

# Enlara Brightsoul

Favored Soul / Commanding Avenger 16 / Deva

Strength 13	[1d20 + 9]	+1 Attribute +8 Level
Athletics	[1d20 + 9]	
Dexterity 11	[1d20 + 8]	+0 Attribute +8 Level
Acrobatics	[1d20 + 14]	+5 Trained +1 Feat
Stealth	[1d20 + 14]	+5 Trained +1 Feat
Thievery	[1d20 + 8]	
Constitution 16	[1d20 + 11]	+3 Attribute +8 Level
Endurance	[1d20 + 17]	+5 Trained +1 Feat
Intelligence 24	[1d20 + 15]	+7 Attribute +8 Level
Arcana	[1d20 + 15]	
History	[1d20 + 15]	+2 Racial
Religion	[1d20 + 15]	+2 Racial
Wisdom 24	[1d20 + 15]	+7 Attribute +8 Level
Dungeoneering	[1d20 + 15]	
Heal	[1d20 + 21]	+5 Trained +1 Feat
Insight	[1d20 + 15]	
Nature	[1d20 + 15]	
Perception	[1d20 + 15]	
Charisma 11	[1d20 + 8]	+0 Attribute +8 Level
Bluff	[1d20 + 8]	
Diplomacy	[1d20 + 8]	
Intimidate	[1d20 + 14]	+5 Trained +1 Feat
Streetwise	[1d20 + 8]	

Combat Statistics	
Initiative +8	Speed 6 / 10 fly
28	Armor Class
21	Fortitude
26	Reflex
26	Will
13	Fire Resistance
13	Necrotic Resistance
13	Radiant Resistance
119 ← HP	Bloodied → 69
Healing Surge	34
Surges per day	9
Passive Perception	25
Passive Insight	25
<b>+26/+27 attack Bonus</b> +7 Wisdom modifier +8 half your level +3 proficiency bonus +4 enhancement bonus +2 bonus: Weapon Expertise (Heavy Blades)	
<b>+13 damage bonus</b> +6 Strength modifier +4 enhancement bonus +2 Item bonus: Iron Armbands of Power +1 feat bonus: Hellfire Blood	

## Racial Features

- **Ability Scores:** +2 Intelligence, +2 Wisdom
- **Size:** Medium
- **Speed:** 6 squares
- **Vision:** Normal
- **Languages:** Common, choice of two others
- **Skill Bonuses:** +2 History, +2 Religion
- **Astral Majesty:** You have a +1 bonus to all defenses against attacks made by bloodied creatures.
- **Astral Resistance:** You have resistance to necrotic damage and radiant damage equal to 5 + one-half your level.
- **Immortal Origin:** Your spirit is native to the Astral Sea, so you are considered an immortal creature for the purpose of effects that relate to creature origin.
- **Memory of a Thousand Lifetimes:** You have the *memory of a thousand lifetimes* power

## Avenger Class Traits

- **Armor Proficiencies:** Cloth
- **Weapon Proficiencies:** Simple melee, military melee, simple ranged
- **Implements:** Holy symbols
- **Bonus to Defense:** +1 Fortitude, +1 Reflex, +1 Will

- **Hit Points at 1st Level:** 14 + Constitution score
- **Hit Points per Level Gained:** 6
- **Healing Surges per Day:** 7 + Constitution modifier
- **Trained Skills:** Religion. From the following skills list below choose four trained skills at 1st level: *Acrobatics (Dex)*, *Athletics (Str)*, *Endurance (Con)*, *Heal (Wis)*, *Intimidate (Cha)*, *Perception (Wis)*, *Religion (Int)*, *Stealth (Dex)*, *Streetwise (Cha)*
- **Armor of Faith:** While you are neither wearing heavy armor nor using a shield, you gain a +3 bonus to AC.
- **Censure of Unity:** When any enemy other than your oath of enmity target hits you, you gain a bonus to damage rolls against your oath of enmity target equal to your Intelligence modifier until the end of your next turn. This bonus is cumulative
- **Channel Divinity:** Once per encounter, you can use a Channel Divinity power. You start with two Channel Divinity powers: *abjure undead* and *divine guidance*. You can gain additional Channel Divinity powers by taking divinity feats.
- **Oath of enmity:** Your god gives you the power to strike down your chosen prey. You gain the oath of enmity power.

### Favored Soul Class Features

- **Favored Action (11<sup>th</sup> level):** When you spend an action point to take an extra action, you or an ally adjacent to you can also spend a healing surge.
- **Heaven's Shield (11<sup>th</sup> level):** While you have maximum hit points, you gain a +1 bonus to all defenses.
- **Heaven's Boon (16<sup>th</sup> level):** A pair of feathery wings unfolds from your back, and you gain a fly speed of 6. You can use this speed only if you are wearing no armor or light armor.

## At Will Warlord Exploits

### +1 Attack racial bonus against bloodied foes - Bloodhunt

**Prestidigitation (Standard( Ranged 2):** Use this cantrip to accomplish one of the effects given below.

- Move up to 1 pound of material.
- Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
- Color, clean, or soil items in 1 cubic foot for up to 1 hour.
- Instantly light (or snuff out) a candle, a torch, or a small campfire.
- Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
- Make a small mark or symbol appear on a surface for up to 1 hour.
- Produce out of nothingness a small item or image that exists until the end of your next turn.
- Make a small, hand-held item invisible until the end of your next turn.

Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power.

**Special:** You can have as many as three prestidigitations active at one time.

**Mage Hand (Minor) Ranged 5:** You conjure a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand.

As a move action, you can move the hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object.

**Sustain Minor:** You can sustain the hand indefinitely.

**Special:** You can create only one hand at a time.

### Basic Attacks:



- **Melee:** [1d20 + 26] [1d8 + 13] fire damage
- **Ranged (5/10):** [1d20 + 21] [1d6 + 10] damage, high critical

**Commander's Strike (Standard) Melee weapon:** An ally of your choice makes a melee basic attack against the target with a bonus to damage equal to your Intelligence modifier (+7).

**Opening Shove (Standard) Melee weapon:** [1d20+26] vs Reflex; You push the target 1 square. Then choose one ally you can see. That ally either shifts your Intelligence modifier (7) squares or makes a melee basic attack against the target.

## Warlord Encounter Exploits

**Infernal Wrath (Minor) Personal:** You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add your Charisma modifier (+5) as extra damage.

**Adaptive Stratagem (Minor) Close burst 10:** Until the end of your next turn, one ally in burst gains his or her choice of a power bonus to damage rolls equal to your Intelligence modifier (+7) or a power bonus to saving throws equal to your Charisma bonus (+5).

**Resourceful Presence:** The ally gains both bonuses.

**Surprise Attack (Standard) Melee weapon:** [1d20 + 26] vs. AC; [1d8 + 13] fire damage. An ally within 5 squares of you makes a basic attack with combat advantage as a free action against a target of his or her choice.

**Tactical Presence:** The ally gains a bonus to the attack roll equal to your Intelligence modifier (+7).

**Inspiring Word (Minor) Close burst 10:** You or one ally in burst can spend a healing surge and regain an additional [4d6] hit points.

**Special:** You can use this power three times per encounter, but only once per round.

**Special:** When you use inspiring word, you can forgo any extra dice of healing granted by the power to instead grant the target a saving throw.

**Flexible Authority (Immediate Reaction) Close burst 10:** When an ally within 10 squares of you spends an action point to take an extra action, you choose for the target to gain one of the following benefits: regain hit points equal to one-half your level + your Charisma modifier (+5); gain a bonus to the extra action's attack rolls equal to one-half your Intelligence modifier (+7); or make a basic attack or take a move action as a free action but grant combat advantage to all enemies until the end of his or her next turn.

**Deceiver's Ploy (Standard) Melee weapon:** [1d20 + 26] vs Will. If you are using a shield, you gain combat advantage for this attack.

**Hit:** [2d8 + 13] fire damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

**Beat Them Into the Ground (Standard) Melee weapon:** [1d20 + 26] vs. Fortitude; [2d8 + 13] fire damage, and the target is knocked prone. Every ally within 5 squares of you makes a basic attack on one target of his or her choice as a free action. These attacks deal no damage but knock the target prone on a hit.

**Tactical Presence:** Your allies gain a bonus to the attack rolls granted by this power equal to your Intelligence modifier (+7).

**Hail of Steel (Standard) Melee weapon:** [1d20 + 26] vs. AC; [2d8 + 13] damage, and every ally within 5 squares of you makes a basic attack against the target.

## Warlord Daily Exploits

**Warlord's Recovery (Standard) Close burst 5:** As a free action, the target can make an attack using an encounter attack power that he or she has already used during this encounter. Also, if you have used all your encounter attack powers, you regain the use of a war-lord encounter attack power you have used during this encounter.

**Break the Tempo (Standard) Melee weapon:** [1d20 + 26] vs AC; [4d8 + 13] fire damage.

**Effect:** If the target attacks before the end of your next turn, you can use an immediate interrupt to move 4 squares and make a melee basic attack against the target. If you deal damage, the target takes a penalty to its attack roll equal to your Intelligence modifier (+7).

**Sustain Minor:** The effect continues until the end of your next turn.

**Instant Planning (Minor) Close burst 5:** You and each ally in burst can, until the end of your next turn, gain your choice of a power bonus to attack rolls equal to your Charisma modifier (+5), a power bonus to speed equal to your Charisma modifier (+5), or a power bonus to all defenses equal to your Intelligence modifier (+7)

**Resourceful Presence:** You can grant a different bonus to each target.

**War Master's Assault (Standard) Close burst 3:** You and each ally in burst can charge or make a basic attack as a free action, with a power bonus to the attack roll and the damage roll equal to your Charisma modifier (+5).

**Side by Side (Minor) Melee 1, Stance:** Until the stance ends, you and the target ally both gain a +2 power bonus to attack rolls, AC, and Reflex when you're adjacent to each other.

**Smite of Devil's Luck (Standard \* Reliable \*Melee weapon):** [1d20 + 26] vs. AC [4d8 + 13] fire damage.

You gain an action point, which must be spent before the end of the encounter or is lost.

#### Oath of Enmity

#### Avenger Feature

*You focus your wrath on a single foe, giving your attacks against it extraordinary accuracy.*

**Encounter (Special) \* Divine**

**Minor Action**

**Close burst 10**

**Target:** One enemy you can see in burst

**Effect:** When you make a melee attack against the target and the target is the only enemy adjacent to you, you make two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point you regain the use of this power.

If another effect lets you roll twice and use the higher result when making an attack roll, this power has no effect on that attack. If an effect forces you to roll twice and use the lower result when making an attack roll, this power has no effect on that attack either.

If an effect lets you reroll an attack roll and you rolled twice because of this power, you reroll both dice

#### Memory of a Thousand Lifetimes

#### Deva Racial Power

*The dreamlike memories of your previous lives lend insight to aid you.*

**Encounter**

**No Action Personal**

**Trigger:** You make an attack roll, a saving throw, a skill check, or an ability check and dislike the result.

**Effect:** You add 1d6 to the triggering roll.

#### Prestidigitation

#### Wizard Cantrip

*You perform an amusing magical trick, such as creating a dancing wisp of light, freshening a wilting flower, making a coin invisible, or warming a cold drink.*

**At-Will \* Arcane**

**Standard Action**

**Ranged 2**

**Effect:** Use this cantrip to accomplish one of the effects given below.

- Move up to 1 pound of material.
- Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
- Color, clean, or soil items in 1 cubic foot for up to 1 hour.
- Instantly light (or snuff out) a candle, a torch, or a small campfire.
- Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
- Make a small mark or symbol appear on a surface for up to 1 hour.
- Produce out of nothingness a small item or image that exists until the end of your next turn.
- Make a small, hand-held item invisible until the end of your next turn.

Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power.

**Special:** You can have as many as three prestidigitation effects active at one time.

### Mage Hand

### Wizard Cantrip

*You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish.*

**At-Will \* Arcane, Conjunction**

**Minor Action**

**Ranged 5**

**Effect:** You conjure a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand.

As a move action, you can move the hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object.

**Sustain Minor:** You can sustain the hand indefinitely.

**Special:** You can create only one hand at a time.

### Commander's Strike

### Warlord Attack 1

*With a shout, you command an ally to attack.*

**At-Will \* Martial, Weapon**

**Standard Action**

**Melee weapon**

**Target:** One creature

**Attack:** An ally of your choice makes a melee basic attack against the target

**Hit:** Ally's basic attack damage + your Intelligence modifier.

### Opening Shove

### Warlord Attack 1

*You knock your foe off-balance while shouting a quick command to an ally.*

**At-Will \* Martial, Weapon**

**Standard Action**

**Melee weapon**

**Target:** One creature

**Attack:** Strength vs. Reflex

**Hit:** You push the target 1 square. Then choose one ally you can see. That ally either shifts a number of squares equal to your Intelligence modifier or makes a melee basic attack against the target.

### Infernal Wrath

### Tiefling Racial Power

*You call upon your furious nature to improve your odds of harming your foe.*

**Encounter**

**Minor Action**

**Personal**

**Effect:** You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add your Charisma modifier as extra damage.

### Adaptive Stratagem

### Warlord Utility 2

*Your companion has the ability and the will. You provide the plan and the motivation.*

**Encounter \* Martial**

**Minor Action**

**Close burst 10**

**Target:** One ally in burst

**Effect:** Until the end of your next turn, the ally gains his or her choice of a power bonus to damage rolls equal to your Intelligence modifier (+7) or a power bonus to saving throws equal to your Charisma bonus (+5).

**Resourceful Presence:** The ally gains both bonuses.

### Rousing Words

### Warlord Utility 6

*As your ally's spirit wanes, you manage to pick just the right words to inspire him.*

**Encounter \* Healing, Martial**

**Minor Action**

**Close burst 5**

**Target:** You or one ally in burst

**Effect:** The target can spend two healing surges.

**Inspiring Presence:** The target regains additional hit points equal to 5 + your Charisma modifier.

### Surprise Attack

### Warlord Attack 7

Despite the chaos of battle, you see a golden opportunity for an ally to make a surprising attack.

**Encounter \* Martial, Weapon**

**Standard Action**

**Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier damage. An ally within 5 squares of you makes a basic attack with combat advantage as a free action against a target of his or her choice.

**Tactical Presence:** The ally gains a bonus to the attack roll equal to your Intelligence modifier.

### Deceiver's Ploy

### Infernal Strategist Attack 11

*You feint, then lunge, setting your foe off balance.*

**Encounter \* Martial, Weapon**

**Standard Action**

**Melee weapon**

**Primary Target:** One creature

**Attack:** Strength vs. Will. If you are using a shield, you gain combat advantage for this attack.

**Hit:** 2[W] + Strength modifier (+6) damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

### Flexible Authority

### Infernal Strategist Utility 12

*You have the answer for any desperate situation.*

**Encounter \* Healing, Martial**

**Immediate Reaction**

**Close burst 10**

**Target:** The triggering ally in burst

**Trigger:** One ally within 10 squares of you spends an action point to take an extra action.

**Effect:** You choose for the target to gain one of the following benefits: regain hit points equal to one-half your level + your Charisma modifier (+5); gain a bonus to the extra action's attack rolls equal to one-half your Intelligence modifier (+7); or make a basic attack or take a move action as a free action but grant combat advantage to all enemies until the end of his or her next turn.

### Beat Them Into the Ground

### Warlord Attack 13

*You sweep the legs out from under your adversary and knock him to the ground with a mighty overhead swing. Your allies, inspired by the sight, follow suit.*

**Encounter \* Martial, Weapon**

**Standard Action**

**Melee weapon**

**Targets:** One creature

**Attack:** Strength vs. Fortitude

**Hit:** 2[w] + Strength modifier (+6) damage, and the target is knocked prone. Every ally within 5 squares of you makes a basic attack on one target of his or her choice as a free action. These attacks deal no damage but knock the target prone on a hit.

**Tactical Presence:** Your allies gain a bonus to the attack rolls granted by this power equal to your Intelligence modifier (+7).

### Hail of Steel

### Warlord Attack 17

*You level your weapon at your enemy, then pull it back and lunge forward. As your attack strikes true, your allies rain death down upon him.*

**Encounter \* Martial, Weapon**

**Standard Action**

**Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and every ally within 5 squares of you makes a basic attack against the target.

**Warlord's Recovery****Warlord Attack 9**

*You point out an opportunity perfect for an ally's attacks, renewing your own determination to end this fight.*

**Daily \* Martial**

**Standard Action**

**Close burst 5**

**Target:** One ally in burst

**Effect:** As a free action, the target can make an attack using an encounter attack power that he or she has already used during this encounter. Also, if you have used all your encounter attack powers, you regain the use of a warlord encounter attack power you have used during this encounter.

**Instant Planning****Warlord Utility 10**

*Your instinctive reactions to the situation turn the tide in your favor.*

**Daily \* Martial**

**Minor Action**

**Close burst 5**

**Targets:** You and each ally in burst

**Effect:** Until the end of your next turn, every target gains your choice of a power bonus to attack rolls equal to your Charisma modifier, a power bonus to speed equal to your Charisma modifier, or a power bonus to all defenses equal to your Intelligence modifier.

**Resourceful Presence:** You can grant a different bonus to each target.

**War Master's Assault****Warlord Attack 15**

*You orchestrate a devastating coordinated attack.*

**Daily \* Martial**

**Standard Action**

**Close burst 3**

**Targets:** You and each ally in burst

**Effect:** Each target can charge or make a basic attack as a free action, with a power bonus to the attack roll and the damage roll equal to your Charisma modifier (+5).

**Side by Side****Warlord Utility 16**

*You and an ally form a deadly team, fighting in tandem.*

**Daily \* Martial, Stance**

**Minor Action**

**Melee 1**

**Target:** One ally

**Effect:** Until the stance ends, you and the target both gain a +2 power bonus to attack rolls, AC, and Reflex when you're adjacent to each other.

**Break the Tempo****Warlord Attack 19**

*You dash about while assailing your foe with a multitude of well-aimed blows, throwing it off balance.*

**Daily \* Martial, Weapon**

**Standard Action**

**Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 4[W] + Strength modifier (+6) damage.

**Effect:** If the target attacks before the end of your next turn, you can use an immediate interrupt to move 4 squares and make a melee basic attack against the target. If you deal damage, the target takes a penalty to its attack roll equal to your Intelligence modifier (+7).

**Sustain Minor:** The effect continues until the end of your next turn.

**Smite of Devil's Luck****Infernal Strategist Attack 20**

*Your intrepid attack lands, setting up the opportunity for greater daring.*

**Daily \* Martial, Reliable, Weapon**

**Standard Action**

**Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 4[W] + Strength modifier (+6) damage. You gain an action point, which must be spent before the end of the encounter or is lost.

## Feats

### Armor Proficiency (Scale)

**Tier:** Heroic

**Prerequisites:** Str 13, Con 13, training with chainmail

**Benefit:** You have training with scale armor.

### Armor Proficiency (Plate)

**Tier:** Heroic

**Prerequisites:** Str 15, Con 15, training with scale armor

**Benefit:** You gain training with plate armor.

### Armor Specialization (Plate)

**Tier:** Paragon

**Prerequisites:** 11<sup>th</sup> level, Con 15, training with plate armor

You gain a +1 feat bonus to AC when wearing plate armor.

### Heavy Armor Agility (Heroes of the Fallen Lands)

**Prerequisite:** Str or Con 15

**Benefit:** You ignore the speed penalty for wearing heavy armor.

### Improved Tactics (Retrained at 16 from: Double Team)

**Tier:** Heroic

**Prerequisites:** Warlord, Tactical Presence class feature.

Add 1 to the attack roll bonus granted by your Tactical Presence.

### Tactical Assault (*Retrained at 17 from: Lend Might*)

**Tier:** Heroic

**Prerequisites:** Warlord, Tactical Presence class feature.

When an ally who can see you spends an action point to make an attack, the attack's damage roll gains a bonus equal to your Intelligence modifier (+7).

### Weapon Expertise (Heavy Blade)

**Tier:** Heroic

You gain a +1 bonus to attack rolls with any weapon power you use with a heavy blade. The bonus increases to +2 at 15<sup>th</sup> level and +3 at 25<sup>th</sup> level.

### Hellfire Blood

**Tier:** Heroic

**Prerequisites:** Tiefling

You gain a +1 feat bonus to attack rolls and damage rolls when you use a power that has the fire or the fear keyword.

### Combat Commander

**Tier:** Paragon

**Prerequisites:** 11<sup>th</sup> level, Warlord, Combat Leader class feature

The bonus to initiative granted by your Combat Leader class feature is now equal to your Charisma modifier (+5) or your Intelligence modifier (+7), whichever is higher.

**Improved Defenses (Heroes of the Fallen Lands)** You hone your body and mind to guard against a variety of attacks.

**Benefit:** You gain a +1 feat bonus to Fortitude, Reflex, and Will. This bonus increases to +2 at 11<sup>th</sup> level and +3 at 21<sup>st</sup> level.

### Saving Inspiration

**Tier:** Heroic

**Prerequisites:** Warlord

When you use inspiring word, you can forgo any extra dice of healing granted by the power to instead grant the target a saving throw.



## Inventory

### Amulet of Protection +4

Level 16

*This golden amulet increases your defenses and resists poison*

Lvl 18

45,000 gp

Item Slot: Neck

Enhancement: +4 Fortitude, Reflex, and Will

### Anklets of Opportunity (paragon tier)

Level 19

*when your foe is distracted by an ally, these glittering anklets quicken your step.*

Lvl 19

105,000 gp

Item Slot: Feet

Property: Gain a +1 bonus to Reflex defense.

Power (Encounter): Minor Action. Use this power while you are flanking a target. Shift 1 square.

### Iron Armbands of Power (heroic tier)

Level 6

*These plate armbands enhance the damage you deal out.*

Lvl 6

1,800 gp

Item Slot: Arms

Property: Gain a +2 item bonus to melee damage rolls

### Summoned Warplate +4

Level 16

*One need never worry about being caught unarmored while possessing this extraordinary armor.*

Lvl 16

45,000 gp

Armor: Any

Enhancement: +4 AC

Power (At-Will): Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

### Flaming Longsword +4

Level 20

*You can will this weapon to burst into flames.*

Lvl 20

125,000gp

**Weapon:** Any

**Enhancement:** +4 attack rolls and damage rolls

**Critical:** +4d6 fire damage

**Power (At-will \* Fire):** Free action; All damage dealt by this weapon is fire damage. Another free action returns the damage to normal.

**Power (Daily \* Fire):** Free action; Use this power when you hit with the weapon. Deal 2d6 fire damage, and the target takes ongoing 10 fire damage (save ends).

### Floating Light Shield (heroic tier)

Level 1

*Enameled with images of ocean waves, this shield eases your way in water.*

Lvl 1

360gp

Item Slot: Arms

**Prerequisite:** Any

**Property:** You do not sink beneath the surface of any liquid (unless you choose to do so). Also, gain a +3 item bonus to Athletics checks to swim, and to Endurance checks to swim for an hour or more. Also, you can swim at your speed on the surface of the water (but not underwater).

**Light Shield;** AC & reflex bonus +1, weight 6lbs; light shields

*You need to use your shield hand to wield a light shield properly. You can still use that hand to hold another item, to climb, or the like. However, you cant use your shield hand to make attacks.*

### Hedge's Wizard's Gloves (heroic tier)

Level 4

*With a wave of these patched gloves, you can perform magic tricks.*

Item Slot: Hands

**Power (At-will \* Arcane, Conjuration):** Standard Action. As the wizard's *mage hand* power.

**Power (At-will \* Arcane):** Standard Action. As the wizard's *prestidigitation* power.

### Augmenting Whetstone

Level 6

*This rough sharpening stone temporarily grants your weapon a magical enhancement.*

Power (Consumable): Minor Action. Touch this whetstone to a melee or ranged weapon you hold. The weapon gains a +2 enhancement bonus on attack rolls and damage rolls until the end of the encounter. This has no effect on the extra damage dice or other special effect applied when the weapon scores a critical hit.

Longsword; damage 1d8, proficiency +3; weight 4lbs; versatile; heavy blade.

*Versatile weapons are one handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon. A small character such as a halfling can use a versatile weapon two-handed, but doesn't deal extra damage.*

Warplate Armor; AC bonus +11, minimum enhancement +4, check -2, weight 50lbs, cost special, type plate.

*Legend holds that Moradin made the first godplate armor and ancient dwarf smiths copied this pattern imperfectly to make warplate armor.*

Adventurer's kit

Disguise Kit

Oil (1 pint)

Candle

Footpads

Everburning torch

Chain (10 ft.)

Journeybread (24)

x5 Unguent of Darkvision

Climber's kit

Lantern

### Background

Auspicious Birth: You substitute your highest ability for Constitution when determining your starting hp.