

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.

ACTION POINT



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 for more information.

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