

Cameron



Summary: You're the most mystically adept of the group. While your attacks don't do as much damage as some members of the party, they confuse and charm your opponents as you move them around the battlefield. Enemies which are immobilized or far away from the heroes they wish to attack are much less effective. Your tactics vary mostly depending on what your allies have already done.

Outside of combat, you're knowledgeable about arcane, religious, and historical matters, as well as being fairly perceptive and insightful. **Chamelon's Mask** also allows you to be stealthy for a short time, using your Arcana in place of your Stealth for a single roll. You also have access to several rituals which take minutes to perform but have varying effects. Look over their names and ask the DM about each

that interests you.

Typical Round 1 Tactics: You work best at range, so let everyone else run ahead while you stay about ten squares away from your targets whenever possible.

If that can't be avoided, consider using **Ebony Razors** to hit as many enemies as possible (and hopefully avoid your allies). Otherwise, try using **Charm of Misplaced Wrath** to make one enemy attack another one, or if Helga has pulled a bunch of enemies together, use **Charm of the Defender** to have one enemy in the middle attack any other enemies adjacent to it when they start their turns.

If you are within 5 squares of an ally who is adjacent to an enemy, use the **Resplendent Circlet's** power as a minor action to give the ally combat advantage against that enemy.

Action Point Notes: When you spend an action point, you get a +6 bonus to attack rolls against every enemy you attack with that extra action until the start of your next turn and grant the same bonus to your allies. Try to use attacks which target multiple creatures, such as **Winged Horde**, **Ebony Razors**, or some of your daily powers, to maximize this benefit. **Visions of Avarice** is particularly good, as it is a huge burst and pulls all your enemies together and immobilizes them, setting them up for attacks from Argus or Helga.

Along with the big attack targeting multiple creatures, use one of your other "Charm" encounter powers on what's left.

Consider not spending your action point in an encounter where Argus uses his and vice versa – you both give your allies big attack bonuses when you spend action points, and one of those bonuses is usually enough to ensure that no one misses with their attacks.

Remember!

- Whenever you hit a creature with an attack and deal psychic damage, that creature takes a -2 penalty to its next attack roll. Other than **Numinous Cascade**, all your powers that deal damage deal radiant damage, so this applies to most of your attacks.
- When you hit a creature with an illusion attack (check the keywords on the character sheet), you gain combat advantage against that creature until the end of your next turn. This applies to only one creature even if you hit multiple creatures.
- When you miss with an attack or fail a skill check and you think you were close to succeeding, use your **Memory of a Thousand Lifetimes** power to gain a +1d6 bonus to the roll and hopefully change the failure to a success.
- Consider saving **Numinous Cascade** until the second round or later, as Grimp's attack bonus and the bonus from your action point or Argus' action point will have worn off by then.
- When Helga has moved many enemies together, that's a good time to use **Charm of the Defender**.
- When Argus has used **Flame Spiral**, that's a good time to use powers which slide or pull targets such as **Phantom Bolt**, **Visions of Avarice**, or any power with "Charm" in the name to move enemies next to Argus.
- When multiple enemies are surrounding Fellick, you can use the same set of powers listed above to move enemies away from him so that he can use his **Oath of Enmity**. He'll thank you.
- When it's not your turn, you can use the **Shield** and **Repelling Shield** powers, and occasionally your **Staff of Defense** power, to protect yourself from attacks. Use them when the DM has announced you have been hit to increase your defenses retroactively and turn a hit into a miss.
- You have a +1 bonus to all defenses against attacks made by bloodied creatures, so as a fight goes on, you are a little tougher.
- While you are not bloodied, allies within 5 squares of you get a +1 bonus to all saving throws.
- Your character sheet lists several powers with "SPELLBOOK" under their names. These powers are available in your spellbook to replace a power of the same level. For the purposes of the adventure, these powers can be ignored.