 1d20 + 7 vs. Fortitude

Hit: 1d8 + 4 damage, or 1d8 + 10 with combat advantage. You gain a power bonus to the damage roll equal to twice the number of enemies adjacent to you (maximum of +8).

Dread Smite

Encounter Standard Action Personal

Trigger: You target an enemy with an at-will weapon attack

Effect: The target takes 5 cold and necrotic damage. If the triggering attack hits, the target also takes ongoing 5 cold and necrotic damage (save ends).

UTILITY POWERS

Lifeblood Encounter

Free Action Personal

Trigger: You kill or bloody an enemy.

- Effect: You gain one of the following benefits:
 - * You shift up to your speed. * You gain 5 temporary hit points.
 - * You gain a +2 bonus to attack rolls until the end of your next turn.

Shroud of Shadow

Minor Action

Encounter



Effect: You gain partial concealment until the end of your next turn. You also gain 5 temporary hit points.

Second Wind

Encounter

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 Shadow sourcebook. Use the Character Builder to create and modify this character!

See www.wizards.com/dnd/insider for more information.

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to keep your friends in fighting shape. As a cleric of death, you focus on corrupting foes and drawing strength from their destruction. Death's Shadow will be your most common attack, as it hastens the fall of your enemies, but Tenebrous Blessing is vital to keep the hardest-hitting enemies from striking your allies.

ATTACK POWERS

Infernal Wrath

Standard Action

Target: The triggering enemy in the burst

Trigger: An enemy within 10 squares of you hits you. Effect: The target takes 1d6 + 1 fire damage.

Mace (Melee Basic)	At-Wi
Standard Action	Melee weapon
Target: One Creature Hit: 1d8 - 1 damage.	Attack: 1d20 + 1 vs. Reflex
Death's Shadow	At-Wi
Standard Action	Melee 1
Target: One creature.	Attack: 1d20 + 4 vs. Reflex
Hit: 1d8 + 4 cold and necro	otic damage.
next attack made against Tenebrous Blessing	it before the end of your next tu
OSSULD REGISTRALISM STREET, ST.	- Wednes
Standard Action	Melee 1
Standard Action Target: One creature	Melee 1 Attack: 1d20 + 4 vs. Will
Standard Action Target: One creature Hit: 1d8 + 4 psychic damag	Melee 1 Attack: 1d20 + 4 vs. Will
Standard Action Target: One creature Hit: 1d8 + 4 psychic damag Effect: Until the end of you penalty to attack rolls.	Melee 1 Attack: 1d20 + 4 vs. Will ge.
Standard Action Target: One creature Hit: 1d8 + 4 psychic damag Effect: Until the end of you penalty to attack rolls. Inevitable Doom	Melee 1 Attack: 1d20 + 4 vs. Will ge. ir next turn, the target takes a -3
Standard Action Target: One creature Hit: 1d8 + 4 psychic damag Effect: Until the end of you	Melee 1 Attack: 1d20 + 4 vs. Will ge. Ir next turn, the target takes a -3 Encounter

Encounter

Close burst 10

Levy of Judgment Standard Action Melee weapon Target: One creature Attack: 1d20 + 6 vs. AC Hit: 2d8 + 4 radiant damage. Miss: Half damage. Effect: Once before the end of the encounter, when an ally misses the target with an attack roll, you can use a free action to let that ally reroll the attack roll. **UTILITY POWERS** Healing Word Encounter Close burst 5 Minor action Target: You or one ally in the burst Effect: The target can spend a healing surge and regain 1d6

Special: You can use this power twice per encounter, but only once per round.

Eye of the Vulture

Minor action Close burst 3 Target: Each bloodied enemy in the burst

Death Domain: You gain 5 temporary hit points.

additional hit points.

Effect: You learn which targets have 7 or less current hit points.

Second Wind Encounter Standard Action

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.

Smite Undead Encounter Standard Action Target: One undead creature Attack: 1d20 + 6 vs. Will Hit: 2d8 + 4 radiant damage, and you push the target 6 squares. The target is immobilized until the end of your next turn. Miss: Half damage.

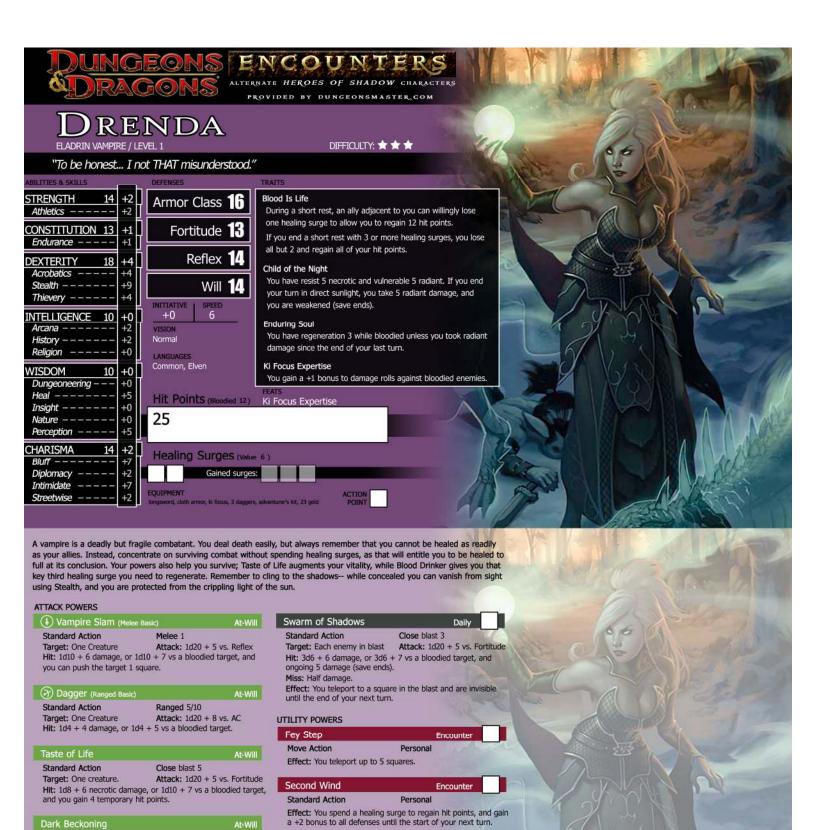
Stay the Hand of Death Encounter

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.

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Standard Action

Blood Drinker

Standard Action

Target: The triggering enemy

attack, and you gain a healing surge.

Target: One creature

Ranged 5

Ranged 10

Hit: 166 + 4 psychic damage, or 166 + 5 damage vs a bloodied target, and you pull the target up to 3 squares.

Trigger: You hit an enemy with a vampire melee at-will power.

Effect: The target taked 1d10 extra damage from the triggering

Attack: 1d20 + 5 vs. Fortitude

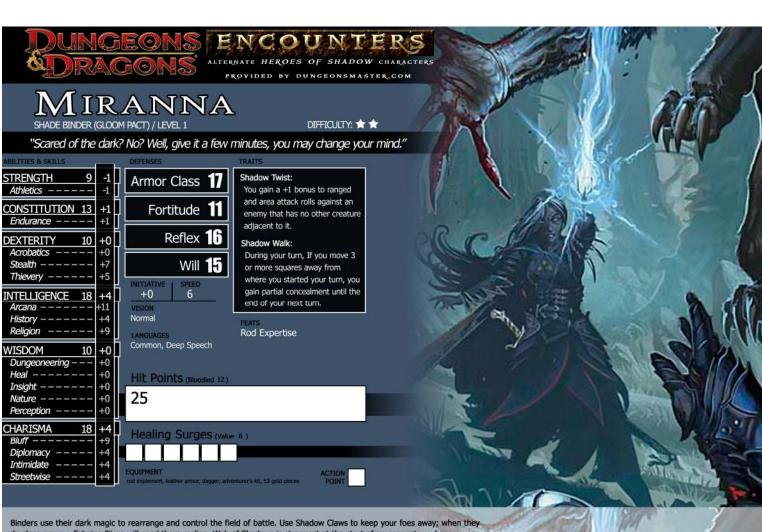
Encounter

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do close on you, Echoing Dirge will send them reeling. Web of Shadows is strongest at the start of an encounter, when you can use it to immobilize a group of melee foes. Each time you push an enemy, try to leave it adjacent to a powerful melee ally so that it can't close on you again. Whenever you destroy a target, remember to trigger Shadow Warp to move your party around!

ATTACK POWERS

Dagger (Melee Basic)	
Standard Action	Melee weapon
Target: One Creature	Attack: 1d20 + 2 vs. AC
Hit: 1d4 - 1 damage.	

(a) Dagger (Ranged Basic)

Standard Action Ranged 5/10 Target: One Creature Attack: 1d20 + 3 vs. AC Hit: 1d4 + 0 damage.

Echoing Dirge Standard Action Close blast 5

Target: One or two creatures Attack: 1d20 + 5 vs. Will in the blast.

Hit: 1d8 + 4 psychic damage, and you push the target up to 2 squares.

Shadow Claws

Standard Action Ranged 10 Target: One creature Attack: 1d20 + 5 vs. Fortitude

Hit: 1d10 + 4 cold damage. Effect: If the target moves during its next turn, it takes 6

Hound of Dark Omen Encounter Standard Action Ranged 10

Target: One creature Attack: 1d20 + 5 vs. Will Hit: 2d8 + 4 psychic damage and you push the target up to

Effect: If the target doesn't move before the end of its next turn, it takes 2 psychic damage.

Web of Shadows

Standard Action Area burst 1 within 10 squares Target: Each enemy in burst Attack: 1d20 + 5 vs. Reflex Hit: 2d6 + 4 necrotic damage, and the target is immobilized (save ends).

Miss: Half damage, and the target is slowed (save ends).

Effect: The burst creates a zone that lasts until the end of the encounter. Any creature that willingly enters the zone is immobilized until the end of its next turn.

UTILITY POWERS

Free Action Close burst 5 Target: You or one creature in burst

Trigger: You reduce a creature to 0 hit points, or a creature adjacent to you is reduced to 0 hit points.

Effect: You slide the target up to 3 squares.

Special: You can use this power only once per round.

One With Shadow

Standard Action

Effect: Until the end of your next turn, you can make Stealth checks to become hidden when you have any cover or concealment. In addition, you can use cover from your allies to become hidden or to remain hidden.

Second Wind

Encounter

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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