

DUNGEONS & DRAGONS

ENCOUNTERS

VALENAE

ELADRIN CLERIC (WAR PRIEST) / LEVEL 1

DIFFICULTY ★★★

“You have an audience with the Raven Queen!”

ABILITIES & SKILLS

STRENGTH 10 +0

Athletics ----- -1

CONSTITUTION 14 +2

Endurance ----- +1

DEXTERITY 13 +1

Acrobatics ----- +0

Stealth ----- +0

Thiery ----- +0

INTELLIGENCE 10 +0

Arcana ----- +2

History ----- +7

Religion ----- +5

WISDOM 18 +4

Dungeoneering ----- +4

Heal ----- +9

Insight ----- +4

Nature ----- +4

Perception ----- +4

CHARISMA 10 +0

Bluff ----- +0

Diplomacy ----- +5

Intimidate ----- +0

Streetwise ----- +0

DEFENSES

Armor Class 18

Fortitude 13

Reflex 13

Will 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.

TRAITS

Sun Domain:

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

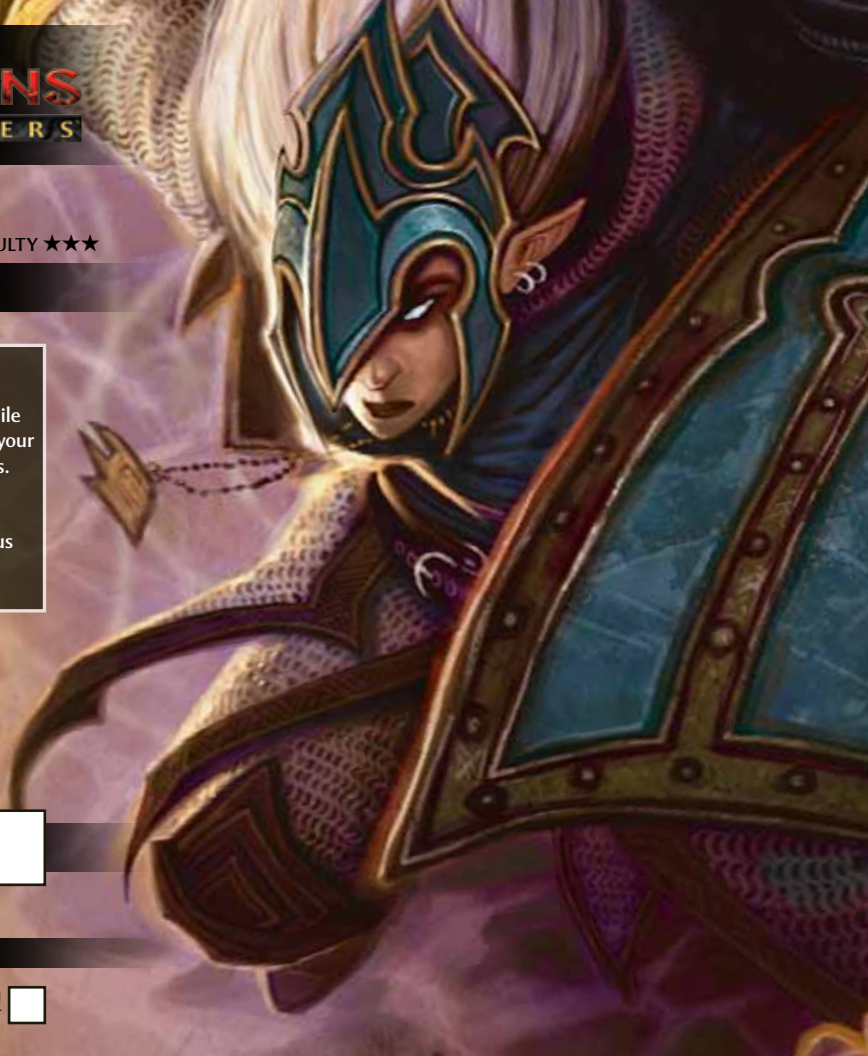
Eladrin Will:

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

FEATS

Shield Finesse

ACTION POINT



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 for more information.