

# DUNGEONS & DRAGONS

## ENCOUNTERS

### BELGOS

DROW RANGER (HUNTER) / LEVEL 1

DIFFICULTY ★★★

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

#### ABILITIES & SKILLS

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

#### DEFENSES

<b>Armor Class</b>	16
<b>Fortitude</b>	13
<b>Reflex</b>	15
<b>Will</b>	13

#### INITIATIVE

+4

#### SPEED

6

#### VISION

darkvision, normal

#### LANGUAGES

Common, Elven

#### OTHER STATISTICS

**Hit Points** (Bloodied 13)

26

**Healing Surges** (Value 6)



#### EQUIPMENT

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

#### 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.

#### FEATS

**Weapon Focus: Longbow**

#### ACTION POINT

1

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

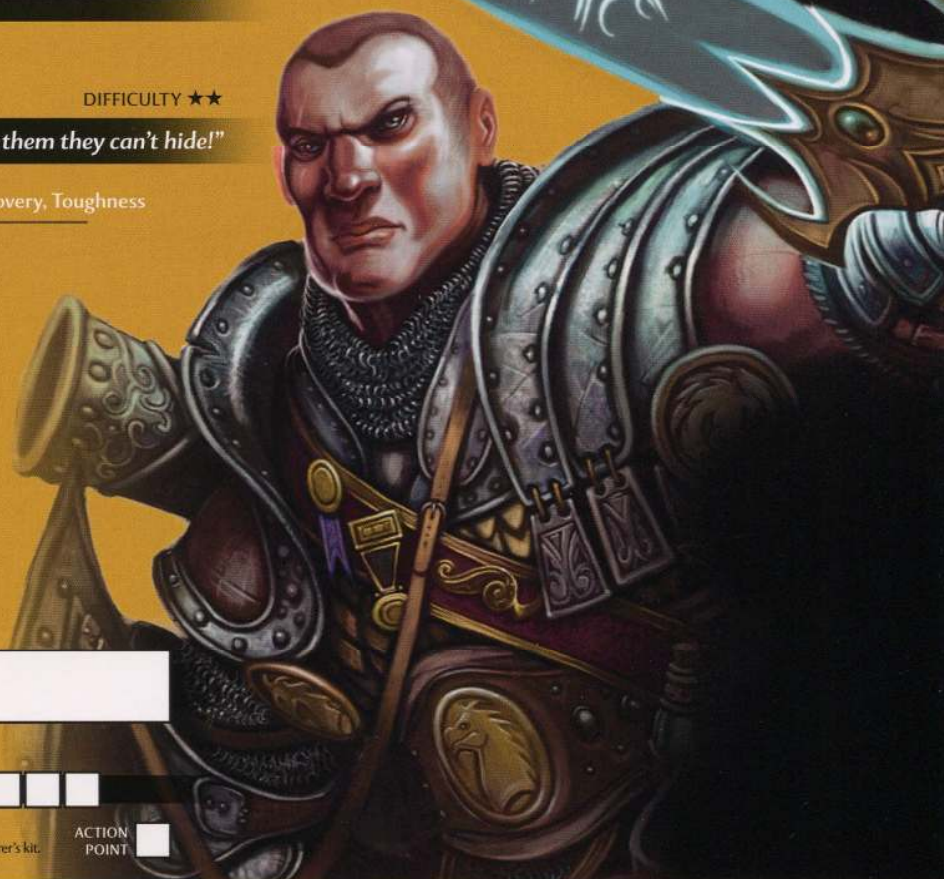
### BRANDIS

HUMAN PALADIN (CAVALIER) / LEVEL 1

DIFFICULTY ★★

"There are monsters in the darkness—we must show them they can't hide!"

ABILITIES & SKILLS			DEFENSES	
<b>STRENGTH</b>	18	+4	<b>Armor Class</b> 20	
Athletics	-----	+5	<b>Fortitude</b> 16	
<b>CONSTITUTION</b>	12	+1	<b>Reflex</b> 14	
Endurance	-----	+2	<b>Will</b> 15	
<b>DEXTERITY</b>	10	+0	INITIATIVE	
Acrobatics	-----	-4	+4	
Stealth	-----	-4	SPEED	
Thievery	-----	-4	5	
<b>INTELLIGENCE</b>	10	+0	VISION	
Arcana	-----	+0	normal	
History	-----	+0	LANGUAGES	
Religion	-----	+5	Common, Giant	
<b>WISDOM</b>	10	+0	OTHER STATISTICS	
Dungeoneering	-----	+0	<b>Hit Points</b> (Bloodied 16)	
Heal	-----	+0	<b>32</b>	
Insight	-----	+5	<b>Healing Surges</b> (Value 13)	
Nature	-----	+0	[13 bars]	
Perception	-----	+0	EQUIPMENT	
<b>CHARISMA</b>	16	+3	2 javelins, longsword, heavy shield, plate armor, and adventurer's kit.	
Bluff	-----	+3	ACTION POINT	
Diplomacy	-----	+8	[1 bar]	
Intimidate	-----	+3		
Streetwise	-----	+3		



Paladins are holy warriors – defenders of good, and enemies of evil. 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

##### 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  
**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.

##### 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.

##### 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.

#### 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.

##### Heroic Effort Encounter

**No Action** **Personal**  
**Trigger:** You miss with an attack or fail a saving throw.  
**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

##### 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.

##### 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.

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# DUNGEONS & DRAGONS

## ENCOUNTERS

### FARGRIM

DWARF FIGHTER (SLAYER) / LEVEL 1

DIFFICULTY ★

"The earth trembles at my step? You should see what I can do with my axe!"

#### ABILITIES & SKILLS

<b>STRENGTH</b>	18	+4
Athletics	-----	+7
<b>CONSTITUTION</b>	16	+3
Endurance	-----	+8
<b>DEXTERITY</b>	14	+2
Acrobatics	-----	+0
Stealth	-----	+0
Thievery	-----	+0
<b>INTELLIGENCE</b>	10	+0
Arcana	-----	+0
History	-----	+0
Religion	-----	+0
<b>WISDOM</b>	11	+0
Dungeoneering	----	+2
Heal	-----	+0
Insight	-----	+0
Nature	-----	+0
Perception	-----	+0
<b>CHARISMA</b>	10	+0
Bluff	-----	+0
Diplomacy	-----	+0
Intimidate	-----	+5
Streetwise	-----	+0

#### DEFENSES

**Armor Class** 18

**Fortitude** 16

**Reflex** 12

**Will** 10

#### INITIATIVE

+2

#### SPEED

5

#### VISION

low-light, normal

#### LANGUAGES

Common, Dwarven

#### OTHER STATISTICS

**Hit Points** (Bloodied 15)

31

**Healing Surges** (Value 7)



#### EQUIPMENT

greataxe, 4 throwing hammers, and plate armor.

#### ACTION POINT

1

#### TRAITS

##### Stand Your Ground:

Push, Pull and Slides that effect you move you one less square. If you would be knocked prone you take a saving throw to avoid being knocked prone.

##### Cast-Iron Stomach:

You gain a +5 racial bonus to saving throws against poison.

#### FEATS

Armor Proficiency: Plate

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

##### ⚔ Greataxe At-Will

**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** 1d20 + 7 vs. AC **Hit:** 1d12 + 6 damage.

##### 🔱 Throwing Hammer At-Will

**Standard Action** Ranged 5/10  
**Target:** One creature  
**Attack:** 1d20 + 7 vs. AC **Hit:** 1d6 + 6 damage.

##### ⚡ Power Strike Encounter

**Free Action** Personal  
**Trigger:** You hit an enemy with your greataxe.  
**Target:** The enemy you hit  
**Effect:** The target takes 1d12 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 (Stance)  
**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 (Stance)  
**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

##### Dwarven Resilience Encounter

**Minor Action** Personal  
**Effect:** You use your second wind.  
**Second Wind** Encounter n  
**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

### JARREN

HUMAN WIZARD (EVOCATION MAGE)/LEVEL 1

DIFFICULTY ★★

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

**ABILITIES & SKILLS**

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

**DEFENSES**

**Armor Class** 14

**Fortitude** 13

**Reflex** 15

**Will** 15

INITIATIVE +0    SPEED 6

VISION normal

LANGUAGES Common, Primordial

OTHER STATISTICS

**Hit Points** (Bloodied 12)

**24**


**Healing Surges** (Value 6)

EQUIPMENT staff, cloth armor, adventurer's kit, spell book and 29 gold pieces.

**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.

**FEATS**  
Implement Focus (staff), Jack of All Trades



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.

##### ⑤ 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

##### Heroic Effort Encounter

**No Action**    Range: Personal  
Trigger: You miss with an attack or fail a saving throw.  
Effect: You gain a +4 racial bonus to the attack roll of the saving throw.

##### 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**    Type/Range: 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**    Type/Range: 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.

This character was made using the *Heroes of the Fallen Lands™* sourcebook. Use the Character Builder to create and modify this character!

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# DUNGEONS & DRAGONS

## ENCOUNTERS

### KEIRA

ELVEN ROGUE (THIEF) / LEVEL 1

DIFFICULTY ★

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

#### ABILITIES & SKILLS

<b>STRENGTH</b>	14	+2
Athletics	-----	+7
<b>CONSTITUTION</b>	11	+0
Endurance	-----	+0
<b>DEXTERITY</b>	18	+4
Acrobatics	-----	+9
Stealth	-----	+9
Thievery	-----	+9
<b>INTELLIGENCE</b>	10	+0
Arcana	-----	+0
History	-----	+0
Religion	-----	+0
<b>WISDOM</b>	12	+1
Dungeoneering	----	+1
Heal	-----	+1
Insight	-----	+1
Nature	-----	+3
Perception	-----	+8
<b>CHARISMA</b>	14	+2
Bluff	-----	+7
Diplomacy	-----	+2
Intimidate	-----	+2
Streetwise	-----	+2

#### DEFENSES

**Armor Class** 16

**Fortitude** 12

**Reflex** 16

**Will** 12

INITIATIVE +4 SPEED 7

VISION low-light, normal

LANGUAGES Common, Elven

#### OTHER STATISTICS

**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.

#### TRAITS

**Wild Step:** You ignore difficult terrain when you shift.

**Group Awareness:** You grant non-elf allies within 5 squares of you a +1 racial bonus to Perception checks.

**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.

FEATS Toughness

ACTION POINT ☐

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. Keira does not miss much. Use *elven accuracy* on your first missed attack.

##### 🎯 Elven Accuracy Encounter ☐

Free Action Personal  
Trigger: You make an attack roll and dislike the result.  
Effect: Reroll the attack roll. Use the second roll, even if it's lower.

##### 💨 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

### VALENAE

ELADRIN CLERIC (WAR PRIEST) / LEVEL 1

DIFFICULTY ★★★

"You have an audience with the Raven Queen!"

#### ABILITIES & SKILLS

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

#### DEFENSES

<b>Armor Class</b>	18
<b>Fortitude</b>	13
<b>Reflex</b>	13
<b>Will</b>	16

#### INITIATIVE

+1

#### SPEED

5

#### VISION

low light, normal

#### LANGUAGES

Common, Elven

#### OTHER STATISTICS

**Hit Points** (Bloodied 13)

26

**Healing Surges** (Value 6)



#### EQUIPMENT

3 javelins, mace, chainmail, heavy shield, adventurer's kit and 15 gold pieces.

#### ACTION POINT

1

#### TRAITS

##### Sun Domain:

You gain a +2 bonus to death saving throws. While within 5 squares of you, your allies also gain this bonus.

##### Eladrin Will:

You gain a +5 racial bonus to saving throws against charm effects.

#### FEATS

Shield Finesse

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 *sun burst* when you have 3 or more allies in range. Otherwise, use *blessing of battle*, unless one of your allies needs the saving throw from *brand of the sun*.

#### ATTACK POWERS

##### Blessing of Battle

At-Will

##### Standard Action

Melee weapon

Target: One creature  
Hit: 1d8 + 4 damage.

Effect: You or one ally within 5 squares of you gains resist 2 to all damage until the end of your next turn.

##### Brand of the Sun

At-Will

##### Standard Action

Melee weapon

Target: One creature  
Hit: 1d8 + 4 damage.

Effect: You or one ally within 5 squares of you can make a saving throw.

##### Mace

At-Will

##### Standard Action

Melee weapon

Target: One creature  
Hit: 1d8 + 0 damage.

##### Javelin

At-Will

##### Standard Action

Ranged 10/20

Target: One creature  
Hit: 1d6 + 0 damage.

##### Sun Burst

Encounter

##### Standard Action

Melee weapon

Target: One creature  
Hit: 1d8 + 4 radiant damage.

Effect: You and each ally within 5 squares of you gain 5 temporary hit points and can make a saving throw.

##### Lesser Aspect of Wrath

Daily

##### Standard Action

Melee weapon

Target: One creature  
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

##### Sun's Glow

At-Will

##### Minor Action

Melee 1

Target: One object or unoccupied square

Effect: The target sheds bright light that fills its space and squares within 4 squares of it. The light lasts for 1 hour, until you use this power again, or until you end the light as a free action.

##### Fey Step

Encounter

##### Move Action

Personal

Effect: You teleport 5 squares.

##### 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 or an ally in the burst regains 2 hit points.

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

##### 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: Soothing Light

Encounter

##### Minor Action

Close burst 2

Target: You or one ally in the burst

Effect: The target makes a saving throw with a +2 power bonus.

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*™ sourcebook. Use the D&D Character Builder to create and modify this character!

See [DungeonsandDragons.com](http://DungeonsandDragons.com) for more information.

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