

## 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

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

### 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

ACTION POINT

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  
Target: One Creature  
Hit: 1d4 - 1 damage.  
Melee weapon  
Attack: 1d20 + 2 vs. AC

#### Dagger (Ranged Basic) At-Will

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

#### Echoing Dirge At-Will

Standard Action  
Target: One or two creatures  
Hit: 1d8 + 4 psychic damage, and you push the target up to 2 squares.  
Close burst 5  
Attack: 1d20 + 5 vs. Will in the blast.

#### Shadow Claws At-Will

Standard Action  
Target: One creature  
Hit: 1d10 + 4 cold damage.  
Effect: If the target moves during its next turn, it takes 6 cold damage.  
Ranged 10  
Attack: 1d20 + 5 vs. Fortitude

#### Hound of Dark Omen Encounter

Standard Action  
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.  
Ranged 10  
Attack: 1d20 + 5 vs. Will

#### Web of Shadows Daily

Standard Action  
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.  
Area burst 1 within 10 squares  
Attack: 1d20 + 5 vs. Reflex

### UTILITY POWERS

#### Shadow Warp At-Will

Free Action  
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.  
Close burst 5

#### 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  
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.  
Personal

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](http://www.wizards.com/dnd/insider) for more information.