

# DUNGEONS & DRAGONS

## ENCOUNTERS

### Cart

WARFORGED RUNEMIND / LEVEL 2 / GOOD

*"Each rune etched onto my body is an enemy slain or an ally protected"*

ABILITY SCORE MOD

STR	18	<b>+4</b>
CON	18	<b>+4</b>
DEX	8	<b>-1</b>
INT	11	<b>+0</b>
WIS	13	<b>+1</b>
CHA	10	<b>+0</b>

**SPEED**

5

**INIT**

+0

VISION  
Low light

LANGUAGES  
Common, Primordial

EQUIPMENT

Scale Mail  
+1 Bastard Sword  
Light Shield

Passive Insight 12

Passive Perception 12

HIT POINTS  
(Bloodied 18)

36

Action  
Point

Second  
Wind

HEALING  
SURGES

value  
12

### Living Contract

As a living construct you never need to eat, drink, breath, or sleep.  
You gain a +2 bonus to saving throws against ongoing damage and  
on death saving throws take the better of your result or 10

### Skills

- +0 ACROBATICS
- +1 ARCANA
- +10 **ATHLETICS**
- +1 BLUFF
- +1 DIPLOMACY
- +7 **DUNGEONEERING**
- +7 ENDURANCE
- +2 HEAL
- +1 HISTORY
- +2 INSIGHT
- +4 INTIMIDATE
- +2 NATURE
- +2 PERCEPTION
- +6 **RELIGION**
- +0 STEALTH
- +1 STREETWISE
- +0 THIEVERY

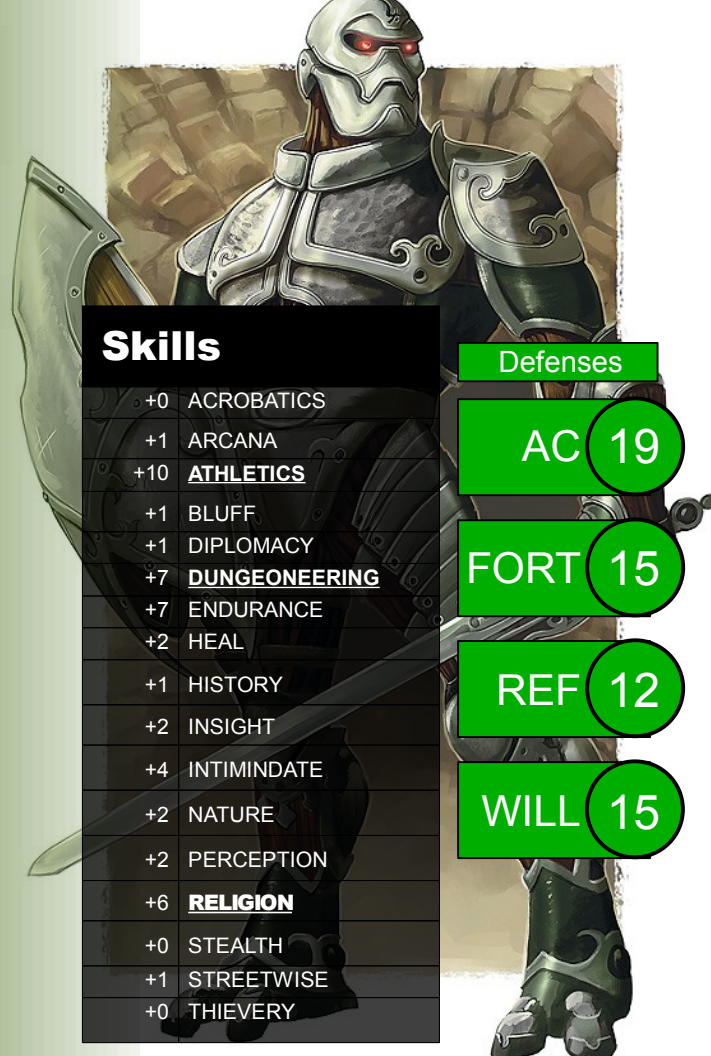
**Defenses**

AC 19

FORT 15

REF 12

WILL 15



<div> <div>Conductive Defense</div> <div>Standard / Melee Weapon / At-Will</div> </div> <div>+9 vs Reflex; 1d10+5 lightning damage and the target takes 4 lightning damage every time it hits or misses one of your allies</div>	<div> <div>Battlemind's Demand</div> <div>Minor/Close Burst 3/At-Will</div> </div> <div>Effect: You mark one creature in burst until the end of encounter or until you use this power again</div>
<div> <div>Word of Diminishment</div> <div>Standard / Melee Weapon / At-Will</div> </div> <div>+9 vs AC; 1d10+5 damage and one of the following effects  <b>Rule of Destruction:</b> The target gains vulnerable 2 to all damage and vulnerable 5 against opportunity attacks until the end of your next turn  <b>Rule of Protection:</b> The target takes a -4 penalty to damage rolls until the end of your next turn</div>	<div> <div>Mind Spike</div> <div>Immediate Reaction/Melee 1/ At-Will</div> </div> <div> <b>Trigger:</b> An adjacent enemy marked by you deals damage to your ally with an attack that doesn't include you as a target  <b>Effect:</b> That enemy takes force and psychic damage equal to the damage it dealt </div>
<div> <div>Anvil of Battle</div> <div>Standard / Melee Weapon/ Encounter</div> </div> <div>+9 vs Fortitude; 1d10+5 damage, you gain resist 5 to all of the target's attacks until the start of your next turn, and one of the following effects  <b>Rule of Destruction:</b> Until the end of your next turn, whenever the target shifts, you or an ally adjacent to you can make an opportunity attack against it with a +4 bonus to the attack roll  <b>Rule of Protection:</b> Until the end of your next turn, whenever the target shifts, you and each ally within 2 squares of the target can shift 1 square as a free action.</div>	<div> <div>Warforged Resolve</div> <div>Minor / Personal/ Encounter</div> </div> <div>Effect: You gain 4 temporary hit points and can make a saving throw against one effect on you that deals ongoing damage. If you are bloodied, you also regain 4 hit points</div> <div> <div>Vengeful Weapon</div> <div>Free / Personal/ Encounter</div> </div> <div>           Trigger: An enemy hits a bloodied ally within 10 squares of you            Effect: Until the end of your next turn you gain a +2 bonus to attack rolls and +1d10 to damage rolls against that enemy         </div>
<div> <div>Rune of Mending</div> <div>Minor / Close Burst 5 / Encounter</div> </div> <div>Effect: You or one ally in burst may spend a healing surge.  <b>Rule of Destruction:</b> You and all allies in burst also gain a +2 power bonus to damage rolls until the end of your next turn  <b>Rule of Protection:</b> You and all allies in burst also gain a +1 power bonus to defenses until the end of your next turn</div>	<div> <div>Rune of Undeniable Dawn</div> <div>Standard/Close Burst 3/Daily</div> </div> <div>Each enemy in burst: +9 vs AC: <b>Hit:</b> 1d10+ 5 radiant damage.  <b>Miss:</b> Half damage.  <b>Effect:</b> The burst creates a zone that lasts until the end of your next turn. You and your allies gain a +2 power bonus to all defenses while within the zone.  <b>Sustain Minor:</b> The zone persists..</div>
<div> <div>RUNES OF WRATH</div> <div>OTHER ABILITIES</div> </div> <div>Whenever an enemy deals damage to you with an attack you gain a +4 bonus to damage rolls against that enemy until the end of your next turn.</div> <div> <div>RUNE MASTER</div> <div>Choose one of the following Rune States, you gain the following aura as well as any benefit associated with that rune state on your powers. Whenever you use a power with a rune state benefit you may change your rune state as a free action.</div> <div> <b>Rule of Destruction:</b> Allies gain a +1 bonus to hit enemies adjacent to you  <b>Rule of Protection:</b> While adjacent to you allies gain resist 2 to all damage </div> </div>	<div> <div>Shield of Sacrifice</div> <div>Minor/Close Burst 5/Daily</div> </div> <div> <b>Effect:</b> You or one ally in burst loses a healing surge. Then one or two allies in burst regain hitpoints equal to their surge value. Each participant gains a +5 bonus to AC until the end of your next turn. </div>

Cart is a hybrid defender/leader, he has both the ability to mark his enemies to prevent them from attacking his allies and the ability to dispense healing during battle. He has high defenses and a lot of hitpoints which allow him to go toe to toe with the toughest monsters on the battlefield. You have once per encounter healing in the form of Rune of Mending, use it whenever you or an ally become bloodied.

- His most complicated mechanic is his Rune States. You start each day in a Rune State gaining a permanent Aura that either increases your allies' chances to hit or gives them resistance. You can also choose to change your rune state whenever you use a rune state power, if you are in the Rune of Destruction and use Word of Diminishment you can choose to switch to Rune of Protection before you make the attack, changing the condition that is applied on a hit.

- In order to protect your allies you must use Battlemind's Demand to mark the monster you want to focus on you. Marking an opponent gives it a -2 penalty to hit when making attacks that don't include you and allows you to use Mind Spike if it ever ignores your mark. In order to use Mind Spike you must be adjacent to the monster you have marked, so stay next to it! Conductive Defense is one way of punishing enemies even if they move away from you. Conductive Defense also triggers multiple times if multiple allies are included in a burst, once for each attack roll the enemy makes. If enemies are shifting away from you use the Anvil of Battle, which will allow you to either punish them for shifting or allow you to shift with them.

- Whenever you are damaged you get stronger! Rune of Wrath triggers every time you take damage from an enemies attack and gives you a bonus to damage. Be sure to remember this as your mark will cause enemies to focus their attacks onto you. If you find yourself taking more damage than you can handle use Word of Diminishment+Rune of Protection

- Your melee basic attack is at +9 to hit AC and 1d10+5 damage