

BYSHIR

VRYLOKA BLACKGUARD (VICE OF FURY) / LEVEL 1

DIFFICULTY: ★★

"Don't run, cowards! I hate it when my prey dies tired... it makes you so gamey..."

ABILITIES & SKILLS

STRENGTH	18	+4
Athletics	-----	+5
CONSTITUTION	14	+2
Endurance	-----	+3
DEXTERITY	10	+0
Acrobatics	-----	-4
Stealth	-----	-2
Thievery	-----	+1
INTELLIGENCE	8	-1
Arcana	-----	-1
History	-----	-1
Religion	-----	+4
WISDOM	13	+1
Dungeoneering	-----	+1
Heal	-----	+1
Insight	-----	+1
Nature	-----	+1
Perception	-----	+3
CHARISMA	16	+3
Bluff	-----	+3
Diplomacy	-----	+3
Intimidate	-----	+3
Streetwise	-----	+3

DEFENSES

Armor Class 20

Fortitude 15

Reflex 13

Will 14

INITIATIVE

+0

SPEED

6

VISION

Normal

LANGUAGES

Common, Deep Speech

TRAITS

Dark Menace / Spirit of Fury

Whenever you make a weapon attack against an enemy granting you combat advantage, that enemy takes 6 extra damage.

Disciple of Stone

Whenever you spend a healing surge, you gain an additional 5 temporary hit points.

Blood Dependency

While you are bloodied, your healing surge value drops by 2.

Necrotic Resistance

You have resist 5 necrotic.

FEATS

Disciple of Stone

Hit Points (Bloodied 14)

29

Healing Surges (Value 7)



EQUIPMENT

longsword, heavy shield, plate armor, holy symbol, handaxe, adventurer's kit

ACTION POINT

1

As a blackguard, you are a tough front-lines berserker who tears through enemies with unholy speed and power. You receive a sizeable damage bonus when attacking with combat advantage, so be sure to flank with your allies and take advantage of prone opponents. Use Ferocious Strike when you can't count on your allies to set up a flank, and Vengeance Strike when surrounded. Remember to strike with your Dread Smite early in a combat to give the ongoing damage time to eat away at your foe.

ATTACK POWERS

⚔ Longsword (Melee Basic) At-Will

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

🔪 Handaxe (Ranged Basic) At-Will

Standard Action **Ranged 5/10**
Target: One Creature **Attack:** 1d20 + 7 vs. AC
Hit: 1d6 + 4 damage, or 1d6 + 10 with combat advantage.

👊 Ferocious Strike At-Will

Standard Action **Melee weapon**
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 At-Will

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 power.
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 Encounter

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

🌬 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 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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DOLORA

TIEFLING CLERIC (DEATH DOMAIN) / LEVEL 1

DIFFICULTY: ★★

"The end of things is nothing to fear. Come, face yours with honor."

ABILITIES & SKILLS

STRENGTH	8	-1
Athletics	-----	-2
CONSTITUTION	16	+3
Endurance	-----	+2
DEXTERITY	10	+0
Acrobatics	-----	-1
Stealth	-----	+1
Thievery	-----	-1
INTELLIGENCE	10	+0
Arcana	-----	+0
History	-----	+0
Religion	-----	+5
WISDOM	18	+4
Dungeoneering	-----	+4
Heal	-----	+9
Insight	-----	+9
Nature	-----	+4
Perception	-----	+4
CHARISMA	13	+1
Bluff	-----	+3
Diplomacy	-----	+6
Intimidate	-----	+1
Streetwise	-----	+1

DEFENSES

Armor Class	16
Fortitude	13
Reflex	14
Will	14

INITIATIVE

+0

SPEED

5

VISION

Normal

LANGUAGES

Common, Dwarven

Hit Points (Bloodied 16)

33

Healing Surges (Value 8)



EQUIPMENT

mace, holy symbol, chainmail armor, light shield, adventurer's kit, and 45 gold pieces

ACTION POINT ☐

TRAITS

Fire & Necrotic Resistance

You have resist 5 fire and resist 5 necrotic.

Bloodhunt

You gain a +1 bonus to attack rolls against bloodied foes.

FEATS

Toughness

A cleric is the heart of the party, keeping allies safe and augmenting their power; use Healing Word and Stay the Hand of Death 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

Mace (Melee Basic)

At-Will

Standard Action

Melee weapon

Target: One creature

Attack: 1d20 + 1 vs. Reflex

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 all defenses against the 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 -3 penalty to attack rolls.

Inevitable Doom

Encounter

Standard Action

Ranged 10

Target: One enemy

Effect: The next attack made against the target before the end of your next turn deals 2d8 extra damage on a hit or miss, even if the attack normally deals no damage on a miss. This damage cannot benefit from bonuses to damage rolls.

Infernal Wrath

Encounter

Standard Action

Close burst 10

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.

Levy of Judgment

Daily

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

Minor action

Close burst 5

Target: You or one ally in the burst

Effect: The target can spend a healing surge and regain 1d6 additional hit points.

Death Domain: You gain 5 temporary hit points.

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

Eye of the Vulture

Encounter

Minor action

Close burst 3

Target: Each bloodied enemy in the burst

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

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.

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 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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DRENDA

ELADRIN VAMPIRE / LEVEL 1

DIFFICULTY: ★★★

"To be honest... I not THAT misunderstood."

ABILITIES & SKILLS

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

DEFENSES

Armor Class	16
Fortitude	13
Reflex	14
Will	14

INITIATIVE	SPEED
+0	6

VISION
Normal

LANGUAGES
Common, Elven

Hit Points (Bloodied 12)

25

Healing Surges (Value: 6)

Gained surges: ☐ ☐ ☐ ☐ ☐ ☐

EQUIPMENT
longsword, cloth armor, ki focus, 3 daggers, adventurer's kit, 23 gold

TRAITS

Blood Is Life

During a short rest, an ally adjacent to you can willingly lose one healing surge to allow you to regain 12 hit points.
If you end a short rest with 3 or more healing surges, you lose all but 2 and regain all of your hit points.

Child of the Night

You have resist 5 necrotic and vulnerable 5 radiant. If you end your turn in direct sunlight, you take 5 radiant damage, and you are weakened (save ends).

Enduring Soul

You have regeneration 3 while bloodied unless you took radiant damage since the end of your last turn.

Ki Focus Expertise

You gain a +1 bonus to damage rolls against bloodied enemies.

FEATS

Ki Focus Expertise

A vampire is a deadly but fragile combatant. You deal death easily, but always remember that you cannot be healed as readily as your allies. Instead, concentrate on surviving combat without spending healing surges, as that will entitle you to be healed to full at its conclusion. Your powers also help you survive; Taste of Life augments your vitality, while Blood Drinker gives you that key third healing surge you need to regenerate. Remember to cling to the shadows-- while concealed you can vanish from sight using Stealth, and you are protected from the crippling light of the sun.

ATTACK POWERS

① Vampire Slam (Melee Basic) At-Will

Standard Action Melee 1
Target: One Creature Attack: 1d20 + 5 vs. Reflex
Hit: 1d10 + 6 damage, or 1d10 + 7 vs a bloodied target, and you can push the target 1 square.

② Dagger (Ranged Basic) At-Will

Standard Action Ranged 5/10
Target: One Creature Attack: 1d20 + 8 vs. AC
Hit: 1d4 + 4 damage, or 1d4 + 5 vs a bloodied target.

Taste of Life At-Will

Standard Action Close blast 5
Target: One creature. Attack: 1d20 + 5 vs. Fortitude
Hit: 1d8 + 6 necrotic damage, or 1d10 + 7 vs a bloodied target, and you gain 4 temporary hit points.

Dark Beckoning At-Will

Standard Action Ranged 5
Target: One creature Attack: 1d20 + 5 vs. Fortitude
Hit: 1d6 + 4 psychic damage, or 1d6 + 5 damage vs a bloodied target, and you pull the target up to 3 squares.

Blood Drinker Encounter

Standard Action Ranged 10
Target: The triggering enemy
Trigger: You hit an enemy with a vampire melee at-will power.
Effect: The target takes 1d10 extra damage from the triggering attack, and you gain a healing surge.

Swarm of Shadows Daily

Standard Action Close blast 3
Target: Each enemy in blast Attack: 1d20 + 5 vs. Fortitude
Hit: 3d6 + 6 damage, or 3d6 + 7 vs a bloodied target, and ongoing 5 damage (save ends).
Miss: Half damage.
Effect: You teleport to a square in the blast and are invisible until the end of your next turn.

UTILITY POWERS

Fey Step Encounter

Move Action Personal
Effect: You teleport up to 5 squares.

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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MIRANNA

SHADE BINDER (GLOOM PACT) / LEVEL 1

DIFFICULTY: ★★

"Scared of the dark? No? Well, give it a few minutes, you may change your mind."

ABILITIES & SKILLS

STRENGTH	9	-1
Athletics	-----	-1
CONSTITUTION	13	+1
Endurance	-----	+1
DEXTERITY	10	+0
Acrobatics	-----	+0
Stealth	-----	+7
Thievery	-----	+5
INTELLIGENCE	18	+4
Arcana	-----	+11
History	-----	+4
Religion	-----	+9
WISDOM	10	+0
Dungeoneering	-----	+0
Heal	-----	+0
Insight	-----	+0
Nature	-----	+0
Perception	-----	+0
CHARISMA	18	+4
Bluff	-----	+9
Diplomacy	-----	+4
Intimidate	-----	+4
Streetwise	-----	+4

DEFENSES

Armor Class	17
Fortitude	11
Reflex	16
Will	15

INITIATIVE

+0

SPEED

6

VISION

Normal

LANGUAGES

Common, Deep Speech

Hit Points (Bloodied 12)

25

Healing Surges (Value: 6)



EQUIPMENT

rod implement, leather armor, dagger, adventurer's kit, 53 gold pieces

ACTION POINT

1

TRAITS

Shadow Twist:

You gain a +1 bonus to ranged and area attack rolls against an enemy that has no other creature adjacent to it.

Shadow Walk:

During your turn, If you move 3 or more squares away from where you started your turn, you gain partial concealment until the end of your next turn.

FEATS

Rod Expertise

Binders use their dark magic to rearrange and control the field of battle. Use Shadow Claws to keep your foes away; when they 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) At-Will

Standard Action Melee weapon
Target: One Creature
Hit: 1d4 + 1 damage.

⚔ Dagger (Ranged Basic) At-Will

Standard Action Ranged 5/10
Target: One Creature
Hit: 1d4 + 0 damage.

🌀 Echoing Dirge At-Will

Standard Action Close blast 5
Target: One or two creatures in the blast.
Hit: 1d8 + 4 psychic damage, and you push the target up to 2 squares.

👁 Shadow Claws At-Will

Standard Action Ranged 10
Target: One creature
Hit: 1d10 + 4 cold damage.
Effect: If the target moves during its next turn, it takes 6 cold damage.

🐾 Hound of Dark Omen Encounter

Standard Action Ranged 10
Target: One creature
Hit: 2d8 + 4 psychic damage and you push the target up to 2 squares.
Effect: If the target doesn't move before the end of its next turn, it takes 2 psychic damage.

🕸 Web of Shadows Daily

Standard Action Area burst 1 within 10 squares
Target: Each enemy in burst
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

🌀 Shadow Warp At-Will

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 At-Will

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

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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