

DUNGEONS & DRAGONS

ENCOUNTERS

BELIEL

MALE DROW WARLOCK (DARK PACT) / LEVEL 1 / UNALIGNED

"When you stare into the darkness, I stare back."

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 10	+0	AC 14	+1	ARCANA +7
CON 11	+0	FORT 10	SPEED (In squares) 6	BLUFF +10
DEX 12	+1	REF 13	VISION darkvision	INTIMIDATE +12
INT 14	+2	WILL 16	LANGUAGES Common, Elven	STREETWISE +10
WIS 8	-1		SENSES Passive Insight 9, Passive Perception 9	
CHA 20	+5			

HIT POINTS (Bloodied 13) 23

ACTION POINT

SECOND WIND

HEALING SURGES

value 5

EQUIPMENT

Sickle
Leather armor
Rod

Adventurer's kit
46 gold pieces

OTHER EQUIPMENT

Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires sickle; +2 vs. AC; 1d6 damage.

Ranged Basic Attack

Standard / Ranged 10 / At-Will

See *eldritch blast* below.

Warlock's Curse

Minor / Nearest Enemy Within Sight / At-Will

Place a curse on the nearest enemy within line of sight. The curse remains in effect until the end of the encounter or the enemy is defeated. If you hit a cursed enemy with an attack, 1/round deal +1d6 damage.

Darkspiral Aura

Immediate interrupt / Cursed Enemy / At-Will

When a cursed enemy is reduced to 0 hit points or fewer, add 1 to your darkspiral aura. Your darkspiral aura has a starting value of 0 and resets to 0 after a short or extended rest. When an enemy makes a melee or ranged attack against you, you can use your darkspiral aura as an immediate interrupt, doing 1d6 psychic damage for every point of darkspiral aura you spend. If the attack deals less than 12 damage, your aura value becomes 0. If the attack deals 12 or more damage, the enemy becomes weakened for their attack and your aura value becomes 1.

Eldritch Blast

Standard / Ranged 10 / At-Will

+5 vs. Reflex; 1d10 + 5 damage. You can use this power as a ranged basic attack.

Spiteful Glamor

Standard / Ranged 10 / At-Will

+5 vs. Will; 1d8 + 5 psychic damage or 1d12 + 5 psychic damage against a target at maximum hit points.

Holy Strike

Standard / Melee Weapon / At-Will

+7 vs. AC; 1d10 + 4 radiant damage and if you marked the target, gain a +3 bonus to the damage roll.

Cloud of Darkness

Minor / Close Burst 1 / Encounter

Burst creates cloud of darkness that blocks line of sight, squares within are totally obscured, and creatures within are blinded until they exit. You are immune to these effects. **Lolthtouched:** Use either *cloud of darkness* or *darkfire* 1/encounter.

Darkfire

Minor / Ranged 10 / Encounter

+9 vs. Reflex; until the end of your next turn, all attacks against the target have combat advantage and the target cannot benefit from invisibility or concealment. **Lolthtouched:** Use either *cloud of darkness* or *darkfire* 1/encounter.

Flickering Venom

Standard / Ranged 10 / Encounter

+5 vs. Reflex; 2d8 + 5 force damage and if you have combat advantage, deal 2 poison damage.

Contagion

Standard / Ranged 10 / Daily

+5 vs. Fortitude; ongoing 10 poison damage (save ends), and the first time the target fails a saving throw against the damage, the ongoing damage spreads to each enemy within 4 squares of the target. **Miss:** Ongoing 5 poison damage (save ends); the damage does not spread.

OTHER ABILITIES*

Feats:

Cursed Advantage (see below).

Trance:

Instead of sleeping, meditate 4 hours, resting but remaining aware.

Prime Shot:

+1 to ranged attacks against a target that no other allies are closer to than you.

Shadow Walk:

If you move 3+ squares on your turn, gain concealment until the end of your next turn.

Cursed Advantage:

Gain combat advantage against cursed enemies.

* Some character options not present on character sheet for brevity.