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ADVANCED PLAYER'S GUIDE

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ARI MARMELL

EXPEDITIOUS RETREAT PRESS

ADVANCED PLAYER'S GUIDE



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AUTHOR'S INTRODUCTION

Well... Fourth Edition.

They're not words I'd ever have thought to hear, when I first picked up a red cardboard box with a green dragon on the cover back in 1983. And even as recently as a year or so ago, they're not words I'd have thought to hear any time soon.

But you know what? I'm glad I did. I *like* Fourth Edition. I like the rules. I like the feel of it. I even, both despite and because of some fundamental changes, really like the flavor. It's interesting to read and inspiring to play—something that, I have to admit, I felt was sometimes a bit lacking during the 3E era.

That said, though, there are a few things missing. Some of the classic races and classes, a few interesting options, aren't available. Oh, they *will* be, or at least many of them will. But they're not yet.

Perhaps more to the point, though, Fourth Edition has a very different aesthetic than First Edition did. Times have changed, and the rules and the mood of the game have changed with them. That's just fine, for the most part. But there's certainly a portion of the market that prefers the classic feel. And even as much as I like the mood and flavor of 4E, there are frequent times when I want to return to my roots, to play a game that feels and runs more like the sessions of old.

So when Clark Peterson came to me and asked me to be a guiding part of the *Advanced Player's Guide* for Necromancer Games—to help fill in the current gaps, to help the transition from “3rd Edition Rules, 1st Edition Feel” to “4th Edition Rules, 1st Edition Feel,” there was no possible way I could refuse.

It was certainly a *unique* experience. See, I had access to the rules before Clark did, and I wasn't allowed to share them. So a lot of the development of this book consisted of exchanges much like this:

Clark: I'd really like us to include X.

Me (thinking): Sure, I'd love to include that. **Or:** Nope, that's not going to work under the 4E rules. **Or:** I'm already doing that. **Or:** That's actually already in the *PHB*. **Or...**

Me (speaking): Yeah, that'd be cool.

I literally had to develop and write my portions of this book knowing what Clark wanted, but not being able to share with him the specifics of what I was doing, or even tell him how many of his goals I'd be able to meet.

Nor was that the only difficulty. I've got a pretty good grasp of the 4E rules, but let's be honest: It is a new system, with its own quirks. There were a few things that I wanted to do that I simply couldn't, since I didn't know how to balance them under the new rules—and I don't want to break the game quite this early in the process. (We'll save that for later.)

But lest you think I'm being negative, I need to stress that it's all worked out. Despite the unusual hurdles, I'm *thrilled* with the way the book turned out. I think the classes, the races, the paragon paths, and the rituals all go a very long way toward adding fun and interesting options to 4E, and carrying forward much of the flavor of the 1E days. Even without the difficulties early in the process, I honestly don't think it could have turned out any better; heck, it's possible the material is *better* for the organic nature of its birth.

And for a while, I didn't think any of you were going to get to see it. See, for various business and legal reasons, Clark decided that Necromancer Games wasn't going to convert to 4E as rapidly as he thought. He *could* have sat on the manuscript and waited, but he was kind enough to return it to me, and let me sell it elsewhere, rather than letting it linger in limbo.

It took barely a few hours after he announced this fact for Joe Browning to contact me about the book, and mere seconds after I got the e-mail to decide that they were the right match.

I've known Joe and Suzi for several years now, and we've been looking for the opportunity to work together, but the timing never worked out. Well, this time it did, and I couldn't be happier.

So what have Expeditious Retreat Press and I got for you? Well, a few racial options for one. If the current gnome isn't quite to your liking, take a gander at the earth gnome, a variant species that might more closely resemble what you remember from prior editions. There are the orc-blooded, for those of you who can't get enough of big, strong, mean halfbreeds. And of course, we've got the shire halfling, another variant on a core race. He's an older fashioned halfling, not the lithe athlete of modern editions but the portly, comfort-loving, hairy-footed hobbi... er, little guy of fantasy's most classic roots.

The core of the game, of course, has always been classes. 4E provides an excellent array, but if your old favorites haven't made an appearance yet, we've got you covered. From raging savages to mystic martial artists, inspiring heralds to priests of nature, they're all making their 4E debuts in the *APG*. Heck, we've even called an old friend off the bench, but don't believe anything you see or hear when he's around; he's a tricky fellow, that one.

There's more, of course, as I mentioned above—new paragon paths, new rituals, new feats—but the races and classes represent the true beating heart of the *Advanced Player's Guide*, the reason for its existence. I hope you're at least half as excited to play them, moving into the game's new era, as I was to design them.

Ari “Mouseferatu” Marmell
August 4, 2008

CHAPTER ONE

RACES

The D&D 4E PLAYER'S HANDBOOK includes a number of fun and interesting races to populate your game, including most of the classics from older editions. Most—not all. Presented below are new races, either those that haven't yet made the transition to the new edition, or more classically themed variants on those that have.

These new races follow all the same rules and formatting as those from the *D&D 4E Player's Handbook*.

EARTH GNOME

Miners, wanderers, and tricksters who dwell either in the wilds or underground, often underestimated until it is far too late.

RACIAL TRAITS

Average Height: 3'11" – 4'4"

Average Weight: 78 – 90 lb.

Ability Scores: +2 Constitution, +2 Intelligence

Size: Small (See the halfling entry, in the *D&D 4E Players Handbook*, for rules governing Small characters)

Speed: 5 squares

Vision: Low-light

Languages: Common, Dwarven

Skill Bonuses: +2 Arcana, +2 Stealth

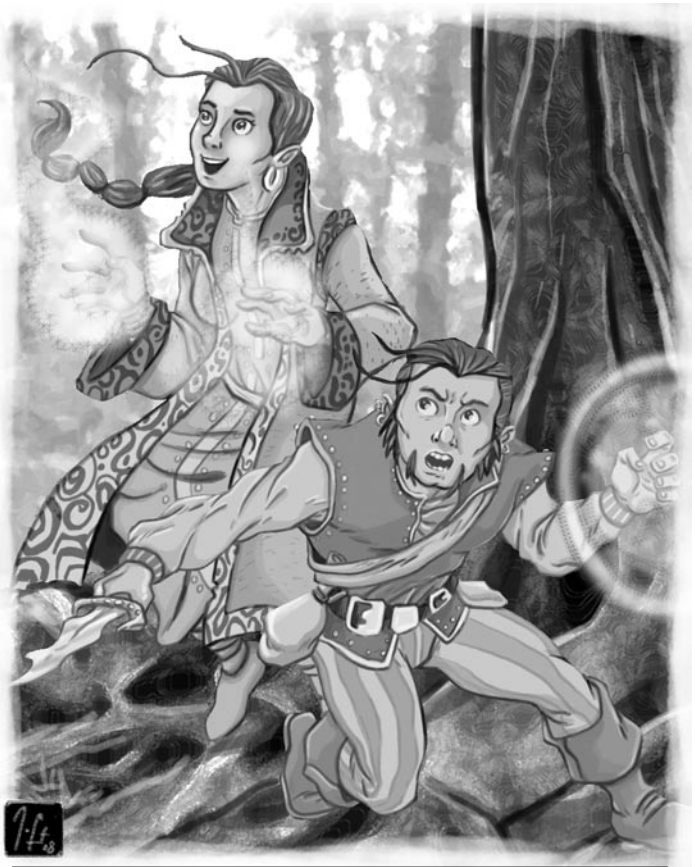
Animal Affinity: Earth gnomes have a strange, almost spiritual affinity for tiny burrowing mammals (rabbits, badgers, weasels, and the like). Once per day, all earth gnomes can cast the Commune With Animals ritual (page 100) without cost, even if they do not formally know it or cannot normally cast rituals. They may only target tiny burrowing mammals when doing so. (Earth gnomes can choose to learn the ritual normally, in order to commune with other animals, but they must meet all prerequisites and pay all costs as normal.)

Bastion of Illusion: You gain a +1 racial bonus on your Will defense, and a +5 racial bonus to saving throws against illusion effects.

Hasty Stealth: If you have cover or concealment when you make an initiative check, you can make a Stealth check to escape notice.

Battlefield Trickery: You can use *battlefield trickery* as an at-will power.

More fey than the dour dwarves but far earthier than the elves or their cousins among the other gnome races, earth gnomes occupy an odd middle ground between worlds.



Battlefield Trickery

Earth Gnome Racial Power

Through a combination of swift, deceptive motions and innate illusions, you avoid providing the opening your opponent expects.

At-Will

Minor Action

Personal

Effect: The next ranged or area attack you make, so long as it occurs before the end of your next turn, does not provoke opportunity attacks.

While some earth gnome communities are insular indeed, many earth gnomes are friendly, outgoing, even prankish—a persona that, in combination with their small size, prevents most other races from taking them seriously. Some ignore the attitudes of the larger beings, while others set out to prove themselves, but all earth gnomes take an intense pride in their heritage.

Play an earth gnome if you want...

- to play a good-hearted trickster whose jovial attitude belies a far more serious side.
- to be both outgoing and determined, someone capable of working toward what he wants under any circumstances.

- to play a spellcaster or an archer capable of launching attacks from surprising positions on the battlefield.
- to play a spellbinder, a warlock, or a wizard.

PHYSICAL QUALITIES

Earth gnomes average slightly over four feet in height, and tend toward wiry or slender builds. While pale earth gnomes are not unheard of, most range toward ruddier or darker skin tones, from the brown hue of some humans to the actual gray of stone. Their hair, too, tends toward dark, though a significant minority instead sport silver or white hair even from a young age. Male earth gnomes tend to grow facial hair, though they are not nearly so obsessive about it as are dwarves.

Earth gnomes age slightly more slowly than their dwarven cousins, reaching maturity just a little older than humans do. They tend to remain healthy and vigorous past 300 years old, and some earth gnomes survive to over 350.

PLAYING AN EARTH GNOME

The majority of earth gnomes (or at least the majority of those who deal with other races) come across as easy going and even fun-loving. That doesn't mean they're incapable of taking things seriously, or that they're constant pranksters, so much that they simply refuse to let life get them down. Even insular earth gnome communities that seek to avoid contact with the outside share such good humor amongst themselves. Because of this attitude, it often surprises others just how strong-willed earth gnomes can be. Once an earth gnome has set his sights on a goal, he can be as tireless as a dwarf, and quick to figure a way past almost any obstacle.

Earth gnomes don't seem to care much about the origins of their race. Some maintain that they descend from creatures of the Feywild, others that they sprung from the earth alongside the dwarves, but all of these are merely matters for discussion, not points of contention. They do, however, take great pride in their extended families and in the accomplishments of their ancestors. To an earth gnome, the greatest honor they can do their forebears is to acknowledge the ancestor's inspiration while striving for ever greater accomplishments.

While individual accomplishments are celebrated, where earth gnomes truly shine is teamwork. To an earth gnome, a family (or adventuring party) accomplishment, toward which everyone has worked, is of far greater value than anything they might achieve alone. Earth gnomes are strong believers in giving credit where it's due, so long as they're granted their own fare share of accolades as well.

Like dwarves, earth gnomes often have a strong acquisitive streak, making them seem greedy to outsiders—a surprise, given their propensity toward

sharing. In truth, however, earth gnomes don't seek wealth for its own sake, but rather for the benefit of their clans or parties, and as a means toward achieving other goals. Even when an earth gnome isn't actively working toward any particular objective, he gathers wealth simply on the off chance he'll need it later, not because he has any real desire to be rich.

Where earth gnomes most frequently come into conflict with others is over the art of deception. To an earth gnome, lies, illusions, and deceit are just tools like any other, to be employed in order to achieve their objectives. While an earth gnome isn't likely to lie to a friend—what would be the point?—he's also not likely to comprehend quite why so many other races take deception as a personal affront.

Earth Gnome Characteristics: Easy-going, deceptive, resolute, stubborn, sharing, avaricious, cooperative, tricky.

Earth Gnome Male Names: Arbwel, Berden, Firnok, Jebedir, Kemble, Mimr, Parnor, Rolbin, Sorobir, Zeffram

Earth Gnome Female Names: Ballace, Chifiriri, Gidrina, Fooshienne, Lobeya, Miai, Oresse, Ristle, Thingwen, Zeffereya

EARTH GNOME ADVENTURERS

Three sample gnome adventurers are described below.

Thingwen has left her home community, one of the more insular groups of earth gnomes, in order to continue her studies as a wizard. She has spent many decades as an apprentice, hoping to follow in the footsteps of her mother and father, both of whom were also arcanists. She's decided, however, that if she is to truly honor their accomplishments, she must surpass them—and she cannot do that at home. Thingwen is exceedingly intelligent, but woefully naïve regarding the outside world. While she'd be just as happy finding a master to teach her secrets and spells unavailable back home, she's likely to wind up caught up in the adventuring lifestyle purely out of a sense of burning curiosity and an ignorance of what sorts of evil exist in the region.

The warlock Zeffram has long been fascinated with the power in the stars—astrology and divination, yes, but he always felt there was more to it than that. One night while exploring an ancient library, he and the adventurers he'd hired to escort him were attacked by aberrant things, among the worst the Far Realm could produce. Zeffram isn't certain how he survived; he remembers a great talon rising up to strike him down, and he remembers lifting an ancient tome to block it. When next he awoke, he lay beneath the night sky, the tome open to the first of many ancient treatises on the power of the beasts that dwell beyond the stars. Zeffram, now a warlock, sometimes wonders precisely what it is that grants him his power—but he doesn't worry about it enough to stop using it.

Chapter One: Races

Miai is a spellbinder, and an adventurer down to her very soul. She has no childhood tragedy that drove her to seek out injustice, nor any burning need for wealth or knowledge (beyond that common to earth gnomes in general). She simply enjoys the excitement of an adventuring lifestyle. Unfortunately, while exceptionally intelligent, Miai doesn't boast much in the way of common sense. While she's happy to share her endeavors with her adventuring companions, she's quick to act without planning or forethought, without considering the fact that her illusions can't necessarily get her out of every situation they get her into. As such, she often relies on her allies to pull her—and themselves—out of trouble that she could, perhaps, have avoided.

ORC-BLOODED

Wild and savage warriors, often bestial yet capable of great nobility.

RACIAL TRAITS

Average Height: 5'11" – 6'5"

Average Weight: 180 – 280 lb.

Ability Scores: +2 Strength, +2 Wisdom

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, Giant

Skill Bonuses: +2 Athletics, +2 Nature

Orc Weapon Training: You gain proficiency with the hand axe and battleaxe.

Dual Heritage: You can take feats that have either orc or human as a prerequisite (as well as those specifically for the orc-blooded), as long as you meet any other requirements.

Primal Resilience: It's exceedingly difficult to keep an orc-blooded down. You gain a +2 racial bonus to death saves.

Savage Ferocity: You can use *savage ferocity* as an encounter power.

Savage Ferocity

Orc-Blooded Racial Power

A moment of fury allows you to strike with inhuman force.

Encounter

Free Action

Personal

Effect: Reroll a damage roll. Use the second roll, even if it's lower.

Most folks assume that the orc-blooded are all the children of a human and orc pairing, often an unwilling one—and that is, indeed, the source of a few members of the race. Most orc-blooded, however, are descendants from days of old, when humans were more primitive and some tribes intermingled with orcs on a regular basis.

The line bred true, and in several regions of the wild, clans of orc-blooded exist as their own race.

Play an orc-blooded if you want...

- to be a wild and mighty warrior, more at home in battle than in civilization.
- to cut down your enemies in the name of your clan, your ancestors, or your war gods.
- to defy the expectations and stereotypes of those who would dismiss you as an ignorant savage—or to reinforce them.
- to play a savage warrior, a nature priest, a fighter, or a two-weapon ranger.

PHYSICAL QUALITIES

Orc-blooded average almost six-and-a-half feet in height, and are reasonably dense for their size. Some are broad and powerful, others lean and wiry, but all are heavily muscled. Most have the gray skin and dark hair of their orc ancestors, though a few are only slightly more dusky-skinned than the average human. Their faces are somewhat bestial, but less apelike than a true orc; a few can even pass as ugly humans. Most let their hair grow wild, but a significant minority prefer tight tails or braids, and many of the males grow facial hair. Orc-blooded reach maturity slightly earlier than humans. They remain vigorous until their 50s, on those rare occasions when they don't die in battle, and rarely live past the age of 60 or 70.



PLAYING AN ORC-BLOODED

As mentioned above, orc-blooded are more than just a mix of human and orc. They're a race of their own, one that breeds true, even to the point where many orc-blooded tribes have their own names for their race. ("Urok" is a common one.) Orc-blooded are strong and quick to anger, but they aren't necessarily either evil or destructive—or at least not all of them are. They're also surprisingly observant and knowledgeable of the wilderness, traits bred into them by the constant struggle for survival.

Orc-blooded believe very strongly in personal strength and individual merit. They have powerful traditions and religious beliefs, most of which focus on brutal war gods or totemic spirits, but these traditions are considered to be the guiding wisdom of past generations, not iron-clad rules. An orc-blooded king or war-chief holds power only so long as he proves capable; a shaman's guidance is accepted because he clearly has the favor of divine powers. The notion that someone in authority should be allowed to keep his power purely due to birthright is foreign to most orc-blooded tribes. It's for this reason—as well as the fact that "civilized" peoples seem weak and ignorant in the important ways of the world—that many wild orc-blooded tribes snicker at the notion that civilization is a superior way of life.

Many orc-blooded have a strong sense of honor to go with their beliefs in personal merit, but others are pure believers in "might makes right" and the notion that any means of victory and advancement are acceptable. Some orc-blooded tribes trade and interact regularly with villages, city-states, and other "points of light," while others prefer to either avoid such areas, or raid them frequently for wealth, food, and slaves. While one would expect that the more honorable orc-blooded are those most likely to trade peacefully with civilization, this is only sometimes true. Many conflicts between civilized peoples and orc-blooded tribes are fought with surprising honor and fairness (though anyone who *assumes* a given orc-blooded is going to act with honor, until they've seen it for themselves, deserves what they get).

Despite their warlike natures and great tempers, most orc-blooded have a strong sense of familial bonds. They are quite loyal to their families and tribes, and they take any attack on their people personally. An orc-blooded can carry on a lifelong vendetta against those who have harmed his loved ones. When an orc-blooded joins in adventuring party, and fights beside them several times, saving their lives and having his saved in turn, he often comes to think of them as a surrogate family. An orc-blooded—or at least any orc-blooded with a sense of honor—would no sooner betray his friends and family than he would cut off his own arms.

Orc-Blooded Characteristics: Wild, short-tempered, determined, vengeful, honorable (sometimes), powerful, self-reliant, respectful of merit.

Orc-Blooded Male Names: Arak, Chevek, Darrech, Graun, Krosk, Lavreyam, Rhuuk, Tessek, Xavian, Zyrkov

Orc-Blooded Female Names: Alkora, Briddik, Golian, Iryan, Kavara, Lyrim, Maldrach, Pasinra, Rinoko, Xellian

ORC-BLOODED ADVENTURERS

Three sample orc-blooded adventurers are described below.

Rhuuk is an orc-blooded fighter, and the only survivor of a mercenary company. Rhuuk's tribe had close trade relations with a human city-state, and Rhuuk chose to take a few years to learn the ins and outs of civilization. He wound up a member of the Black Griffon Company, soldiers for hire. While working a contract, his entire team was ambushed and slain by a band of undead; only Rhuuk survived, thanks to the timely arrival of a cleric of the Sun God on a holy pilgrimage. Rhuuk has grown determined to find justice for his fallen comrades, and seeks adventure both to increase his own prowess, and in hopes of learning who commanded the undead. Rhuuk is stern and fearsome, but he has a strong sense of honor and loyalty to those who fight beside him.

Briddik is an orc-blooded savage warrior (page 51). Her tribe dwells on the verge of the forest and the great plains, and she spent most of her life many days' travel from civilization, knowing only what her elders told her of the lands beyond her people's territory. One morning, Briddik and her hunting party were attacked by a large company of hobgoblins, taken and sold as slaves. For several years, Briddik toiled at the bidding of one master after another, until she finally found the opportunity to escape, strangling her human "owner" with her own chains. Alas, so often was she moved, through so many unfamiliar territories, she has no knowledge of how to return to her tribe, nor does she know what the people of civilization call the forest where she lived. Today she adventures as a means of supporting herself, and searches constantly for her home.

Zyrkov is a cleric of the one-eyed war god of the orcs. He grew up in a tribe of mixed orcs and orc-blooded, and was one of several apprentices of the old orc shaman. Although he was the most skilled—indeed the only true cleric among the apprentices, as opposed to less versatile divine casters—the shaman chose one of the others, a full-blooded orc, as his successor. Zyrkov argued violently with the shaman and the other apprentice, and was banished from the tribe. Today he wanders as an exile, forced to cooperate with the people of civilization not because he wishes to, but because he would otherwise find himself completely alone. He adventures to prove his worth, to himself and to a god who respects only strength and power.

Chapter One: Races

SHIRE HALFLING

Small, practical people with a wanderlust that sometimes overcomes their distaste for adventure and their love of comfort.

RACIAL TRAITS

Average Height: 3'10" – 4'2"

Average Weight: 100 – 125 lb.

Ability Scores: +2 Constitution, +2 Charisma

Size: Small (See the halfling entry, in the *D&D 4E Players Handbook*, for rules governing Small characters)

Speed: 5 squares

Vision: Normal

Languages: Common, choice of one other

Skill Bonuses: +2 Endurance, +2 Stealth

Shire Halfling Fortitude: You gain a +1 racial bonus to your Fortitude defense. In addition, you gain a +3 racial bonus to saving throws against fear and poison.

Keep On Going: Shire halflings don't travel much, but they're capable of covering substantial ground when forced to. For purposes of determining how much distance you can cover during a day's walk, treat your base speed as 2 higher than normal. (See the *D&D 4E Players Handbook*.) In addition, when making Endurance checks to avoid damage from hunger, your stamina (and, if you match the stereotypical look of the shire halfling, your extra body weight) allows you to roll twice and choose the higher result.

Unending Determination: You can use *unending determination* as an encounter power.

Unending Determination Shire Halfling Racial Power

Despite your small size, you can bounce back from almost any injury.

Encounter

Free Reaction

Personal

Effect: Reroll a saving throw. Use the second result, even if it's lower.

Shire halflings are cousins of the more well known halfling race—more closely related than, say, elves and eladrin, but still boasting their share of racial differences. Where other halflings are nomadic traders and river-travelers, shire halflings prefer lives of homey comfort, and view the notion of adventuring with something akin to horror. Yet some of them possess the same wanderlust as their nomadic cousins, a need that drives them, despite their "better judgment," to take up an adventuring lifestyle, at least for a time.



Play a shire halfling if you want...

- to be a reluctant hero, driven to adventure by need or by a wanderlust that you cannot fight no matter how you try.
- to be practical, loyal, and never willing to give up.
- to play an "everyman" sort of character, shaped into a hero by circumstances around him.
- to play a troubadour, an artful dodger rogue, or a fey-pact warlock.

PHYSICAL QUALITIES

Like other halflings, shire halflings average 4 feet in height, but they tend to be somewhat heavier, often leaning to portly. A few grow beards, but this is rare—most favor clean-shaven faces, or else the traditional long halfling sideburns. They tend to keep their hair cut shorter than traveling halflings, and do not favor the same sorts of ties, tails, and braids.

Shire halflings prefer simple clothing, such as woolen pants and coats, and billowy tunics. Most of their outfits tend toward earth tones and greens, but a few favor bright blues and yellows. Their feet are somewhat larger than those of their cousins, and the tops are covered in a thick mop of fur. Except where absolutely necessary, shire halflings do not wear shoes.

Shire halflings mature at about the same rate as humans, but tend to live in good health until their 80s, and often survive to be over a century old.

PLAYING A SHIRE HALFLING

Shire halflings are so innocuous, they make even other halflings seem loud and offensive. They prefer isolation, but are friendly enough to passing travelers—as long as they don't stay *too* long.

These small people dwell in the communities after which they are named. Their shires are usually the size of small to moderate villages, and almost always to be found in light forests and rolling hills. Some halfling shires consist of simple wooden homes, while others are dug directly into the sides of hills. Most shires are within a day's travel, or perhaps two, of another community—usually a human village. This allows the shire halflings to trade when they need to, but is far enough that they don't have to deal with a constant stream of outsiders.

Very few shire halflings become adventurers. They're a simple, practical people, far more concerned with meeting their daily needs and living in as much peace and comfort as possible than they are with acquiring glory or great wealth. Give a shire halfling a comfortable home, a livelihood that's enthralling without being *too* difficult, and six or seven square meals a day, and he's normally quite happy.

That said, some shire halflings are indeed driven to adventure, either because they cannot fight the halfling wanderlust that rises up within them, or due to more personal circumstances. Other shire halflings look on these adventurers askance, believing them to be slightly touched in the head—and yet, in the backs of their minds, most of them wonder if they would have the courage and fortitude to do what these rare few have done.

Despite their love of comfort, shire halflings are incredibly resilient, capable not only of going without their luxuries, but of surviving hardships that would challenge most humans, and even the occasional dwarf.

Shire Halfling Characteristics: Practical, comfort-loving, determined, loyal, lazy, hardworking (yes, both of those), resilient.

Shire Halfling Names: Shire halflings tend to have names similar, if not identical, to those of other halflings.

SHIRE HALFLING ADVENTURERS

Three sample shire halfling adventurers are described below.

Arla is a shire halfling troubadour with a love of ancient tales and jaunty music. For many years, she was a favorite among the people of her shire, always with a joke or a story to hand, ready to entertain at every gathering, every party. As she approached her thirtieth birthday, however, Arla began to feel incomplete. The stories of great heroes and fantastic deeds weren't enough anymore; she wanted to *see* them for herself, not merely repeat those she had been told. Though she didn't know

it, this was the halfling wanderlust manifesting itself, and when a company of adventurers past through her shire on their way to a nearby village, she followed them, hoping to witness great deeds. This lasted until they were ambushed by goblins on the road. Arla distracted the goblins long enough for the adventurers to regroup and overwhelm their attackers. She has wandered ever since—sometimes with that same party, sometimes on her own—hoping that, in future generations, troubadours will tell tales of her own exploits.

Embrose is a halfling rogue, wandering the world in hopes of someday assuaging his guilt. Embrose was both a thief and a conman, never meaning any real harm, but utterly disrespectful of the property rights of others. To his fellows in the shire, it was a big joke, for Embrose would steal or con them out of something, only to make a big show of returning it—less a true thief, to them, then a practical joker. The elders of the shire frowned on his behavior, but as it caused no true harm, and the youngsters found it amusing, they let it pass. Alas, some passersby were not so forgiving, and when Embrose stole from them an amulet that turned out to be magical, they came back with vengeance in mind. Armored warriors rode down running halflings, while their leader, a wizard, set fire to the houses. Only a few shire halflings survived, including Embrose himself. Today he adventures, partly in hopes of finding good deeds to atone for his sins, and partly to exercise an unconscious death wish.

Seryn, a halfling warlock, was always fascinated by the tales of the fey that lived in the woods surrounding her shire. She would stare out her window every night, and when a visitor from the neighboring eladrin tower would pass through, she would always follow down the length of the road. To this day, she's uncertain what she did to attract their attention in turn, but one day in her late teens, she found herself walking through a field almost, but not quite, like the one beside her home. She knew, from the sharp green grass and the looming, grasping trees on the horizon, that she must be in the Feywild itself. While there, unseen powers spoke to her, offering her great power if she would carry their essence with her, allowing them to observe the Middle World. To this day, she wanders far from home, adventuring so that she might exercise her powers, and so that her fey patrons can see what they wish to see.

SHIRE HALFLINGS AND FEATS

Shire halflings can take both the Lost in the Crowd and Underfoot feats, just as other halflings can. Because they lack the other halflings' *second chance* power, however, they cannot take Halfling Agility. In its place, they can take the Halfling Resilience feat (page 97).

CHAPTER TWO

CLASSES

The following classes, powers, and paragon paths follow the standard rules as presented in the *D&D 4E Players Handbook*. They are intended both to fill in some thematic gaps in the existing character list so far, and to bring into the latest edition of the game a number of older fan favorites. They include the martial artist, a deadly unarmed warrior; the nature priest, a powerful worshiper of the natural world; the savage warrior, a fierce and untamed soldier of the wild; and the troubadour, a leader of adventurers and master of clouding the eyes and senses of the foe. We've also included the illusion-focused spellbinder: something of a "sub-class," a mix between the troubadour and the wizard, designed to emulate a similar class dating all the way back to First Edition. Because it's not presented in quite the same manner as the others, you'll find it at the end of the chapter, rather than alphabetically.

By this point, you'll have already noticed something: the names of the classes in the *Advanced Player's Guide* are rather more generic than some others. The *D&D 4E Players Handbook* has the paladin, the rogue, the warlock. We've got the "savage warrior" and the "nature priest." What's the deal?

Well, partly it's a simple matter of us preferring not to use class names that we know are already coming down the pipe from our Coastal Wizards, even with classes that fill the same, or a similar, niche. That way lies confusion.

But why choose such generic alternates? 4th edition comes with its own set of core assumptions, cultural and thematic details that fit into its "default setting." All editions of the game have done so, to one extent or another. And it's definitely an interesting setting—but it's not necessarily appropriate to everyone's campaign, especially folks who are looking to convert older worlds to the new rules. As such, rather than saddle with you any unnecessary cultural assumptions, we've tried to title these new classes as broadly as possible, so that they can fit into almost any appropriate niche, in any world. "Berserker" has specific cultural connotations, for instance, that "savage warrior" does not. (Yes, the martial artist's powers do involve *chi*, but that's easy enough to recast as any other form of divine favor that might fit your setting.)

That said, once you *do* introduce the new classes to your setting, you may well want a more culturally appropriate title for them. By all means, consider making use of one or more of the following options.



Class	Cultural Titles
Martial Artist	Ascetic, Boxer, Monk, Pankratiast, War-Dancer
Nature Priest	Animist, Druid, Haruspex, Medicine Man, Shaman, Totemist, Witch, Witch-Doctor
Savage Warrior	Barbarian, Berserker, Brave, Thug, Varangian
Troubadour	Bard, Herald, Lyricist, Musician, Rhapsode, Skald, Standard-Bearer, Storyteller
Spellbinder	Illusionist, Magician, Prestidigitator, Trickster, Visionist

A WORD FROM THE AUTHOR

I want to take a moment to give you a bit of insight into the design philosophy I followed when creating these classes.

Let's be honest, here. We all know that official versions of the "missing" classes are going to appear in the current edition eventually. In some cases, we even know what our coast-dwelling wizard friends have in mind for those classes: some of the preview materials, for instance, suggest that the official druid is going to focus on shapeshifting primarily, and spellcasting only as a secondary ability.

So when I set out to create these classes, I decided that I wanted to do more than simply "fill the gap" until the real versions came out. (Yes, I'm being paid by the quotation mark.) I had, in fact, three separate design goals.

- To create classes that would be balanced and fun to play.
- To create classes that felt, at least as much as reasonably possible, like their older edition counterparts. That doesn't mean that I tried to make my savage warrior or martial artist look just like the barbarian or monk from First Edition, or Third Edition; it just means that I wanted them to clearly be part of the same bloodline, as it were, for people who want to convert older campaigns to the latest edition.
- To create classes that, as best I could manage, were *very different* than what little we know about the forthcoming official versions. This was actually very important to me, for a simple reason: I want these classes to continue to appeal even after their official counterparts are released. If the druid is focused on shapeshifting, while the nature priest is focused on spellcasting, they have two very different feels, and they can coexist in the same campaign, or even the same party, yet they both maintain a similar feel.

Fortunately, goals two and three dovetailed nicely enough. And the result, I think, is something that many of you, if not most, will be happy with—and something that you can continue to use alongside future variants on the same themes.

MARTIAL ARTIST

"You wear your steel on your body. I wear mine in my soul."

CLASS TRAITS

Role: Striker. You're at your best sweeping through the battlefield, dealing damage as you go. That said, many of your prayers function against multiple foes and bestow a variety of conditions, making you a viable backup controller as well.

Power Source: Divine. You have been trained in ancient techniques of combat, allowing you to strike with the power of the avalanche, and these aspects of your training seem to lean more toward the martial. Your powers extend into the realm of the supernatural, however, incorporating spiritual and meditative techniques that draw on divine sources—perhaps the gods, perhaps the divine energies within your own mortal soul. Without the divine, you would be nothing more than a well-trained brawler. With it, you can hurl giants and knock even the largest dragon from its feet.

Key Abilities Dexterity, Constitution, Wisdom.

Armor Proficiencies: Cloth.

Weapon Proficiencies: Simple melee, shuriken, sling. In addition, the martial artist is proficient, and gains a +3 proficiency bonus, with unarmed attacks.

Bonus to Defense: +1 Fort, +1 Ref, +1 Will.

Hit Points at 1st Level: 12 + Constitution score.

Hit Points per Level Gained: 5.

Healing Surges per Day: 7 + Constitution modifier.

Trained Skills: From the class skills list, choose five trained skills at 1st level.

Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), Perception (Wis), Religion (Int), Stealth (Dex).

Build Options: Soft style, hard style

Class Features: Quick-Strike, Swift as the Wind, Unarmed Strike, Untouchable, Wind-Swift Charge

Chapter Two: Classes–Martial Artist



Martial artists are the practitioners of ancient forms of unarmed combat. Some were modeled on the combat styles of animals and monsters, others designed specifically to counter the advantages possessed by armed and armored soldiers, but all require a spiritual enlightenment far beyond what most mortals are capable of. Martial artists are at least as good as rogues and rangers at moving swiftly through a melee, leaving a wake of destruction behind them.

You might have been drawn to the arts of the martial artist as a means of learning unarmed combat techniques, or it might've been the spiritual, contemplative aspect that appealed to you. You could have been taught in a monastery atop a mountain peak, learned from a lone master or family tradition, or even been part of an underground sect developing a means of resisting an armed occupation that doesn't allow the common folk to carry weapons.

Where you came from shapes who you are—but not who you will be. Do you wander the world, seeking to right wrongs and protect the weak? Or are you a mercenary thug, selling your skills to the highest bidder? *Why* you fight is at least as important as *how* you fight, and the world will remember your deeds long after it has forgotten your name.

CREATING A MARTIAL ARTIST

All martial artists rely on Dexterity for most of their prayers. Where stylistic differences emerge is on the character's specific focus.

HARD STYLE MARTIAL ARTIST

Less concerned with bestowing conditions, you simply want to deal damage. You're far more of a traditional striker, moving in to wound and to slay. Constitution is probably of more use to you than Wisdom—due to the hit point boost, if nothing else—but you'll still want a reasonable Wisdom score for powers that require it.

Suggested Feat: Granite Fist (page 97) (Human feat: Weapon Focus [unarmed attacks])

Suggested Skills: Acrobatics, Athletics, Endurance, Heal, Perception

Suggested At-Will Powers: *granite palm*, *leaping strike*

Suggested Encounter Power: *charging gorgon kick*

Suggested Daily Power: *catch the striking scorpion*

SOFT STYLE

You prefer powers that allow you to not merely to hit your foes, but to send them sprawling, blind them, or hurl them across the field. You're still more striker than controller, but there are times where you might blur the line a bit. Focus on Wisdom as your secondary ability, as many of your powers rely on Wisdom for their attacks or secondary benefits.

MARTIAL ARTIST OVERVIEW

- **Characteristics:** You combine a wide variety of powers, both to deal damage and to control your foes, with the ability to move in and out of melee faster than anyone else. Because you can't take the same sort of damage that defenders can, mobility is your single greatest weapon.
- **Religion:** Most gods, save for the wildest and most chaotic, have at least some martial artists or monasteries devoted to them. Even those martial artists who do not learn in such an organized environment are highly spiritual; it's a vital aspect of their meditations and combat techniques. The majority of martial artists worship gods of civilization or of combat.
- **Races:** Humans and halflings become martial artists most frequently, followed by dwarves. (While the traditional dwarf prefers armor and axes, their martial and spiritual traditions jell nicely with their racial benefits to produce solid—if slightly slower than average—martial artists.) Other races produce martial artists only occasionally, but nearly every race produces at least a few.

Chapter Two: Classes–Martial Artist

Suggested Feat: Defensive Mobility (Human feat: Improved Initiative)

Suggested Skills: Acrobatics, Athletics, Heal, Religion, Stealth

Suggested At-Will Powers: *ankle kick, writhing serpent strike*

Suggested Encounter Power: *lone basilisk stare*

Suggested Daily Power: *serpent bends aside*

MARTIAL ARTIST CLASS FEATURES

Martial artists gain the following class features, which greatly augment their ability to use their prayers in combat.

QUICK-STRIKE

All martial artists gain the *quick-strike* at-will power as a class feature.

SWIFT AS THE WIND

Your base speed increases based on your level. You lose this benefit in heavy armor.

Level	Speed Bonus
1–10	+1 square
11–20	+2 squares
21–30	+3 squares

UNARMED STRIKE

When you fight unarmed, your attacks deal more damage than those of other humanoid. (The table below assumes Small or Medium characters.) You may base your basic unarmed attacks either on Strength or Dexterity, whichever you prefer. Remember, too, that you may use your unarmed attacks for any power that requires a melee weapon.

Level	Unarmed Strike Damage
1–10	1d6
11–20	1d8
21–30	1d10

UNTOUCHABLE

If your Wisdom modifier is higher than your Dexterity or Intelligence modifiers, you add that, rather than Dexterity or Intelligence, to your AC and Reflex defenses.

As your level increases, you add an additional class bonus to your AC, as listed on the table below. You lose

this bonus any time you would lose your Dexterity bonus to AC, or when wearing any armor (even if you have gained proficiency with that armor).

Level	AC Bonus
1–10	+1
11–20	+2
21–30	+3

WIND-SWIFT CHARGE

You are capable of delivering a substantial attack after moving. You may use any martial artist at-will powers at the culmination of a charge, as though they were basic attacks.

MARTIAL ARTIST POWERS

Your martial artist powers are technically prayers, as they draw on a divine source, but these are not spoken litanies of faith. Rather, you display your reverence, and call upon supernatural aid, with every motion, every stance, every kata of your unarmed techniques. Some martial artist powers make use of the following keywords:

Chi: These powers only function when used with an unarmed attack (though you can hold a weapon in your other hand).

Stance: When you activate a stance power, it lasts until the end of the encounter or until you activate another stance.

CLASS FEATURES

The martial artist has one class feature that works like a power.

Quick-Strike	Martial Artist Class Feature
<i>In the blink of an eye, you slam a fist or a kick into your foe.</i>	

At-Will • Chi, Divine

Minor Action

Melee weapon

Target: One creature

Attack: Strength or Dexterity vs. AC

Hit: 1d6 damage.

Increase to 2d6 damage at 11th level, and to 3d6 damage at 21st level.

Special: No powers or magic items can increase the damage dealt by quick-strike, even if they normally add bonuses to damage with chi or unarmed attacks. Similarly, you never deal extra dice with a critical hit when attacking with quick-strike, even if you have an item or power that normally lets you do so. The Granite Fist feat is the only means by which you can increase the damage dealt by this power.

Special: You may only use this power once per turn, even if you have multiple minor actions available.

Chapter Two: Classes–Martial Artist

LEVEL 1 AT-WILL PRAYERS

Ankle Kick Martial Artist Attack 1

Stepping in close, you deliver a short but agonizing kick to your foe's ankle.

At-Will • Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 1[W] + Dexterity modifier damage, and the target is slowed until the start of your next turn. Flying and swimming creatures are immune to the slow effect.

Increase damage to 2[W] + Dexterity modifier at 21st level.

Flurry of Fists Martial Artist Attack 1

You unleash a series of blindingly fast punches, elbows, and kicks.

At-Will • Chi, Divine

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC

Hit: Dexterity modifier damage.

Increase damage to 1[W] + Dexterity modifier at 21st level.

Granite Palm Martial Artist Attack 1

Focusing your chi, you deliver a mighty open-handed thrust that staggers your enemy.

At-Will • Chi, Divine

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 1[W] damage, and push up to your Wisdom modifier (minimum 1).

Increase damage to 2[W] modifier at 21st level.

Leaping Strike Martial Artist Attack 1

You leap forward, launching yourself through the air to attack your foe.

At-Will • Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] damage.

Increase damage to 2[W] at 21st level.

Special: You may shift 2 before the attack, and may ignore difficult terrain in so doing.

Writhing Serpent Strike Martial Artist Attack 1

Your arms whirl in an almost hypnotic array, striking at foes where they least expect.

At-Will • Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1[W] + Wisdom modifier damage. Until the start of your next turn, enemies who begin their turn adjacent to you suffer Wisdom modifier damage.

Increase damage to 2[W] + Wisdom modifier at 21st level.

LEVEL 1 ENCOUNTER PRAYERS

Charging Gorgon Kick Martial Artist Attack 1

You leap into the air and deliver a devastating kick to the foe with both feet, knocking him back.

Encounter • Chi, Divine

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, plus push 1 and target is knocked prone.

Special: You can use this power as part of a charge, as though it were a basic attack. (It does not qualify as a basic attack for any other purpose.)

Demon Dance Martial Artist Attack 1

You launch into a sequence of abrupt and unpredictable moves, stepping this way and that, turning the area around you into a veritable storm of fists and feet.

Encounter • Stance, Divine, Weapon

Minor Action Personal

Effect: Any opponent who begins his turn within 2 squares of you suffers [W] damage.

Leg Sweep Martial Artist Attack 1

You drop and spin, kicking out and knocking your enemy's feet out from under him.

Encounter • Chi, Divine

Standard Action Close burst 1

Target: Each enemy in burst you can see.

Attack: Dexterity vs. Reflex

Hit: The target is knocked prone, and slowed until the end of your next turn.

Chapter Two: Classes–Martial Artist

LEVEL 2 UTILITY PRAYERS

Lone Basilisk Stare Martial Artist Attack 1

Drawing on your inner anger, you allow your chi to blaze in your eyes, delivering a soul-chilling, intimidating stare.

Encounter • Divine, Fear

Standard Action **Ranged 6**

Target: One creature

Attack: Wisdom vs. Will

Hit: The target is immobilized, and takes a –2 penalty to all attack rolls, until the end of your next turn.

Miss: Slowed until the end of your next turn.

LEVEL 1 DAILY PRAYERS

Blinding Barrage Martial Artist Attack 1

This power functions identically to the rogue exploit of the same name.

Catch the Striking Scorpion Martial Artist Attack 1

You lash out and grab your enemy's limbs even as he strikes at you.

Daily • Chi, Divine

Immediate Interrupt **Melee weapon**

Trigger: An enemy makes a melee attack against you

Target: The enemy attacking you

Attack: Dexterity vs. Reflex

Hit: You grab the target, negating his attack in the process.

Miss: Your attempt to grab the enemy bestows a –4 penalty on this attack against you.

Serpent Bends Aside Martial Artist Attack 1

With an almost preternatural flexibility, you bend out of the way of an attack and lash out, redirecting the blow to a target of your choice.

Daily • Divine

Immediate Interrupt **Melee**

Trigger: An enemy makes a melee or ranged attack against you.

Attack: Wisdom +2 vs. Reflex

Hit: Your enemy's attack is directed at another creature of your choice, rather than you.

Special: If the attack you redirect is a melee attack, the new target must be adjacent to you. If the attack you redirect is a ranged attack, the new target must be within 3 squares of you. If there is no appropriate secondary target in range, you can still avoid the initial attack.

Diamond Essence Martial Artist Utility 2

Reaching deep within your soul, you bring forth your chi to resist the conditions laid upon you.

Encounter • Divine

Immediate Reaction **Personal**

Trigger: You may activate this power at any point while under the effects of a condition or ongoing damage that ends with a save.

Effect: Gain an immediate save against one condition or ongoing damage of your choice, with a +2 power bonus.

Great Leap Martial Artist Utility 2

This power functions as the rogue exploit of the same name.

Iron Heart Martial Artist Utility 2

You tense and shift at the last moment, turning what might have been a fatal blow into a merely painful one.

Daily • Divine

Immediate Reaction **Personal**

Trigger: You are hit with a critical hit.

Effect: The critical hit becomes a regular hit.

Tumble Martial Artist Utility 2

This power functions as the rogue exploit of the same name.

LEVEL 3 ENCOUNTER PRAYERS

Choker Grabs His Prey Martial Artist Attack 3

A series of swift grabs, twists, and blows land on your enemy's joints, crippling his ability to move.

Encounter • Chi, Divine

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1[W] + Wisdom modifier damage and you grab the target.

Deadly Dodge Martial Artist Attack 3

With a feral grin, you slip aside at the last second, allowing the sword to cleave past you and into the flesh of your attacker's own companion.

Encounter • Divine

Immediate Interrupt **Melee**

Trigger: An adjacent enemy makes a melee attack against you while there is a second enemy also adjacent to you.

Attack: Wisdom +2 vs. Reflex

Hit: Your enemy's attack is directed at another adjacent creature of your choice, rather than you.

Chapter Two: Classes–Martial Artist

Dragon Tail Slap Martial Artist Attack 3

With reflexes to shame the lightning, you twist in behind your enemy's strike and deliver a shot of your own.

Encounter • Divine, Weapon

Immediate Reaction **Melee** weapon

Trigger: An enemy misses you with a melee attack.

Target: The creature that just missed you

Attack: Dexterity vs. AC.

Hit: 2[W] + Dexterity modifier damage.

Flying Kick Martial Artist Attack 3

You leap into the air and slam into your foe with a devastating kick.

Encounter • Chi, Divine

Encounter Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Strength Modifier + Dexterity modifier damage.

Special: You can either shift 2 or move 4 before the attack, and ignore difficult terrain when doing so.

Special: You can use this power as part of a charge, as though it were a basic attack. (It does not qualify as a basic attack for any other purpose.)

Ogre Tosses Boulder Martial Artist Attack 3

Drawing in a deep breath, gathering the force of your chi, you launch a semi-spiritual attack against a nearby foe.

Encounter • Chi, Divine

Standard Action **Ranged** 5

Target: One creature

Attack: Dexterity vs. AC

Hit: Choose a basic melee attack or one of your at-will martial artist melee prayers; the target takes damage and effects as though you'd struck with that power.

LEVEL 5 DAILY PRAYERS

Arrow's Path Martial Artist Attack 5

With the speed of a flying arrow, you dash across the battlefield, leaving devastation in your wake.

Daily • Divine, Weapon

Standard Action **Melee** weapon

Effect: Shift up to your full speed. You may make a basic attack against any and every foe you pass adjacent to during this shift.

Diving Griffon Attack Martial Artist Attack 5

Hands raised into grasping talons, you leap upon your foe.

Daily • Chi, Divine

Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage and the target is grabbed.

Special: You can either shift 2 or move 4 before the attack, and ignore difficult terrain when doing so.

Special: You can use this power as part of a charge, as though it were a basic attack. (It does not qualify as a basic attack for any other purpose.)

Medusa's Serpents Dance Martial Artist Attack 5

You run through a swift but hypnotic kata of moves and strikes, ending with a brutal attack.

Daily • Divine, Weapon

Standard Action **Melee** weapon (primary) and **Close** burst 3 (secondary)

Primary Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Secondary Targets: All enemies in burst you can see

Attack: Wisdom vs. Will

Hit: Target is dazed until the start of your next turn.

Special: If the primary attack hits, you may add your Dexterity modifier as a power bonus on the secondary attack against the primary target.

LEVEL 6 UTILITY PRAYERS

Dancing Pegasus Step Martial Artist Utility 6

You feel your body begin to move. With a swift surge of will and a shift of balance, you regain control.

Encounter • Divine

Immediate Reaction **Personal**

Trigger: You are subject to a push, pull, or slide effect.

Effect: You “take control” of the push, pull, or slide. Rather than move at the enemy's command, or where the power would normally take you, you may instead take an immediate shift, up to the number of squares allowed by the power, in any manner you prefer. (Thus, for instance, a power that normally has an effect of “push 3” would instead grant you an immediate shift 3, which you could use to move as you choose.)

Chapter Two: Classes-Martial Artist



False Death

Martial Artist Utility 6

You slow your heartbeat and your breathing down to almost nothing, drawing upon your chi to remain alive.

Daily • Divine

Minor Action Personal

Effect: You appear, to all intents and purposes, to be dead. It requires close examination, and a Heal or Perception check with a DC equal to 5 + your Fortitude defense, to determine otherwise. This is useful for avoiding combat, surprise attacks, and the like. While using this power, your shallow breathing and slow heartbeat grant you a +4 to Fortitude defense against gaseous poisons (such as the cloudkill spell), and a +2 power bonus to save against any ongoing poison effects.

Kip Up

Martial Artist Utility 6

A mighty flex of your arms and shoulders, a sharp arc of your body, and you stand tall once more.

At-Will • Divine

Minor Action Personal

Effect: You rise from prone, requiring only the minor action of this power rather than the standard move action.

Razor Wind

Martial Artist Utility 6

You leap into action, striking like lightning, flowing like the wind.

Encounter • Divine

Standard Action Personal

Effect: You may shift 2 before and after your next attack, as long as that attack occurs before the end of your next turn. This is in addition to any other movement you make. It does not, however, stack with any shift or movement granted by the attack power itself; you must elect to use one or the other.

LEVEL 7 ENCOUNTER PRAYERS

Crippling Blow

Martial Artist Attack 7

Joints and pressure points give beneath your vicious array of blows.

Encounter • Chi, Divine

Encounter Action Melee weapon

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1[W] + Wisdom and the target is weakened until the end of your next turn.

Chapter Two: Classes–Martial Artist

Etlin Fists Martial Artist Attack 7

As efficiently as if you had two minds guiding your actions, you launch a series of attacks against every adjacent foe.

Encounter • Divine, Weapon

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Dexterity +2 vs. AC

Hit: 1[W] + Dexterity modifier damage.

Eye Gouge Martial Artist Attack 7

You drive a swift knuckle or finger into your enemy's eyes.

Encounter • Chi, Divine

Encounter Action Melee weapon

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 1[W] + Dexterity modifier damage and the target is blind until the end of your next turn.

Special: Creatures with no eyes, or with more than two eyes, are immune to the blinding aspect of this power.

LEVEL 9 DAILY PRAYERS

Constrictor Coils Tightly Martial Artist Attack 9

You tighten your grip, squeezing the life from your foe.

Daily • Chi, Divine

Standard Action Melee weapon

Target: One creature you have already grabbed

Attack: Dexterity vs. Fortitude

Hit: 3[W] + Dexterity modifier damage, and sustain the grab without the need of a further minor action.

Miss: Dexterity modifier damage, and sustain the grab without need of a further minor action.

Sustain Standard: You can continue crushing, making the same attack round after round, until the target escapes the grab or you choose to let go.

Cutting Reed Martial Artist Attack 9

Like the thinnest stalk of bamboo, you snap back after bending away, slashing viciously at your attacker.

Daily • Divine, Weapon

Immediate Reaction Melee weapon

Trigger: An opponent makes a melee attack against you.

Target: The opponent who attacked you

Attack: Dexterity vs. Reflex

Hit: 3[W] + Dexterity modifier damage.

Debilitating Strike Martial Artist Attack 9

A resounding blow to the head, and your enemy crumples senseless to the ground.

Daily • Chi, Divine

Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2[W] + Wisdom modifier damage, and target falls unconscious until save or until he takes any damage. (Treat this as being asleep.)

Miss: Half damage and target is slowed and takes a –2 penalty to all attacks until the end of your next turn.

LEVEL 10 UTILITY PRAYERS

Leap of the Cerulean Skies Martial Artist Utility 10

Propelled not merely by muscles but by your chi, you leap from the earth and seem briefly to take flight.

Encounter • Divine

Minor Action Personal

Effect: You gain a fly speed equal to your base movement. You must end your turn on a solid surface, or you fall.

Raging Dragon Fist Martial Artist Utility 10

Drawing upon the depths of your chi, you surround your fists in an aura of blazing energy.

Encounter • Chi, Divine, Stance, plus either Cold, Fire, Lightning, or Thunder

Standard Action Personal

Effect: Your fists are surrounded by one of the following energy types (chosen when you activate this stance): cold, fire, lightning, or thunder. Any unarmed attacks or powers deal damage of that energy type, rather than normal damage, until you deactivate the stance. (Although the name specifies “fists,” the power works on all unarmed attacks.)

Any critical hit you deal while this power is active does two additional dice of energy damage. The die type is the same as your normal unarmed attack as a martial artist. This does not stack with any extra critical hit damage granted by any magic item that transforms your unarmed attacks into magic weapons.

Chapter Two: Classes–Martial Artist

Slow Plummet Martial Artist Utility 10

Reaching out to the wall, you slow your plummet to an easily manageable fall.

Encounter • Divine

Immediate Reaction **Personal**

Trigger: You fall.

Effect: You take no damage from the fall, and automatically land on your feet.

Special: You must be adjacent to a wall or other vertical surface to use this power to its fullest. If you are, you can fall any distance in this manner. If you are not adjacent to a wall, you can safely fall only 30 feet in this fashion before you begin falling normally once more. (In other words, treat any such fall as 30 feet shorter than it actually is.)

LEVEL 13 ENCOUNTER PRAYERS

Bleeding Fist Martial Artist Attack 13

A hideous bruise begins to grow where your fist struck the foe, the only outward sign of internal bleeding.

Encounter • Chi, Divine

Standard Action **Melee weapon**

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage and ongoing 5 damage (save ends).

Intercepting Spear Thrust Martial Artist Attack 13

Just as the approaching foe draws near, you step aside and deliver a devastating straight-arm to his throat.

Encounter • Divine, Weapon

Immediate Reaction **Melee weapon**

Trigger: An enemy moves, shifts, or charges from at least 2 squares away to a point adjacent to you.

Target: The moving creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage, plus the target stops moving, even if it had movement remaining, and falls prone.

Manticore Volley Martial Artist Attack 13

Clutching a number of shuriken between your fingers, you unleash a literal cloud of steel.

Encounter • Divine, Weapon

Standard Action **Close blast 5**

Requirements: You must be wielding a light thrown weapon

Target: Each enemy in blast you can see

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage.

Many Basilisk Stare Martial Artist Attack 13

You drop into a menacing stance, the strength of your chi blazing in your eyes, threatening all who would dare approach.

Encounter • Divine, Fear

Minor Action **Close burst 3**

Attack: Wisdom vs. Will

Hit: Target is immobilized and takes a –2 penalty to attack rolls until the end of your next turn.

Miss: Target is slowed until the end of your next turn.

Effect: You may make another Wisdom vs. Will attack, as an immediate reaction, against any enemy who enters the area before the end of your next turn.

Sustain Minor: You can sustain the power only so long as you remain where you are. If you leave the square in which you activated the power, it ends.

LEVEL 15 DAILY PRAYERS

Jagged Arrow Martial Artist Attack 15

You dash past your foes, striking out against them as you run.

Daily • Divine, Weapon

Standard Action **Melee weapon**

Effect: Shift up to your full speed. You may make a basic or at-will melee attack against any and every foe you pass adjacent to during this shift, with an additional +1[W] damage. (You do not gain the benefit of any extra movement normally allowed by an at-will power you choose to use.)

Roper Lashes Out Martial Artist Attack 15

You adopt a stance with arms outstretched, your body shifting side to side, ready to leap forth and then swiftly return to your original spot.

Daily • Chi, Divine, Stance

Minor Action **Personal**

Effect: You may take opportunity attacks up to a reach of 2; in other words, actions that would draw an opportunity attack if they occurred adjacent to you now draw opportunity attacks if they occur within 2 squares. Any time you successfully hit a foe with a melee chi attack, while maintaining this stance, you may also slide the foe a number of squares equal to your Constitution modifier (minimum 1).

Special: You can only sustain this stance so long as you end every turn in the same square in which you initiated the stance. If you end a turn anywhere else, the stance ends.

Chapter Two: Classes–Martial Artist

Tornado Kick Martial Artist Attack 15

A vicious jumping, spinning kick slams into every surrounding foe.

Daily • Chi, Divine

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Dexterity vs. Fortitude

Hit: 2[W] + Dexterity modifier damage and the target is dazed until the end of your next turn.

Miss: Half damage.

LEVEL 16 UTILITY PRAYERS

Ghost-Walk Stance Martial Artist Utility 16

Channeling your chi downward, you grant yourself an incredibly light step.

Daily • Divine, Stance

Minor Action Personal

Effect: For the duration of the encounter (or until you end the stance), you can walk on water as though it were solid. You can also walk on walls, granting you a +10 power bonus to climbing-based Athletics checks and allowing you to climb at your normal speed regardless of the difficulty of the climb.

Mountain Stance Martial Artist Utility 16

You all but root yourself to the earth, prepared to repel any force that tries to move you.

Encounter • Divine, Stance

Minor Action Personal

Effect: When subject to a push, pull, or slide effect, you can ignore a number of squares'-worth of movement equal to your Constitution modifier.

Swift as Thought Martial Artist Utility 16

The world seems to be moving through a thin layer of molasses or aboleth slime as you channel your chi into incredible bursts of speed.

Daily • Divine

Minor Action Personal

Effect: For the duration of the encounter, you gain a +2 power bonus to your movement rate, and you can run without granting combat advantage.

LEVEL 17 ENCOUNTER PRAYERS

Defang the Roaring Drake Martial Artist Attack 17

You lash out with a pair of strikes, pummeling the bandit with one while knocking his blade aside with the other.

Encounter • Chi, Divine

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage and target drops his weapon.

Special: The weapon may be in your hands or on the ground in a square up to your Constitution bonus squares away, at your option.

Lunging Hydra Kick Martial Artist Attack 17

You deliver a devastating flying kick against one foe and literally kick off him to launch a series of follow-ups against other nearby targets.

Encounter • Chi, Divine

Encounter Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Special: You may shift 2 before making the attack, ignoring difficult terrain.

If your first attack hits, you may make a second attack against another target within 3 squares.

Secondary Target: One creature

Secondary Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Special: You may shift 2 before making the attack, ignoring difficult terrain.

If your second attack hits, you may make a third attack against another target within 3 squares. (You cannot launch this attack against the first target; it must be a third creature.)

Tertiary Target: One creature

Tertiary Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Special: You may shift 2 before making the attack, and you may shift 1 after making the attack, ignoring difficult terrain.

Chapter Two: Classes–Martial Artist

Shoulder Throw Martial Artist Attack 17

A swift grab, a twist at the waist, and your opponent finds herself sailing across the battlefield to land with a bone-crushing thump.

Encounter • Chi, Divine

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3[W] + Dexterity modifier damage, plus you slide the target up to your Constitution modifier (minimum 1) and the target falls prone.

Special: You can use this power as part of a charge, as though it were a basic attack. (It does not qualify as a basic attack for any other purpose.)

LEVEL 19 DAILY PRAYERS

Crushing Avalanche Throw Martial Artist Attack 19

With a twist of your body, you hurl one foe at another.

Daily • Chi, Divine

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3[W] + Dexterity modifier damage, plus you slide the target up to your Constitution modifier (minimum 1) and the target falls prone. If an obstacle (including a creature) arrests the slide, both the target and the obstacle take 2d6 damage and the target ends its movement in the square it occupied before it collided with the obstacle. If the obstacle is a creature the same size as the target, or smaller, it is also knocked prone.

Miss: You slide the target a number of squares equal to your Constitution modifier; it does not fall prone and takes no damage from obstacles.

Great Basilisk Stare Martial Artist Attack 19

The intimidation of your gaze, and the weight of your chi, overwhelm your opponent's soul, draining the vitality from him.

Daily • Divine, Fear

Standard Action Ranged 6

Target: One creature

Attack: Wisdom vs. Will

Hit: Target is immobilized and weakened (a separate save ends each condition).

Miss: Target is slowed (save ends).

Wave Breaks Against the Rocks Martial Artist Attack 19

You feel the tug of your enemy's power. With a burst of chi-driven strength, you turn it against him.

Daily • Divine

Immediate Reaction

Melee or Ranged

Trigger: You are subject to a push, pull, or slide effect by a foe

Target: The creature attempting to push, pull, or slide you

Attack: Dexterity vs. Fortitude (if it's a melee attack) or Wisdom vs. Will (if it's a ranged, close, or area attack)

Hit: You ignore the effect, and instead subject the enemy to a slide of equal strength. For instance, if you are hit with a push 3 effect, and succeed in your attack, you instead slide the enemy 3.

Miss: You can ignore 1 square of the movement forced upon you.

LEVEL 22 UTILITY PRAYERS

All-Seeing Spirit Martial Artist Utility 22

A moment's concentration, and the wisdom of the spirit world flows through you, allowing you to see beyond the realm of normal senses.

Daily • Divine

Immediate Reaction

Personal

Trigger: Combat begins, or any time you are flanked.

Effect: For the duration of the encounter, you do not grant combat advantage from surprise or from being flanked (though other conditions or effects bestow combat advantage normally).

Raging Dragon Stance Martial Artist Utility 22

Your entire body burns with the power of your chi.

Encounter • Chi, Divine, Stance, plus either Cold, Fire, Lightning, or Thunder

Standard Action

Personal

Effect: Your body is surrounded by one of the following energy types (chosen when you activate this stance): cold, fire, lightning, or thunder. Any unarmed attacks or powers deal damage of that energy type, rather than normal damage, until you deactivate the stance.

Any enemy that grabs you, or whom you grab, suffers 10 damage, of the chosen energy type, each round the grab is maintained. This damage occurs on the enemy's turn if he grabbed you, or on your turn if you grabbed him.

Any critical hit you deal while this power is active does four additional dice of energy damage. The die type is the same as your normal unarmed attack as a martial artist. This does not stack with any extra critical hit damage granted by any magic item that transforms your unarmed attacks into magic weapons.

Chapter Two: Classes–Martial Artist

Wholeness of Flesh

Martial Artist Utility 22

You let your chi wash through you like a gentle rain, cleansing your body and soul.

Daily • Divine

Minor Action

Personal

Effect: Spend a healing surge to heal your normal healing surge value plus your Wisdom modifier. In addition, immediately end any one ongoing condition or damage from which you suffer, and make free saves against all others.

LEVEL 23 ENCOUNTER PRAYERS

Agonizing Strike

Martial Artist Attack 23

You deliver a swift blow to a pressure point in your enemy's flesh, causing intense pain to flare through his body like an electric shock.

Encounter • Chi, Divine

Standard Action

Melee weapon

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 3[W] + Wisdom modifier damage, and target is dazed until the end of your next turn and slowed (save ends).

Manticore's Lair

Martial Artist Attack 23

You rain a torrent of blades down on your foes so that they land edge-up in the earth.

Encounter • Divine, Weapon

Standard Action

Close blast 5

Requirements: You must be wielding a light thrown weapon

Target: Each enemy in burst you can see

Attack: Dexterity vs. Reflex

Hit: 4[W] + Dexterity modifier damage.

Effect: Until the end of the encounter, the area becomes difficult terrain.

Swaying Naga Strike

Martial Artist Attack 23

The sway of your body and the twisting of your arms proves almost hypnotic, distracting your foe at the most opportune moments.

Encounter • Divine, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Dexterity vs. Will

Hit: 3[W] + Dexterity modifier damage; the target grants combat advantage to all attacks and takes a –4 penalty to all attack rolls until the end of your next turn.

LEVEL 25 DAILY PRAYERS

Hammer Blow

Martial Artist Attack 25

Like the hammer of the gods, your fist descends upon your enemy's skull.

Daily • Chi, Divine

Standard Action

Melee weapon

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 3[W] + Wisdom modifier damage and the target is stunned (save ends).

Miss: Half damage and the target is dazed until the start of your next turn.

Kraken Grasps Prey

Martial Artist Attack 25

You wrap yourself about the foe, grabbing joints and striking pressure points, until it seems the entire world weighs upon his body in a knot of pain.

Daily • Chi, Divine

Standard Action

Melee weapon

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 4[W] + Wisdom modifier damage, plus one of the following two results (your choice):

Result 1: You grab the target.

Result 2: Target is immobilized (save ends).

Aftereffect (result 2 only): Target is slowed (save ends).

Miss: Half damage and target is slowed (save ends).

Titan Stomps the Earth

Martial Artist Attack 25

With a mighty cry, you slam a foot or fist into the earth, sending a wave of broken rock and sheer chi into your foes.

Daily • Chi, Divine

Standard Action

Close Blast 3

Target: All creatures in blast

Attack: Wisdom vs. Reflex

Hit: 3d10 + Wisdom modifier damage, plus you slide the target 1 and it falls prone.

Miss: Half damage.

Effect: The area becomes rough terrain.

Chapter Two: Classes–Martial Artist

LEVEL 27 ENCOUNTER PRAYERS

Stunning Palm Martial Artist Attack 27

You deliver a devastating blow to the side of your adversary's head, knocking him briefly senseless.

Encounter • Chi, Divine

Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 4[W] + Wisdom modifier damage, and target is stunned until the end of your next turn.

Tearing Hydra Kick Martial Artist Attack 27

After slamming into one foe with a flying kick, you shove off him like a springboard to continue your devastating assault against others.

Encounter • Chi, Divine

Encounter Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage and knocked prone.

Special: You may shift 2 before making the attack, ignoring difficult terrain. If your first attack hits, you may make a second attack against another target within 3 squares.

Secondary Target: One creature

Secondary Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage and knocked prone.

Special: You may shift 2 before making the attack, ignoring difficult terrain. If your second attack hits, you may make a third attack against another target within 3 squares. (You cannot launch this attack against the first target; it must be a third creature.)

Tertiary Target: One creature

Tertiary Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage and knocked prone.

Special: You may shift 2 before making the attack, and you may shift 1 after making the attack, ignoring difficult terrain.



LEVEL 29 DAILY PRAYERS

Quivering Fist Martial Artist Attack 29

Channeling the fullest extent of your chi, you deliver a vicious strike that sets up a sequence of reverberations in the body and heart of the enemy.

Daily • Chi, Divine

Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 5[W] + Wisdom modifier damage and ongoing 10 damage (save ends).

Special: Once, at any point after the target saves against the ongoing damage, but before the end of the encounter, you can give a mental command for the vibrations to cease, throwing his body into further turmoil. This is a free action. The target once again suffers ongoing 10 damage (save ends).

Wyvern Dives for Prey Martial Artist Attack 29

You leap into the air, flipping over the heads of your enemies to land beyond them, slamming down with a vicious punch or kick as you pass overhead.

Daily • Divine, Weapon

Standard Action Melee weapon

Target: One creature in any of the squares over which you pass

Attack: Dexterity vs. AC

Hit: 6[W] + Dexterity modifier damage

Special: You may shift up to 4 squares while making this attack, ignoring difficult terrain and passing over any enemies in your path (allowing you, essentially, to move through their squares).

MARTIAL ARTIST PARAGON PATHS

MASTER OF FLOWERS

"Safety in numbers? It's an illusion. Watch."

Path Features: Opportune Assault, Poison Petals, Combat Mobility

Prerequisite: Martial artist class

You have studied many advanced methods of combat, focused specifically on dealing with multiple foes. Those who master these styles are called Masters of Flowers, because they seem almost to open like a blossom, bringing death to all who surround them.

MASTER OF FLOWERS PATH FEATURES

All masters of flowers have the following path features.

Opportune Assault (11th level): When you make an opportunity attack, you may also make a basic melee attack against one other adjacent foe. (This second attack must be a basic attack, even if the opportunity attack takes some other form, such as with your Poison Petals ability.)



Poison Petals (11th level): Once per round, when making an opportunity attack, you can use a martial artist at-will prayer instead of a basic attack. (This must be a melee attack, not an area attack, and it cannot include a charge.)

Combat Mobility (17th level): Whenever you spend an action point, you may shift 2 before and/or after your extra action.

MASTER OF FLOWERS PRAYERS

Spinning Fist

Master of Flowers Attack 11

Spinning and swinging, you lash out against everyone nearby.

Encounter • Divine, Weapon

Standard Action

Close burst 1

Target: All enemies in burst you can see

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and you may shift 1 after making this attack.

No Opening

Master of Flowers Utility 12

With an impossible twist, you dodge an attack that you should never have seen coming.

Encounter • Divine

Immediate Interrupt

Personal

Trigger: You take an action that draws an opportunity attack.

Effect: You do not draw the opportunity attack. You can only avoid one attack in this manner; if your action draws attacks from multiple foes, all but the first occur as normal.

Death Blossom

Master of Flowers Attack 20

Calling upon your deepest reserves, you lash out viciously at all the foes swarming you.

Daily • Chi, Divine

Standard Action

Close burst 1

Target: All enemies in burst you can see

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and each target takes a –2 penalty to all defenses and on opportunity attack rolls (save ends).

MASTER OF THE FOUR WINDS

The victorious combatant never allows the foe an opportunity to strike back."

Path Features: Distant Strike, Chi Spear, Keep Your Distance

Prerequisite: Martial artist class

While you are no less skilled a combatant than other martial artists, you prefer to fight at a distance where possible. You have learned to channel your *chi* at range, rather than having to deliver it via fists and feet.

MASTER OF THE FOUR WINDS PATH FEATURES

All masters of the four winds have the following path features.

Distant Strike (11th level): Whenever you spend an action point to gain an extra action, you also add half your level as bonus to damage on all ranged attacks until the start of your next turn.

Chi Spear (11th level): You may use any of your martial artist at-will melee attacks at a range of 4 squares. Using the power in this fashion transforms it into a ranged attack, which draws opportunity attacks as normal.

Keep Your Distance (17th level): Once per encounter, as an immediate reaction, you can shift 3 in response to an enemy moving adjacent to you.

MASTER OF THE FOUR WINDS PRAYERS

Critical Diversion Master of the Four Winds Attack 11

So powerful was your prior blow, your foe rocks back and offers you the opportunity for a second strike.

Encounter • Chi, Divine

Immediate Reaction **Melee weapon**

Trigger: You score a critical hit with a chi attack

Target: The same creature you hit with a critical

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and you can shift 3.

Chi Arrow Master of the Four Winds Utility 12

You channel all your power into your hands and hurl it at your foes.

Encounter • Divine

Minor Action **Personal**

Effect: The next encounter or daily martial artist prayer you use, as long as it's normally a melee attack, can instead be made as a ranged attack with a range of 8. Even if the attack normally affects more than one target, you can only target a single foe when it's used in this manner.



Chi Lance Master of the Four Winds Attack 20

A thrust of your fingers, and a lance of power plunges into your enemy's gut.

Daily • Chi, Divine

Standard Action **Ranged 10**

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 3[W] + Dexterity modifier damage.

Effect: If the target does not move at least 1 square further away from you on its next turn than it was at the end of your own turn, it takes an additional 2[W] damage.

Miss: Half damage, no additional damage.

Chapter Two: Classes–Martial Artist

STICK FIGHTER

"This? This isn't a weapon. This is just my walking stick..."

Path Features: *Chi Staff*, Staff Master, Staff Parry, Staff Sweep

Prerequisite: Martial artist class

You have mastered the art of combining your combat techniques with the use of clubs, staves, and similar “stick” weapons. You often carry one disguised as a walking stick or some other innocent instrument, only to strike your foes down with when the need arises.

STICK FIGHTER PATH FEATURES

All Stick Fighters have the following path features.

Chi Staff (11th level): You can use a club or a staff when making martial artist attacks with the *chi* keyword, rather than being restricted to unarmed attacks, and you gain a +1 class bonus to attack when doing so. (Exception: You cannot use a club or staff with the *raging dragon fist* or *raging dragon stance* powers.)

Staff Master (11th level): As a free action, you can spend an action point to reroll one attack roll or damage roll you made using a club or staff. When you do this, you don't take an extra action from the action point.

Staff Parry (11th level): When wielding a staff, you gain a +1 shield bonus to your AC.

Staff Sweep (16th level): When you fight with a staff, you can wield and whirl it in such a way as to make it function as a reach weapon. Further, you gain threatening reach (allowing you to make opportunity attacks 2 squares away), but only once per round.

STICK FIGHTER PRAYERS

Tornado Sweep

Stick Fighter Attack 11

You spin and whirl, striking about you with both sides of your staff.

Encounter • Divine, Weapon

Standard Action Close burst 2

Requirement: You must be wielding a staff or two clubs.

Target: All enemies in burst you can see

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage and you push the target 1 square. On a critical hit, the target is also knocked prone.



Heavy Stick

Stick Fighter Utility 12

You spin your weapons in powerful arcs, building unbelievable momentum.

Daily • Divine

Minor Action **Personal**

Effect: Until the end of the encounter, your club's damage die is d8 instead of d6, and your quarterstaff's damage die is d10 instead of d8.

Wooden Hurricane

Stick Fighter Attack 20

Your foe reels beneath a torrent of wooden blows.

Daily • Divine, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a staff or two clubs.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3[W] + Dexterity modifier damage.

Miss: The target falls prone, tripped up by the weapon he tried so hard to dodge.

UNSEEN NINJA

"You won't see me coming, won't hear my footsteps. Death walks unseen, and I am death."

Path Features: Dark and Silent, Chi Dagger, Swift Disappearance

Prerequisite: Martial artist class

You have turned your study of unarmed combat, and your physical acumen, to stealth and swift killing. Many unseen ninja are members of extended clans, but others are lone souls who learned from an individual master. Whatever the case, you firmly believe that the best battle is one that you've won before it begins.

UNSEEN NINJA PATH FEATURES

All unseen ninjas have the following path features.

Dark and Silent (11th level): Any time you make a Stealth check, you can roll twice and choose the higher result. Further, you suffer no penalties to Stealth for moving, or speaking (as long as you don't shout), and suffer only -5 when running, rather than the standard -10. See the Stealth skill (*D&D 4E Players Handbook*).

Chi Dagger (11th level): You can use a dagger when making martial artist attacks with the *chi* keyword, rather than being restricted to unarmed attacks, and gain a +1 class bonus to attack when doing so. (Exception: You cannot use a dagger with the *raging dragon fist* or *raging dragon stance* powers.)

Swift Disappearance (16th level): Any time you spend an action point, you also turn invisible until you attack, or until the end of your next turn.

UNSEEN NINJA PRAYERS

Sudden Attack

Unseen Ninja Attack 11

Taking a moment to orient yourself, you strike at your foe's most vulnerable spot.

Encounter • Divine

Standard Action **Melee weapon**

Target: One creature against whom you have combat advantage

Attack: Dexterity +2 (for combat advantage) vs. AC

Hit: 2[W] + Dexterity modifier and ongoing 10 damage (save ends)



Ghost Step

Unseen Ninja Utility 12

With intense spiritual focus, you attune yourself to the wall before you, passing directly through the stones.

Daily • Divine, Stance

Minor Action

Personal

Effect: Until the end of your next turn, you gain the phasing ability (see the glossary in the *D&D 4E Monster Manual*).

Unseen Strike

Unseen Ninja Attack 20

You slip up behind your target, drawing your blade across his throat, or crushing his carotid with your bare hand.

Daily • Chi, Divine

Standard Action

Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, plus ongoing 10 damage (save ends). On a critical hit, cause ongoing 20 damage (save ends).

Miss: Half damage, no ongoing damage.

Chapter Two: Classes–Nature Priest

NATURE PRIEST

"The beasts of the wild come when I beckon. I can shape the earth with a gesture, bend the storm to my will. Why, then, should I fear you?"

CLASS TRAITS

Role: Controller. Nature priests are capable of shaping the area around them by calling upon all things natural, from the lightning and the thunder to packs of conjured wolves.

Power Source: Divine. While most nature priests grant their devotion to nature as a whole, their prayers are no less miraculous than those of clerics or paladins.

Key Abilities Wisdom, Constitution, Charisma.

Armor Proficiencies: Cloth, leather, hide; light shield.

Weapon Proficiencies: Simple melee, handaxe, longspear, sling.

Implements: Fetishes, staffs.

Bonus to Defense: +1 Fortitude, +1 Will.

Hit Points at 1st Level: 10 + Constitution score.

Hit Points per Level Gained: 4.

Healing Surges per Day: 6 + Constitution modifier.

Trained Skills: Nature (Wis). From the class skills list, choose three more trained skills at 1st level.

Class Skills: Athletics (Str), Dungeoneering (Wis), Endurance (Con), Heal (Wis), Nature (Wis), Perception (Wis), Religion (Int).

Build Options: Conjuring Priest, Weather Priest

Class Features: Natural Affinity, Natural Caster, Ritual Caster

Nature priests are the masters of the natural world. Where clerics call upon individual gods, and wizards study esoteric rites, nature priests commune with and command nature itself. Although many of their prayers aren't quite as dramatically flashy as a wizard's spells, they're equally potent, able to send torrents of fire or conjured minions raging across a battlefield.

Nature has always called to you, fascinated you. You might be a priest of a nature god, a member of an ancient order practicing far from civilization, the shaman of a nomadic tribe, or the last in a line of forest guardians. You might wield the powers of the primal world to battle unnatural evils, or you might seek to spill blood in the name of a carnage-hungry totem. Whatever the case, you're more at home beneath a canopy of leaves or a sky of stars than a roof of wood and stone.

Your sword is the lightning, your armor the wind, your standard-bearers the eagle and the wolf. With these weapons, and these allies, you can change the world.

NATURE PRIEST OVERVIEW

- **Characteristics:** While you have a few powers with single targets, most of your prayers are focused on impacting the field as a whole—either striking down many foes at once, making the ground impassible, or sending forth multiple conjured attacks. While your utility powers are perhaps a bit narrower in scope than those of the wizard, there are still few obstacles you cannot overcome, and there are several things you can accomplish that even the vaunted masters of the arcane cannot.
- **Religion:** All nature priests are religious, in some form or another. Many worship no single god, but grant their devotion to entire pantheons, or to nature and the world as divine entities in their own right. If you do worship a god, it's a god of nature, such as the Storm God or the Sea Goddess. Some evil nature priests worship evil elemental powers that seek the destruction or enslavement of the various humanoid races.
- **Races:** Elves and humans are the most common nature priests by far, though half-elves, halflings, and eladrin form a sizable minority of them. Dwarves, though very well suited mechanically to the class, tend to favor a more rigid form of religion, and thus only rarely become nature priests.

CREATING A NATURE PRIEST

Nature priests have a wide variety of powers, and though there's often substantial overlap, most tend to fall into one of two camps. Regardless, you'll find a high Wisdom absolutely essential, and your Constitution and Charisma scores are valuable as well.

CONJURING PRIEST

You prefer to summon allies to do battle for you, and your attacks are more likely to take the form of a lunging panther or a diving hawk than they are a rain of fire or bolt of lightning. Focus on Wisdom first and foremost, but because your conjured allies occupy spaces—and thus can prevent foes from reaching you—you can afford to favor Charisma over Constitution. While your prayers lack the sheer destructive power of your weather-using brethren, this is more than made up for by your ability to maintain your conjurations for multiple rounds, even having two or three active at once.

Suggested Feat: Improved Initiative (Human feat: Conjured Perseverance [page 97])

Suggested Skills: Athletics, Nature, Perception

Suggested At-Will Powers: *flaming blade*, *swarming summons*

Suggested Encounter Power: *hunting wolf*

Suggested Daily Power: *blinding bats*

WEATHER PRIEST

You revel in your power over the elements. Forego most conjuring prayers in favor of those that call the lightning, or send frigid hail pounding down upon the heads of your enemies. Again, Wisdom is your primary score, but consider making Constitution your next best ability, to help offset your relatively low hit points—and the fact that many foes, upon seeing what you can do, are going to make every effort to take you down. While you cannot maintain your prayers for longer than a round, as a conjuring priest can, your attacks are potent enough that you hardly need to.

Suggested Feat: Raging Storm (Human feat: Improved Affinity [page 97])

Suggested Skills: Endurance, Nature, Religion

Suggested At-Will Powers: *lightning fist*, *winter's grip*

Suggested Encounter Power: *gusting wind*

Suggested Daily Power: *freezing cloud*

IMPLEMENTS

Nature priests make use of fetishes and staffs to help channel and direct their divine powers. (A fetish is a small holy item, created from elements of the natural world. Some examples include a ring of holly, a necklace of bones, or a rock with animal totems carved into its surface.) A nature priest using a fetish or staff can add its enhancement bonus to attack rolls and damage rolls to powers with the implement keyword. Without a fetish or staff, a nature priest can still use these powers, but he or she doesn't gain the bonus provided by the magic implement.

NATURE PRIEST CLASS FEATURES

While the nature priest's spells are her primary tools and weapons, she has other class abilities from which to choose.

NATURAL AFFINITY

Choose one of the following two casting styles and gain its benefits.

Conjuration Affinity: You may make use of the following benefits.

Extended Conjuration: Once per day, you can declare one nature priest prayer with the conjuration keyword to be "extended." You can do this either when first casting the prayer, or any time before you cease sustaining it. Normally, all such prayers require a minor action to sustain them. Your extended prayer remains for one full round *after* you stop spending minor actions to extend it. You may still use the conjured prayer as normal, as though you *had* taken the minor action (having it attack, for instance). The spell ends at the end of this "free" round; you cannot start spending minor actions again to "re-sustain" it.



Unseen Conjuration: Once per encounter, as a free action, you can declare a conjuration prayer to be "unseen"; you must cast the prayer in the same round you make this declaration. The conjuration is invisible, and only becomes visible when it makes its first attack (thus gaining combat advantage, and perhaps misleading a foe as to where it came from).

Elemental Affinity: Select two of the following energy keywords: cold, fire, lightning, thunder. You can make use of the following benefits.

Elemental Accuracy: Once per encounter as a free action, you gain a class bonus to a single damage roll, equal to your Charisma modifier. You may only use this ability when attacking with a nature priest prayer with one or both of your selected energy keywords.

Elemental Defense: Once per encounter as an immediate interrupt, you gain a bonus to Reflex and Fortitude equal to your Constitution modifier. This protects you only against attacks that deal damage of one (or both) of your chosen energy types, and applies until the start of your next turn.

NATURAL CASTER

You gain your Charisma modifier as a class bonus to Nature checks made when casting rituals that rely on that skill.

Chapter Two: Classes–Nature Priest

RITUAL CASTER

You gain the Ritual Caster feat as a bonus feat, which allows you to use magic rituals. You begin with possession of the Animal Messenger and Commune With Animals (page 100) rituals, but you must acquire any further rituals through the normal methods; you do not automatically gain them as you advance.

NATURE PRIEST POWERS

Your powers are called prayers (though some nature priests refer to them instead as rites). Above all other factors, they define the sort of nature priest—indeed, the sort of adventurer—that you are.

NATURE PRIESTS AND CONJURING

Many nature priest prayers involve the conjuration of animals or animal-like entities to aid in combat. These are not true creatures, pulled from elsewhere in the world, but manifestations of animal spirits and totems. Thus, they are considered aspects of the magic, not true combatants; they cannot be attacked, and their actions are limited to those described under the power entries.

No conjured creature can act if it leaves your line of sight—it simply ceases to move and waits for you to reestablish control—and it cannot attack any creature to whom you lack line of sight.

LEVEL 1 AT-WILL PRAYERS

Flaming Blade Nature Priest Attack 1

A jet of fire forms in your fist, a searing spear with which to slash your enemies.

At-Will • Divine, Fire, Implement

Standard Action **Melee or Ranged 10**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier fire damage.

Increase damage to 2d8 + Wisdom modifier fire damage at 21st level.

Special: This power counts as a basic attack. When a power allows you to make a melee or ranged basic attack, you can use this power.

Lightning Fist Nature Priest Attack 1

Sparks of elemental fury crackle between your fingers, and the air around your fist smells sharply of ozone.

At-Will • Divine, Implement, Lightning

Standard Action **Ranged 3**

Primary Target: One creature

Primary Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wisdom modifier lightning damage and you push the target a number of squares equal to your Charisma modifier, and immediately make a followup attack.

Secondary Targets: One or two creatures adjacent to the primary target.

Secondary Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wisdom modifier lightning damage.

Increase damage to 2d6 + Wisdom modifier lightning damage at 21st level.

Primal Scream Nature Priest Attack 1

Through distended jaw, you roar with the force of the storm, blasting your foes with thunderous fury.

At-Will • Divine, Implement, Thunder

Standard Action **Close blast 3**

Target: All creatures in blast

Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wisdom modifier thunder damage and the target is deafened until the start of your next turn.

Increase damage to 2d6 + Wisdom modifier thunder damage at 21st level.

Swarming Summons Nature Priest Attack 1

At your command, a cloud of biting, stinging vermin swarm about your target, ripping flesh and poisoning blood.

At-Will • Conjuration, Divine, Implement, Poison

Standard Action **Area 1 square within 10 squares**

Target: Each creature in square

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier poison damage.

Increase damage to 2d6 + Wisdom modifier poison damage at 21st level.

Effect: The spell's area is filled with a cloud of flying, venomous insects. Anyone who begins his turn in, or enters, that space suffers poison damage equal to your Charisma modifier (minimum 1). The swarm remains until the end of your next turn. You can cause it to end earlier as a minor action.

Chapter Two: Classes–Nature Priest

Winter's Grip Nature Priest Attack 1

Ice forms around your closed fist, crackling loudly, steaming in the warmer air.

At-Will • Cold, Divine, Implement

Standard Action **Melee or Ranged 10**

Target: One target

Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wisdom modifier cold damage and the target is slowed until the start of your next turn.

Increase damage to 2d6 + Wisdom modifier cold damage at 21st level.

LEVEL 1 ENCOUNTER PRAYERS

Diving Raptor Nature Priest Attack 1

With a high-pitched shriek, a razor-taloned eagle drops from the heavens to tear at your foes.

Encounter • Conjunction, Divine, Implement

Standard Action **Ranged 10**

Conjunction: The eagle occupies a single square within range. It cannot be attacked or damaged.

Target: One creature adjacent to the eagle

Attack: Wisdom vs. AC

Hit: 1d8 + Wisdom modifier damage.

Sustain Minor: Repeat the attack when you sustain the power. You can move the eagle up to 10 squares as a move action. The eagle moves as a physical creature; it must fly around or over obstacles and foes (though it may move through your allies' squares), and it must end its move in an unoccupied square.

Special: Although the power specifies that the conjunction takes the form of an eagle, you can cause it to take other animal forms appropriate to the attack, such as other raptors and birds—a hawk or vulture, for instance—or perhaps a large bat or giant insect.

Gusting Wind Nature Priest Attack 1

As though you had harnessed the hurricane, you unleash a mighty gust against your foes.

Encounter • Divine, Implement

Standard Action **Close blast 6**

Target: Each creature in blast

Attack: Wisdom vs. Fortitude

Hit: Push the targets 6 and knock them prone.

Effect: Targets suffer a –4 penalty to ranged attacks against you and allies adjacent to you until the start of your next turn.

Hunting Wolf Nature Priest Attack 1

At your behest, a ravenous wolf lunges from nowhere.

Encounter • Conjunction, Divine, Implement

Standard Action **Ranged 6**

Conjunction: The wolf occupies a single square within range. It cannot be attacked or damaged.

Target: One creature adjacent to the wolf

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier damage and the target is knocked prone; or 2d6 + Wisdom modifier damage against a prone target.

Sustain Minor: Repeat the attack when you sustain the power. You can move the wolf up to 6 squares as a move action. The wolf moves as a physical creature; it must go around obstacles and foes (though it may move through your allies' squares), it is slowed by difficult terrain, and it must end its move in an unoccupied square.

Special: Although the power specifies that the conjunction takes the form of a wolf, you can cause it to take other animal forms appropriate to the attack, such as a hyena.

Sphere of Fire Nature Priest Attack 1

A glowing ball of fire appears in your hand, sending a tiny plume of smoke into the sky, ready to be either hurled or smashed into an enemy.

Encounter • Divine, Fire, Implement

Standard Action **Melee or Ranged 8**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier fire damage, and the target suffers a –2 penalty to all attacks and checks until the end of your next turn.

LEVEL 1 DAILY PRAYERS

Blinding Bats Nature Priest Attack 1

A flock of rapidly flapping bats batter your opponents about the head.

Daily • Conjunction, Divine, Implement

Standard Action **Area burst 1 within 10 squares**

Target: Each creature in burst you can see

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier damage and the target is blinded until the end of your next turn.

Miss: Half damage.

Sustain Minor: Repeat the attack each time you sustain the power. You can cause the swarm to move up to 4 squares as a move action, and can maintain it for up to 1 minute.

Special: Although the power specifies that the conjunction takes the form of bats, you can cause it to take on the form of other appropriate swarms or groups, such as a swarm of flies.

Chapter Two: Classes–Nature Priest

Freezing Cloud Nature Priest Attack 1

Other than having a divine rather arcane keyword, this prayer is identical to the wizard spell of the same name.

Heavy Fog Nature Priest Attack 1

What appears to be a normal mist clings tightly to all who pass through it, weighing them down.

Daily • Divine, Implement

Standard Action Area burst 3 within 12 squares

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: Target slowed (save ends). Flying creatures descend to earth, and cannot take off (save ends). This is a separate save from the slow effect.

Sustain Minor: Repeat the attack against all creatures in the area.

Wall of Wind Nature Priest Attack 1

The air shimmers with a vertical barrier of mighty gusts.

Daily • Conjunction, Divine, Implement

Standard Action Area wall 8 within 10 squares

Effect: You create a wall of wind. The wall consists of contiguous squares filled with heavy gusts of wind. It can be up to 8 squares long and up to 4 squares high.

Creatures that begin their turn adjacent to or within the wall suffer push 3 away from it.

Entering the wall costs 4 squares of movement. The wall provides concealment.

Sustain Minor: You can maintain the wall for up to 1 minute.

Sustain Standard: You may rearrange the wall's space.

LEVEL 2 UTILITY PRAYERS

Climbing Bough Nature Priest Utility 2

You throw a seed to the earth, from which springs a narrow tree with carefully placed branches.

Daily • Conjunction, Divine

Standard Action Ranged 10

Conjunction: A small tree occupies 1 square, and provides cover. The tree requires only a DC 5 Athletics check to climb, providing an easy means of traversing obstacles. The tree's maximum height is a total number of squares equal to your Wisdom modifier +2.

Sustain Minor: If the spell ends, the tree shrinks down to nothing, carrying anyone climbing it swiftly but safely to the ground.

Cloudburst Nature Priest Utility 2

A heavy rain cloud forms above, releasing a sudden downpour.

Encounter • Conjunction, Divine

Standard Action Area burst 1 within 10 squares

Effect: The area is filled with a heavy rain. All nonmagical fires are quenched, and anyone suffering ongoing fire damage gains a +2 bonus to end that effect. Any lightning and thunder effects in the area do +1 damage. The rain provides concealment. The *cloudburst* ends at the start of your next turn.

Sustain Minor: The storm persists.

Obfuscating Mist Nature Priest Utility 2

A wide bank of mist rolls in out of nowhere, obscuring the area around you.

Daily • Divine

Standard Action Close burst 3

Effect: The fog blocks line of sight. Although it initially forms around you, it does not move with you.

Sustain Minor: The cloud persists.

Hardwood Cudgel Nature Priest Utility 2

You bestow your weapon with the might of the great oak, then use it to clobber your foes.

Encounter • Divine, Weapon

Minor Action

Effect: Every basic melee attack you make with your weapon for the rest of the encounter also allows you to push the target 1 square, as long as you succeed in hitting and dealing damage. The weapon does not bestow this ability on anyone else, so you cannot enchant a cudgel and then offer it to an ally.

Special: If your weapon is a weapon made completely of wood, such as most clubs or staves, the push value instead equals your Constitution modifier (minimum 1).

Chapter Two: Classes-Nature Priest

LEVEL 3 ENCOUNTER PRAYERS

Slashing Tree Nature Priest Attack 3

From the seed that you hurl to the ground, a willowy tree springs forth. Its branches wave independently of the wind, as though seeking out your foes.

Encounter • Conjuration, Divine, Implement

Standard Action Ranged 10

Conjuration: A small tree occupies 1 square, and provides cover. You can command the tree to move up to 3 squares as a move action. The tree makes opportunity attacks against your enemies. As a minor action on your turn, you can command it to make a single attack against any foe adjacent to the tree.

Target: Any creature that provokes an attack from the tree, or that you command it to attack, as above

Attack: Charisma vs. Reflex

Hit: 1d6 + Charisma modifier damage. A foe struck by the tree's opportunity attack stops moving and ends her current action, if a move provoked the attack. If she still has actions remaining, she can use them to resume moving.

Sustain minor: The tree persists.

Stinging Bees Nature Priest Attack 3

A veritable cloud of bees bedevil your foes.

Encounter • Conjuration, Divine, Implement, Poison

Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 1d10 + Wisdom modifier poison damage.

Effect: The spell's area is filled with a cloud of flying, venomous bees. Anyone who begins his turn in, or enters, that space suffers poison damage equal to your Charisma modifier (minimum 1). The swarm remains until the end of your next turn. You can cause it to end earlier as a minor action.

Sustain Minor: You can sustain the cloud for up to 1 minute. You can cause it to move up to 4 squares as a move action.

Special: Although the power specifies that the conjuration takes the form of a swarm of bees, you can cause it to take other animal forms appropriate to the attack, such as a swarm of hornets or a cluster of tiny vipers.

Storm of Sleet Nature Priest Attack 3

Streams of frigid water and tiny chunks of ice obscure vision and chill the air.

Encounter • Cold, Divine, Implement

Standard Action Area burst 3 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier cold damage.

Effect: The *storm of sleet* provides concealment. It lasts until the beginning of your next turn, but you may spend a minor action to end it early.

Striking Viper Nature Priest Attack 3

A poisonous viper rises from the earth at your command, striking viciously at adjacent foes.

Encounter • Conjuration, Divine, Implement, Poison

Standard Action Ranged 6

Conjuration: The viper occupies a single square within range. It cannot be attacked or damaged.

Target: One creature adjacent to the viper

Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wisdom modifier poison damage and ongoing 5 poison (save ends).

Sustain Minor: Repeat the attack when you sustain the power. You can move the viper up to 6 squares as a move action. The viper moves as a physical creature; it must go around obstacles and foes (though it may move through your allies' squares), it is slowed by difficult terrain, and it must end its move in an unoccupied square.

Special: Although the power specifies that the conjuration takes the form of a viper, you can cause it to take other toxic forms, such as a giant scorpion or a small komodo dragon.

Chapter Two: Classes-Nature Priest



LEVEL 5 DAILY PRAYERS

Bramble Wall

Nature Priest 5

You hurl a brown, jagged seed at the earth. Where it strikes, a thicket of rapier-sharp brambles and thorns erupts from below.

Daily • Conjuraton, Divine, Implement

Standard Action **Area** wall 8 within 10 squares

Effect: You create a wall of brambles and thorns. The wall consists of contiguous squares filled with heavy, thorn-covered brambles. It can be up to 8 squares long and up to 4 squares high. You cannot create a solid wall in an occupied square, so take that into account as you cast this power.

The wall blocks line of sight and prevents movement. No creature can enter a square containing the wall.

As a standard action, a creature can attack one square of the wall. Each square has 25 hit points, and any creature that uses a melee attack to damage it suffers 1d6 damage, as does any creature pushed, bull rushed, or otherwise forced into it. The wall can be climbed with a DC 22 Athletics check, but doing so inflicts 1d6 damage per square climbed.

If the wall is not otherwise destroyed, it crumbles to powder, splinters, and leaves after an hour.

Burning Lahar

Nature Priest Attack 5

A rolling tide of filthy, ash-encrusted magma bubbles from the earth and flows in the direction you command.

Daily • Divine, Fire, Implement

Standard Action **Area** burst 2 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Dexterity

Hit: 1d10 + Wisdom modifier fire damage.

Effect: The area is difficult terrain. Creatures who enter the lahar or start their turns within it suffer 1d6 + Wisdom modifier fire damage.

Sustain Minor: You can sustain the *burning lahar* for a number of rounds equal to your Constitution modifier. As a move action, you can cause the *lahar* to move up to 2 squares.

Make an attack against any creatures in the area when you cease to sustain the *burning lahar*. These creatures may be trapped in the hardening rock.

Secondary Target: Each creature in area when you end the power

Secondary Attack: Wisdom vs. Reflex

Hit: Target is restrained (save ends).

Entangling Terrain

Nature Priest Attack 5

At your command, the grasses and roots of the earth rise up to wrap about the ankles of your enemies.

Daily • Divine, Implement

Standard Action **Area** burst 3 within 20 squares

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: The target is immobilized (save ends).

Effect: The area is difficult terrain until the end of your next turn. You may make an immediate attack against any creature that ends its turn in the area, immobilizing them as above.

Sustain Minor: You can sustain this power for up to 1 minute.

Chapter Two: Classes–Nature Priest

Winding Python Nature Priest Attack 5

An enormous serpent winds about the orc's limbs, hindering his movements.

Daily • Conjunction, Divine, Implement

Standard Action **Ranged 6**

Conjunction: The python occupies a single square within range. It cannot be attacked or damaged.

Target: One creature adjacent to the python

Attack: Wisdom vs. Fortitude. (The python moves into the target's space when attacking, and back to its square if it misses. When the slow effect ends, it moves into an empty adjacent square of your choice, or the nearest empty square if none of the adjacent squares are unoccupied.)

Hit: 2d10 + Wisdom modifier poison damage, and target suffers a –2 penalty to attack rolls and is slowed until the start of your next turn.

Sustain Minor: Repeat the attack when you sustain the power. You can move the python up to 6 squares as a move action. The python moves as a physical creature; it must go around obstacles and foes (though it may move through your allies' squares), it is slowed by difficult terrain, and it must end its move in an unoccupied square.

Special: Although the power specifies that the conjunction takes the form of a python, you can cause it to take other forms that can grapple a foe, such as an ape or (in an aquatic environment) an octopus.

LEVEL 6 UTILITY PRAYERS

Blessed Berry Nature Priest Utility 6

A moment of concentration, and a single wine-purple berry appears in the palm of your hand.

Daily • Conjunction, Divine, Healing

Standard Action

Effect: A magical berry appears in your hand. You may keep it for yourself or give it to someone else. Consuming the berry requires a move action. The individual doing so spends a healing surge, and heals a number of hit points equal to her surge value plus + your Wisdom modifier. The berry remains potent for 24 hours after creation.

Lightfoot Nature Priest Utility 6

You grant your ally the grace and the light step of the hunting panther.

Daily • Divine

Standard Action **Melee 1**

Target: You or one willing ally

Effect: The target can shift, and move at his normal speed, in difficult terrain. In addition, the Perception DC to track the target increases by 10. This power lasts for the duration of the encounter, or for five minutes.

Longstep Nature Priest Utility 6

A surge of strength flows through your legs, and you feel as though you could walk forever.

Daily • Divine

Standard Action **Melee 1**

Targets: A total number of individuals (which may include willing allies and/or yourself) equal to your Constitution modifier (minimum 1).

Effect: The targets are able to cover more ground over longer periods of time. Their speed does not increase for combat purposes, but for purposes of overland travel, their speed increases by 2. (This adds 10 miles per day, 1 mile per hour, 100 feet per minute; see *D&D 4E Players Handbook*.) This power lasts for 10 hours.

Treeskin Nature Priest Utility 6

At your touch, your companion's skin takes on the dark, rough texture of tree bark.

Daily • Divine, Polymorph

Standard Action **Melee 1**

Target: You or one willing ally

Effect: You confer resistance 5 to weapon damage for the duration of the encounter.

LEVEL 7 ENCOUNTER PRAYERS

Fiery Seed Nature Priest Attack 7

You hurl a tiny seed at your enemy, a seed that explodes in a horrific burst of flame as it strikes.

Encounter • Divine, Fire, Implement

Standard Action **Ranged 10**

Primary Target: One creature

Primary Attack: Wisdom vs. Reflex

Hit: 3d6 + Wisdom modifier fire damage, and immediately make a followup attack.

Secondary Targets: All creatures adjacent to primary target.

Secondary Attack: Wisdom vs. Reflex

Hit: Half initial damage.

Chapter Two: Classes–Nature Priest

Gale Cloak

Nature Priest Attack 7

With the fury of the storm, you command the winds to drive your foes away from you.

Encounter • Divine, Implement

Standard Action **Close** burst 3

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier damage, and you push the targets 3 and knock them prone.

Hunting Wolf Pack

Nature Priest Attack 7

A small pack of wolves descends upon your foes.

Encounter • Conjuration, Divine, Implement

Standard Action **Ranged** 6

Conjuration: The pack consists of several wolves that move as a unit, occupying the space of a Large creature (4 squares) within range. It cannot be attacked or damaged.

Targets: Up to four creatures adjacent to the pack.

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier damage and target knocked prone; or 2d8 + Wisdom modifier damage against a prone target.

Sustain Minor: Repeat the attack when you sustain the power. You can move the wolf pack up to 6 squares as a move action. The wolves move as physical creatures; they must go around obstacles and foes (though they may move through your allies' squares), are slowed by difficult terrain, and must end their move in unoccupied squares. While the wolves must end every move in the space of a single Large creature (a space 2 squares by 2 squares), they can split up while moving—so you could, for instance, have the pack go around an enemy on both sides.

Special: Although the power specifies that the conjuration takes the form of a wolf pack, you can cause it to take on the form of other pack hunters, such as hyenas or jackals.

Raging Wolverine

Nature Priest Attack 7

With a fearsome growl, the furious beast attacks in a blur of tearing claws.

Encounter • Conjuration, Divine, Implement

Standard Action **Ranged** 6

Conjuration: The wolverine occupies a single square within range. It cannot be attacked or damaged.

Target: One creature adjacent to the wolverine

Attack: Wisdom vs. AC

Hit: 2d6 + Wisdom modifier damage and ongoing 5 damage (save ends).

Sustain Minor: Repeat the attack when you sustain the power. You can move the wolverine up to 6 squares as a move action. The wolverine moves as a physical creature; it must go around obstacles and foes (though it may move through your allies' squares), it is slowed by difficult terrain, and it must end its move in an unoccupied square.

Special: Although the power specifies that the conjuration takes the form of a wolverine, you can cause it to take other small, wild beasts, such as a great badger or a bobcat.

LEVEL 9 DAILY PRAYERS

Draw the Lightning

Nature Priest Attack 9

The heavens open at your command, raining lightning down upon your foes.

Daily • Divine, Implement, Lightning

Standard Action **Range** 20

Target: One, two, or three creatures within range

Attack: Wisdom vs. Reflex

Hit: If you attack a single target, a hit deals 5d6 + Wisdom modifier lightning damage. If you attack two, each takes 3d6 + Wisdom modifier lightning damage, and if you attack three, each takes 2d6 + Wisdom modifier lightning damage.

Eye of the Storm

Nature Priest Attack 9

You ensconce yourself in the heart of a roaring hurricane, confident that few of your foes can reach you.

Daily • Divine, Implement

Standard Action **Close** burst 3 to 5, your choice

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier damage, plus you slide the targets 3 squares, knock them prone, and they are dazed until the end of your next turn.

Miss: Half damage and you slide the targets 2 squares.

Effect: You have concealment against all attacks from within or behind the raging winds.

Sustain Standard: You can sustain the *eye of the storm* for a number of rounds equal to your Constitution modifier. You do not repeat the attack when sustaining this power.

Chapter Two: Classes–Nature Priest

Hornet Cloud Nature Priest Attack 9

An enormous, buzzing swarm descends across the battlefield.

Daily • Conjuration, Divine, Implement, Poison

Standard Action Area burst 4 within 20 squares

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 3d6 + Wisdom modifier poison damage, and ongoing 5 poison (save ends).

Miss: Half damage, no ongoing damage.

Sustain Minor: Repeat the attack each time you sustain the power. You can cause the swarm to move up to 5 squares as a move action, and can maintain it for up to 1 minute.

Special: Although the power specifies that the conjuration takes the form of hornets, you can cause it to take on the form of other swarms or groups appropriate to the attack, such as a poisonous drakes or other insects.

Wall of Fire Nature Priest Attack 9

Other than having a divine rather arcane keyword, this prayer is identical to the wizard spell of the same name.

LEVEL 10 UTILITY PRAYERS

Energy Ward Nature Priest Utility 10

A wave of your hand bestows protection from the most fearsome elements.

Daily • Acid, Cold, Divine, Fire, Lightning, Necrotic, Radiant, or Thunder

Minor Action Ranged 10

Target: You or one willing ally

Effect: You grant the target resistance against one energy type of your choice, chosen from the following list: acid, cold, fire, lightning, necrotic, radiant, or thunder. The resistance equals your level + your Wisdom modifier, and lasts until the end of the encounter or for 5 minutes.

Fey Fire Nature Priest Utility 10

You point a finger, and your target glows with a red-violet aura.

Encounter • Divine, Implement

Standard Action Area burst 2 within 12 squares

Effect: All creatures within the area glow. This negates invisibility and normal concealment, and bestows a –10 penalty on Stealth checks. All attacks against these foes gain a +2 bonus to hit. This effect lasts until the end of your next turn.

Sustain Minor: You can sustain this power for a number of rounds equal to your Charisma modifier. You can move the area up to 6 squares as a move action.

Shroud of Bats Nature Priest Utility 10

The air immediately around you is filled with flapping, spinning bats.

Encounter • Conjuration, Divine, Implement

Standard Action Melee

Effect: The bats occupy the same square that you do, filling it entirely and granting you concealment (–2 to attack rolls against you) to all attacks.

Sustain Minor: The shroud persists.

Special: Although the power specifies that the conjuration takes the form of bats, you can cause it to take on the form of other swarming animals, such as crows or flying beetles.

LEVEL 13 ENCOUNTER PRAYERS

Spine Stones Nature Priest Attack 13

You raise your hand, and the ground sprouts a wicked array of spikes, barbs, and thorns.

Encounter • Conjuration, Divine, Implement

Standard Action Area burst 4 within 20 squares

Target: Each creature in burst. Flying creatures are immune to this power.

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier damage and the target is slowed until the start of your next turn.

Effect: Any creature moving through the area before the start of your next turn suffers 2 damage per square.

Sustain Minor: You do not repeat the initial attack, but you can sustain the area of damaging terrain for up to 5 minutes.

Spitting Cobra Nature Priest Attack 13

Hood spread wide, a fearsome cobra uncoils from the earth, a spray of venom shooting from its maw.

Encounter • Conjuration, Divine, Implement, Poison

Standard Action Ranged 6

Conjuration: The cobra occupies a single square within range. It cannot be attacked or damaged.

Target: One creature within 4 squares of the cobra

Attack: Wisdom vs. Fortitude

Hit: 1d10 + Wisdom modifier poison damage, ongoing 5 poison (save ends), and blind until the end of your next turn.

Sustain Minor: Repeat the attack when you sustain the power. You can move the cobra up to 6 squares as a move action. The cobra moves as a physical creature; it must go around obstacles and foes (though it may move through your allies' squares), it is slowed by difficult terrain, and it must end its move in an unoccupied square.

Special: Although the power specifies that the conjuration takes the form of a cobra, you can cause it to take other appropriate form, such as a giant frog whose "spit" is a tongue attack.

Chapter Two: Classes–Nature Priest

Thunder Seed

Nature Priest Attack 13

You hurl a tiny seed through the air to strike your foe, where it detonates with deafening ferocity.

Encounter • Divine, Implement, Thunder

Standard Action **Ranged 20**

Primary Target: One creature or object

Primary Attack: Wisdom vs. Reflex

Hit: 3d6 + Wisdom modifier thunder damage plus the target is deafened until the end of your next turn, and immediately make a secondary attack.

Secondary Targets: All creatures adjacent to primary target

Secondary Attack: Wisdom vs. Reflex

Hit: Half initial damage, no deafening.

Thundering Rhino

Nature Priest Attack 13

A furious rhinoceros charges across the battlefield, flinging your foes left and right.

Encounter • Conjuration, Divine, Implement

Standard Action **Ranged 4**

Conjuration: The rhino occupies the space of a Large creature (2 squares on a side) within range. It cannot be attacked or damaged.

Target: The rhino makes a charge attack, moving up to 6 squares. It can move *through* an enemy's square in the process, and makes an attack against every foe whose square it passes through, as well as the foe it is adjacent to at the end of the charge.

Attack: Wisdom vs. Reflex

Hit: 1d10 + Wisdom modifier damage, plus target is pushed 3 and knocked prone

Sustain Minor: Repeat the attack when you sustain the power. The rhino continues to make charge attacks as you direct it. With a move action, you can also direct it to move up to 6 squares before or after a charge attack. The rhino moves as a physical creature; it must go around obstacles and foes (though it may move through your allies' squares), it is slowed by difficult terrain, and it must end its move in an unoccupied square.

Special: Although the power specifies that the conjuration takes the form of a rhino, you can cause it to take other Large charging forms, such as a unicorn, a warhorse, a macetail behemoth, or a giant boar.

LEVEL 15 DAILY PRAYERS

Lightning Storm

Nature Priest Attack 15

A monstrous lightning bolt, the pride of the Storm God himself, slams to earth, shattering everything in its path.

Daily • Divine, Implement, Lightning, Thunder

Standard Action **Area** burst 1 (primary), burst 2 (secondary), and burst 4 (tertiary), all centered on the same square, within 12 squares

Primary Targets: All creatures in burst 1 you can see.

Primary Attack: Wisdom vs. Fortitude

Hit: 4d6 + Wisdom modifier lightning and thunder damage, plus the target is deafened (save ends) and stunned until the end of your next turn.

Miss: Half damage, deafened until the end of your next turn.

Secondary Targets: All creatures in burst 2 you can see, and that were not in burst 1.

Secondary Attack: Wisdom vs. Fortitude

Hit: 3d6 + Wisdom modifier lightning and thunder damage, plus the target is deafened (save ends) and dazed until the end of your next turn.

Miss: Half damage.

Tertiary Targets: All creatures in burst 4 that were not in burst 1 or 2, and you can see.

Tertiary Attack: Wisdom vs. Fortitude

Hit: 2d6 thunder damage, plus the target is deafened until the end of your next turn.

Miss: Half damage.

Ray of Dawn

Nature Priest 15

Like the dawn itself, you cast a searing, blinding beam of sunlight from your hand.

Daily • Divine, Implement, Radiant

Standard Action **Ranged 8**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 4d10 + Wisdom modifier radiant damage and target is blind (save ends).

Miss: Half damage, no blindness.

Chapter Two: Classes-Nature Priest

Wall of Ice

Nature Priest Attack 15

Other than having a divine rather arcane keyword, this prayer is identical to the wizard spell of the same name.

Winged Pedestal

Nature Priest Attack 15

To the sound of a thousand flapping wings, you are borne aloft on a column of circling crows.

Daily • Conjunction, Divine, Implement

Standard Action

Personal

Conjunction: You are surrounded and lifted by an enormous column of crows. This grants you a fly speed of 8, with a maximum altitude of 4 squares. You must end your turn on solid footing or you fall.

If you also spend a standard action on any turn after the turn in which you activate this power, you can roll an attack against any creature over whose space you pass during your flight, as the column of crows passes through its space.

Target: Each creature over whom you pass in the flight granted by the crows

Attack: Wisdom vs. AC

Hit: 3d6 + Wisdom modifier damage.

Sustain Minor: You can sustain this power for up to 1 minute.

Special: Although the power specifies that the conjunction takes the form of crows, you can cause it to take on the form of other swarms, such as a bats or wasps.

LEVEL 16 UTILITY PRAYERS

Air Step

Nature Priest Utility 16

Beneath your feet, the air becomes as solid as earth.

Daily • Divine

Standard Action

Melee 1

Target: Yourself or one willing ally

Effect: The target gains the ability to walk on air (essentially gaining a fly speed equal to 6 or her normal movement rate, whichever is lower). The target retains this ability until the end of your next turn.

Sustain Minor: If this spell ends, the target floats to the ground and takes no falling damage. You can sustain the power for up to 5 minutes.

Cat's Eye

Nature Priest Utility 16

Your friend's eyes take on a golden feline glow, their pupils warping into narrow slits.

Daily • Divine, Polymorph

Standard Action

Melee 1

Target: You or one willing ally

Effect: The target gains darkvision for the duration of the encounter.

Shape Wood

Nature Priest Utility 16

The hard edges of the wood begin to soften beneath your touch, allowing you to shape it as you wish.

Daily • Divine

Standard Action

Melee 1

Target: One wooden object, or a portion of a large wooden object, of up to 1 square in size

Effect: You can make simple changes to the wood, such as opening a passage, forming crude sculptures, reshaping small objects, closing holes, and the like.

Stone to Mud

Nature Priest Utility 16

With a word of elemental power, you liquefy the ground at the beast's feet.

Encounter • Divine, Implement

Standard Action

Area up to 10 contiguous squares within 20 squares

Effect: The area becomes difficult terrain until the end of the encounter.

LEVEL 17 ENCOUNTER PRAYERS

Dust Devil

Nature Priest Attack 17

A miniature whirlwind whips up around your foe, flaying his skin and trapping him in place.

Encounter • Divine, Implement

Standard Action

Ranged 8

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 3d10 + Wisdom modifier damage, and the target is restrained and deafened until the start of your next turn.

Chapter Two: Classes–Nature Priest



Piercing Scorpion

Nature Priest Attack 17

At your command, a monstrous scorpion the size of a warhorse digs its way from the earth, its claws clacking, its writhing tail all but dripping with venom.

Encounter • Conjunction, Divine, Implement, Poison

Standard Action

Ranged 8

Conjunction: The scorpion occupies the space of a Large creature (2 squares on a side) within range. It cannot be attacked or damaged.

Target: One creature within 2 squares of the scorpion

Attack: Wisdom vs. Fortitude

Hit: 1d10 + Wisdom modifier poison damage, ongoing 10 poison (save ends), and immobilized until the end of your next turn.

Sustain Minor: Repeat the attack when you sustain the power. You can move the scorpion up to 6 squares as a move action. The scorpion moves as a physical creature; it must go around obstacles and foes (though it may move through your allies' squares), it is slowed by difficult terrain, and it must end its move in an unoccupied square.

Special: Although the power specifies that the conjunction takes the form of a scorpion, you can cause it to take other Large poisonous forms, such as a giant spider or an enormous viper.

Swooping Griffon

Nature Priest Attack 17

A mighty griffin descends from on high, ready to rend your foes or carry you across the battlefield.

Encounter • Conjunction, Divine, Implement

Standard Action

Ranged 10

Conjunction: The griffin occupies the space of a Large creature (2 squares on a side) within range. It cannot be attacked or damaged.

Target: One creature adjacent to the griffin

Attack: Wisdom vs. AC

Hit: 2d10 + Wisdom modifier damage.

Sustain Minor: Repeat the attack when you sustain the power. You can move the griffin up to 10 squares as a move action. The griffin moves as a physical creature; it must fly around or over obstacles and foes (though it may move through your allies' squares), and it must end its move in an unoccupied square.

The griffin can carry you with it, moving you across the battlefield. Obviously, it must either start adjacent to you, or it must use some of its of movement to get to you, and then fly you the remainder. Alternatively, it can pick up and carry a willing ally in the same fashion. The griffin cannot attack in any round in which it carries a passenger. You (or the passenger) grant combat advantage to all foes from the start of the flight until the start of your next turn.

Special: Although the power specifies that the conjunction takes the form of a griffin, you can cause it to take other animal forms appropriate to the attack, such as a hippogriff, a pegasus, or a giant owl.

Thunderbolt

Nature Priest Attack 17

You unleash a terrible stroke of lightning at your target. It rips through the air and impacts with a cacophonous roar as brutal as the storm itself.

Encounter • Divine, Implement, Lightning, Thunder

Standard Action

Ranged 12

Primary Target: One creature

Primary Attack: Wisdom vs. Reflex

Hit: 5d6 + Wisdom modifier lightning damage and the target is deafened until the end of your next turn. Make an immediate secondary attack.

Secondary Targets: All creatures adjacent to primary target.

Secondary Attack: Wisdom vs. Fortitude

Hit: Half initial damage—this is thunder damage, not lightning—and push the targets 2 squares away from the primary target.

LEVEL 19 DAILY PRAYERS

Animate Undergrowth Nature Priest Attack 19

Grasping tendrils and vines emerge from the earth, wrapping tightly about anyone who dares to come to close, shifting them to and froe, squeezing the life from them.

Daily • Divine, Implement

Standard Action Area burst 4 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 3d6 + Wisdom modifier damage and the target is restrained (save ends).

Sustain Minor: When you sustain this power, you repeat the attack against any creature in the area that is not restrained, but you do no additional damage to those who are still restrained; or

Sustain Move: As sustain minor, plus you can cause the plants to slide any creature they have already restrained up to 3 squares within the area. (Because the plants are doing both the restraining and the moving, this is an exception to the rule that restrained creatures cannot be moved.)

Effect: The area is difficult terrain until the end of your next turn.

Crushing Bear Nature Priest Attack 19

A mighty bear rears up, wrapping your foe in a crushing embrace.

Daily • Conjuraton, Divine, Implement

Standard Action Ranged 6

Conjuraton: The bear occupies the space of a Large creature (2 squares on a side) within range. It cannot be attacked or damaged.

Target: One creature adjacent to the bear

Attack: Wisdom vs. Fortitude

Hit: 3d8 + Wisdom modifier damage, and the target is restrained until the start of your next turn.

Miss: Half damage.

Sustain Minor: Repeat the attack when you sustain the power. You can move the bear up to 6 squares as a move action. The bear moves as a physical creature; it must go around obstacles and foes (though it may move through your allies' squares), it is slowed by difficult terrain, and it must end its move in an unoccupied square.

Special: Although the power specifies that the conjuration takes the form of a bear, you can cause it to take other constricting or holding forms, such as a crocodile, a great serpent, or a squid.



Grasping Tree Nature Priest Attack 19

You hurl a seed at the earth before you. From it sprouts a towering oak, its branches clenching and flexing like mighty hands.

Daily • Conjuraton, Divine, Implement

Standard Action Ranged 10

Conjuraton: A mighty oak occupies 4 squares (the space of a Large creature), and provides cover. You can command the oak to move up to 3 squares as a move action. It cannot be attacked and lasts for the duration of the encounter. The oak makes opportunity attacks against your enemies, and has a reach of 2. As a minor action on your turn, you can command it to make a single attack against any foe within 2 squares of the tree.

Target: Any creature that provokes an attack from the tree, or that you command it to attack, as above

Attack: Charisma vs. Reflex

Hit: 2d10 + Charisma modifier damage and the target is restrained (save ends).

Thunderous Roar Nature Priest Attack 19

A deafening thunderclap resounds over the battlefield.

Daily • Divine, Implement, Thunder

Standard Action Area burst 6 within 20 squares

Target: All creatures in burst you can see

Attack: Wisdom vs. Fortitude

Hit: 4d10 + Wisdom modifier thunder damage and the target is deafened (save ends).

Chapter Two: Classes–Nature Priest

LEVEL 22 UTILITY PRAYERS

Blessed Berry Vine Nature Priest Utility 22

As blessed berry, but you can create a number of berries equal to your Charisma modifier.

Cloud Chariot Nature Priest Utility 22

This power functions as the cleric prayer of the same name.

Shape Stone Nature Priest Utility 22

Beneath your touch, the rock becomes as supple as clay, allowing you to mold it to your will.

Daily • Divine

Standard Action **Melee 1**

Target: One stone object, or a portion of a large stone object, of up to 1 square in size

Effect: You can make simple changes to the stone, such as opening a passage, adding spikes, forming crude sculptures, reshaping small objects, closing holes, and the like.

LEVEL 23 ENCOUNTER POWERS

Glacial Plain Nature Priest Attack 23

Frost forms on the earth, the walls, and even your opponents as you infuse the air with glacial cold.

Encounter • Cold, Divine, Implement

Standard Action **Area** burst 3 within 12 squares

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 3d10 + Wisdom modifier cold damage.

Effect: The area of the prayer becomes difficult terrain for the remainder of the encounter. Any creature in the area that suffers a slide, push, or pull effect adds 1 to the distance moved, due to the slick surface.

Rain of Fire Nature Priest Attack 23

The entire region is suddenly shot through with streamers of flame that plummet from the sky like the wrath of the gods themselves.

Encounter • Divine, Fire, Implement

Standard Action **Area** burst 4 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 4d6 + Wisdom modifier fire damage.

Effect: The streams of fire provide concealment. Any creature that enters the rain of fire, or begins its turn within, takes 10 points of fire damage. The rain of fire lasts until the start of your next turn, but you can end it early with a minor action.

Shrieking Eagle Nature Priest Attack 23

A great eagle drops from the sky, its screeching loud enough to set ears to bleeding.

Encounter • Conjuration, Divine, Implement

Standard Action **Ranged 10**

Conjuration: The eagle occupies a single square within range. It cannot be attacked or damaged.

Target: One creature adjacent to the eagle

Attack: Wisdom vs. AC

Hit: 2d8 + Wisdom modifier damage.

Secondary Target: All creatures within a close burst 2 of the eagle

Secondary Attack: Wisdom vs. Fortitude

Hit: Target is dazed until the end of your next turn.

Sustain Minor: Repeat the attack when you sustain the power. You can move the eagle up to 10 squares as a move action. The eagle moves as a physical creature; it must fly around or over obstacles and foes (though it may move through your allies' squares), and it must end its move in an unoccupied square.

Special: Although the power specifies that the conjuration takes the form of an eagle, you can cause it to take other animal forms appropriate to the attack, such as other raptors and birds—a hawk or vulture, for instance—or perhaps a giant insect whose “scream” attack is a loud buzz.

Stalking Panther Nature Priest Attack 23

A sleek, black panther appears from the Feywild, ready to hunt.

Encounter • Conjuration, Divine, Implement

Standard Action **Ranged 12**

Conjuration: The panther occupies the space of a Large creature (2 squares on a side) within range. It cannot be attacked or damaged.

Target: One creature adjacent to the panther

Attack: Wisdom vs. AC; the panther ignores cover and concealment.

Hit: 3d6 + Wisdom modifier damage.

Sustain Minor: Repeat the attack when you sustain the power. You can move the panther up to 8 squares as a move action. The panther moves as a physical creature; it must go around obstacles and foes (though it may move through your allies' squares), and it must end its move in an unoccupied square. Its fey nature allows it to ignore difficult terrain, however.

Special: Although the power specifies that the conjuration takes the form of a panther, you can cause it to take on the form of other lone hunting beasts, such as a lion, a giant fox, or a giant lizard.

Chapter Two: Classes–Nature Priest

LEVEL 25 DAILY PRAYERS

Beastly Polymorph Nature Priest Attack 25

Your enemy grunts and drops to all fours, assuming the form of a harmless beast.

Daily • Divine, Implement, Polymorph

Standard Action Ranged 8

Target: One living creature

Attack: Wisdom vs. Fortitude

Hit: 2d10 + Wisdom modifier damage and target is slowed (save ends).

First Failed Save: Target is dazed instead of slowed (save ends).

Second failed Save: The target transforms into a small animal (and is no longer dazed). The precise form of the animal is your choice—it could be a large cat, a dog, a hawk, or the like. The target retains its own hit points, and its movement rate depends on its form (a hawk can fly, for instance; your GM will decide the precise movement based on shape), but otherwise, use the statistics for a dire rat (or a similar animal no more potent than a level 1 minion). The target becomes an animal mentally as well, and almost certainly seeks to do nothing but escape combat. Once it has become an animal, the target can no longer save against this power; only the Remove Affliction ritual can restore it to its original form and persona. If you attempt to turn the target into an animal that cannot survive the current environment—such as transforming it into a fish in the middle of a forest—you take a –4 penalty on the attack roll, and the target gains a +2 bonus to its saves.

Creeping Death Nature Priest Attack 25

From the depths of the earth, or perhaps the depths of nightmare, a veritable flood of biting, stinging insects rolls into being and swarms viciously over your foes.

Daily • Conjunction, Divine, Implement, Poison

Standard Action Area two separate bursts 2 within 10 squares of both you and each other

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 4d8 + Wisdom modifier poison damage and ongoing 10 poison (save ends).

Effect: The area of the *creeping death* is considered difficult terrain until the end of your next turn.

Sustain Minor: Repeat the attack on any creature in the area. You may move a single swarm 3 squares, or both swarms 2 squares, as a move action. You can sustain the *creeping death* for up to one minute.

Earthen Maw Nature Priest Attack 25

The ground opens with a jagged crack. It resembles nothing so much as a great fanged mouth of stone and dirt as it swallows your enemy whole.

Daily • Divine, Implements

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 8d4 + Wisdom modifier damage, and the target vanishes into a pocket of earth as the ground closes back up behind her.

Effect: While trapped in the earth, the target cannot see, move, or affect the world outside in any way. Similarly, no one can see or attack the creature. The target can escape either via any teleportation effect that allows movement of more than 10 squares and does not require line of sight, or as follows:

On its turn each round, as a standard action, the trapped creature can attempt a Strength or Intelligence attack (its choice) against your Will to escape. If the creature fails to escape or chooses not to try, the earth vomits her up after one minute. Upon leaving, the creature returns to the space she occupied (or the nearest available open space).

Pebble to Boulder Nature Priest Attack 25

You toss a harmless pebble at the approaching enemy. They laugh aloud, right up until the pebble grows into an enormous boulder and crushes the life from them.

Daily • Divine, Implement

Standard Action Ranged 10

Target: One or two creatures within range

Attack: Wisdom vs. Reflex

Hit: If you target a single creature, it takes 6d8 + Wisdom modifier damage, is pushed 2, and knocked prone. If you target two creatures, each takes 3d8 + Wisdom modifier damage and is knocked prone.

Effect: The boulder or boulders occupy a square adjacent to the target (the square closest to you). They are not large enough to provide cover, but that square is difficult terrain for the remainder of the encounter.

Chapter Two: Classes–Nature Priest

LEVEL 27 ENCOUNTER POWERS

Diving Roc

Nature Priest Attack 27

The sun is all but blotted out by the sudden dive of an enormous roc.

Encounter • Conjuration, Divine, Implement

Standard Action

Ranged 14

Conjuration: The roc occupies the space of a Huge creature (3 squares on a side) within range. It cannot be attacked or damaged.

Target: One creature adjacent to the roc

Attack: Wisdom vs. AC

Hit: 4d6 + Wisdom modifier damage.

Sustain Minor: Repeat the attack when you sustain the power. You can move the roc up to 10 squares as a move action. The roc moves as a physical creature; it must fly around or over obstacles and foes (though it may move through your allies' squares), and it must end its move in an unoccupied square.

The roc can carry you with it, moving you across the battlefield. Obviously, it must either start adjacent to you, or it must use some of its of movement to get to you, and then fly you the remainder. Alternatively, it can pick up and carry a willing ally in the same fashion. It can carry a total of two passengers this way. The roc cannot attack in any round in which it carries a passenger. You (or the passenger) grant combat advantage to all foes from the start of the flight until the start of your next turn.

Special: Although the power specifies that the conjuration takes the form of a roc, you can cause it to take other animal forms appropriate to the attack, such as a truly giant eagle, or perhaps an unimaginably large bat.

Stampeding Bulls

Nature Priest Attack 27

A herd of enraged bulls charges across the field, flattening everything in their path.

Encounter • Conjuration, Divine, Implement

Standard Action

Ranged 20

Conjuration: The herd consists of several bulls and occupies the space of a Gargantuan creature (4 squares on a side) within range. It cannot be attacked or damaged.

Target: The herd makes a charge attack, moving up to 10 squares, and making trample attacks against every creature whose space they pass through

Attack: Wisdom vs. Reflex

Hit: 3d8 + Wisdom modifier damage, and target is knocked prone.

Sustain Minor: Repeat the attack when you sustain the power. The herd continues to make charge attacks as you direct it. With a move action, you can also direct it to move up to 6 squares before or after a charge attack. The bulls move as physical creatures; they must go around obstacles and foes (though they may move through your allies' squares), are slowed by difficult terrain, and must end their move in unoccupied squares. While the bulls must *end* every move in the space of a single Gargantuan creature (a space four squares by four squares), they can split up while moving—so you could, for instance, have the herd go around an enemy on both sides.

Special: Although the power specifies that the conjuration takes the form of a heard of bulls, you can cause it to take the form of other herd animals, such as stallions, buffaloes, or drakes—or it can take on the form of a single Gargantuan creature, such as an enormous macetail behemoth or a mighty war elephant.



Chapter Two: Classes–Nature Priest

Sunrise Nature Priest Attack 27

Even the sun seems to obey your commands as a burst of daylight fills the air before you.

Encounter • Divine, Implement, Radiant

Standard Action Area burst 2 within 12 squares

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 6d6 + Wisdom modifier radiant damage and the target is blind until the start of your next turn.

Tremor Nature Priest Attack 27

At your command, the very earth shakes and shudders.

Encounter • Divine, Implement

Standard Action Area burst 2 within 20 squares, or
Close blast 3

Target: Each creature in burst or blast

Attack: Wisdom vs. Reflex

Hit: 6d6 + Wisdom modifier damage and targets are knocked prone.

LEVEL 29 DAILY PRAYERS

Death Queen's Ravens Nature Priest Attack 29

A flock of ravens, their feathers a dull black that seems to absorb the light, descend on the battlefield in an unnatural, impossible silence.

Daily • Conjunction, Divine, Implement

Standard Action Area burst 3 within 20 squares

Target: Each creature in burst you can see

Attack: Wisdom vs. Fortitude

Hit: 4d8 + Wisdom modifier damage, plus target is blind until the start of your next turn and weakened (save ends).

Miss: Half damage, target is blind until the end of your next turn.

Sustain Minor: Repeat the attack each time you sustain the power. You can cause the flock to move up to 6 squares as a move action, and can maintain it for up to 1 minute.

Special: Although the power specifies that the conjunction takes the form of a flock of ravens, you can cause it to take the form of other swarms or groups appropriate to the attack, such as a swarm of wasps or a murder of crows.

Finger of Decay Nature Priest Attack 29

Nature priests are masters of life—and that includes knowing how to end it. With a gesture of your finger, you command your foe to die.

Daily • Divine, Implement

Standard Action Ranged 8

Target: One bloodied creature

Attack: Wisdom vs. Fortitude

Hit: 8d6 + Wisdom modifier necrotic damage and target takes a –2 penalty to attack and damage rolls (save ends).

First Failed Save: Target becomes weakened, instead of suffering the previous penalty (save ends).

Second Failed Save: Target loses a number of hit points equal to its bloodied total. Assuming it still lives, it remains weakened until it saves.

Shake the Earth Nature Priest Attack 29

As though the earth itself were a waking giant, stirring after a millennia of sleep, the ground shakes, sending creatures toppling and tumbling.

Daily • Divine, Implement

Standard Action Area burst 4 within 20 squares, or
Close blast 5

Target: Each creature in burst or blast

Attack: Wisdom vs. Reflex

Hit: 4d10 + Wisdom modifier damage, plus targets are dazed (save ends) and fall prone.

Miss: Half damage, targets are knocked prone.

Effect: The area becomes difficult terrain until the end of the encounter.

Tornado Nature Priest Attack 29

Summoning the powers of the storm, you drop a miniature tornado on your foes.

Daily • Divine, Implement

Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 8d6 + Wisdom modifier damage, you slide the target 3 squares (within the area of effect only), and the target is restrained (save ends) and deafened (save ends).

Miss: Half damage.

Effect: The tornado lasts until the end of your next turn. Repeat the attack against any creature that enters the area. You can cause it to end earlier as a minor action.

NATURE PRIEST PARAGON PATHS

HIEROPHANT

"We are all shaped by nature—and we shape nature in turn."

Path Features: Eternal Wellspring, Venom Resistance, Master of Nature's Magics

Prerequisite: Nature priest class

You are fully focused on what, exactly, it means to be a nature priest. You identify yourself as a priest of nature first, as an individual or a member of your race second. In many ways, you are to other nature priests what high priests are to clerics; you don't necessarily have authority over them, but you understand secrets of the ancient ways that other nature priests do not.

HIEROPHANT PATH FEATURES

All hierophants have the following path features.



Eternal Wellspring (11th level): You may spend an action point to regain one nature priest encounter power you have already used, instead of gaining an extra action.

Venom Resistance (11th level): Once per day as a free action, you can grant yourself poison resistance equal to your level + your Charisma modifier. This resistance lasts for the duration of the encounter (or 5 minutes).

Master of Nature's Magics (16th level): Choose two of the following ritual categories: divination, exploration, healing, scrying, or teleportation. You can now cast all rituals of those categories using your Nature skill, no matter what skill those rituals normally require. (You do not, however, gain the standard nature priest bonus of +2 to Nature-based rituals when casting a ritual that normally requires some other skill.)

HIEROPHANT PRAYERS

Feylight

Hierophant Attack 11

A beam of pale moonlight falls from the heavens, sapping the strength from your foes.

Encounter • Divine, Implement, Radiant

Standard Action

Ranged 8

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 3d6 + Wisdom modifier radiant damage and the target is weakened until the start of your next turn. If the target has the fey origin, it is also dazed until the start of your next turn.

Elemental Conjunction

Hierophant Utility 12

A moment's concentration, and you bestow a touch of the elemental forces on your conjured allies.

Encounter • Divine, plus either Cold, Fire, Lightning, or Thunder

Standard Action

Personal

Effect: The next conjunction prayer you cast, so long as it occurs before the end of your next turn, is imbued with one energy type of your choice: cold, fire, lightning, or thunder. The damage dealt by the conjured creature becomes damage of that energy type, and it deals an extra 1d6 damage of that type on a critical hit. If you have the Elemental Affinity class feature, you can also use your Elemental Accuracy with this conjunction.

Forest's Wrath

Hierophant Attack 20

Your enemy stops, eyes wide, as bark begins to cover its flesh, roots to grow from its feet.

Daily • Divine, Polymorph

Standard Action

Ranged 8

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d10 + Wisdom damage and the target is slowed (save ends).

First Failed Save: Target is immobilized instead of slowed.

Second Failed Save: Target transforms into a tree. It can take no actions, and has no thoughts. (This is, in all mechanical ways, equivalent to petrified.)

The target can continue attempting to save on its turn each round. If it succeeds, it returns to its normal form, with no lingering effects except being slowed until the end of its next turn.

STORMWALKER

"My voice is the thunder, my breath is the wind, and I am unstoppable as the storm itself."

Path Features: Friend of the Storm, Storm-Thrower,

Prerequisite: Nature priest class

You have always been fascinated by the power of the elements. Other nature priests may commune with the beasts, summon fire, even change their shape—but you know that the greatest power in the natural world is the might of the raging storm.

STORMWALKER PATH FEATURES

All stormwalkers have the following path features.

Friend of the Storm (11th level): When you spend an action point to take an extra action, you also add half your level to the damage of any attack powers that have the lightning or thunder keywords. This bonus lasts until the start of your next turn.

Storm-Thrower (11th level): Any nature priest attacks you make with the lightning or thunder keywords a critical hits on a roll of 19 or 20.

Stormwalk (17th level): Once per day, as a free action, you grant yourself the ability to walk on air, essentially gaining a fly speed equal to your standard movement rate. This ability lasts for 10 rounds (1 minute).



STORMWALKER PRAYERS

Lightning Stride

Stormwalker Attack 11

You transform yourself into a powerful lightning bolt, blasting through your foes.

Encounter • Divine, Lightning, Teleportation

Standard Action

Ranged up to 10

Target: Each creature within your path of movement and within range

Attack: Wisdom vs. Reflex

Hit: 3d6 + Wisdom modifier lightning damage.

Effect: In the form of a lightning bolt, you travel from your starting square to any square within 10, making an attack against all creatures who squares you pass through in the process. If a solid object (not a creature) at least one square thick blocks your path, and the bolt does not deal enough damage to destroy it, you reappear adjacent to the object.

Chapter Two: Classes–Nature Priest

Shielding Winds

Stormwalker Utility 12

A thick layer of wind whirls around you, blocking incoming attacks.

Daily • Divine

Immediate Reaction

Personal

Trigger: You are attacked

Effect: You gain a +2 power bonus to AC, and a +1 power bonus to Reflex.

Sustain Minor: You can sustain this power for up to 5 minutes.

Ongoing Storm

Stormwalker Attack 20

A webwork of lightning arcs between your foes, and the blasts of thunder are nigh deafening even from here.

Daily • Divine, Implement, Lightning, Thunder

Standard Action

Area burst 3 within 15 squares

Target: Each creature in burst you can see

Attack: Wisdom vs. Fortitude

Hit: 4d8 + Wisdom modifier lightning damage, plus ongoing 10 thunder damage and stunned (save ends both).

Aftereffect: Deafened (save ends).

Miss: Half damage, no ongoing, and deafened (save ends).



TERRAIN GUARDIAN

"I am the guardian of the wood. Obey my laws, and you shall pass through uninjured. Disobey, and your moldering flesh will enrich the soil for years to come."

Path Features: Friend of Nature, Terrain Walk, Strength of the World

Prerequisite: Nature priest class

You have mastered the ins and outs of a particular sort of terrain or environment. You might consider yourself the guardian of a specific region, or you might be a wanderer who happens to favor a given sort of area.

When you first gain this paragon path, choose one of the following environments (or you and your GM can work together to come up with a new one, if that's more appropriate to your character or campaign).

- Desert
- Forest or Jungle
- Marsh or Swamp
- Mountains
- Tundra or Glacial Plain
- Underground

TERRAIN GUARDIAN PATH FEATURES

All terrain guardians have the following path features.

Friend of Nature (11th level): When traveling or exploring within your chosen environment, you gain benefits to Endurance, Nature, and Perception checks. When making these skill checks, you may roll twice and choose the better of the two results. (If you have selected the underground as your environment, replace Nature with Dungeoneering.) This applies only to standard uses of these skills; it does not apply to checks for casting rituals.

Terrain Walk (11th level): You suffer no penalties for walking in your chosen terrain, and ignore difficult terrain that naturally occurs in that area. For instance, if your focus is forest, you can walk at full speed or shift over difficult woodland terrain; if glacial, you can walk over ice without falling or slowing; if mountain or underground, you ignore the difficulties of broken or uneven stone floors; and so forth. You must still actually have enough surface on which to walk to use this power. For instance, while a marsh-focused guardian is unslowed by the mud or shallow waters of the swamp, he is still impeded by water too deep to walk through, and must swim or find other means of travel accordingly.

Strength of the World (16th level): When you spend an action point while in your favored environment, you gain a +4 bonus on any attack roll or check you make with that extra action. In addition, you gain an extra move action (but not a standard action) on your *next* turn.

TERRAIN GUARDIAN PRAYERS

Wrath of the Earth Terrain Guardian Attack 11

At your command, the world itself strikes out at your foes.

Encounter • Divine, Implement

Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 1d10 + Wisdom modifier damage, and until the end of your next turn, the target takes 1d6 damage for every square it leaves.

Special: If you are within your favored environment, the area increases to burst 3 within 20 squares, and the damage increases to 2d8 + Wisdom modifier.

Walk Unhindered Terrain Guardian Utility 12

You have grown able to flit through your favored terrain like a fey spirit.

At-Will • Divine, Teleportation

Move Action Personal

Effect: You teleport up to 4 squares.

Special: You may only use this power when within your chosen environment.

By Earth Consumed Terrain Guardian Attack 20

Your foes seem simply to fall into solid ground, only to emerge elsewhere, battered and torn.

Daily • Divine, Teleportation

Standard Action Close blast 4

Target: Each enemy in blast

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier damage, and target falls into the earth, only to instantly reappear at any unoccupied space of your choosing within 8 squares of you. The target is dazed until the end of your next turn.

Special: If you are within your favored environment, the area increases to blast 6, and the targets can reappear anywhere within 12 squares of you.

Chapter Two: Classes-Nature Priest

WILDSHAPER

"I run beneath the night sky, howl at the glowing moon, savor the taste of flesh in my teeth, for the wolf and I are one."

Path Features: Hunter's Form, Hunter's Speed, Voice of the Wild, Raptor's Form

Prerequisite: Nature priest class

You feel a kinship with the beasts of the wild, so much so that you have learned to use your nature priest powers to take their form. You can adopt the shape of many normal animals, and may even prefer those shapes to your natural body.

WILDSHAPER PATH FEATURES

All wildshapers have the following path features.

Hunter's Form (11th level): You gain the *hunter's form* power (see below).

Hunter's Speed (11th level): When you spend an action point, when in the form of an animal, to gain an extra action, you also gain an extra move action (but not standard action) on your *next* turn.

Voice of the Wild (11th level): When in the form of an animal, you can speak with other animals of that sort, without the need for any additional magic or ritual. See the Commune With Animals ritual (page 100).

Raptor's Form (16th level): You gain the *raptor's form* power (see below).



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WILDSHAPER PRAYERS

Hunter's Form Wildshaper Class Feature (11th level)

Your flesh and bones warp and shrink, as you take on the form of one of nature's creatures

Daily • Divine, Polymorph

Standard Action Personal

Effect: You assume the form of a normal (that is, real-world) animal. The animal must be a quadruped, and must be within one size category of your natural form. (You can, if necessary, become a giant or abnormally small version of an otherwise normal animal, in order to fit this criteria.) Common forms include wolves, panthers, abnormally large lizards, and smaller bears. Despite the name “hunter,” you do not have to become a predatory creature; horses and bulls are viable choices as well.

You can resume your humanoid form as a free action at any point during your turn.

You keep all your normal abilities, stats, and attributes, except as noted here. You cannot speak while in this form (except to communicate with other animals of the same type).

- You gain a basic unarmed attack—often a bite, but possibly a kick, a gore, or whatever is appropriate to your form. Although it is a basic physical attack, you may choose to use your Wisdom modifier, rather than Strength, when making it. The attack deals a base of 1d8 points of damage, plus the relevant modifier.
- You gain low-light vision (if you do not already have it) and the scent ability.
- You gain one of the following movement bonuses, depending on your form. (Talk to your GM about which bonus best fits the form you've chosen. Even if a real-world animal would seem to gain more than one of these, you only gain one.)

Example Animal	Bonus Movement
Bear, great cat	Climb speed equal to your base land speed
Horse, wolf	Add +2 to your base land speed
Crocodile, shark	Swim speed equal to your base land speed
Badger, giant rat	Burrow speed equal to half your base land speed

- You gain a +2 bonus to Endurance checks to avoid exhaustion.
- If you take on the form of a creature that can breathe water, you may do so as well, but the maximum duration you can maintain the hunter's form is halved (see below).
- You retain the benefits of your armor and other protective magical items. (As mentioned above, your stats don't change.) You cannot make use of other magic items, however.

- You can still cast nature priest prayers (though of course, you do not gain the benefits of your implements, if any).

Sustain Minor: You can sustain the hunter's form for up to a number of hours equal to your Constitution modifier (minimum 1), or 30 minutes per point of Constitution modifier (minimum 30 minutes) if you assume a form that breathes water. You cannot, however, benefit from a rest—short or extended—while maintaining powers, so you may need to resume your humanoid form earlier under many conditions.

Raptor's Form Wildshaper Class Feature (16th level)

Your body hunches even as wings sprout from your back. With a fearsome shriek, you take to the air.

Daily • Divine, Polymorph

Standard Action Personal

Effect: You assume the form of a flying creature, such as a large eagle or a giant bat. The form must be within one size category of your own size, and either be that of a real-world animal, or of a flying beast that lacks any blatant supernatural powers (such as a griffon or a hippogriff).

This functions in all respects as the *hunter's form* power, above, except as follows.

- Your bonus movement rate is a fly speed, equal to your base land speed +2.
- You do not gain the scent ability, but you do gain a +4 bonus to Perception checks.

Sustain Minor: You can sustain the *raptor's form* for up to 30 minutes per point of Constitution modifier (minimum 30 minutes).

Special: If you'd prefer, you can instead spend your daily use of this power to take on the *hunter's form* for a second time in one day.

Bestial Lunge Wildshaper Attack 11

With a shriek of primal rage, you lunge at your foe.

Encounter • Divine

Standard Action

Melee weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 3d10 + Wisdom modifier damage and target is knocked prone.

Special: You can shift 2 before and after this attack.

Special: You can only make this attack while in *hunter's form* or *raptor's form*.

Preserve the Beast

Wildshaper Utility 12

You take a surge of primal power into your body, allowing you to retain animal form while focusing on other matters.

Daily • Divine

Minor Action

Personal

Effect: For the duration of the encounter, or for 1 minute, you need not spend a minor action to sustain your *hunter's form* or *raptor's form ability*. Once this duration expires, you may either take your humanoid form, or resume spending minor actions to sustain the transformation, as you prefer.

Overwhelming Pack

Wildshaper Attack 20

A dozen creatures, all sharing the form you currently wear, appear from nowhere all around you. In a screaming hoard, you descend on your foe. You leave a bloodied pulp behind, even as your companions vanish back whence they came.

Daily • Conjunction, Divine

Standard Action

Melee

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 6d10 + Wisdom modifier damage and the target is knocked prone.

Miss: Half damage.

Special: You can shift up to 4 both before and after making this attack.

Special: You can only make this attack while in *hunter's form* or *raptor's form*.

SAVAGE WARRIOR OVERVIEW

- **Characteristics:** You're almost preternaturally tough. Although your AC isn't as good as other defenders, you can take even more physical punishment than they can, thanks to your class abilities. You're not much of a ranged combatant, but that's fine, as you don't particularly *care* about ranged battle. You're a melee fighter, and that's just how you like it. Your abilities allow you to fight even harder when injured, and to move in on foes who would dare threaten your friends.
- **Religion:** Savage warriors favor gods of the wild and of primal strength, such as the Storm God and the Goddess of the Seas and the Wilds. A significant minority prefer more martial gods, and a few barbarian tribes worship various non-divine elemental forces. Some evil savage warriors devote themselves to various Demon Princes.
- **Races:** Humans and orc-blooded (page 6) are the most common savage warriors, followed by dwarves and elves. That said, every race has at least some savage tribes scattered throughout the wilderness.

SAVAGE WARRIOR

"Stand and fight if you like. Many, far stronger than you, have fallen beneath my axe!"

CLASS TRAITS

Role: Defender. Savage warriors are tough, powerful warriors who rely less on formal training and more on innate strength and the skills granted them by lives of trial and travail. (Due to their mobility, however, a savage warrior can also be built to serve as a secondary striker.)

Power Source: Martial. Many years of fighting for your very survival, as well as for your own glory and that of your people, have honed your skills and strength to a level matched only by the most well trained soldiers.

Key Abilities Strength, Dexterity, Constitution, Wisdom.

Armor Proficiencies: Cloth, hide, leather; light shield, heavy shield.

Weapons Proficiencies: Simple melee, military melee, sling, short bow.

Bonus to Defense: +2 Fortitude.

Hit Points at 1st Level: 15 + Constitution score.

Hit Points per Level Gained: 6.

Healing Surges per Day: 8 + Constitution modifier.

Trained Skills: Endurance (Con). From the class skills list, choose three more trained skills at 1st level.

Class Skills: Athletics (Str), Intimidate (Cha), Nature (Wis), Perception (Wis).

Build Options: Crushing warrior, wilderness warrior.

Class Features: Devastating Charge, Primal Resilience, Rage, Relentless Attack

Savage warriors are the product of an upbringing where fighting was the only means of survival. (While most are from harsh wilderness areas, such as vast deserts, frigid tundras, or rolling plains, some grow up in the worst neighborhoods in cities where the street fights are as dangerous as the animal packs that hunt the wilds.) The savage warrior always stands on the front line, or even charges past it, determined to crush the foe before the foe can harm his allies. While they lack the heavy armor worn by other defenders, their class features allow them to absorb a great deal of damage, and at times dish out even more than they receive. Savage warriors may fight for their own glory, as a means of earning a living, or simply because they know nothing else. Although it's not a universal trait, many such warriors from barbarian tribes harbor an innate distrust of arcane magic. They work alongside wizards, troubadours, and warlocks only reluctantly, and trust such people only if and when they've

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proved themselves over and over in the warrior's mind. A few savage warriors take this to such extremes that they won't even use magic items (except those that are clearly divine in nature), at least until mid- to high levels.

While you measure your glory by your own level, and the potency of the foes you've defeated, your motivations don't necessarily change over the course of your storied career. You could represent what city-dwellers call the "noble savage," proving your own worth, and that of your people, to a society that often considered you primitive. But then, you may be a thug, a violent marauder out for nothing but wealth, or you could be traveling far from home on a religious pilgrimage, or on a quest to attain fame and glory among the folks back home.

Will you prove a credit to your family and your culture, so very far from home? Or will you simply be remembered as another bandit who should have stayed in the wild?

CREATING A SAVAGE WARRIOR

You can, of course, choose any savage warrior powers you like for your character. Many savage warriors, however, fall into one of two groups: the crushing warrior and the wilderness warrior. Every savage warrior relies heavily on Strength, with Constitution and Wisdom bolstering hit points and many abilities. They also place a high value on Dexterity, to help mitigate the lack of heavier armor.

CRUSHING WARRIOR

You are the traditional savage warrior, rippling muscles wielding enormous, two-handed weapons to slash and crush your foes. Your objective is deal out the most damage you can, as often as possible. Strength is far and away your most vital ability score, followed by Constitution, so that you can soak up the wounds you'll take while engaged in melee. Dexterity is a solid third choice, to augment your AC. Select powers that deal the most damage, beyond all other concerns.

Suggested Feat: Power Attack (Human feat: Powerful Charge)

Suggested Skills: Athletics, Intimidate, Perception

Suggested At-Will Powers: *ground-eating charge, staggering blow*

Suggested Encounter Power: *kick 'em when they're down*

Suggested Daily Power: *twin hammers*

WILDERNESS WARRIOR

While still a powerhouse, you're somewhat more interested in skills and tactics, becoming a master of your environment. Strength is still your primary ability, and Constitution still a valuable second. Consider putting your next highest score in Wisdom, to maximize your Nature and Perception skills. When you select powers, focus on those that allow for additional effects and conditions, rather than choosing first and foremost based on damage.

Suggested Feat: Powerful Charge (Human feat: Charging Bull [page 97])

Suggested Skills: Athletics, Nature, Perception

Suggested At-Will Powers: *distracting blow, mighty roundhouse*

Suggested Encounter Power: *savage intuition*

Suggested Daily Power: *hounding strike*

SAVAGE WARRIOR CLASS FEATURES

While your weapons are your primary tools, your class grants you a variety of abilities to enhance your combat expertise.

DEVASTATING CHARGE

Savage warriors are the undisputed masters of the charge, moving into the fray to smash their foes before their allies are threatened. When making a charge attack, you may choose to use a savage warrior at-will attack in place of a basic attack. (Certain powers include the Charge keyword; these attacks include a charge in and of themselves, and are not subject to this ability.)

In addition, any time you attack a foe with a charge

Chapter Two: Classes-Savage Warrior

attack, whether you hit or miss, you also mark that target. This mark remains until another mark supersedes it, or until you end a turn having made no attack that includes the marked enemy.

PRIMAL RESILIENCE

When you first use your second wind in an encounter, you also gain temporary hit points equal to your level plus your Constitution modifier. These temporary hit points fade at the end of the encounter, if not already expended. You can only use this ability once per encounter, even if you somehow have the ability to use your second wind more than once.

FURY

You are possessed of a primal rage, one that emerges when blood is shed, granting you the strength to fight ever harder. *When you are bloodied*, you gain the following benefits:

- Your savage warrior powers deal a critical hit on a roll of 19 or 20, rather than just a 20.
- You gain a +1 class bonus to attack rolls on all melee attacks.
- You gain a class bonus to AC, based on level. You lose this bonus any time you would lose your Dexterity or Intelligence bonus to AC, such as when wearing heavy armor.

Level	AC Bonus When Bloodied
1–10	2
11–20	3
21–30	4

RELENTLESS ATTACK

Once per round, as an opportunity action, you may make a basic melee attack against an adjacent foe who attacks one of your allies with a melee or ranged attack.

SAVAGE WARRIOR POWERS

Your powers are mighty exploits, trained into mind and body by a life of hardship. Some are better for crushing warriors or wilderness warriors, but all are valuable. Some savage warrior powers include the following keywords:

Charge: These powers include the movement of a charge as part of their execution. (Remember to add the relevant charge bonus to your attack roll.) Because they already incorporate movement, they cannot be combined with your Devastating Charge class ability.

Stance: When you activate a stance power, it lasts until the end of the encounter or until you activate another stance.

LEVEL 1 AT-WILL EXPLOITS

Distracting Blow

Savage Warrior Attack 1

Your enemy shudders at the impact of your blow, his eyes glazing over.

At-Will • Martial, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: [W] + Strength modifier damage, and the target grants combat advantage to the next attack against him, so long as that attack comes before the start of your next turn.

Increase damage to 2[W] + Strength modifier at 21st level.

Ground-Eating Charge

Savage Warrior Attack 1

With a fearsome cry, you race toward your foe, the distance between you vanishing almost instantly.

At-Will • Charge, Martial, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: [W] + Strength modifier damage.

Special: This is a charge attack. You can move up to your speed +2 when making the charge, rather than being limited to just your speed.

Increase damage to 2[W] + Strength modifier at 21st level.

Mighty Roundhouse

Savage Warrior Attack 1

With a sequence of clangs and clatters, your weapon slams against your surrounding foes.

At-Will • Martial

Standard Action

Close Burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: Damage equal to your Strength modifier.

Increase damage to 2 X Strength modifier at 21st level.

Staggering Blow

Savage Warrior Attack 1

Your attack strikes home with a resounding thump, sending your foe staggering back.

At-Will • Martial, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: [W] + Strength modifier damage and you slide the target 1 square.

Increase damage to 2[W] + Strength modifier at 21st level.

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Warding Strike

Savage Warrior Attack 1

Even after you draw his blood, you keep a careful eye on your target, ready to act should he dare threaten your companions.

At-Will • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: [W] + Strength modifier damage. If the target triggers your Relentless Attack class ability before the start of your next turn, you gain your Wisdom modifier (minimum 1) as a power bonus to your attack and damage rolls on that Relentless Attack.

Increase damage to 2[W] + Strength modifier at 21st level.

LEVEL 1 ENCOUNTER EXPLOITS

Interposing Stride

Savage Warrior Attack 1

Furious that your foe would dare to strike your friends, you move in and place yourself between them, driving the enemy back with a vicious blow.

Encounter • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature within melee range of one of your allies

Attack: Strength vs. Fortitude

Hit: 1[W] + Strength modifier damage and you slide the target 1 square. The slide must move the target farther away from your ally. You can (and must) immediately shift to occupy the square the target moved out of.

Iron Lightning

Savage Warrior Attack 1

With a fearsome cry, you haul back and hurl your weapon at the nearest foe, sending the massive blade plunging into his flesh. Even as he staggers, you have leapt across the intervening distance to yank the blade from his body.

Encounter • Martial, Weapon

Standard Action **Ranged weapon** (melee or thrown weapon only)

Target: One creature within 3 squares

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier.

Effect: You immediately shift up to 2 squares to stand adjacent to the foe, recovering your weapon (from the ground or the foe's flesh) in the process.

Special: This power allows you to throw a melee weapon normally not used in such a fashion. If the weapon you use actually has the thrown property, you may add your Dexterity modifier as a power bonus on the attack roll.



Kick 'em When They're Down

Savage Warrior Attack 1

You move in on the fallen foe and drive your weapon clear through him into the unyielding earth.

Encounter • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. If the enemy is currently prone, you gain a power bonus to hit equal to your Wisdom modifier (minimum 1), and any roll of 15 or higher is a critical hit.

Savage Intuition

Savage Warrior Attack 1

Many foes mistake your rage and savagery for stupidity and clumsiness. Lying at your feet is one, at least, who will never make that mistake again.

Encounter • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength + Wisdom modifier vs. AC

Hit: 1[W] + Strength modifier + Wisdom modifier damage.

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LEVEL 1 DAILY EXPLOITS

Hounding Strike	Savage Warrior Attack 1
<i>Blood flows, and this is one foe whom you know will never escape you.</i>	
Daily • Martial, Weapon	
Standard Action	Melee weapon
Target: One creature	
Attack: Strength vs. Reflex	
Hit: 1[W] damage.	
Effect: Any time the target begins a move or shift while adjacent to you, you can move to follow him, up to your normal movement rate, as a free action. You must end your move adjacent to him. This effect lasts until the end of the encounter, or until the foe moves far enough in one turn that you cannot keep up.	

Inexorable Strike	Savage Warrior Attack 1
<i>Calling upon the depths of your strength, you deliver a blow that smashes through all defenses.</i>	
Daily • Martial, Weapon	
Standard Action	Melee weapon
Target: One creature	
Attack: Strength vs. AC	
Hit: 3[W] + Strength modifier Damage	
Miss: Half damage.	

Twin Hammers	Savage Warrior Attack 1
<i>You hack at your opponent from all sides, all angles, rendering defense all but impossible.</i>	
Daily • Martial, Weapon	
Standard Action	Melee weapon
Target: One creature	
Attack: Make two Strength vs. AC attacks against the target	
Two Hits: 2[W] + Strength modifier damage and ongoing 5 damage (save ends).	
One Hit: 2[W] + Strength modifier damage.	
Miss: Strength modifier damage.	

LEVEL 2 UTILITY EXPLOITS

Blood Flows Swiftly	Savage Warrior Utility 2
<i>Though your body aches and your vision blurs, the rage within inspires you to ever greater speeds.</i>	
Encounter • Martial, Stance	
Minor Action	Personal
Effect: For the rest of the encounter, your speed increases by +2 while you are bloodied.	
Special: You may have this and <i>bloodied resilience</i> active at the same time. This is an exception to the normal rules regarding stances.	

Boundless Endurance	Savage Warrior Utility 2
This power functions identically to the fighter exploit of the same name.	

Victory Step	Savage Warrior Utility 2
<i>You step casually over the body of the fallen foe, ever eager for the next challenge.</i>	
At-Will • Martial	
Immediate Reaction	Personal
Trigger: You drop a foe.	
Effect: Shift 2.	

LEVEL 3 ENCOUNTER EXPLOITS

Bite of the Hyena	Savage Warrior Attack 3
<i>Your savage attack draws not merely your foe's blood, but his full attention, leaving him vulnerable to others.</i>	
Encounter • Martial, Weapon	
Standard Action	Melee weapon
Target: One creature	
Attack: Strength vs. AC	
Hit: 1[W] + Strength modifier damage, and target grants combat advantage to all attacks until the start of your next turn.	

Deadly Dodge	Savage Warrior Attack 3
<i>With a feral grin, you slip aside at the last second, allowing the sword to cleave past you and into the flesh of your attacker's own companion.</i>	
Encounter • Martial	
Immediate Interrupt	Melee
Trigger: An adjacent enemy makes a melee attack against you while there is a second enemy also adjacent to you.	
Attack: Wisdom +2 vs. Reflex	
Hit: Your enemy's attack is directed at another adjacent creature of your choice, rather than you.	

Chapter Two: Classes–Savage Warrior

Knockback Savage Warrior Attack 3

Your arm shudders with the impact as your mighty blow sends the foe reeling.

Encounter • Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: 1[W] + Strength modifier damage, plus you push the target 2 squares and knock him prone.

Leap of the Hunting Lion Savage Warrior Attack 3

A running leap brings you crashing down upon your terrified adversary.

Encounter • Charge, Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Special: This is a charge attack. Because your charge takes the form of a leap through the air, you can ignore any difficult terrain or terrain-based obstacles between you and the foe.

LEVEL 5 DAILY EXPLOITS

Charge of the Raging Boar Savage Warrior Attack 5

Shouting a terrifying cry, you charge your way over and through multiple foes, leaving blood and pain your wake.

Daily • Charge, Martial, Weapon

Standard Action Melee weapon

Target: Each enemy you can reach

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier damage.

Special: This is a charge attack, affecting all creatures whose squares you pass through. (This is an exception to the normal rules about passing through occupied squares, though you must end your move in an unoccupied square as normal). You can move a number of squares equal to your normal movement, but this movement must be in a straight line. This movement is a shift, and thus does not draw opportunity attacks.

Deadly Surge Savage Warrior Attack 5

Even as the world begins to go black around you, your endless fury grants you the strength for one last strike against your foe.

Daily • Martial, Weapon

Immediate Reaction Melee weapon

Trigger: You are dropped from positive hit points to 0 or below.

Target: The creature that dropped you

Attack: Strength +4 vs. AC

Hit: 3[W] + Strength modifier + Constitution modifier + Wisdom modifier.

Fortifying Stance Savage Warrior Attack 5

Glaring about you, you set yourself to receive—and withstand—any attack.

Daily • Martial, Stance

Minor Action Personal

Effect: If you are struck by a critical hit, make an immediate saving throw. If you succeed, you reduce the critical hit to a regular hit.

LEVEL 6 UTILITY EXPLOITS

Ever Wary Savage Warrior Utility 6

Your surroundings seem almost to whisper to you, warning you of dangers to come.

Daily • Martial

Immediate Interrupt Personal

Trigger: Activate this power when combat begins, even before initiative is rolled.

Effect: You do not grant combat advantage due to surprise at the start of this encounter. In addition, you gain +4 on your Initiative check.

Fearsome Might Savage Warrior Utility 6

An ominous flexing and the cracking of knuckles attracts exactly the fearful response you'd hoped for.

Encounter • Martial, Fear

Minor Action Personal

Effect: For the duration of the encounter, you may make Intimidate checks using your Strength in place of your Charisma.

Chapter Two: Classes-Savage Warrior

Unstoppable Charge Savage Warrior Utility 6

Like a boulder in an avalanche, you bound toward your target, letting nothing stand in your way.

Daily • Martial

Free Action **Personal**

Effect: The next charge attack you make, so long as it occurs before the end of your next turn, counts as a shift rather than a normal move. Thus, it does not draw opportunity attacks.

LEVEL 7 ENCOUNTER EXPLOITS

Bleed 'em Dry Savage Warrior Attack 7

Having already delivered a vicious wound, you twist and thrust your weapon further still, ripping flesh.

Encounter • Martial, Weapon

Immediate Reaction **Melee weapon**

Trigger: Your melee attack bloodies an enemy.

Target: The foe you just bloodied

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage and the target is dazed until the end of your next turn. You may choose to spend a healing surge.

Brutal Blow Savage Warrior Attack 7

With a gleam in your eye, you move in to take advantage of your foe's every weakness, hammering him before he can recover.

Encounter • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC; if the enemy is currently suffering any ongoing condition or ongoing damage inflicted by you or one of your allies, you gain a power bonus to hit equal to your Wisdom modifier (minimum 1), and any roll of 15 or higher is a critical hit.

Hit: 2[W] + Strength modifier damage.

Embrace of the Great Bear Savage Warrior Attack 7

You unleash a terrible roar and wrap your opponent in your crushing arms.

Encounter • Martial

Standard Action **Melee**

Target: One creature

Attack: Strength vs. Reflex

Hit: 2d10 + Strength modifier damage and you grab the target.

Sustain Minor: Repeat the attack; if you hit, you deal damage again and maintain the grab as part of the minor action.

Head Slam Savage Warrior Attack 7

You reach out with your mighty fists, grabbing your foes by the head and smashing them together.

Encounter • Martial

Standard Action **Melee**

Primary Target: One adjacent enemy of your size or smaller

Primary Attack: Strength vs. Reflex

Hit: Slide the target adjacent to a second enemy, of your size or smaller, that is also adjacent to you. This allows you to make the secondary attack.

Secondary Target: The second adjacent enemy

Secondary Attack: Strength +2 vs. Reflex

Hit: Both targets take 2d10 + Strength modifier damage. On a critical hit, they are both dazed until the end of their next turns.

LEVEL 9 DAILY EXPLOITS

Battering Ram Savage Warrior Attack 9

With a terrible war cry, you heft your opponent off his feet and charge forward, wielding him like a ram against his allies.

Daily • Charge, Martial

Standard Action **Melee**

Primary Target: One adjacent enemy of your size or smaller

Primary Attack: Strength vs. Reflex

Hit: Grab the adjacent enemy. If you successfully grab the enemy, you either shift 1 or move up to your movement rate to stand adjacent to another foe; you carry the target with you. Make a secondary attack.

Secondary Targets: One adjacent enemy

Secondary Attack: Strength +2 vs. Reflex

Hit: Both targets take 3d10 + Strength modifier damage, fall prone, and are dazed until the end of their next turns. On a critical hit, they are stunned rather than dazed. (The primary target falls prone in a square of your choice, adjacent to the secondary target.)

Crushing Clout Savage Warrior Attack 9

You strike with the force of an enraged titan, driving your foe to his knees and scrambling his senses.

Daily • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Fortitude

Hit: 3[W] + Strength modifier and the target is knocked prone. The target cannot stand back up until he makes a successful save.

Chapter Two: Classes-Savage Warrior

String of Blows

Savage Warrior Attack 9

Powered by muscles and sheer fury, your weapon slashes wildly back and forth, striking at multiple enemies.

Daily • Martial, Weapon

Standard Action **Melee weapon**

Primary Target: One creature

Primary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. Make a secondary attack against a different adjacent foe.

Secondary Target: A second creature

Secondary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and attack a third adjacent foe.

Special: You may continue making follow-up attacks on additional enemies until there are none in range, you miss an attack, or you have attacked a number of enemies equal to your Constitution modifier +1. You may not attack any single enemy more than once during the *string of blows*.



LEVEL 10 UTILITY EXPLOITS

Bloodied Resilience

Savage Warrior Utility 10

The pain of your many wounds serves simply as a goad, allowing you to fight your way through any obstacle.

Daily • Martial, Stance

Minor Action

Personal

Effect: For the rest of the encounter, you gain a +2 power bonus to saves while you are bloodied.

Special: You may have this and *blood flows swiftly* active at the same time. This is an exception to the normal rules regarding stances.

Horse's Stamina

Savage Warrior Utility 10

The ground passes beneath your pounding feet, the wind blows through your hair, and you have never felt so alive.

Daily • Martial

Immediate Reaction

Personal

Trigger: You make an Endurance check to avoid damage from exhaustion, heat, or cold.

Effect: You immediately reroll the Endurance check, with a +2 bonus. You must take the result of the second roll, even if it's lower.

Volatile Charge

Savage Warrior Utility 10

Even as you duck and weave while closing in on your foe, you can see the confusion in his eye and the hesitation in his step.

Daily • Martial

Free Action

Personal

Effect: When making your next charge attack, so long as it occurs before the end of your next turn, you may move an additional 2 squares above and beyond your speed (and other movement bonuses). In addition, unlike a normal charge attack, you need not to move to the closest square from which you can attack the foe; any square that you can reach, and from which you can still attack the target, is an acceptable destination.

LEVEL 13 ENCOUNTER EXPLOITS

Blinding Blow

Savage Warrior Attack 13

The blood flows freely from your enemy's head wound, stinging his eyes and obscuring his sight.

Encounter • Martial, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage and the target is blinded until the end of its next turn.

Chapter Two: Classes-Savage Warrior

No You Didn't! Savage Warrior Attack 13

The sudden injury sends a surge of rage flowing through your veins. Faster than the lightning, you spin and lash out at the source of your pain.

Encounter • Martial, Melee

Immediate Reaction **Melee weapon**

Trigger: You take damage from a melee attack.

Target: The foe who just struck you

Attack: Strength vs. Reflex

Hit: 3[W] + Strength modifier damage and push the target 1 square.

Thunderous Blow Savage Warrior Attack 13

Your mighty blow knocks the enemy's sense from his head.

Encounter • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage and the target is dazed until the end of your next turn.

LEVEL 15 DAILY EXPLOITS

Charge of the Behemoth Savage Warrior Attack 15

Your relentless charge bowls over foe after foe.

Daily • Charge, Martial, Weapon

Standard Action **Melee weapon**

Target: Each enemy you can reach

Attack: Strength vs. Reflex; make one attack for each creature whose square you pass through (but not adjacent to).

Hit: 3[W] + Strength modifier and target is knocked prone.

Special: This is a charge attack, affecting all creatures whose squares you pass through. (This is an exception to the normal rules about passing through occupied squares, though you must end your move in an unoccupied square as normal). You can move a number of squares equal to your normal movement +2, but this movement must be in a straight line. This movement is a shift, and thus does not draw opportunity attacks.

Finishing Blow Savage Warrior Attack 15

Drawn to the blood like a ravenous vampire, you deal an already weakened enemy a mortal blow.

Daily • Martial, Weapon

Standard Action **Melee weapon**

Target: One bloodied creature

Attack: Strength +2 vs. AC

Hit: 3[W] + Strength modifier, and the enemy grants combat advantage to all attackers until the start of your next turn.

Reeling Blow Savage Warrior Attack 15

Beneath the force of your strike, your foe's entire body shudders, his muscles going limp.

Daily • Martial, Weapon

Daily Action **Melee weapon**

Target: One creature

Attack: Strength vs. Fortitude

Hit: 3[W] + Strength modifier and target drops any and all items held in its hands.

LEVEL 16 UTILITY EXPLOITS

Armored Hide Savage Warrior Utility 16

Drawing on your reserves of strength and fury, you shrug off attacks that would cripple a lesser warrior.

Daily • Martial, Stance

Minor Action **Personal**

Effect: You gain resistance 10 to weapon damage for the duration of the encounter.

Do Not Go Gentle Savage Warrior Utility 16

You curse inwardly, even as the world goes dark. Your foe will regret this humiliation, oh yes...

Daily • Martial

Immediate Reaction **Personal**

Trigger: You are dropped to 0 or negative hit points, but not slain outright

Effect: Each round, until you return to positive hit points or die, you may make two death saves and choose the better of the two.

Iron Warrior Savage Warrior Utility 16

This power functions identically to the fighter exploit of the same name.

LEVEL 17 ENCOUNTER EXPLOITS

Circle of Blood Savage Warrior Attack 17

A mighty roar, a spinning slash, and the air around you is filled with the blood of your enemies.

Encounter • Martial, Weapon

Standard Action **Close burst 1**

Target: Each enemy in burst you can see

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage and the target falls prone.

Chapter Two: Classes-Savage Warrior

Demoralizing Blow

Savage Warrior Attack 17

You slam your weapon deep into your foe's flesh, spilling blood and bruising bone. His allies fall back, terrified at your glare that promises the same for them.

Encounter • Fear, Martial, Weapon

Standard Action **Melee weapon**

Primary Target: One creature

Primary Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. If you hit, you may immediately attempt to demoralize the target's allies with a secondary attack.

Secondary Targets: Allies of the primary target within 10 squares.

Secondary Attack: Strength vs. Will

Hit: Targets suffer a –2 penalty on attack rolls until the end of their next turn. This is a fear effect.

Gimme That!

Savage Warrior Attack 17

With a cry of inarticulate rage, you snatch the enemy's weapon out of his hands and beat him to death with it.

Encounter • Martial

Standard Action **Melee**

Target: One creature

Attack: Strength vs. Reflex

Hit: You grab the target's weapon from his hands and smash him with it, dealing 2[W] + Strength modifier damage. (Use the weapon dice of the weapon you have just grabbed, not your own.)

Special: After the attack is resolved, you may either keep hold of the weapon or let it fall to the ground at your feet.

Due to the ferocious nature of the attack, this power works equally well even with weapons with which you are not proficient, or with weapons that normally require two hands to wield. On all subsequent rounds, however, any attacks you make—either with the newly acquired weapon or your own—follow all the normal rules for proficiency and required hands. Thus, if one or both of the weapons in question are two-handed, you may be *required* to drop one in order to use the other.

LEVEL 19 DAILY EXPLOITS

Bone-Breaker

Savage Warrior Attack 19

A horrible cracking all but drowns out the sound of your weapon's impact.

Daily • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, plus target is immobilized (save ends). Until the end of the encounter, if the target moves more than half its speed in a single move action, it falls prone at the end of its movement.

Miss: Half damage, and the target suffers no additional effects.

Disorienting Blow

Savage Warrior Attack 19

Your foe's head rings like a bell, and you can literally see his eyes cross.

Daily • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Fortitude

Hit: 3[W] + Strength modifier and foe suffers double-vision (save ends).

Double-Vision: Target must make two attack rolls with each attack, and take the lower of the two. Creatures with tremorsense and other non-visual means of detecting enemies are immune.

Stance of Fury

Savage Warrior Attack 19

Bloodied and enraged, you lash about you, a whirlwind of deadly anger.

Daily • Martial, Stance, Weapon

Minor Action **Personal**

Effect: Opponents who begin their turns adjacent to you suffer 1[W] damage and ongoing 10 damage until they save.

Special: You must be bloodied to activate this stance, though once active, you can maintain it even if you're healed above half hit points.

Chapter Two: Classes-Savage Warrior

LEVEL 22 UTILITY EXPLOITS

Adamantine Hide Savage Warrior Utility 22

A tensing of your mighty muscles, a summoning of your indomitable will, and you find yourself able to shrug off even the most severe of injuries.

Encounter • Martial

Immediate Reaction Personal

Trigger: You are struck by an attack.

Effect: You ignore all hit point damage and ongoing damage from the attack. You also ignore the following movements and conditions bestowed by the attack: push, pull, slide, or knocked prone. You still suffer any other conditions the attack might cause.

Deadly Vengeance Savage Warrior Utility 22

You've fallen before the foe once already. The shamed anger that burns within you at that humiliation ensures that it shall not happen again.

Daily • Martial

Immediate Reaction Personal

Trigger: You are healed from negative or 0 hit points to positive hit points

Effect: Gain a temporary action point that you must use before the end of your next turn, or it is lost.

LEVEL 23 ENCOUNTER EXPLOITS

Pounce of the Ravenous Tiger Savage Warrior Attack 23

Like the fiercest predator, you come crashing down upon your foe, driving him to the ground.

Encounter • Charge, Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, plus push the target 1 square and knock him prone.

Special: This is a charge attack. Because your charge takes the form of a leap through the air, you can ignore any difficult terrain or terrain-based obstacles between you and the foe.

Slam the Foe Savage Warrior Attack 23

Muscles tensing, you grab one foe, shoving and even lifting him off the ground to slam him like a weapon into another enemy.

Encounter • Martial

Standard Action Melee

Primary Target: One adjacent enemy of your size or smaller

Primary Attack: Strength vs. Reflex

Hit: Slide the target adjacent to a second enemy, of your size or smaller, that is also adjacent to you. This allows you to make the secondary attack.

Secondary Target: The second adjacent enemy

Secondary Attack: Strength+2 vs. Reflex

Hit: Both targets take 4d10 + Strength modifier damage, and are dazed until the end of their next turns. On a critical hit, they are stunned rather than dazed.

Strike the Earth Savage Warrior Attack 23

You drive your weapon into the earth with a primal scream, knocking the foes before you from their feet.

Encounter • Martial

Standard Action Close burst 3

Target: Each creature in burst

Attack: Strength vs. Reflex

Hit: 2d10 + Strength modifier damage and the target is knocked prone.

LEVEL 25 DAILY EXPLOITS

Chain of Blows Savage Warrior Attack 25

You stride inexorably through the fray, your mighty swings mowing foes down right and left as easily as a farmer reaping his field.

Daily • Martial, Weapon

Standard Action Melee weapon

Primary Target: One creature

Primary Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage. Shift 1, if you choose, and make a secondary attack against a different foe.

Secondary Target: A second creature

Secondary Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage. Shift 1, if you choose, and attack a third adjacent foe.

Special: You may continue making follow-up attacks (including the optional shift) on additional enemies until there are none in range, you miss an attack, or you have attacked a number of enemies equal to your Constitution modifier +1. You may not attack any single enemy more than once during the *chain of blows*.

Chapter Two: Classes-Savage Warrior

Mark of Fury Savage Warrior Attack 25

With a glare, a shout, and a pointed weapon, you call out a foe, challenging him and intimidating all who would stand with him.

Daily • Martial, Fear

Immediate Reaction Close burst 10

Trigger: You bloody or drop a foe.

Targets: All allies of the foe you bloodied or dropped in burst

Attack: Strength vs. Will

Hit (if you bloodied the foe): The target is dazed until the start of your next turn and takes -2 to attack rolls (save ends).

Miss (if you bloodied the foe): Target takes -2 to attack rolls until the end of your next turn.

Hit (if you dropped the foe): Target is stunned until the start of your next turn and dazed (save ends).

Miss (if you dropped the foe): Target is dazed until the start of your next turn.

Vindictive Stance Savage Warrior Attack 25

Your dancing blades and bone-breaking kicks transform your enemy's every move into veritable suicide.

Daily • Martial, Stance, Weapon

Minor Action Personal

Effect: Whenever you use a savage warrior power, you can score a critical hit on a roll of 19 or 20. If you are bloodied, you deal a critical hit on a roll of 18 to 20.

Effect: Any enemy that starts its turn adjacent to you takes 1[W] damage and ongoing 10 damage (save ends).

LEVEL 27 ENCOUNTER EXPLOITS

Crushing Bull Savage Warrior Attack 27

You slam into your foe like a charging beast, wounding him horribly and sending him flying into one of his allies.

Encounter • Martial, Weapon

Standard Action Melee weapon

Primary Target: One creature

Primary Attack: Strength vs. Fortitude

Hit: 4[W] + Strength modifier and slide the target 3 squares. If this slides the target into a second creature, it slams into that creature, ending the slide in an adjacent square, and the impact may deal damage to both targets; roll a secondary attack.

Secondary Target: One creature struck by primary target

Secondary Attack: Strength vs. Fortitude

Hit: 2d10 + Strength modifier damage to each target, and both targets fall prone.

Shake the Earth Savage Warrior Attack 27

Channeling the very essence of primal rage, you slam your weapon into the earth, causing it to shake around you.

Encounter • Martial

Standard Action Close burst 3

Target: Each creature in burst

Attack: Strength vs. Reflex

Hit: 3d10 + Strength modifier damage and targets fall prone.

Storm of Blood Savage Warrior Attack 27

You strike around you in all directions, slashing and slamming, ducking and weaving, a living engine of destruction.

Encounter • Martial, Weapon

Standard Action Close burst 2

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, push the target 1 square and knock it prone.

Effect: After the attack, you may shift to any other square within the burst that is not currently occupied by a foe.

LEVEL 29 DAILY EXPLOITS

Face the Wolf Pack Savage Warrior Attack 29

Your eyes dart every which way, allowing you to defend against all attackers.

Daily • Martial, Stance

Minor Action Personal

Effect: You do not grant combat advantage when flanked. In addition, powers that normally allow your foes to deal extra damage to you if they have allies adjacent to you (such as a hyena's *pack attack* power) do not deal extra damage against you.

Effect: A foe that begins its turn flanking you takes 1[W] damage and ongoing 10 damage (save ends).

Fell the Greatest Foe Savage Warrior Attack 29

Your blade is the sword of the gods, your arm the strength of earth, and nothing can stand against you.

Daily • Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Make a single attack, comparing Strength vs. AC, Fortitude, and Reflex; the attack succeeds if it hits any one of these

Hit: 5[W] + Strength modifier. If you hit at least two of the defenses, add 1[W] to the base damage; if you hit all three, add 2[W] to the base damage (for a total of 7[W] + Strength).

SAVAGE WARRIOR PARAGON PATHS



FEROCIOUS BRAWLER

"I will break you!"

Path Features: Fists of Iron, Hit Fast, Hit Hard, Fists of Steel, Mighty Clout

Prerequisites: Savage warrior class.

You are a towering mass of scar and muscle, a brawler who needs no excuse to set fists to flying. You actually prefer to fight bare-handed, seeing it almost as a sport, though when a foe draws steel, you're quick to do the same.

FEROCIOUS BRAWLER PATH FEATURES

All ferocious brawlers have these path features.

Fists of Iron (11th level): Your unarmed attacks now deal 1d6 damage, rather than the normal 1d4, and you gain a +2 proficiency bonus to unarmed attacks, to grabs, and to bull rushes.

Hit Fast, Hit Hard (11th level): Any time you spend an action point, and use the extra action to make a melee attack, that attack also knocks the foe prone if it hits, in addition to all other effects. (If the attack would normally have knocked the foe prone, this power allows you to add push 2 to the effect instead.)

Fists of Steel (16th level): Your unarmed damage increases to 1d8.

Mighty Clout (16th level): Whenever you push a foe or knock a foe prone, it takes damage equal to your Constitution modifier.

FEROCIOUS BRAWLER EXPLOITS

Furious Escalation

Ferocious Brawler Attack 11

This was a friendly brawl, until the bastard drew a blade. Now you're pissed!

Encounter • Martial, Weapon

Immediate Reaction **Melee weapon**

Trigger: An enemy within 3 squares draws a weapon

Target: The foe who drew a weapon

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier damage.

Special: If you haven't already done so, you may draw your own weapon as a free action before making this attack. You may shift 2 before making this attack, as long as you wind up adjacent to the target.

Knock 'em Down

Ferocious Brawler Utility 12

You stagger beneath the enemy's blow, then react with even greater strength.

Encounter • Martial, Weapon

Immediate Reaction **Personal**

Trigger: You are hurt by a melee attack.

Effect: The next attack you make against the foe that hit you, as long as it occurs before the end of your next turn and assuming it hits, knocks that foe prone in addition to any other effects. If the attack would have knocked the foe prone normally, you also add push 2.

Sudden Fist

Ferocious Brawler Attack 20

With a menacing glower, you heft your blade—then deliver an unexpected bone-crushing blow with your fist.

Daily • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength + 2 vs. AC

Hit: 4d6 + Strength modifier damage (this is an unarmed attack), and you may immediately make a secondary attack, on the same target, with your weapon.

Miss: Half damage.

Secondary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage and you push the target 1 square.

Chapter Two: Classes-Savage Warrior



INEXORABLE VANGUARD

*"The best defense is..." *WHAM!* "...that."*

Path Features: Furious Charge, Unstoppable Charge, Raging Charge

Prerequisites: Savage warrior class

You truly believe that the best way to defend your friends is to move ahead of them, to flatten the enemy and absorb any counterattacks before your softer, more vulnerable allies even get close. The hell with the "front line"—you charge into combat, leaving all lines behind.

INEXORABLE VANGUARD PATH FEATURES

All inexorable vanguards have these path features.

Furious Charge (11th level): Your devastating charge ability improves. You can now use savage warrior encounter exploits, in place of basic attacks, when making a charge.

Unstoppable Charge (11th level): As a free action, you can spend an action point to reroll any attack roll you have just made via a charge attack. When you do this, you don't take an extra action from the action point.

Raging Charge (16th level): You can now choose to use daily encounter exploits, in place of basic attacks, when making a charge.

INEXORABLE VANGUARD EXPLOITS

Slash and Thrust Inexorable Vanguard Attack 11

You slam into the foe, carrying him with you several steps before yanking your axe from his flesh.

Encounter • Charge, Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage, and you may continue moving in a straight line until you are out of movement, pushing the target along with you. (The target ends its move in any unoccupied square adjacent to, of your choice.)

Special: This is a charge attack. You must still move at least two squares before striking the foe, and you must have movement remaining after you hit to take full advantage of this power.

Dashing Charge Inexorable Vanguard Utility 12

A moment to set yourself, and then you are all but flying toward the foe, legs churning.

Daily • Martial

Minor Action **Personal**

Effect: Your next charge attack, so long as it occurs before the end of your next turn, is unslowed by difficult terrain.

Invigorating Charge Inexorable Vanguard Attack 20

The sight of your foe falling before you grants you a surge of even greater strength.

Daily • Charge, Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, plus target is knocked prone and slowed (save ends).

Miss: Half damage.

Effect: If you hit, you may immediately spend a healing surge.

Special: This is a charge attack.

RAGING BERSERKER

"Raaaarrgghh!!!"

Path Features: Expansive Rage, Potent Rage, Raging Assault

Prerequisite: Savage warrior class

All savage warriors are possessed of a primal rage, but you carry it far beyond. When you enter combat, it's as though the world goes red, and you fall into a maddened fury.

RAGING BERSERKER PATH FEATURES

All raging berserkers have the following path features.

Expansive Rage (11th level): You gain the normal benefits of the savage warrior class rage ability when you are down 25% of your hit points (one healing surge value), rather than down half (to bloodied).

Potent Rage (11th level): When you are bloodied, you can spend an action point to turn a hit you have just landed with a melee attack into a critical hit. When you spend an action point in this fashion, you do not gain an extra action.

Raging Assault (16th level): Once per encounter, when bloodied, you can choose to roll twice when making a melee attack, and take the better of the two results.

RAGING BERSERKER EXPLOITS

Shuddering Strike	Raging Berserker Attack 11
<i>Your blow lands across his head, skewing his equilibrium.</i>	
Encounter • Martial, Weapon	
Standard Action	Melee weapon
Target: One creature	
Attack: Strength vs. Fortitude	
Hit: 2[W] + Strength modifier damage, and the target cannot shift. In addition, if it moves more than half its speed, it falls prone at the end of its movement. Both these effects end at the end of your next turn.	

Relentless Pursuit	Raging Berserker Utility 12
<i>They attacked your friends. Now it's personal.</i>	
Daily • Martial	
Immediate Reaction	Personal
Trigger: A foe within 3 squares attacks one of your companions.	
Effect: You may shift 3 before making use of your Relentless Attack ability, as long as you wind up next to the foe that triggered this power.	



Wrathful Blow	Raging Berserker Attack 20
<i>With a howl of rage, you slam your weapon into your opponent's skull.</i>	
Daily • Martial, Weapon	
Standard Action	Melee weapon
Target: One creature	
Attack: Strength vs. AC	
Hit: 4[W] + Strength modifier damage, plus the target is stunned until the end of your next turn, and dazed (save ends).	
Special: You must be bloodied to use this power.	

UNMOVING BASTION

"Let them come. None shall pass."

Path Features: Immobile Might, Lash Out, Threatening Reach, Unfailing Flesh
Prerequisite: Savage warrior class

Most savage warriors delight in charging into the fray, taking the fight to the foe. You, however, prefer to let the enemy come to you, for you know that you have the strength to keep them from moving any farther.

Chapter Two: Classes-Savage Warrior



UNMOVING BASTION PATH FEATURES

All unmoving bastions have the following path features.

Immobile Might (11th level): You no longer gain the +1 attack bonus when charging that other characters gain. Instead, you gain a +1 attack bonus when it has been at least one full round since you either moved or shifted.

Lash Out (11th level): Once per round, when making an opportunity attack, you can use a savage warrior at-will exploit instead of a basic attack. (This must be a melee attack, not an area attack, and it cannot include a charge.)

Threatening Reach (11th level): When wielding a reach weapon, you can make opportunity attacks to the full reach of the weapon, rather than merely in adjacent squares.

Unfailing Flesh (16th level): You may spend an action point to spend a healing surge, and gain a +2 bonus to all defenses until the start of your next turn, as a standard action. You do not gain any of the other benefits of spending an action point. This does not count as a use of your second wind.

UNMOVING BASTION EXPLOITS

Intercepting Blow

Unmoving Bastion Attack 11

As the foe approaches, you lash out and deliver a mighty strike that halts him in his tracks.

Encounter • Martial, Weapon

Immediate Reaction **Melee weapon**

Trigger: An enemy moves or charges from at least two squares away to a point adjacent to you (or to within your range, if you carry a reach weapon).

Target: The moving creature

Attack: Strength vs. Reflex

Hit: 2[W] + Dexterity modifier damage, and the foe stops moving, even if it had movement remaining.

Mountain Stance

Unmoving Bastion Utility 12

You all but root yourself to the earth, prepared to repel any force that tries to move you.

Encounter • Martial, Stance

Minor Action

Personal

Effect: When subject to a push, pull, or slide effect, you can ignore a number of squares'-worth of movement equal to your Constitution modifier.

Unyielding Oak

Unmoving Bastion Attack 20

Even as your foe tries to shove you aside, you slam him back with a mighty blow.

Daily • Martial, Weapon

Immediate Reaction **Melee weapon**

Trigger: You are hit by a melee attack that includes a push, pull, slide, or knocked prone effect

Target: The creature attempting to push, pull, slide you, or knock you prone

Attack: Strength vs. Reflex

Hit: 4[W] + Strength modifier damage and knocked prone, and you ignore the push, pull, slide, or prone aspect of the attack (though you still take any damage, and suffer any other conditions, imposed by the attack).

Miss: Half damage and you can ignore 1 square of the movement forced upon you (but are still knocked prone, if that's an aspect of the attack).

TROUBADOUR

"Come, my friends. Together, we can forge our own legends!"

CLASS TRAITS

Role: Leader. Troubadours are the masters of inspiring their allies to nigh impossible efforts, and possess powers that augment the powers of others.

Power Source: Arcane. Troubadours work their magic via their inspirational commands, their attacks, and sometimes the use of music or oratory. Even though some of their attacks *appear* to be entirely martial, they contain at least a spark of magic within.

Key Abilities Charisma, Dexterity, Intelligence.

Armor Proficiencies: Cloth, leather, hide, chainmail; light shield.

Weapon Proficiencies: Simple melee, simple ranged, longsword, short sword.

Implements: Musical instrument, standard.

Bonus to Defense: +1 Reflex, +1 Will.

Hit Points at 1st Level: 12 + Constitution score.

Hit Points per Level Gained: 5.

Healing Surges per Day: 7 + Constitution modifier.

Trained Skills: Arcana (Int) or History (Int).

From the class skills list, choose four more trained skills at 1st level.

Class Skills: Acrobatics (Dex), Arcana (Int), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Nature (Wis), Perception (Wis), Religion (Int), Stealth (Dex), and Streetwise (Cha).

Build Options: Mystic troubadour, skillful troubadour

Class Features: Inner Strength, Inspirational Magic, Path of Inspiration

Troubadours are skillful adventurers, focused on leading and exhorting others to victory. They confuse and confound enemies with sword and spell, and support their friends through powers both mundane and magical. Some troubadours are performers, traveling bards who weave potent magics through the lyrics of their songs and the strumming of their strings. Others are standard-bearers, the heralds of lords or powerful factions, able to drive their allies forward with a waved banner and a shouted battle cry.

As a troubadour, you know that only those who work together survive and eventually overcome all opposition to obtain the greatest victories—and only those who obtain those victories find their names permanently afloat in the river of history and legend. You know a great deal about magic and tactics, and a little bit about almost everything else.

Under your guidance, your companions will carve their way into posterity.



CREATING A TROUBADOUR

Troubadour powers make heavy use of both Dexterity and Charisma, and Intelligence both augments a few powers and influences many of the troubadour's skills. As mentioned above, some troubadours make use of musical instruments, while others are heralds and standard-bearers, but this is purely a stylistic choice, not a mechanical one. In terms of abilities, below are the two primary types of troubadours.

MYSTIC TROUBADOUR

You're focused on the more overtly magical aspects of your class powers and abilities, rather than those that require melee attacks (though you likely know some of those as well). Prioritize your Charisma over your Dexterity, though both are quite important. You've got the ability to make use of rituals, so don't forget to take those into account.

Suggested Feat: Improved Initiative (Human feat: Inner Might [page 97])

Suggested Skills: Arcana, Insight, Nature, Perception, Religion

Suggested At-Will Powers: *inspiring strike*, *phantom strike*

Suggested Encounter Power: *cause fear*

Suggested Daily Power: *soothe the savage beast*

Chapter Two: Classes–Troubadour

SKILLFUL TROUBADOUR

While you're still a magical, arcane character, you focus more on powers that involve augmented melee attacks, rather than those that are purely magical in nature. You're a master of skills, and can step in to fill many skill gaps the party might have. While you still want a strong Charisma, consider prioritizing Dexterity—and possibly Intelligence, depending on which skills you've chosen to train in.

Note that you can build a solid and skilled illusionist using the troubadour purely as presented—but for those who want a more focused class, we've got you covered. See the spellbinder, on page 84.

Suggested Feat: Alertness (Human feat: Escape Artist)

Suggested Skills: Acrobatics, Bluff, Diplomacy, History, Streetwise

Suggested At-Will Powers: *distracting flourish, nicks and scratches*

Suggested Encounter Power: *flanking stance*

Suggested Daily Power: *dramatic entrance*

IMPLEMENTS

Troubadours make use of musical instruments or standards (the symbol of a higher authority, often on a banner or flag, but sometimes found on a shield or a tabard worn over armor) to help channel and direct their arcane powers. A troubadour using a magic instrument or magic standard can add its enhancement bonus to attack rolls and damage rolls to powers with the implement keyword. Without an instrument or standard, a troubadour can still use these powers, but he or she doesn't gain the bonus provided by the magic implement.

TROUBADOUR OVERVIEW

- **Characteristics:** You're not necessarily as good a healer as some other leaders, but you have plenty of other powers that greatly augment your allies' abilities. You can deal a decent amount of damage with your spells, but you're particularly good at throwing your foes into disarray, creating openings for your friends.
- **Religion:** Mystic troubadours often worship gods of magic, while skillful troubadours prefer gods of valor or of stealth and night. Evil troubadours often worship gods of secrets of conquest.
- **Races:** Eladrin, half-elves, humans, and halflings are most frequently troubadours, though dragonborn and tieflings are equally potent when they choose those routes. Nearly all races produce at least the occasional troubadour, though dwarven and orc-blooded troubadours are quite rare.

TROUBADOUR CLASS FEATURES

Troubadours are decent combatants, preferring lighter, swifter weapons to heavy blades and armor. Their true strength lies in their spells, however, and in the following class abilities.

INNER STRENGTH

Once per day, as an immediate action, you may give one of your action points to a willing ally within 10 squares, sacrificing your own ability to take an extra action so that she might do so instead. (Obviously, you must have at least one action point in order to use this ability.) The ally treats this action point like any other, using it in the same fashion, and losing it at her next extended rest if she has not used it.

In addition, due to the bolstering of your own confidence you receive by aiding your companions, you may choose to spend a healing surge as part of the same action as granting the action point. This healing surge is separate from, and does not account against, your second wind.

INSPIRATIONAL MAGIC

You can manipulate arcane energies. With these techniques, you can wield several special powers: *arcane channel*, *inspiring call*, and *rejuvenating call*. Regardless of which combination of powers you choose to use, you can only use *inspirational magic* twice in any given encounter.

At 16th level, you can use *inspirational magic* three times per encounter.

PATH OF INSPIRATION

Choose one of the following paths and gain its benefits.

Mystic Troubadour: Due to your dabbling in the arcane and ancient lore, you gain Ritual Caster as a bonus feat.

Skillful Troubadour: Thanks to your broad range of study, you gain Jack of All Trades as a bonus feat.

TROUBADOUR POWERS

Your troubadour powers are called spells. You may choose whatever spell you like, when making your selection, but some spells are better suited to mystic troubadours, and others to skillful troubadours.

CLASS FEATURE: INSPIRING MAGIC

The troubadour class feature *inspiring magic* works very much like a power. It encompasses three different powers—*arcane channel*, *inspiring call*, and *rejuvenating call*—which are presented below.

Chapter Two: Classes–Troubadour

Inspirational Magic: Arcane Channel

Troubadour Class Feature

An effort's concentration, the focusing of swirling arcane energies, and you draw one ally's power into you and pass it along to another.

Encounter • Arcane

Free Immediate Reaction See text

Trigger: An ally uses a beneficial power on another ally

Target: One creature

Effect: For purposes of affecting a single ally, you can cause any beneficial power generated by one of your companions to originate from you, rather than from the character who generated it, thus extending its range. You must be within the power's range of both the originator and the recipient.

For example, you are in the midst of combat along with a cleric and a fighter. The cleric wishes to use her *healing word* power on the fighter, but healing word only has a range of 5, and the fighter is too far away. If you are within 5 squares of the cleric, however, and the fighter is within 5 squares of you, you can "pass along" the *healing word*. You could do the same if a paladin made a *renewing smite* attack and wanted to heal an ally too far away, if you were within range of both.

If the originating effect is a burst or other area effect, you can still only pass it along to one individual. For instance, the paladin's *vigorous smite* grants temporary hit points to "all allies within 5." If you are within 5 of the paladin, and another ally is within 5 of you, you could pass along that benefit, but only to a single target. It does not radiate from you as a second area effect.

Arcane channel works only on beneficial powers, and only if all participants are willing. If a power is both harmful and beneficial (such as a power that injures enemies and heals allies), only the beneficial portion can be passed on. It requires no true action on your part, merely an instant's concentration, so it does not count as your immediate or minor action for the round; it's truly a free action.

At 6th level, you may add 1 square to the range between you and the recipient, though you must still be within the power's normal range of the source.

At 16th level, you may add 2 squares to the range between you and the recipient.

At 26th level, you may add 3 squares to the range between you and the recipient.

Inspirational Magic: Inspiring Call

Troubadour Class Feature

Following your own shining example, and bolstered by your arcane energies, your companion becomes able to make a supreme effort.

Encounter • Arcane

Immediate Reaction **Ranged 5**

Trigger: An ally makes an attack roll, skill check, ability check, or saving throw whose result he dislikes.

Target: One creature

Effect: The target may spend a healing surge. This does not grant any healing, as normal, but instead allows the target to reroll any attack roll, skill check, ability check, or saving throw he just made. The target must use the result of the second roll.

At 6th level, the target gains a +1 power bonus on the reroll.

At 11th level, the target gains a +2 power bonus on the reroll.

At 16th level, the target gains a +3 power bonus on the reroll.

At 21st level, the target gains a +4 power bonus on the reroll.

At 26th level, the target gains a +5 power bonus on the reroll.

Inspirational Magic: Rejuvenating Call

Troubadour Class Feature

A word of encouragement, and just a touch of magic, allows your companion to draw upon the reserves needed to fight on.

Encounter • Arcane, Healing

Minor Action **Ranged 5**

Target: One creature

Effect: Target may use a healing surge and heals an additional 1d6 damage.

At 6th level, the target heals an additional 2d6 damage.

At 11th level, the target heals an additional 4d6 damage.

At 16th level, the target heals an additional 4d8 damage.

At 21st level, the target heals an additional 5d10 damage.

At 26th level, the target heals an additional 6d10 damage.

LEVEL 1 AT-WILL SPELLS

Distracting Flourish

Troubadour Attack 1

A confusing whirl of the blade, a snake-swift stroke, and a gleaming grin all draw your enemy's eyes to you.

At-Will • Arcane, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. Will

Hit: 1[W] + Charisma modifier damage and the target suffers a –4 penalty when taking any opportunity attack or opportunity action until the start of your next turn.

Increase damage to 2[W] + Charisma modifier at 21st level.

Chapter Two: Classes-Troubadour

Inspiring Strike Troubadour Attack 1

You lunge, extending yourself as you strike at the chink in your foe's armor, revealing his weakness to your companions.

At-Will • Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage and all allies within 6 squares gain +1 to attack that target until the start of your next turn.

Increase damage to 2[W] + Dexterity modifier at 21st level.

Nicks and Scratches Troubadour Attack 1

Though you've drawn his blood, the enemy scoffs at the pitiful damage you've inflicted. You merely smile in return, watching your friend loom up behind him...

At-Will • Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: You deal damage equal to your Dexterity modifier. Your next ally to attack that target gains a power bonus to both the attack and damage roll equal to your Charisma modifier. The attack must occur before the start of your next turn to gain this benefit.

Increase damage to 1[W] + Dexterity modifier at 21st level.

Phantom Strike Troubadour Attack 1

A whisper of arcane power, a flick of a finger, and your enemy yelps in imagined pain.

At-Will • Arcane, Illusion, Implement, Psychic

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Will

Hit: 1d6+Charisma modifier psychic damage, and the target suffers a -2 penalty to AC until the start of your next turn.

Increase damage to 2d6 + Charisma modifier at 21st level.

LEVEL 1 ENCOUNTER SPELLS

Cause Fear Troubadour Attack 1

Except for having an arcane rather than a divine keyword, this power functions as the cleric prayer of the same name.

Flanking Stance Troubadour Attack 1

You unleash a barrage of lightning-swift stabs and thrusts, keeping your enemy off balance.

Encounter • Arcane, Stance, Weapon

Minor Action Personal

Effect: At the start of your turn each round, choose one ally who is adjacent to the same enemy to whom you are adjacent. The two of you are considered to flank that foe, even if you do not stand on opposite sides of it.

Effect: Any creature that begins its turn with you flanking it suffers 1d6 damage.

Special: This power expires if you end your turn non-adjacent to an enemy, or adjacent to an enemy to whom none of your allies are adjacent. (In other words, if you cannot make use of this stance at the end of your turn, it ends.)

Get Them Off Me! Troubadour Attack 1

Your desperate attack draws the enemy's blood—but more importantly, creates an opening for your friend to strike as well.

Encounter • Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Effect: One of your allies adjacent to the target can make a basic attack against him as a free action.

Watch and Learn Troubadour Attack 1

You've picked up a few tricks from watching your companions in battle, and it's time to put them to use.

Encounter • Arcane, Implement

Free Action Personal

Effect: You gain the ability to use an at-will attack power possessed by an ally within 6 squares. The power must be one selected from a class powers list; it cannot come from race, an innate class feature, a magic item, or any other source. You must use the power before the end of your next turn, and you may only use it once. You do *not* gain any other special abilities that might go with that power; for instance, choosing a savage warrior's at-will attack does not grant you the ability to charge before using it (as granted by the savage warrior's Devastating Charge class ability).

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LEVEL 1 DAILY SPELLS

Dramatic Entrance Troubadour Attack 1

You leap into the fray with a flourish—and perhaps just a touch of magic—dismaying your foes and causing them to hesitate.

Daily • Arcane, Charm, Implement

Immediate Reaction Close burst 20

Trigger: Combat begins; make this attack before Initiative is rolled. (You cannot use this power if you are surprised at the start of combat.)

Target: All enemies in burst who can see you

Attack: Charisma vs. Will

Hit: Target must roll Initiative twice, each with a –2 penalty, and take the lower of the two rolls.

Miss: Target suffers a –2 penalty to Initiative.

Imaginary Terrain Troubadour Attack 1

The ground beneath the beast's feet seems to writhe and shift, taking on new traits.

Daily • Arcane, Illusion, Implement

Standard Action Area burst 3 within 20 squares

Target: All enemies in burst

Attack: Charisma vs. Will

Hit: The target treats the terrain in the area in all respects as though it were difficult terrain.

Sustain Minor: Creatures you have already hit with the power continue to treat the terrain as difficult. Make a new attack against new enemies who have moved into the difficult terrain as of your turn in the round.

As a move action, you may move the area of the *imaginary terrain* up to 3 squares.

Soothe the Savage Beast Troubadour Attack 1

Your power and presence overwhelms their minds, causing them to shut down.

Daily • Arcane, Implement, Paralysis, Sleep

Standard Action Area burst 2 within 20 squares

Target: Each creature in burst you can see

Attack: Intelligence vs. Will

Hit: Target falls asleep (save ends, and any damage awakens the target, as per normal, non-magical sleep).

Miss: Target slowed until the end of your next turn.

LEVEL 2 UTILITY SPELLS

Beguiling Tongue Troubadour Utility 2

This power functions as the warlock spell of the same name.

Cantrip Troubadour Utility 2

This power functions like the wizard's Cantrip class feature, allowing you to make use of *ghost sound*, *light*, *mage hand*, and *prestidigitation*. Unlike wizards, however, troubadours do not gain this power automatically, but must choose to gain it as a utility power.

Inspire Competence Troubadour Utility 2

Standing over your friend's shoulder, you offer both encouragement and a gentle mystical nudge, pushing him ever nearer to success in his efforts.

Encounter • Arcane

Minor Action Ranged 3

Effect: Grant one ally in range a +2 power bonus on his next skill check. The check must occur (or begin) within 1 minute.

LEVEL 3 ENCOUNTER SPELLS

Baneful Burst Troubadour Attack 3

You utter a mighty curse, infused with mystic energies, striking fear and uncertainty into the hearts of your foes.

Encounter • Arcane, Fear, Implement, Psychic

Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst you can see

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage and the target takes –2 to all attacks until the end of your next turn.

Deal With Him! Troubadour Attack 3

A flicker of mystical confusion flashes through your enemy's eyes. Even as you drive your blade through his flesh, his attention turns toward the heavily armored warrior behind you.

Encounter • Arcane, Charm, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. Will

Hit: 1[W] + Charisma modifier damage and you mark the target, not focused on you, but on behalf of any willing ally within 6 squares. In other words, your ally has now marked the foe in all respects, even though it was your magic that did it. The ally for whom the target is now marked may spend a healing surge as an immediate action, if she chooses.

Chapter Two: Classes-Troubadour

Distant Eyes

Troubadour Attack 3

Even as his blood spills, you see your enemy's brow furrow in puzzlement. He shakes his head, as though trying to clear a fog from his eyes, and you know that your allies now appear farther away from him than they truly are.

Encounter • Arcane, Illusion, Weapon

Standard Action **Melee or Ranged** weapon

Target: One Creature

Attack: Dexterity vs. Will

Hit: 1[W] + Dexterity modifier damage, the target suffers a –2 to ranged and area attacks until the end of his next turn, and any of your allies who attack the target before the start of your next turn may shift 1 before doing so.

LEVEL 5 DAILY SPELLS

Glittering Dust

Troubadour Attack 5

A toss of your hand fills the area with a thousand motes of glittering light.

Daily • Arcane, Illusion, Implement

Standard Action **Area** burst 3 within 10 squares

Target: All creatures in burst

Attack: Charisma vs. Reflex

Hit: Target is blind (save ends).

Effect: Creatures are coated in glowing gold dust. This causes invisible creatures to become visible, illusory powers that grant AC benefits (such as *blur*) to cease working, and all creatures to suffer a –10 penalty to Stealth checks. These effects last so long as targets remain within the area, and until the end of their next turn after leaving it.

Sustain Minor: You can sustain the area of *glittering dust*, thus keeping the effect ongoing, but doing so does not cause any further blinding. Only creatures caught in the initial attack suffer this condition.

Rally and Whelm

Troubadour Attack 5

A shout of encouragement and a mystical boost allows your companions to surge forward and attack.

Daily • Arcane, Implement

Standard Action **Range** 8

Target: One creature

Attack: Charisma vs. Reflex

Hit: All your allies may immediately make a basic melee or ranged attack against the target, if they have a weapon in hand that can reach. Two allies, of your choice, may shift 1 before making the attack (but they *must* attack; if they cannot, or choose not to, they cannot shift, either).

Miss: One ally of your choice may immediately make a basic melee or ranged attack against the target, if she has a weapon in hand that can reach. She may shift 1 before making the attack, but she *must* attack; if she cannot, or chooses not to, she cannot shift, either.



Take That!

Troubadour Attack 5

Using your blade as a conduit directly into your opponent's blood and soul, you transfer to it one of your own ongoing afflictions.

Daily • Arcane, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 1[W] damage, and you bestow upon the target one ongoing harmful affliction, or one type of ongoing damage, that you currently suffer and that a save ends. The affliction or damage ceases to affect you, as though you'd successfully saved, and instead affects the target (save ends). You can only transfer one condition or damage type in this manner, even if you suffer more than one, and even if you suffer two that end with a single save. If the target is immune to the condition or damage—such as if you try to convey poison damage to a construct—you still lose the affliction, but the target is not further harmed.

LEVEL 6 UTILITY SPELLS

Disguise Self

Troubadour Utility 6

This functions identically to the wizard spell of the same name.

Chapter Two: Classes–Troubadour

LEVEL 7 ENCOUNTER SPELLS

Esoteric Knowledge Troubadour Utility 6

You focus your memory, bringing into stark relief every detail and scrap of information you’ve ever heard—and even some you have not, as your magic casts about into the ether, absorbing knowledge from afar.

Daily • Arcane

Minor Action Personal

Effect: On your next Arcana, Dungeoneering, History, Nature, Religion, or Streetwise check—as long as that check is made for purposes of determining or learning information, not for casting a ritual—you may roll twice and take the better of the two results. You must make the check (or start making the check) within 1 minute.

Group Effort Troubadour Utility 6

Your exhortations and inspiring magics drive your allies to greater degrees of cooperation.

Daily • Arcane, Implement

Minor Action Close burst 6

Targets: You and each ally in burst

Effect: For the duration of the encounter, you and your allies add a +3 bonus when using the “aid another” action, rather than the standard +2.

Me, Too! Troubadour Utility 6

A surge of arcane power allows you to follow your companion’s cue, moving along with him.

Encounter • Arcane

Immediate Reaction Personal

Trigger: An ally within 2 squares takes an action out of turn, granted by another ally’s power (such as the warlord’s *guaranteed strike*, which allows an ally to make an immediate basic attack).

Effect: You may take the same extra action granted to the ally, unless doing so is physically impossible (such as you being unable to reach the foe to make a basic attack, or a “position swap” would put you in the same square as another creature).

Invisibility Troubadour Utility 6

This power works as the wizard’s spell of the same name.

Fascinating Stare Troubadour Attack 7

Your eyes bore into the minds of your foes, distracting them from all around.

Encounter • Arcane, Charm, Implement, Psychic

Standard Action Close blast 4

Target: Each enemy in blast you can see

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage and targets grant combat advantage to all attacks. In addition, they cannot attack you (though they can target your allies as easily as ever). Both effects end at the end of your next turn, or if you attack any of the affected targets in any way.

I Am Not Left-Handed! Troubadour Attack 7

With a dramatic flourish, you abruptly shift everything about your fighting style: your stance, your footwork, even the hand that holds your blade. So distracted is your foe by the theatrical gesture, he is unprepared for the attack to follow.

Encounter • Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. Reflex

Hit: 2[W] + Charisma modifier damage and the target grants combat advantage to all attacks until the end of your next turn.

Mark of Death Troubadour Attack 7

The foe you’ve just struck suddenly comes into unnaturally sharp focus in the minds’ eyes of your allies. Should they choose to attack him, missing is all but impossible.

Encounter • Arcane, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Charisma vs. Reflex

Hit: 2[W] + Charisma modifier damage and your allies gain your Charisma modifier as a power bonus to attacks against that target. If you activated this power with a melee attack, your allies gain this bonus to ranged attacks; if you activated it with a ranged attack, they gain this bonus to melee attacks. In either case, the bonuses last until the start of your next turn.

Miss: Your allies gain +1 to attacks (of the appropriate type, as described above) against that target until the start of your next turn.

Chapter Two: Classes-Troubadour

Unlucky Strike

Troubadour Attack 7

Your blade literally cuts a tiny sliver of luck from the target's soul.

Encounter • Arcane, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. Will

Hit: 1[W] + Charisma modifier damage. Until the end of your next turn, the target must roll twice when making any attack, and accept the lower of the two rolls.

Sustain Standard: You can continue forcing the target to roll twice and take the lowest on its attacks, but at the expense of any other meaningful action. You can sustain this power for a number of rounds up to your Intelligence modifier.

LEVEL 9 DAILY SPELLS

Discordant Hallucinations

Troubadour Attack 9

You cloud your foe's senses, causing him to see everyone and everything as a threat.

Daily • Arcane, Charm, Implement, Psychic

Standard Action **Ranged** 6

Target: One creature

Attack: Charisma vs. Will

Hit: 3d6 + Charisma modifier psychic damage. Until the end of your next turn, the target treats all creatures as enemies for purposes of opportunity attacks and must take every opportunity attack possible. If the target attempts to attack you or one of your allies before the end of your next turn, you may make a secondary attack as an immediate interrupt.

Secondary Target: The same creature

Secondary Attack: Charisma vs. Will

Hit: Instead of attacking you or your ally, the enemy makes a basic attack against one of its own allies. If none of its allies are within range of its basic attack, it loses its standard action this turn.

Sustain Minor: You may sustain the effects of the initial hit, but you may not repeat the follow-up attack beyond the power's first turn. The effect lasts until you cease to maintain it, or the target successfully saves.

Stupefying Strike

Troubadour Attack 9

Your shot sends a jolt of magic through the target's nerves, causing him to twitch spastically. Even as he continues to battle, he seems unable to concentrate.

Daily • Arcane, Charm, Weapon

Standard Action **Melee** or **Ranged** weapon

Target: One creature

Attack: Charisma vs. Will

Hit: 3[W] + Charisma modifier damage, and the target suffers your Charisma modifier as a penalty to all ability checks and skill checks, and a penalty of one-half your Charisma modifier (minimum 1) to all attack rolls (save ends).

Vengeful Strike

Troubadour Attack 9

With a cry of rage, you slash deep into the flesh of the villain who has just dropped your dearest friend. Your magics channel the strength he loses into the prone and broken body.

Daily • Arcane, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and one ally below 0 hp within 10 squares immediately stabilizes and spends a healing surge, as though he'd rolled a 20 on his death save.

LEVEL 10 UTILITY SPELLS

Glib Tongue

Troubadour Utility 10

You feel the magic infusing your mind and voice, rendering your words unnaturally convincing.

Daily • Arcane, Charm

Minor Action **Personal**

Effect: You gain a +2 power bonus to Diplomacy and Bluff checks for the duration of the encounter.

Martyr's Touch

Troubadour Utility 10

With a gentle touch, you absorb your friend's affliction, taking it onto yourself so that she may recover.

Encounter • Arcane, Implement

Minor Action **Touch**

Target: One willing ally

Effect: Choose one ongoing condition or damage, normally ended by a save, that the target currently suffers. You free the target of that affliction, taking it onto yourself. The affliction or damage ceases to affect her, as though she'd successfully saved, and instead affects you (save ends). You can only transfer one condition or damage type in this manner, even if she suffers more than one, and even if she suffers two that end with a single save. You cannot absorb a condition or damage type to which you are immune. You cannot absorb an affliction or ongoing damage of a type you already suffer, unless the absorbed ongoing damage is greater than what currently affects you.

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LEVEL 15 DAILY SPELLS

Pick Up the Pace Troubadour Utility 10

The rhythm of your magic infuses your allies, allowing them to move with inhuman speed.

Daily • Arcane, Implement

Minor Action Close burst 6

Targets: You and all allies in burst

Effect: Until the end of your next turn, the targets gain a power bonus to speed equal to your Intelligence modifier (minimum 1).

LEVEL 13 ENCOUNTER SPELLS

Blinding Spark Troubadour Attack 13

At your command, a sudden burst of illusory fire erupts before your foes, searing their eyes and scorching their minds.

Encounter • Arcane, Fire, Illusion, Implement

Standard Action Ranged 6

Primary Target: One creature

Primary Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier fire damage.

Secondary Targets: Primary target and all creatures adjacent to the primary target

Secondary Attack: Charisma vs. Fortitude

Hit: Target is blind until the start of your next turn.

Inspire Greatness Troubadour Attack 13

With an impressive lunge and a touch of magic, you inspire your allies to ever greater efforts. You can all but feel their spirits soar.

Encounter • Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and up to three allies (within 10 squares) gain temporary hit points equal to their healing surge value + your Charisma modifier.

Now You See Me... Troubadour Attack 13

Your foe grimaces as your blade slices into him, and then stares in shock as you vanish before his eyes.

Encounter • Arcane, Illusion, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. Will

Hit: 2[W] + Charisma modifier damage, and you turn invisible (to that enemy only, not to others) until the end of your next turn or until you attack. If you wish, one adjacent ally can become invisible instead of you.

Arcane Mirage Troubadour Attack 15

Like a god erasing his prior work and starting over, you reshape the ground beneath your enemies—or at least, you reshape their perception of it.

Daily • Arcane, Illusion, Implement

Standard Action Area burst 3 within 20 squares

Target: Each enemy in burst you can see

Attack: Charisma vs. Will

Hit: You have complete control over the target's move action on its next turn (though it may take its minor and standard actions as normal). The move action you control occurs before any other actions the target may take on its turn.

Effect: Targets treat the terrain in the area in all respects as though it were difficult terrain.

Sustain Minor: All enemies continue to treat the area as difficult terrain. Make a new attack against any enemies within the area, in order to take control of their next move action. As a move action, you may move the area of the *mirage arcana* up to 3 squares.

Innate Understanding Troubadour Attack 15

With a surge of magic, you duplicate one of the more impressive feats you've seen your ally perform.

Daily • Arcane, Implement

Free Action Personal

Effect: You gain the ability to use an encounter attack power possessed by an ally within 6 squares. The power must be 13th level or lower. It must be one selected from a class powers list; it cannot come from race, an innate class ability, a magic item, or any other source. You must use the power before the end of your next turn, and you may only use it once. You do not gain any other special abilities that might go with that power.

Now You Don't Troubadour Attack 15

Your attack wounds not only your opponent's flesh, but his mind, blotting you out of his perceptions entirely.

Daily • Arcane, Illusion, Weapon

Standard Action Melee weapon

Primary Target: One creature

Secondary Target: One adjacent ally

Attack: Charisma vs. Will

Hit: 3[W] + Charisma modifier damage, and you turn invisible (to that enemy only, not to others) until it saves. If you attack that enemy, you become visible until the start of your next turn, but then disappear again if he has not made his save. If you wish, when you first succeed on this attack, one adjacent ally can become invisible instead of you.

Miss: Target has a –2 penalty to all attacks made against you (save ends).

Chapter Two: Classes-Troubadour

LEVEL 16 UTILITY SPELLS

Countermagic Song Troubadour Utility 16

With a strum of a lute, or the planting of your standard in the midst of combat, you generate an intense burst of magic that wards you and your allies from danger.

Daily • Arcane, Implement

Standard Action Close burst 6

Effect: All creatures within the burst are prevented from either using, or being affected by, one of the following types of powers and effects until the end of your next turn (choose which one when casting *countermagic song*): charm effects, conjuration powers, deafened status, defensive illusions*, fear effects, marked status, or teleportation effects. Any ongoing powers or effects of the chosen type already in effect are suppressed for the duration of the *countermagic song*, but resume afterward if they have any duration remaining.

*Defensive illusions, in this instance, being defined as any ability that makes a creature harder to detect or to hit, such as *invisibility*, *blur*, or *displacement*.

Sustain Minor: You can sustain the countermagic song for a number of rounds equal to your Intelligence modifier.

Greater Invisibility Troubadour Utility 16

This functions identically to the wizard spell of the same name.

Greatest Effort Troubadour Utility 16

You swiftly bolster your companion's magics with your own, making them the greatest they can be.

Encounter • Arcane, Implement

Immediate Reaction Ranged 5

Trigger: One of your allies casts a beneficial magical effect (healing, combat bonus, etc.), with a variable result, on another ally.

Effect: The variable aspect of the power is not rolled, but is instead considered to be the maximum possible. For instance, a power that normally heals 3d6 hit points automatically heals 18.

Inspiring Parry Troubadour Utility 16

Your graceful defense, a sublime mix of skill and magic, protects not only yourself but all your friends who were fortunate enough to witness its wonder.

Encounter • Arcane

Immediate Interrupt Personal

Trigger: You are attacked in melee

Effect: You and all allies within 4 squares gain a +2 power bonus to all defenses until the end of your next turn.

Move In! Troubadour Utility 16

You inspire your friends onward in a sudden burst of magically-augmented speed.

Daily • Arcane, Implement

Minor Action Close burst 6

Targets: You and all allies in burst

Effect: All targets gain an extra move action, which they must use on their next turn. This action must actually be used to *move*—be it a normal movement, a shift, or part of a double move—not to take any other actions that occupy a move action.

LEVEL 17 ENCOUNTER SPELLS

Channel Assault Troubadour Attack 17

Your vile enemy thinks he stands beyond the reach of your friend's powers. He is very, very wrong.

Encounter • Arcane, Implement

Immediate Reaction Range see text

Trigger: An ally makes a ranged or area attack on an enemy that is beyond the power's range.

Target: One creature

Effect: You can “pass along” a ranged attack, from an ally to an enemy, just as your arcane channel class ability allows you to extend the range of beneficial effects. You must be within the power's normal range from the originator, and the target must be within that same range of you. Even if the power you are “passing along” is normally an area attack, you can only target a single foe with it.

Pall of Doom Troubadour Attack 17

At your command, a pall of despair settles over your foes, causing hands to tremble and eyes to weep.

Encounter • Arcane, Charm, Implement, Psychic

Standard Action Ranged burst 3 within 10 squares

Target: Each enemy in burst you can see

Attack: Charisma vs. Will

Hit: 2d6 + Charisma modifier psychic damage and the target is weakened until the end of your next turn.

Vulnerable Thrust Troubadour Attack 17

Channeling a surge of arcane energies into your foe, you strip him of his greatest defenses.

Encounter • Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2[W] + Charisma modifier damage, and choose one type of resistance (acid, fire, necrotic, etc.). The target loses 10 points from that resistance (minimum 0) until the end of your next turn. If you choose a resistance type the target does not possess, or choose a complete immunity, this power has no effect.

LEVEL 19 DAILY SPELLS

Beguile Troubadour Attack 19

Your magics and inspiring presence worm their way into the target's mind, transforming his hatred of you into a burning loyalty.

Daily • Arcane, Charm, Implement

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: On its next turn, the target uses its standard action to make a basic ranged or melee attack against one target of your choice. If it lacks the means to attack the target you designate, or you fail to designate a target, it loses its standard action. You may not command the target to attack itself.

Sustain Minor: This power ends either when you cease to sustain it, or when the target makes a successful save.

Hypnotic Suggestion Troubadour Attack 19

You completely overwhelm an adversary's mind, bending him to your will.

Daily • Arcane, Charm, Implement

Standard Action **Ranged 5**

Target: One creature

Attack: Charisma vs. Will

Hit: You dominate the target until the end of your next turn.

Sustain Standard: You may continue to control the target, but doing so requires sufficient concentration that you can do little else. The powers lasts until you cease to maintain it, until the target saves, or until you end a turn without line of sight to the target.

Inspire Heroics Troubadour Attack 19

You launch a vicious attack, intending less to cause damage and more to raise your comrade's flagging spirits.

Daily • Arcane, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage. One ally within 6 squares gains temporary hit points equal to her healing surge value, may immediately burn a healing surge if she wishes, and gains +2 to attack rolls against the target for the remainder of the encounter. If she has been damaged by the target within the past round, the number of temporary hit points increases by your Charisma modifier.

Miss: One ally within 6 squares gains +2 to attack rolls against the target for the remainder of the encounter.



LEVEL 22 UTILITY SPELLS

Countermagic Crescendo Troubadour Utility 22

You lay your powers over the area like a shroud, utterly if briefly negating some of the combatants' most potent abilities.

Daily • Arcane, Implement

Standard Action **Close burst 6**

Effect: All creatures within the burst are prevented from either using, or being affected by, one of the following types of powers and effects until the end of your next turn (choose which type when casting *countermagic crescendo*): burst effects, damage of one energy type/keyword (such as fire or necrotic), dazed status, healing of any sort (including regeneration), or stunned status. Any ongoing powers or effects of the chosen type already in effect are suppressed for the duration of the *countermagic crescendo*, but resume afterward if they have any duration remaining.

Unlike *countermagic song*, the *countermagic crescendo* lasts only for a single round; it cannot be sustained.

Chapter Two: Classes-Troubadour

Do It Again Troubadour Utility 22

You bolster your ally with a jolt of magic, restoring him both mentally and physically.

Daily • Arcane, Implement

Minor Action **Ranged 6**

Target: One ally who is not a troubadour

Effect: Ally regains one spent encounter or daily power, of 17th level or lower. The ally must not have rested (be it short or extended) since the power was used.

Good Hope Troubadour Utility 22

An immense burst of confidence and bravery sweeps you and your companions along like an unstoppable wave.

Daily • Arcane, Implement

Standard Action **Close burst 6**

Targets: You and all allies in burst

Effect: Targets gain a +2 power bonus to all attack rolls, defenses, skill checks, and ability checks, and a +1 power bonus to saves, until the end of your next turn.

Sustain Minor: You can sustain this power for a number of rounds equal to your Intelligence modifier.

LEVEL 23 ENCOUNTER SPELLS

Courage, My Friends! Troubadour Attack 23

Shouting encouragements, you launch a swift attack on the foe, determined to prove to your companions that all is not lost.

Encounter • Arcane, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage. Any fear effects on your allies within 8 squares immediately end, if they were bestowed by the target, and your allies may make immediate saving throws against any fear effects bestowed by other sources.

Miss: Allies within 8 squares may immediately make saves against any fear effects bestowed by the target.

Hypnotic Gaze Troubadour Attack 23

Like the gaze of a swaying serpent, your stare bores deep into the souls of your enemies, until the world around them grows distant indeed.

Encounter • Arcane, Charm, Implement, Psychic

Standard Action **Close blast 4**

Target: Each enemy in blast you can see

Attack: Charisma vs. Will

Hit: 3d6 + Charisma modifier psychic damage and the targets are dazed. In addition, they cannot attack you (though they can target your allies as easily as ever). Both effects end at the end of your next turn, or if you attack any one of the affected targets in any way.

Screaming Burst Troubadour Attack 23

The crash of thunder and the shrieks of the damned assail your enemies, battering their ears and their souls.

Encounter • Arcane, Illusion, Implement, Thunder

Standard Action **Area burst 3 within 10 squares**

Target: Each enemy in burst you can see

Attack: Charisma vs. Fortitude

Hit: 3d8 + Charisma modifier thunder damage, and the target is deafened until the end of your next turn.

LEVEL 25 DAILY SPELLS

Captivate Troubadour Attack 25

The subtle strings of your magic wrap about your enemies' minds like a net, drawing them in, until they can do nothing but stand and stare at you in rapt fascination.

Daily • Arcane, Charm, Implement, Psychic

Standard Action **Close blast 4**

Target: Each enemy in blast you can see

Attack: Charisma vs. Will

Hit: 4d10 + Charisma modifier psychic damage and the targets are stunned until the end of your next turn.

Aftereffect: Targets are dazed (save ends).

Chapter Two: Classes–Troubadour

LEVEL 29 DAILY POWERS

Phantasmal Onslaught Troubadour Attack 25

You rip your enemy's worst nightmare from the depths of her subconscious and hurl it at her. You can only imagine what she's seeing, but her screams are enough to suggest it's nothing pleasant.

Daily • Arcane, Fear, Illusion, Implement, Psychic

Standard Action **Ranged 6**

Target: One creature

Attack: Charisma vs. Will

Hit: 4d10 psychic damage, ongoing 10 psychic damage and the target is dazed (a single save ends both). The target must use her next available action to move her full speed away from you.

Miss: Half damage and the target is dazed until the end of your next turn.

LEVEL 27 ENCOUNTER SPELLS

Puppet's Dance Troubadour Attack 27

Like a marionette on the strings of a drunken puppeteer, your foe begins thrashing, jerking, and dancing about. His eyes grow wide and he releases a startled yelp, yet he seems unable to stop moving.

Encounter • Arcane, Charm, Implement, Psychic

Standard Action **Area** burst 1 within 8 squares

Target: Each enemy in burst you can see

Attack: Charisma vs. Will

Hit: 3d6 + Charisma modifier psychic damage and the target can do nothing but dance in place until the end of your next turn. (Treat the target as stunned for all mechanical purposes.)

Show No Weakness Troubadour Attack 27

Your blade draws not only blood from the target, but magic and the energies of its soul, using them to bolster your companions.

Encounter • Arcane, Weapon

Standard Action **Melee or Ranged** weapon

Target: One creature

Attack: Charisma vs. Will

Hit: 3[W] + Charisma modifier damage, and all allies within 12 squares (including yourself) who are currently suffering an ongoing condition imposed by the target may immediately make a saving throw, with a +2 power bonus, to end that condition. If an ally is suffering more than one condition imposed by the target, he must pick one.

Miss: All allies within 6 squares who are currently suffering an ongoing condition imposed by the target may immediately make a save to end that condition.

Prolonged Suffering Troubadour Attack 29

Your cruel strike bleeds away the foe's ability to resist harm.

Daily • Attack, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 6[W] + Charisma modifier damage, and the target takes a –2 penalty on all saves (except the one to end this effect). A successful save ends this effect.

Sow Discord Troubadour Attack 29

Your enemies turn upon one another in a vicious frenzy of blood, driven by hatred and spurred to action by your own magics.

Daily • Arcane, Charm, Implement, Psychic

Standard Action **Area** burst 2 within 12 squares

Target: Each enemy in burst you can see

Attack: Charisma vs. Will

Hit: 7d6 + Charisma modifier psychic damage. Until the end of your next turn, the target treats all creatures as enemies for purposes of opportunity attacks and must take every opportunity attack possible. If the target attempts to attack you or one of your allies before the end of your next turn, you may make a secondary attack as an immediate interrupt. (Although you are normally limited in the number of immediate actions you may take in a round, you may make one of these attacks for *each* of the enemies hit by the initial attack and who triggers the follow-up.)

Secondary Target: The same creature

Secondary Attack: Charisma vs. Will

Hit: Instead of attacking you or your ally, the enemy makes a basic attack against one of its own allies. If none of its allies are within range of its basic attack, it loses its standard action this turn.

Sustain Minor: You may sustain the effects of the initial hit, but you may not repeat the follow-up attack beyond the power's first turn. The effect lasts until you cease to maintain it, or the target successfully saves.

TROUBADOUR PARAGON PATHS

DREAMCASTER

"Control the senses, control the mind, and you control the world."

Path Features: Faster Than the Mind, Unseen Motion, Swift Disappearance

Prerequisite: Troubadour class (or spellbinder variant)

Let others worry about commanding the elements, reshaping the world, or communing with higher powers. You know that the true power lies in the eyes, the ears, and the mind, for what a man sees and hears, he believes.

DREAMCASTER PATH FEATURES

All dreamcasters have the following path features.

Faster Than the Mind (11th level): You may spend an action point to regain one encounter power you have already used, instead of gaining an extra action. This power must have at least one of the following keywords: Charm, Illusion, or Psychic.



Unseen Motion (11th level): You are capable of obscuring your precise movements with a mere second's thought. This grants you a +2 power bonus on Initiative checks, and a +4 power bonus on Stealth checks. This is an illusion effect (and if any single foe is immune to illusions, you do not gain the initiative bonus for that encounter).

Swift Disappearance (16th level): Any time you spend an action point, you also turn invisible until you attack, or until the end of your next turn.

DREAMCASTER SPELLS

Veil of Dreams

Dreamcaster Attack 11

You rip the image of one of your allies out of your opponent's mind.

Encounter • Arcane, Illusion, Implement, Psychic

Standard Action

Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d6 + Charisma modifier psychic damage, and one of your allies of your choice within 12 squares becomes invisible to that creature until it attacks or the end of your next turn.

Lingering Delusion

Dreamcaster Utility 12

A moment's concentration is all it takes to ensure that your enemy's senses remain clouded as long as possible.

Daily • Arcane

Free Action

Personal

Effect: The next charm or illusion spell you cast, as long as you do so before the end of your next turn, is a "lingering" spell. The first time a target saves against a lingering spell, it must roll twice and take the lower roll. All subsequent saves are rolled normally, however.

Special: If the lingering spell misses the target (and has no effect on a miss), you do not expend your daily use of *lingering delusion*. You cannot, however, attempt to use *lingering delusion* again during that encounter.

Cloak of Delusion

Dreamcaster Attack 20

You wrap your enemy's mind in a thick shroud of confusion.

Daily • Arcane, Charm, Implement, Psychic

Standard Action

Ranged 6

Target: One creature

Attack: Charisma vs. Will

Hit: 4d10 + Charisma modifier psychic damage, and each time the target makes an attack roll, it must roll twice and take the lower roll (save ends).

ELDRITCH TRICKSTER

"Leave it to me. They'll never see it coming."

Path Features: Mage Hand, Mage's Legerdemain, Arcane Step

Prerequisite: Troubadour class (or spellbinder variant) with either the Skill Training (thievery) or Sneak of Shadows feat, or Rogue class with the Inspiring Initiate feat (page 99).

You are fascinated by the synergy between magic and the skills of the humanoid body. Even more so than most troubadours, you combine the two into techniques that, while clearly supernatural, are unlike any spells cast by others.

ELDRITCH TRICKSTER PATH FEATURES

All eldritch tricksters have the following path features.

Mage Hand (11th level): You gain the *mage hand* power (see the wizard's *cantrip* feature) as an encounter ability. If you already have *mage hand* (perhaps via selection of the *cantrip* utility power), you instead extend its range from 5 squares to 8 squares.

Mage's Legerdemain (11th level): You can use your *mage hand* to perform Thievery skill checks at range, albeit with a -2 penalty. The *mage hand* must have access to the proper tools, or it suffers the standard penalties in addition.

Mage Strike (11th level): When you spend an action point, you also gain a +4 bonus to attack rolls with troubadour, spellbinder, and rogue powers, and to Thievery checks, until the start of your next turn.

Arcane Step (16th level): Once per encounter, you can teleport in place of your normal movement. This still requires a move action, and you can only teleport as many squares as you could cover with a normal move.

ELDRITCH TRICKSTER SPELLS

Arcane Stab Eldritch Trickster Attack 11

You vanish from the spot you stood, only to appear behind the enemy, a dagger already planted in his back.

Encounter • Arcane, Weapon

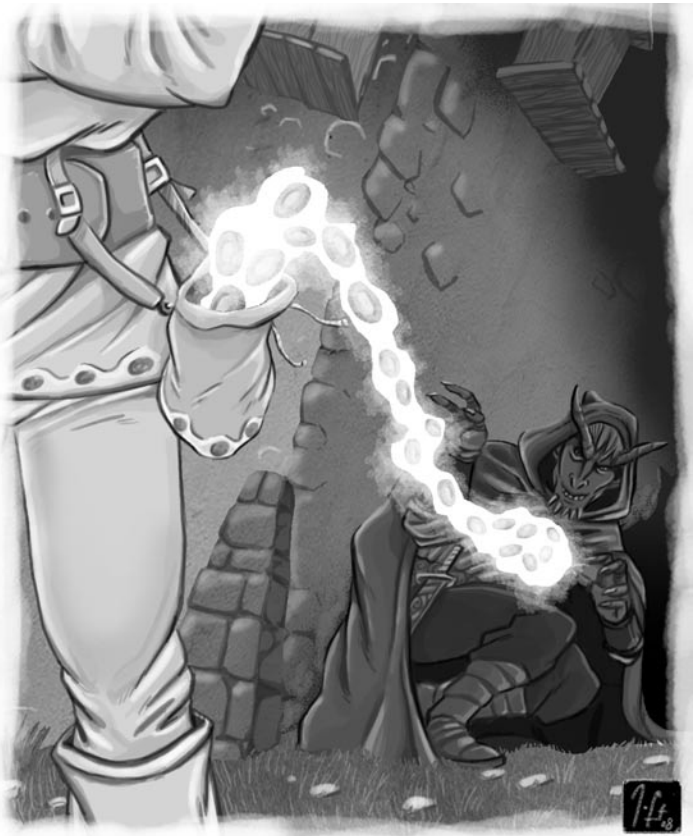
Standard Action **Melee weapon**

Target: One creature

Attack: Dexterity +2 (for combat advantage) vs. Reflex

Hit: 2[W] + Dexterity modifier damage

Effect: You teleport up to 5 squares before making this attack. You gain combat advantage on the attack.



Ranged Strike Eldritch Trickster Utility 12

Concentrating on your powers of telekinesis, you strike at your foe where he least expects it.

Encounter • Arcane, Weapon

Minor Action **Personal**

Effect: The next melee attack or power you use, as long as you do so before the end of your next turn, becomes a ranged attack with a range of 4. You don't actually throw the weapon; the damage and effects simply occurs at a distance.

Phantom Assailant Eldritch Trickster Attack 20

A translucent figure appears beside the target, striking out with daggers forged of mist and dreams.

Daily • Arcane, Illusion, Implement, Psychic

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: 4d10 + Charisma modifier psychic damage, and the target grants combat advantage to all attacks (save ends).

Miss: Half damage and target grants combat advantage to all attacks until the start of your next turn.

Chapter Two: Classes-Troubadour



MYSTIC HEALER

"Don't worry. I'll take care of you."

Path Features: Healer's Lore, One For All,

Prerequisite: Troubadour class

You have grown particularly skilled with your powers of healing and helping others. Though you lack the religious fervor of the cleric, you find yourself drawn to their abilities, and seek to emulate them via arcane study.

MYSTIC HEALER PATH FEATURES

All mystic healers have the following path features.

Healer's Lore (11th level): When you heal an ally with your *rejuvenating call* inspirational magic power, add your Charisma modifier to the number of hit points the recipient regains.

One for All (11th level): Any time you spend an action point, choose one ally within line of sight. That ally heals damage equal to half your level + your Charisma modifier.

Rousing Call (17th level): When you use *inspiring call* or *rejuvenating call*, the subject can also make an immediate save against a condition or ongoing damage of her choice.

MYSTIC HEALER SPELLS

Sacred Spear

Mystic Healer Attack 11

You send a bolt of radiant energy straight into the heart of a foe. It then rebounds into one of your allies, granting him the health it stole from the enemy.

Encounter • Arcane, Healing, Radiant

Standard Action

Ranged 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d10 + Charisma modifier damage, and the spear then strikes an ally of your choice (within 10 squares of the target), healing him of the same amount of damage as it dealt to the target.

Mass Cure Light Wounds

Mystic Healer Utility 12

Except for having an Arcane rather than Divine keyword, this power functions as the cleric prayer of the same name.

Excoriating Slash

Mystic Healer Attack 20

Not merely blood, but a gleaming light, streaks from the beast's wounds as you slice open its flesh.

Daily • Arcane, Healing, Melee

Standard Action

Melee weapon

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 4[W] + Charisma modifier damage, and all allies within sight can make an immediate save against one condition, of their choice, bestowed by the target.

SPYMASTER

"Just shut up and do what I tell you, and we'll make it past them. Otherwise, feel free to stay, because I'm not waiting for you."

Path Features: Steady and Silent, Step Where I Step, Silent Surge, Stealth Mastery

Prerequisite: Troubadour class (or spellbinder variant)

You firmly believe that stealth and secrecy are the roads to victory—but an army, a team, or an adventuring party are only as stealthy as their clumsiest member. Whether you're devoted to a government, a guild, or simply a party of allies, you're determined to guide their efforts, gathering information and sneaking past sentries no matter how loud the paladin's armor might be ringing.

SPYMASTER PATH FEATURES

All spymasters have the following path features.

Steady and Silent (11th level): All allies within 3 squares (including yourself) gain a +2 bonus on Stealth checks.

Step Where I Step (11th level): As a free action, you can spend an action point to allow all allies within 5 squares (including yourself, if you'd like) to reroll Stealth checks they've just made. When you do this, you do not gain the standard action normally granted by spending an action point, but you *can* take an extra move action.

Silent Surge (16th level): All allies within 3 squares (including yourself) do not suffer any penalties to Stealth for moving or speaking (as long as they aren't shouting to anyone beyond the affected area), and suffer only -5 when running, rather than the standard -10. See the Stealth skill (*D&D 4E Players Handbook*).

Stealth Mastery (16th level): When making a Stealth check, roll twice and use the higher result. In addition, your allies within 3 squares may use the same roll, if it's better than their own. (This applies only to the actual *roll*. All other modifiers are still specific to each character.)

SPYMASTER SPELLS

Pass Unseen

Spymaster Attack 11

A wave of darkness passes across your enemies' eyes.

Encounter • Arcane, Illusion, Psychic

Standard Action

Close blast 4

Target: Each creature in blast

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier psychic damage and the target is blind until the end of your next turn.

Invisibility Globe

Spymaster Utility 12

A moment's concentration, a wave of your hand, and your allies fade from sight.

Daily • Arcane, Illusion

Standard Action

Close burst 2

Targets: You and all allies in burst

Effect: The targets become invisible (though you can still see one another). The area moves with you, but only up to your normal movement per round; thus, you cannot double move or run and maintain the sphere. An ally who moves out of the area becomes visible and remains so, even if he returns to the area. If anyone currently affected by the spell makes an attack, the spell ends, and all its recipients become visible.

Sustain Minor: All the recipients become visible at the end of your next turn if you do not sustain the power. You can sustain the power until the end of the encounter, or up to 5 minutes.



Sentry's Lament

Spymaster Attack 20

Your sudden strike pumps dark magics into the target's mind, blinding him to the world around him.

Daily • Arcane, Charm, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Dexterity vs. Will

Hit: 3[W] + Dexterity modifier damage, plus target is stunned until the end of your next turn, and blind and mute (unable to speak) (save ends).

Chapter Two: Classes-Spellbinder

SPELLBINDER

"Seeing is believing. I promise you, you will believe."

As you'll note with even a quick look, the spellbinder write-up isn't as extensive as the other classes. This isn't because the class is worth any less, or because we've got anything against it. (The writer, personally, has always been a fan of illusionists.) No, it's abbreviated because it's something of a "sub-class" in a way, a mix of troubadour and wizard aspects that we've combined, along with a few unique abilities, to form the spellbinder class. Thus, in this entry we're only presenting the information that's necessary and unique to the spellbinder, rather than repeating so much of what's already been presented under the troubadour entry, or in the *D&D 4E Players Handbook*. (This is also why it's presented out of order, at the end of the class section.)

CLASS TRAITS

Role: Controller. The spellbinder functions best when using her mastery of illusions to harm, impede, and confound her foes.

Power Source: Arcane. Many people assume that spellbinders are mere tricksters and charlatans, but the truth is, while their powers are somewhat narrower than those of the troubadour or the wizard, they are no less supernatural.

Key Abilities Charisma, Dexterity, Intelligence.

Armor Proficiencies: Cloth.

Weapon Proficiencies: Dagger, quarterstaff, sling.

Implements: Orbs, staves, wands.

Bonus to Defense: +1 Reflex, +2 Will.

Hit Points at 1st Level: 10 + Constitution score.

Hit Points per Level Gained: 4.

Healing Surges per Day: 6 + Con modifier.

Trained Skills: Arcana (Int). From the class skills list, choose four more trained skills at 1st level.

Class Skills: Arcana (Int), Bluff (Cha), Diplomacy (Cha), History (Int), Insight (Wis), Intimidate (Cha), Perception (Wis), Stealth (Dex), and Thievery (Dex).

Build Options: Because the spellbinder is already a specialist in its own right, drawing on aspects of troubadours and wizards, they tend to have only a single (albeit it broad) style of build.

Class Features: Cantrip, Illusion Mastery, Ritual Caster, Spellbook

Spellbinders are masters of arcane deception, fooling their opponents into seeing what isn't there, believing what isn't real, all the while pummeling their minds and senses with psychic dissonance. Wizards may scoff at them as mere tricksters, but in their element, the spellbinder is easily as effective.

You have no interest in altering creation at your whim, or calling lightning from the heavens. You know that people believe what they see, hear, and feel—and that's what you control.

CREATING A SPELLBINDER

Spellbinder spells make heavy use of both Intelligence and Charisma. Dexterity is useful, both for many of your skills, and for a few of your spells as well—to say nothing of its benefits toward ensuring you aren't struck in combat.

Suggested Feats: Phantasmal Bastion (Human feat: Alertness)

IMPLEMENTS

Spellbinders make use of the same implements that wizards do. Spellbinders do not, however, gain the wizard's Arcane Implement Mastery feature.

SPELLBINDER CLASS FEATURES

Spellbinders have the following class abilities.

CANTRIP

This ability—and the *ghost sound*, *light*, *mage hand*, and *prestidigitation* powers that come with it—functions as the wizard ability of the same name.

ILLUSION MASTERY

Spellbinders are true masters of illusion. You gain the following benefits:

- Once per day, as a free action, you gain a bonus to a single attack roll, equal to your Dexterity modifier. You may only use this benefit when casting an arcane spell with the illusion keyword.
- Once per day, as a free action, you can designate one creature on which you have cast an arcane spell with the illusion keyword, and that has an effect that lasts until the subject succeeds on a saving throw. That creature takes a penalty to its saving throws against that effect equal to your Intelligence modifier.
- Once per day, as a free action, you can designate one of your arcane spells with the illusion keyword to be a "distracting" spell. If you successfully hit a foe with that spell, that foe grants combat advantage to you and all your allies until the end of your next turn, in addition to the spell's normal effects. You can only bestow this effect on one target, even if the spell targets more than one enemy.

RITUAL CASTING

You gain the Ritual Caster feat as a bonus feat. You gain a +2 class bonus to skill checks made for the casting of illusion rituals, and you can cast *hallucinatory creature*,

SPELLBINDER PARAGON PATHS

Spellbinders have no paragon paths to call their own, but we haven't left them out in the cold. As something of a "sub-class," they qualify for three of the four troubadour paragon paths. See page 80. In addition, GMs might consider allowing spellbinders to take the wizard of the spiral tower paragon path from the *D&D 4E Players Handbook*.

hallucinatory item, and *hallucinatory environment* (page 102) in 1 minute, rather than the standard 10 minute casting time.

You do not, however, gain any rituals automatically as you advance in level (the way wizards do); you must find or acquire them by normal means.

SPELLBOOK

You possess a spellbook, similar to those used by wizards. The spellbook contains the rituals that you gain during your adventuring career. It also holds your daily and utility spells. As with wizards, you begin knowing two daily spells, one of which you can use on a given day, and choose two spells to add to your spellbook each time you gain a level that allows you to gain a daily or utility spell. See the wizard entry in the *D&D 4E Players Handbook* for the specifics of how this works.

Unlike wizards, you do *not* gain rituals for free as you advance in level, and you are not applicable to take the Expanded Spellbook feat.

SPELLBINDER POWERS

Your spellbinder powers are called spells. Most of them are drawn from the troubadour's (or, in a few instances, other class's) spell lists, but spellbinder does have a brief selection of unique spells as well. Between these various sources, you can truly create a master of all things illusory.

LEVEL 1 AT-WILL SPELLS

Eyebite

Spellbinder Attack 1

This power functions as the warlock spell of the same name.



Orb of Pearly Light

Spellbinder Attack 1

With a swift gesture, you fling a tiny orb of shining white at your foe.

Encounter • Arcane, Illusion, Implement, Radiant

Standard Action

Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d10 + Charisma modifier radiant damage.

Increase damage to 2d10 + Charisma modifier at 21st level.

Phantom Strike

Spellbinder Attack 1

A whisper of arcane power, a flick of a finger, and your enemy yelps in imagined pain.

At-Will • Arcane, Illusion, Implement, Psychic

Standard Action

Ranged 5

Target: One creature

Attack: Charisma vs. Will

Hit: 1d6+Charisma modifier psychic damage, and the target suffers a -2 penalty to AC until the start of your next turn.

Increase damage to 2d6 + Charisma modifier at 21st level.

Chapter Two: Classes-Spellbinder

LEVEL 1 ENCOUNTER SPELLS

Imaginary Terrain Spellbinder Attack 1

The ground beneath the beast's feet seems to writhe and shift, taking on new traits.

Daily • Arcane, Illusion, Implement

Standard Action Area burst 3 within 20 squares

Target: All enemies in burst

Attack: Charisma vs. Will

Hit: The target treats the terrain in the area in all respects as though it were difficult terrain.

Sustain Minor: Creatures you have already hit with the power continue to treat the terrain as difficult. Make a new attack against new enemies who have moved into the difficult terrain as of your turn in the round.

As a move action, you may move the area of the *imaginary terrain* up to 3 squares.

Orb of Amber Gleam Spellbinder Attack 1

A tiny orb, glowing amber, streaks from your fingers to impact the body and mind of the foe before you. It bursts with a dazzling radiance.

Encounter • Arcane, Illusion, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d10 + Charisma modifier radiant damage, and the target suffers a –2 to all attack rolls until the end of your next turn.

LEVEL 2 UTILITY SPELLS

Obfuscating Mist Spellbinder Utility 2

A wide bank of mist rolls in out of nowhere, obscuring the area around you.

Daily • Arcane, Illusion

Standard Action Close burst 3

Effect: The fog blocks line of sight. Although it initially forms around you, it does not move with you.

Shadow Veil Spellbinder Utility 2

This power functions as the warlock spell of the same name.

LEVEL 3 ENCOUNTER SPELLS

Color Spray Spellbinder Attack 3

This power functions as the wizard spell of the same name, except that it's a Charisma-based attack rather than Intelligence.

Distant Eyes Spellbinder Attack 3

Even as his blood spills, you see your enemy's brow furrow in puzzlement. He shakes his head, as though trying to clear a fog from his eyes, and you know that your allies now appear farther away from him than they truly are.

Encounter • Arcane, Illusion, Weapon

Standard Action Melee or Ranged weapon

Target: One Creature

Attack: Dexterity vs. Will

Hit: 1[W] + Dexterity modifier damage, the target suffers a –2 to ranged and area attacks until the end of his next turn, and any of your allies who attack the target before the start of your next turn may shift 1 before doing so.

LEVEL 5 DAILY SPELLS

Crown of Madness Spellbinder Attack 5

This power function as the warlock spell of the same name.

Glittering Dust Spellbinder Attack 5

A toss of your hand fills the area with a thousand motes of glittering light.

Daily • Arcane, Illusion, Implement

Standard Action Area burst 3 within 10 squares

Target: All creatures in burst

Attack: Charisma vs. Reflex

Hit: Target is blind (save ends).

Effect: Creatures are coated in glowing gold dust. This causes invisible creatures to become visible, illusory powers that grant AC benefits (such as *blur*) to cease working, and all creatures to suffer a –10 penalty to Stealth checks. These effects last so long as targets remain within the area, and until the end of their next turn after leaving it.

Sustain Minor: You can sustain the area of *glittering dust*, thus keeping the effect ongoing, but doing so does not cause any further blinding. Only creatures caught in the initial attack suffer this condition.

LEVEL 6 UTILITY SPELLS

Disguise Self Spellbinder Utility 6

This functions identically to the wizard spell of the same name.

Invisibility Spellbinder Utility 6

This power works as the wizard's spell of the same name.

Chapter Two: Classes-Spellbinder

LEVEL 9 DAILY SPELLS

Still Image Spellbinder Utility 6

A gesture of your hands, a whispered word, and an object shimmers into existence.

Daily • Arcane, Illusion

Standard Action Ranged 10

Effect: You create the image of an inanimate object.

This spell functions as the Hallucinatory Item ritual in most respects (including the need for an Arcana check to determine the difficulty and size of the illusion), except for its casting time and the lack of any necessary components. It lasts only until the end of your next turn, however.

Sustain Minor: You can sustain the illusion for a number of rounds equal to your Intelligence modifier.

LEVEL 7 ENCOUNTER SPELLS

Fascinating Stare Spellbinder Attack 7

Your eyes bore into the minds of your foes, distracting them from all around them.

Encounter • Arcane, Charm, Implement, Psychic

Standard Action Close blast 4

Target: Each enemy in blast you can see

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage and targets grant combat advantage to all attacks. In addition, they cannot attack you (though they can target your allies as easily as ever). Both effects end at the end of your next turn, or if you attack any of the affected targets in any way.

Orb of Ruby Fire Spellbinder Attack 7

You hurl an orb of blazing flame at your foe. It exists only in his mind, yet it burns all the same.

Encounter • Arcane, Fire, Illusion, Implement

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d10 + Charisma modifier fire damage, and ongoing 5 fire damage (save ends).

Discordant Hallucinations Spellbinder Attack 9

You cloud your foe's senses, causing him to see everyone and everything as a threat.

Daily • Arcane, Charm, Implement, Psychic

Standard Action Ranged 6

Target: One creature

Attack: Charisma vs. Will

Hit: 3d6 + Charisma modifier psychic damage. Until the end of your next turn, the target treats all creatures as enemies for purposes of opportunity attacks and must take every opportunity attack possible. If the target attempts to attack you or one of your allies before the end of your next turn, you may make a secondary attack as an immediate interrupt.

Secondary Target: The same creature

Secondary Attack: Charisma vs. Will

Hit: Instead of attacking you or your ally, the enemy makes a basic attack against one of its own allies. If none of its allies are within range of its basic attack, it loses its standard action this turn.

Sustain Minor: You may sustain the effects of the initial hit, but you may not repeat the follow-up attack beyond the power's first turn. The effect lasts until you cease to maintain it, or the target successfully saves.

Illusory Beast Spellbinder Attack 9

At your command, a horrific predator appears beside your adversary, leaping to rend him asunder.

Daily • Arcane, Illusion

Standard Action Ranged 8

Illusion: The illusion appears to take the form of any creature you desire, either Medium or Large in size. It seems to occupy space, so your foes cannot move through its squares.

Target: One creature adjacent to the illusion

Attack: Charisma vs. Will

Hit: 3d6 + Charisma modifier damage.

Sustain Minor: Repeat the attack on an adjacent foe each time you sustain the illusion. As a move action, you can cause the illusion to move up to 6 squares.

Special: After being attacked by the illusion, a creature may make a saving throw; this occurs immediately, rather than on the creature's turn. If the save succeeds, that creature recognizes the illusion for what it is. It takes no further damage from any attacks by the illusion (though prior damage remains), and it can now move through the illusion's squares at will. Once one foe has made this save, its allies gain a +2 bonus to their own saves if you later attack them with the illusion.

Chapter Two: Classes-Spellbinder

LEVEL 10 UTILITY SPELLS

Blur Spellbinder Utility 10

This power functions as the wizard spell of the same name.

Mirror Image Spellbinder Utility 10

This power functions as the wizard spell of the same name.

LEVEL 13 ENCOUNTER SPELLS

Blinding Spark Spellbinder Attack 13

At your command, a sudden burst of illusory fire erupts before your foes, searing their eyes and scorching their minds.

Encounter • Arcane, Fire, Illusion, Implement

Standard Action **Ranged 6**

Primary Target: One creature

Primary Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier fire damage.

Secondary Targets: Primary target and all creatures adjacent to the primary target

Secondary Attack: Charisma vs. Fortitude

Hit: Target is blind until the start of your next turn.

Now You See Me... Spellbinder Attack 13

Your foe grimaces as your blade slices into him, and then stares in shock as you vanish before his eyes.

Encounter • Arcane, Illusion, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. Will

Hit: 2[W] + Charisma modifier damage, and you turn invisible (to that enemy only, not to others) until the end of your next turn or until you attack. If you wish, one adjacent ally can become invisible instead of you.

Prismatic Burst Spellbinder Attack 13

This power functions as the wizard spell of the same name, except that it's a Charisma-based attack rather than Intelligence.

LEVEL 15 DAILY SPELLS

Arcane Mirage Spellbinder Attack 15

Like a god erasing his prior work and starting over, you reshape the ground beneath your enemies—or at least, you reshape their perception of it.

Daily • Arcane, Illusion, Implement

Standard Action **Area** burst 3 within 20 squares

Target: Each enemy in burst you can see

Attack: Charisma vs. Will

Hit: You have complete control over the target's move action on its next turn (though it may take its minor and standard actions as normal). The move action you control occurs before any other actions the target may take on its turn.

Effect: Targets treat the terrain in the area in all respects as though it were difficult terrain.

Sustain Minor: All enemies continue to treat the area as difficult terrain. Make a new attack against any enemies within the area, in order to take control of their next move action. As a move action, you may move the area of the *mirage arcana* up to 3 squares.

Now You Don't Spellbinder Attack 15

Your attack wounds not only your opponent's flesh, but his mind, blotting you out of his perceptions entirely.

Daily • Arcane, Illusion, Weapon

Standard Action **Melee weapon**

Primary Target: One creature

Secondary Target: One adjacent ally

Attack: Charisma vs. Will

Hit: 3[W] + Charisma modifier damage, and you turn invisible (to that enemy only, not to others) until it saves. If you attack that enemy, you become visible until the start of your next turn, but then disappear again if he has not made his save. If you wish, when you first succeed on this attack, one adjacent ally can become invisible instead of you.

Miss: Target has a –2 penalty to all attacks made against you (save ends).

Prismatic Beams Spellbinder Attack 15

This power functions as the wizard spell of the same name, except that it's a Charisma-based attack rather than Intelligence.

Chapter Two: Classes-Spellbinder

LEVEL 16 UTILITY SPELLS

Animate Image Spellbinder Utility 16

At your command, an illusory creature fades into existence.

Daily • Arcane, Illusion

Standard Action Ranged 10

Effect: You create the image of a living creature.

This spell functions as the Hallucinatory Creature ritual in most respects (including the need for an Arcana check to determine the difficulty and the number of actions the illusion can take), except for its casting time and the lack of any necessary components. It lasts only until the end of your next turn, however.

Sustain Minor: You can sustain the illusion for a number of rounds equal to your Intelligence modifier.

Displacement Spellbinder Utility 16

This power functions as the wizard spell of the same name.

Greater Invisibility Spellbinder Utility 16

This functions identically to the wizard spell of the same name.

See Illusion Spellbinder Utility 16

A moment of magic and your eyes gleam, seeing only truth where deception lies.

Daily • Arcane

Minor Action Close blast 6

Effect: You immediately recognize any illusions in the area—from simple illusory spells like disguise self to the creations of illusion rituals—as false, and detect the presence and location of invisible creatures. This doesn't automatically allow you to see through the illusions, and you still suffer a penalty for attacking invisible creatures, but you know them for what, and where, they are. If a Perception (or other) check is allowed to see the truth behind the illusion, you gain a +10 bonus to that check.

LEVEL 17 ENCOUNTER SPELLS

Enthrall Spellbinder Attack 17

Except for having an arcane rather than divine keyword, this power is identical to the cleric prayer of the same name.

Orb of Emerald Agony Spellbinder Attack 17

The gleaming green orb that streaks toward your foe scrambles his senses, rendering him distracted and ill.

Encounter • Arcane, Illusion, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier psychic damage and the target is dazed until the end of your next turn.

LEVEL 19 DAILY SPELLS

Illusory Fiend Spellbinder Attack 19

A fearsome monster rises from the earth, causing panic throughout the enemy's ranks.

Daily • Arcane, Illusion

Standard Action Ranged 8

Illusion: The illusion appears to take the form of any creature you desire, either Medium or Large in size. It seems to occupy space, so your foes cannot move through its squares.

Target: One creature adjacent to the illusion

Attack: Charisma vs. Will

Hit: 4d6 + Charisma modifier damage and the target is dazed until the end of your next turn.

Sustain Minor: Repeat the attack on an adjacent foe each time you sustain the illusion. As a move action, you can cause the illusion to move up to 6 squares.

Special: After being attack by the illusion, a creature may make a saving throw; this occurs immediately, rather than on the creature's turn. If the save succeeds, that creature recognizes the illusion for what it is. It takes no further damage from any attacks by the illusion (though prior damage remains), and it can now move through the illusion's squares at will. Once one foe has made this save, its allies gain a +2 bonus to their own saves if you later attack them with the illusion.

Phantom Assailant Spellbinder Attack 19

A translucent figure appears beside the target, striking out with daggers forged of mist and dreams.

Daily • Arcane, Illusion, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 4d10 + Charisma modifier psychic damage, and the target grants combat advantage to all attacks (save ends).

Miss: Half damage and target grants combat advantage to all attacks until the start of your next turn.

Chapter Two: Classes-Spellbinder

LEVEL 22 UTILITY SPELLS

Mirrored Ally Spellbinder Utility 22

At your command, multiple images of your companion appear in a circle around him.

Daily • Arcane, Illusion

Standard Action **Ranged 3**

Target: One willing ally

Effect: Your ally gains a +6 power bonus to AC.

Special: Each time an attack misses him, one of the duplicate images disappears, and the bonus granted by this power decreases by 2. When the bonus reaches 0, all the images are gone and the power ends. Otherwise, the mirror images fade away after 30 minutes.

Phantom Image Spellbinder Utility 22

A moment of concentration, and where there was just one of you, there are now two. Your perspective of the world shifts, as though you'd taken a step to the side.

Daily • Arcane, Illusion

Standard Action **Ranged 3**

Effect: You create a duplicate of yourself within range.

The double of yourself is entirely illusory, but appears, sounds, and even smells like you in all respects. Any time you take an action, you can choose whether the “real you” performs it, or the duplicate. In other words, as a move action, you can move your normal movement rate, or you can have the double move your normal movement rate. As a standard action, you can cast a spell and have it come from you, or have it come from the double. You can see through the double’s eyes, so if you have the double cast a spell at a target, the double—not you—must have line of sight and line of effect. You may speak and hear via the double. (The double does not grant you *extra* actions, so you must decide, with each action, whether it’s being performed by you or the double.)

The double has the same AC and defenses as you do. It does not benefit from any defense spells you cast on yourself, and you do not benefit from any defensive spells you cast on the double.

You can *only* cast arcane spells through the double; even if you have access to martial, divine, or other powers, you cannot have the double use them, nor can the double make basic attacks or cast rituals. The double cannot cast arcane spells that require a melee attack, nor can it manipulate solid objects, since it has no substance.

Since the double moves at your speed, you can cause it to move quite some distance away from you. You do not need to maintain line of sight or line of effect to the double.

Sustain Minor: You can sustain the illusion for up to five minutes. If the double is hit by any attack or effect that causes damage, the spell ends immediately, and you are dazed until the end of your next turn.

Raven’s Glamour

Spellbinder Utility 22

This functions identically to the warlock spell of the same name.

LEVEL 23 ENCOUNTER POWERS

Hypnotic Gaze

Spellbinder Attack 23

Like the gaze of a swaying serpent, your stare bores deep into the souls of your enemies, until the world around them grows distant indeed.

Encounter • Arcane, Charm, Implement, Psychic

Standard Action **Close blast 4**

Target: Each enemy in blast you can see

Attack: Charisma vs. Will

Hit: 3d6 + Charisma modifier psychic damage and the targets are dazed. In addition, they cannot attack you (though they can target your allies as easily as ever). Both effects end at the end of your next turn, or if you attack any one of the affected targets in any way.

Screaming Burst

Spellbinder Attack 23

The crash of thunder and the shrieks of the damned assail your enemies, battering their ears and their souls.

Encounter • Arcane, Illusion, Implement, Thunder

Standard Action **Area burst 3 within 10 squares**

Target: Each enemy in burst you can see

Attack: Charisma vs. Fortitude

Hit: 3d8 + Charisma modifier thunder damage, and the target is deafened until the end of your next turn.

LEVEL 25 DAILY POWERS

Curse of the Twin Princes

Spellbinder Attack 25

This power functions as the warlock spell of the same name.

Phantasmal Onslaught

Spellbinder Attack 25

You rip your enemy’s worst nightmare from the depths of her subconscious and hurl it at her. You can only imagine what she’s seeing, but her screams are enough to suggest it’s nothing pleasant.

Daily • Arcane, Fear, Illusion, Implement, Psychic

Standard Action **Ranged 6**

Target: One creature

Attack: Charisma vs. Will

Hit: 4d10 psychic damage, ongoing 10 psychic damage and the target is dazed (a single save ends both). The target must use her next available action to move her full speed away from you.

Miss: Half damage and the target is dazed until the end of your next turn.

Chapter Two: Classes-Spellbinder

Prismatic Spray

Spellbinder Attack 25

This power functions as the wizard spell of the same name.

LEVEL 27 ENCOUNTER POWERS

Illusory Torrent

Spellbinder Attack 27

Flashes, bursts, and thunderous roars of illusion pummel your enemy's senses, rendering him all but helpless.

Encounter • Arcane, Illusion, Implement, Psychic

Standard Action **Area** burst 2 within 20 squares

Target: Each enemy in burst you can see

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier psychic damage, and the target is dazed until the end of your next turn, and blind (save ends), deafened (save ends), and slowed (save ends).

Orb of Ashen Death

Spellbinder Attack 27

An ash-gray orb impacts against the beast, causing it to stagger and grow limp.

Encounter • Arcane, Illusion, Implement, Psychic

Standard Action **Ranged** 10

Target: One creature

Attack: Charisma vs. Will

Hit: 3d10 + Charisma modifier psychic damage, and target falls prone and is stunned until the start of your next turn.

LEVEL 29 DAILY SPELLS

Illusory Legion

Spellbinder Attack 29

With a wave of your hands, you summon a veritable hoard of illusory allies.

Daily • Arcane, Illusion

Standard Action **Ranged** 8

Illusion: The illusion appears to take the form of any creature or creatures you desire. It occupies the space of a Gargantuan creature (4 squares on a side), so you could have it appear to be a single Gargantuan creature, two Larges, or four Mediums. It seems to occupy space, so your foes cannot move through its squares.

Target: Four creatures adjacent to the illusion

Attack: Charisma vs. Will

Hit: 4d6 + Charisma modifier damage and the target is dazed until the end of its next turn.

Sustain Minor: Repeat the attack on an adjacent foe each time you sustain the illusion. As a move action, you can cause the illusion to move up to 10 squares.

Special: After being attack by the illusion, a creature may make a saving throw; this occurs immediately, rather than on the creature's turn. If the save succeeds, that creature recognizes the illusion for what it is. It takes no further damage from any attacks by the illusion (though prior damage remains), and it can now move through the illusion's squares at will. Once one foe has made this save, its allies gain a +2 bonus to their own saves if you later attack them with the illusion.

Prismatic Prison

Spellbinder Attack 29

You erect a cell around your foe, its bars made of dazzling, multicolored hues.

Daily • Arcane, Fear, Fire, Implement, Poison, Zone

Standard Action **Ranged** 15

Target: One creature

Attack: Charisma vs. Fortitude, Reflex, Will

Hit (Fortitude): If the attack hits the target's Fortitude defense, the target takes 3d6 + Charisma modifier poison damage and is slowed (save ends, but see "special," below).

Hit (Reflex): If the attack hits the target's Reflex defense, the target takes 3d6 + Charisma modifier fire damage, and ongoing 15 fire damage (save ends, but see "special," below).

Hit (Will): If the attack hits the target's Will defense, the target is dazed (save ends, but see "special," below).

Hit (any): If the attack hits, the target is restrained inside the cage (save ends; the cage disappears at this time).

Special: The target may not attempt a save against the slowed, ongoing fire, or dazed effects until after the cage disappears (either due to a successful save against the restrained condition, because you fail to sustain the power, or it's dispelled).

Sustain Minor: The target remains restrained; you can sustain the power for a number of rounds equal to your Intelligence modifier.

CHAPTER THREE

OTHER PARAGON PATHS

Older editions of the game included additional classes and concepts not included amongst the new classes presented in the previous chapter. This is because, on both a conceptual and mechanical level, these concepts are easily modeled with existing classes. The fighter can easily be built as a noble knight or mounted warrior; the rogue can be—and in fact, almost always is—a stealthy killer.

But again, “close” isn’t close enough for everyone. So the following paragon paths are intended to fully evoke, and move these classes more in the direction of, those few classics that haven’t been fully converted.

ACROBAT

“Watch this, lummoX. Only a fool would allow himself to be constrained by something as pitiful as gravity.”

Path Features: Acrobatic Action, Acrobatic Charge, Acrobatic Shift

Prerequisite: Martial Artist or Rogue class, trained in Acrobatics



(When taken by a rogue, the powers of this paragon path are martial exploits. When taken by a martial artist, they are divine prayers.)

You can move in ways that, to others, seem to border on the supernatural. Bouncing off walls, leaping from ledges, flipping and twisting in midair—these come as simply to you as walking.

ACROBAT PATH FEATURES

All acrobats have the following path features.

Acrobatic Action (11th level): When you spend an action point, in addition to taking an extra standard action this turn, you also gain an extra move action.

Acrobatic Charge (11th level): When charging, you need not move in a straight line, you can ignore a number of squares of difficult terrain equal to your Dexterity modifier, and you need not end the charge in the square closest to the opponent; any square adjacent to the foe, that you can reach, is acceptable.

Acrobatic Shift (17th level): You can cover 2 squares when you shift, rather than the normal 1.

ACROBAT PRAYERS

Flip Kick

Acrobat Attack 11

Twisting and spinning, you push off the ledge to land hard upon your opponent's head.

Encounter • Divine or Martial; Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Special: You may shift up to 3 squares both before and after the attack, and you ignore difficult terrain when doing so.

Acrobatic Dance

Acrobat Utility 12

Your steps are swift and light, propelling you forward regardless of terrain.

Daily • Divine or Martial, Stance

Minor Action

Personal

Effect: You ignore the movement penalty bestowed by difficult terrain until the end of your next turn.

Sustain Minor: You can sustain this power for up to one minute.

Chapter Three: Other Paragon Paths

MERCILESS ASSASSIN EXPLOITS

Leg Toss

Acrobat Attack 20

A quick flip and you've caught your foe in a vicious leg-lock. Another twist, and he sails across the battlefield, flailing wildly.

Daily • Divine or Martial; Chi (when taken by martial artist)

Standard Action

Melee weapon

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 4[W] + Dexterity modifier damage, plus you push the target 4 squares, and the target is knocked prone, and slowed until the end of your next turn.

Follow-Up: If the push takes the foe into the space of another enemy, the push instead ends in the nearest adjacent square, but you make a follow-up attack against the second foe, with the first as the weapon.

Attack: Dexterity vs. Reflex

Hit: 4d6 + Dexterity modifier damage and knocked prone.

Special: When used as a rogue exploit, this power functions only against foes of your size or smaller.

MERCILESS ASSASSIN

"I don't know who you pissed off—but I wouldn't be here if you hadn't royally angered someone, would I?"

Path Features: Deadly Accuracy, Deadly Alacrity, Sudden Death

Prerequisite: Rogue class

Nearly all rogues are skilled at stealth and killing, but you have elevated them to an art form. You might be a cold-blooded killer for hire, or you might serve a higher purpose, eliminating the enemies of your guild, your king, or your Church. Whatever the case, however, you're a strong believer in striking from the dark, and in killing before the target has the chance to strike back.

MERCILESS ASSASSIN PATH FEATURES

All merciless assassins have the following path features.

Deadly Accuracy (11th level): When you attack with combat advantage, you score a critical hit on a 19 to 20, rather than just a 20.

Deadly Alacrity (11th level): When you gain combat advantage due to surprise, or because the foe hasn't yet acted in combat (via your First Strike ability), your sneak attack deals +1d6 damage.

Sudden Death (16th level): When you spend an action point to gain an extra action, all your attacks automatically have combat advantage until the start of your next turn.

Killer's Eye

Merciless Assassin Attack 11

This power functions identically to the eviscerator (rogue paragon path, *D&D 4E Players Handbook*) exploit of the same name.

One Down, One to Go

Merciless Assassin Utility 12

The sudden violence of your enemy's death startles all around you, granting you an extra opening.

Daily • Martial

Immediate Reaction

Personal

Trigger: You drop a conscious foe to 0 hp or below.

Effect: You gain an action point that you must spend before the end of your next turn, or you lose it.

Fatal Blow

Merciless Assassin Attack 20

You lunge from hiding to plunge your blade into the target's vital organs.

Daily • Martial, Weapon

Standard Action

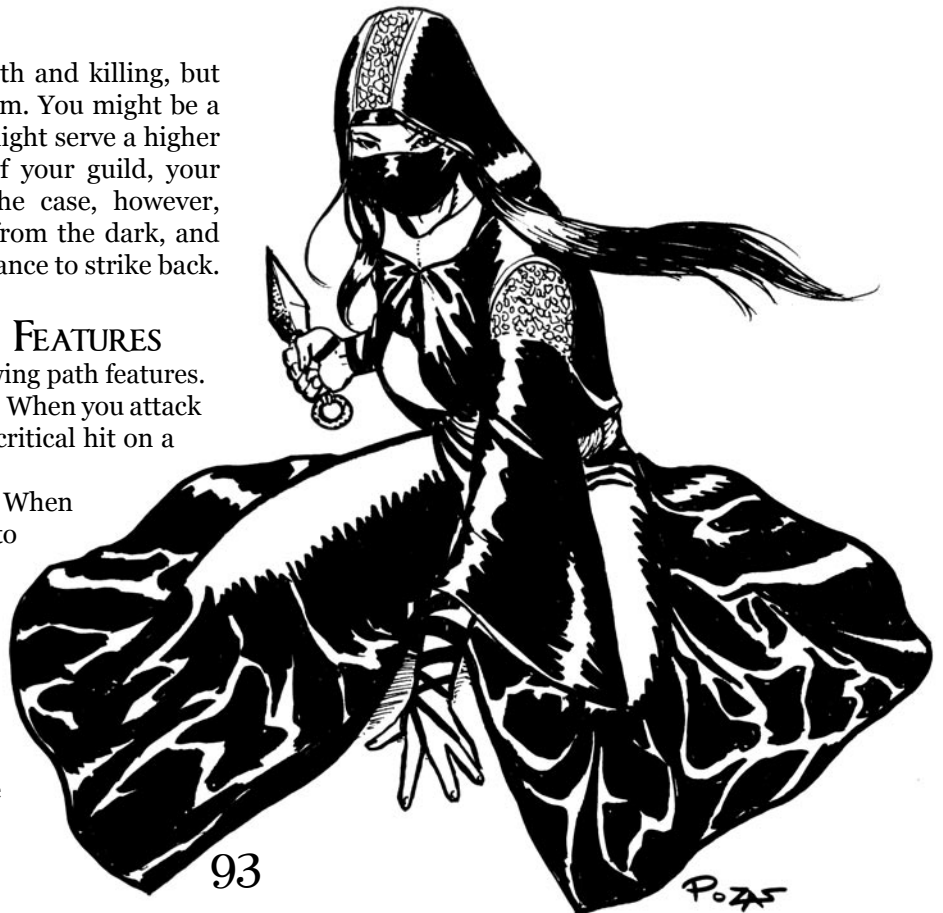
Melee weapon

Target: One creature against whom you have combat advantage

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, plus ongoing 10 damage (save ends).

Miss: Half damage, no ongoing damage.



Chapter Three: Other Paragon Paths



SPECIALIST MAGE

"Any artist can paint with an entire palette. It takes a true genius to create art in a single hue."

Path Features: Arcane Affinity
Prerequisite: Warlock or wizard

Where other arcane casters may seek to branch out, trying to encompass as much magic as possible, you've instead chosen to narrow your focus. You have no interest in variety or flexibility; you do one thing, and you do it *very* well indeed.

SPECIALIST MAGE CLASS FEATURES

All specialist mages have the following path features.

Arcane Affinity (11th level): Choose one of the following keywords: Acid, Cold, Fire, Force, Lightning, Necrotic, Poison, Psychic, Radiant, or Thunder. This choice influences all your other path features, and once made cannot be changed.

Arcane Penetration (11th level): When you cast an arcane spell with the same keyword as your Arcane Affinity, you ignore up to 10 points of the target's resistance. For instance, if you chose Necrotic for your Arcane Affinity, and then cast a necrotic spell at a creature with resist 15 necrotic, it would effectively have only resist 5 necrotic against your spells. This does not help you against creatures with actual *immunity*, however.

Arcane Precision (11th level): When you cast an arcane spell with the same keyword as your Arcane Affinity, you gain a +2 bonus to damage rolls.

Arcane Recovery (16th level): You can spend an action point to regain an encounter power you have already used in this encounter. The power you regain must be an arcane spell with the same keyword as your Arcane Affinity.

Greater Arcana (16th level): The resistance you ignore due to Arcane Penetration rises to 15, and your bonus damage from Arcane Precision increases to +3.

SPECIALIST MAGE SPELLS

Arcane Tempest

Specialist Mage Attack 11

Tiny threads of arcane power rain from above, striking your screaming foes.

Encounter • Arcane, Implement; plus the same keyword as your Arcane Affinity

Standard Action

Ranged 20

Target: Up to five enemies in range

Attack: Intelligence or Charisma vs. Reflex

Hit: 3d8 + either Intelligence or Charisma modifier damage (of the same type as your Arcane Affinity), plus the target is knocked prone.

Arcane Dissipation

Specialist Mage Utility 12

You absorb the force of the incoming attack, rendering it harmless.

Daily • Arcane; plus the same keyword as your Arcane Affinity

Immediate Reaction

Personal

Trigger: You are hit by an attack that deals damage of the same sort as your Arcane Affinity (and does not deal damage of any other sort).

Effect: The attack is treated as though it missed you, and any of your allies who were also caught in it. (If the attack does damage on a miss, you still take that damage, however.)

Soul-Burn

Specialist Mage Attack 20

You burn your enemy, body and soul, with a font of arcane power, causing them radiate energy wildly.

Daily • Arcane, Implement; plus the same keyword as your Arcane Affinity

Standard Action **Ranged 20**

Target: One creature

Attack: Intelligence or Charisma vs. Fortitude

Hit: 3d8 + either Intelligence or Charisma modifier damage (of the same type as your Arcane Affinity), plus 10 ongoing damage of that type (save ends). As long as the target is taking ongoing damage from this attack, the target deals 5 damage of the same type to all creatures adjacent to it at the start of its turn.

Miss: Half damage, no ongoing damage.

STALWART CAVALIER

"My sword and my arm are one. My steed and I are one. And my honor and my life are one."

Path Features: Cavalry Charge, Improved Armor, Inspiring Rider, Swift Mount, Move as One

Prerequisite: Fighter, paladin, or warlord class, Mounted Combat feat

You are the quintessential knight in shining armor. Your word, your honor, and your reputation are more important to you than your life itself. On foot, you are a potent warrior; mounted, you are all but unstoppable. Most cavaliers serve a higher lord, such as a noble or a Church. You may be one of these, or you might be a "knight errant," seeking to do good deeds under your own authority.

Talk to your GM before choosing the stalwart cavalier paragon path. Because most of its powers are focused on mounted combat, you may not get to use them often in a dungeon-crawl focused adventure. Make sure that the GM's plans for the campaign aren't going to make you feel redundant or useless.

Also, note that even if you are a paladin, the powers you gain from this paragon path are martial exploits, not divine prayers.

THE LANCE

The lance does not appear on the equipment list in the *D&D 4E Players Handbook*. Treat it as a military weapon, identical in all respects to the spear, except that, when used by a mounted character, it bestows a +1 equipment bonus to attack and damage rolls.



STALWART CAVALIER PATH FEATURES

All stalwart cavaliers have the following path features.

Cavalry Charge (11th level): At the culmination of a charge attack that you make while mounted, you may use an at-will or encounter power in place of a basic attack. The power you select may only target a single foe.

Improved Armor (11th level): You gain an Armor Training feat as a bonus feat. If you are not yet proficient in scale, you gain Armor Training (Scale); if you are, you gain Armor Training (Plate). You gain these even if you do not meet the other necessary prerequisites.

If you are already proficient in plate armor as well, you instead gain any Shield Proficiency or Weapon Proficiency feat of your choice, for which you meet the prerequisites.

Inspiring Rider (11th level): You add a +1 class bonus to all movement rates of any creature you use as a mount.

Swift Mount (11th level): You can mount or dismount a creature as a minor action, rather than a standard action.

Move As One (16th level): When you spend an action point while mounted, both you *and* your mount gain an extra standard action.

Chapter Three: Other Paragon Paths

STALWART CAVALIER EXPLOITS

Thunderous Charge Stalwart Cavalier Attack 11

With a great cry, you spur your mount forward to slam into the foe.

Encounter • Martial, Melee

Requirement: You must be mounted.

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you can push the foe 1 square. Your mount can then shift 1 square, to partly occupy the vacated square.

Special: Your mount may move or charge up to its speed before you make this attack.



Mounted Might Stalwart Cavalier Utility 12

You lean into your lance, standing in the stirrups, ready to flatten all in your path.

Daily • Martial

Minor Action **Personal**

Effect: Until the end of the encounter, you gain a +2 power bonus to all melee damage rolls you make while mounted.

Spirited Charge Stalwart Cavalier Attack 20

The rapid thunder of hooves presages a series of devastating attacks.

Daily • Martial, Melee

Requirement: You must be mounted.

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target is knocked prone. Your mount may then charge up to 6 squares, and you may immediately make a second attack.

Effect: Your mount may move or charge up to its speed before you make this attack.

Secondary Target: One creature other than the primary target.

Secondary Attack: Strength +2 vs. AC

Hit: 2[W] + Strength modifier damage, and the target is knocked prone. Your mount may then charge up to its speed, and you may immediately make a tertiary attack.

Tertiary Target: One creature other than the primary or secondary targets.

Tertiary Attack: Strength +3 vs. AC

Hit: 3[W] + Strength modifier damage, and the target is knocked prone.

CHAPTER FOUR

FEATS

These feats follow all the standard rules from the D&D 4E Players Handbook. They include options for the new classes and races introduced in prior chapters.

HEROIC TIER FEATS

CHARGING BULL

Prerequisites: Str 13, savage warrior

Benefit: If you successfully bull rush an opponent, you may push the target 2 squares, rather than the normal 1, and may shift to end your turn in either of the two vacated squares.

CONJURED PERSEVERANCE

Prerequisites: Cha 13, nature priest, Conjunction Affinity class feature

Benefit: After you've made use of your Extended Conjunction ability, you may choose to once more begin spending minor actions to maintain that conjunction, rather than allowing it to lapse.

GRANITE FIST

Prerequisite: Monk, *quick-strike* class feature

Benefit: The damage dice dealt by your *quick-strike* power increase from d6s to d8s.

HALFLING RESILIENCE (HALFLING)

Prerequisite: Halfling, *unending determination* racial power

Benefit: When you use the *unending determination* power, you gain a +2 bonus to the new saving throw.

IMPROVED AFFINITY

Prerequisites: Con 13, nature priest, Elemental Affinity class feature

Benefit: You can add one energy keyword (chosen from cold, fire, lightning, or thunder) to the two you have already chosen for your Elemental Affinity class feature.

INNER MIGHT

Prerequisites: Int 13, troubadour, Inner Strength class feature

Benefit: When you grant an ally an action point with your Inner Strength feature, that ally gains a +3 feat bonus on any attack or check they make with that extra action. (This bonus does *not* stack with the bonus granted by the Action Surge feat.) They must use the action point before the end of their next turn, after you grant them the action point, to receive this bonus.

HEROIC TIER FEATS

Name	Prerequisites	Description
Charging Bull	Str 13, savage warrior	Push 2 on bull rush
Conjured Perseverance	Cha 13, nature priest, Conjunction Affinity class feature	Resume maintaining an "extended" conjunction
Granite Fist	Monk, <i>quick-strike</i> class feature	<i>Quick-strike</i> damage dice increase to d8s
Halfling Resilience	Halfling, <i>unending determination</i> racial power	+2 to reroll with <i>unending determination</i>
Improved Affinity	Con 13, nature priest, elemental affinity class feature	Add one damage type to your elemental affinity
Inner Might	Int 13, troubadour, Inner Strength class feature	+3 to attacks and checks when an ally spends an action point you have just granted them
Lord of Illusion	Earth Gnome	+1 damage with illusion and psychic powers
Phantasmal Bastion	Int 13, spellbinder	+2 to saving throws against illusion and fear
Primal Warrior	Orc-Blooded	+2 damage with axes and spears
Savage Charge	Orc-Blooded	+2 speed when charging
Tactical Stealth	Earth Gnome	Take 10 or +2 with Hasty Stealth

Chapter Four: Feats



LORD OF ILLUSION (EARTH GNOME)

Prerequisite: Earth Gnome

Benefit: You gain a +1 feat bonus to damage rolls with all powers with the illusion or psychic keywords.

PHANTASMAL BASTION

Prerequisites: Int 13, spellbinder

Benefit: You gain a +2 feat bonus when making saving throws against ongoing effects with the fear or illusion keywords.

PRIMAL WARRIOR (ORC-BLOODED)

Prerequisite: Orc-Blooded

Benefit: You gain proficiency and a +2 feat bonus to damage rolls with axes and spears.

SAVAGE CHARGE (ORC-BLOODED)

Prerequisite: Orc-Blooded

Benefit: You gain a +2 feat bonus to your movement speed when charging.

PARAGON TIER FEATS

TACTICAL STEALTH (EARTH GNOME)

Prerequisite: Earth Gnome

Benefit: When using your Hasty Stealth racial ability, you may choose to take 10 rather than rolling. If you choose to roll, you gain a +2 racial bonus to that roll.

PARAGON TIER FEATS

SWIFT SAVAGERY (ORC-BLOODED)

Prerequisite: Orc-Blooded

Benefit: When you spend an action point to gain an extra standard action, you can use your *savage ferocity* power on any damage you deal during that extra action. This does not count against the normal limit of one use per encounter on that power.

GNOME TRICKERY (EARTH GNOME)

Prerequisite: Earth Gnome, *battlefield trickery* racial power

Benefit: When you use the *battlefield trickery* racial power, you gain a +1 racial bonus to your AC and Reflex defense until the start of your next turn

Name	Prerequisites	Description
Swift Savagery	Orc-Blooded	Use <i>savage ferocity</i> with extra actions when spending an action point
Gnome Trickery	Earth Gnome, <i>battlefield trickery</i> racial power	+1 to AC and Reflex with <i>battlefield trickery</i>

DABBLING IN ILLUSION

Because the spellbinder draws on the powers of several other classes, it's not quite as open as others in terms of multiclassing. Troubadours, warlocks, and wizards cannot take the Student of Illusion multiclass feat. Similarly, spellbinders cannot multiclass as bards, warlocks, or wizards.

MULTICLASS FEATS

FOLLOWER OF THE WAY (MULTICLASS MARTIAL ARTIST)

Prerequisite: Dex 13, Wis 13

Benefit: You gain training in one skill from the martial artist's class skill list.

Once per encounter, you can use the Wind-Swift Charge ability. This allows you to use an at-will power—of either your normal class, or the martial artist class if you've gained any such abilities via future multiclass feats—at the culmination of the charge, rather than relying on a basic attack.

INSPIRING INITIATE (MULTICLASS TROUBADOUR)

Prerequisite: Cha 13

Benefit: You gain training in the Arcana skill.

Once per day, you can use the troubadour's *arcane channel* power.

SOLDIER OF SAVAGERY (MULTICLASS SAVAGE WARRIOR)

Prerequisite: Str 13

Benefit: You gain training in one skill from the savage warrior class skill list.

Once per encounter, you can use the savage warrior's Relentless Attack feature.

STUDENT OF ILLUSION (MULTICLASS SPELLBINDER)

Prerequisite: Cha 13

Benefit: You gain training in either Arcana or Perception (chosen when you gain this feat).

Choose a 1st-level spellbinder at-will power. You can use that power once per encounter.

In addition, you can use an orb, a staff, or a wand as an implement when using a spellbinder power or a spellbinder paragon path power.

WILDERNESS ADEPT (MULTICLASS NATURE PRIEST)

Prerequisite: Wis 13

Benefit: You gain training in one skill from the nature priest's class skill list.

Once each per day, you can use the Elemental Accuracy and Elemental Defense abilities of the Elemental Affinity class feature. You must choose which two elements you have affinity for when you first gain this feat.

MULTICLASS FEATS

Name	Prerequisites	Description
Follower of the Way	Dex 13, Wis 13	Martial Artist: skill training, Wind-Swift Charge 1/encounter
Inspiring Initiate	Cha 13	Troubadour: Arcana skill, <i>arcane channel</i> 1/day
Soldier of Savagery	Str 13	Savage Warrior: skill training, Relentless Attack 1/encounter
Student of Illusion	Cha 13	Spellbinder: Arcana or Perception skill, illusionist power 1/encounter
Wilderness Adept	Wis 13	Nature Priest: skill training, Elemental Accuracy and Elemental Defense, each 1/encounter

CHAPTER FIVE

RITUALS

These new rituals are intended not only to expand the repertoire of ritual casters, but also specifically to enhance the abilities of the new classes presented in Chapter Two. (Though of course, anyone who can cast rituals can use them.) Most are inspired by material from older editions, fully updated for current usage. They follow all the standard rules for rituals as presented in the *D&D 4E Players Handbook*.

AIR BUBBLE

A great bubble forms around you, pushing back on the heavy ocean waters. Within, you can not only breathe comfortably, but move unimpeded.

Level: 15th **Component Cost:** 1,000 gp
Category: Exploration **Market Price:** 5,000 gp
Time: 10 minutes **Key Skill:** Nature
Duration: Special

You generate an aura of magic that transforms the water around you into a lighter, breathable substance. It remains a liquid, not true air, but you and all creatures within are still capable of breathing normally. When within the sphere, you can move through the water at a speed equal to your normal base movement, and can do so in all directions, but you cannot run. You can cause a number of willing companions to move along with the sphere—as many as can reasonably fit in the sphere’s diameter. Aquatic creatures outside the area of Air Bubble can see the perimeter of the bubble, and most avoid it if possible. Aquatic creatures cannot breathe within the sphere, but they can swim through it if necessary.

The sphere does not impede any incoming attacks. Any attacks you or your companions make against creatures within, or immediately adjacent to, the bubble are not impeded by being underwater. Attacks against creatures farther away than this are impeded normally. Any actions you take within the bubble are also unimpeded, and function just as if you were on the ground.

Your Nature check determines the duration and size of the bubble.

Arcana Check Result	Duration	Size of Bubble
Lower than 15	1 hour	1-square burst
15–19	2 hours	2-square burst
20–24	4 hours	3-square burst
25–29	8 hours	4-square burst
30 or higher	16 hours	5-square burst

COMMUNE WITH ANIMALS

As you finish your rites, the chittering of the frantic beast slowly resolves itself into intelligible words.

Level: 1st **Component Cost:** 15 gp
Category: Exploration **Market Price:** 75 gp
Time: 1 minute **Key Skill:** Nature
Duration: 10 minutes

You enable yourself to speak with a specific animal, and to gain answers to your questions. The animal need not be present when you cast the ritual, but you must designate what *type* of animal you wish to speak to. And of course, you’ll need to locate or attract an animal of that type before the duration of the ritual expires.

Most animals are, obviously, not particularly intelligent. They know what they’ve seen in the recent past. They answer your questions to the best of their ability, but they cannot understand abstract concepts, and they don’t count very well.

Your Nature check result determines the number of questions you can ask.

Nature Check Result	Questions Allowed
Lower than 10	Zero
10–19	One
20–29	Two
30 or higher	Three

At the GM’s option, questioning the animal might require a skill challenge, using either Diplomacy, or Nature in place of Diplomacy.

COMMUNE WITH PLANTS

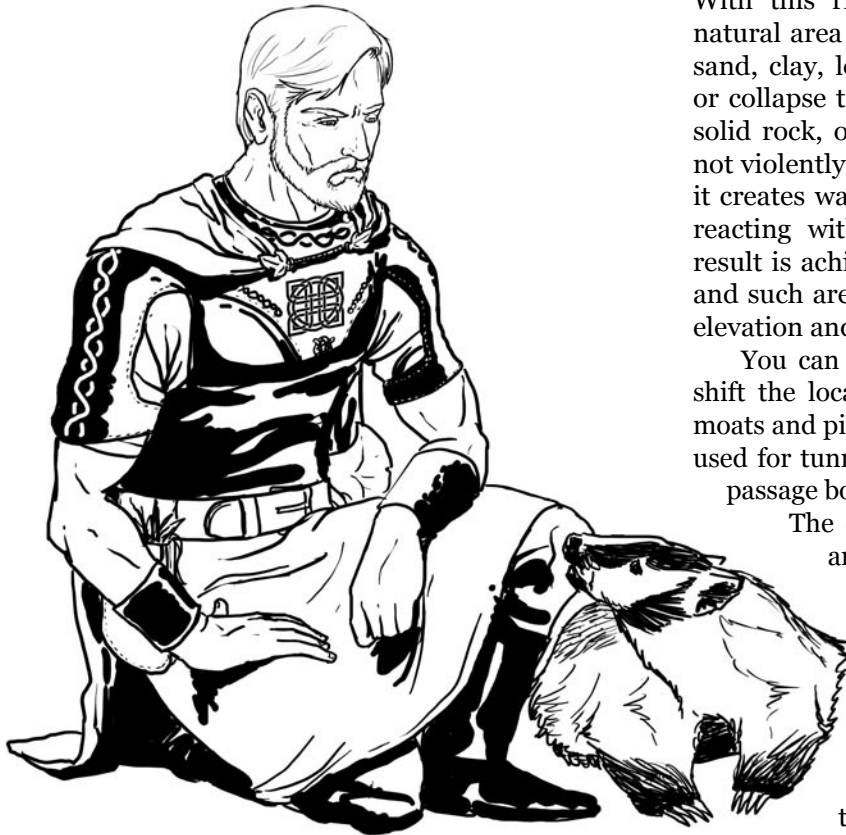
In the gentle susurrus of waving leaves and fronds, you slowly begin to make out whispered words.

Level: 6th **Component Cost:** 140 gp
Category: Exploration **Market Price:** 360 gp
Time: 10 minute **Key Skill:** Nature
Duration: 10 minutes

You enable yourself to speak with a specific plant, and to gain answers to your questions.

Most plants are not particularly intelligent. They know what they’ve seen in the relatively recent past. They answer your questions to the best of their ability, but they cannot understand abstract concepts, and they don’t count very well.

Chapter Five: Rituals



With this ritual, you can alter the contours of a natural area of ground. The region must be dirt, soil, sand, clay, loose rock, or the like. You cannot move or collapse true rock formations, ground made up of solid rock, or a manufactured floor. This ritual does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

You can use this ritual to collapse embankments, shift the locations of dune and small hillocks, create moats and pits, or raise defensive bastions. It cannot be used for tunneling, though you could create a winding passage both relatively shallow and open to the air.

The changes in topography last for 24 hours, and then slowly resume their previous shape.

However, if you've already changed the earth with this ritual, you can maintain those changes by casting a much shorter and cheaper rite as the 24 hour deadline approaches. (These are the figures given in parenthesis, above.) This does not require any additional nature check, and the use of this maintenance ritual extends the duration for another 24 hours.

Your Nature check determines the total amount of area you can alter

Your Nature check result determines the number of questions you can ask.

Nature Check Result	Questions Allowed
Lower than 10	Zero
10–19	One
20–29	Two
30 or higher	Three

At the GM's option, questioning the plant might require a skill challenge, using either Diplomacy, or Nature in place of Diplomacy.

EARTH MOVER

Slowly but inevitably, the earth itself moves at your command, reshaping itself as you desire.

Level: 17th

Category: Exploration

Time: 2 hours

(10 minutes to maintain; see text)

Duration: 24 hours

Component Cost: 5,200 gp (50 gp to maintain; see text)

Market Price: 13,000 gp

Key Skill: Nature

Nature Check	Maximum Size of Area
Lower than 20	10-square burst
21–29	20-square burst
30–39	30-square burst
40 or higher	40-square burst

The above figures assume a maximum change in elevation of 2 squares in either direction. (That is, portions of the area can be made 10 feet deeper, or 10 feet higher.) For each additional square of elevation change, if you wish to make an area or barrier higher or lower, reduce the area's maximum size by one category on the table above. For instance, if you rolled a 35 on your check, you could manipulate a 30-square burst by up to 2 squares vertically; a 20-square burst by up to 3 squares vertically, or a 10-square burst by up to 4 squares vertically.

Any walls or barriers you create with this ritual have the following statistics per square of thickness: break DC 25; AC 5, Reflex 5, Fortitude 10, 20 hp; Athletics check DC 15 to climb.

Chapter Five: Rituals

HALLUCINATORY ENVIRONMENT

The walls and indeed the very earth reshape themselves at your command—or at least, they seem to.

Level: 20th
Category: Illusion
Time: 10 minutes
Duration: 24 hours

Component Cost: 5,000 gp
Market Price: 25,000 gp
Key Skill: Arcana

You create the illusion of a number of objects, using them to alter the appearance of the region as you prefer. You can use this ritual to create an illusory wall, tree, statue, shrub, or other object. Each object created by the ritual can be between Small and Large size; you can, if you like, include one or two Huge objects among them, but this cuts the number of total images you can create by half.

Each image must appear within a set area, measured in a number of squares from the point where you cast the ritual. Within that space, you may place them as you like.

Your arcana check determines the base DC of Insight checks to recognize the illusion as false and to establish the number of illusions, and the size of the area.

Arcana Check Result	Number of Images
Lower than 20	2 images
21–29	4 images
30–39	6 images
40 or higher	8 images

Once you create the illusion, you cannot move it, nor can it feature complex moving parts (though very slight movements, such as leaves rustling with a light breeze, are possible).

Creatures that view or interact with an illusion are entitled to Insight checks to detect the fact that it is false (DC 15 + your level). A creature is allowed a check the first time it sees the illusion and each time it interacts with it. A creature that touches an illusion automatically determines that the image is a fake, but this grants it no benefit to determining that any of the other objects you created are fake.

STONE-WHISPER

Placing your ear to the stone, you hear the faint grumbling of the rock, the language of the earth itself.

Level: 12th
Category: Exploration
Time: 10 minutes
Duration: 10 minutes

Component Cost: 1,040 gp
Market Price: 2,600 gp
Key Skill: Nature

You enable yourself to speak with a stone or stone object (of up to Large size), and to gain answers to your questions.

Most rocks are not particularly intelligent. They know what they've seen in the relatively recent past. They answer your questions to the best of their ability, but they cannot understand abstract concepts, and they don't count very well.

Your Nature check result determines the number of questions you can ask.

Nature Check Result	Questions Allowed
Lower than 10	Zero
10–19	One
20–29	Two
30 or higher	Three

At the GM's option, questioning the stone might require a skill challenge, using either Diplomacy, or Nature in place of Diplomacy.

TREE STEP

A moment's concentration, and you literally step into the bole of the great oak, and into the overlapping terrain between the mortal realm and the Feywild. While there, each step carries you many yards, until you emerge from another tree near your destination.

Level: 12th
Category: Exploration
Time: 10 minute
Duration: See text

Component Cost: 500 gp
Market Price: 2,600 gp
Key Skill: Nature

While walking "between the worlds" in this manner, you cover substantially more ground, taking advantage of both the intrinsic magic of the Feywild and the differences in terrain between the two worlds. For the duration of the ritual, multiply your overland travel distances by 5. You must emerge from another tree, so if your destination is a wasteland—a desert, for instance, or a glacier—the GM may determine that you cannot use this spell to travel the entire distance.

You can bring along up to 12 willing creatures. This ritual only functions when cast in the natural world. Your Nature check determines the duration of the ritual.

Nature Check	Duration
Lower than 10	2 hours
10–19	4 hours
20–29	6 hours
30–39	8 hours
40 or higher	10 hours

OPTIONAL RULES

Okay, so the bulk of this book is player-centric. But that doesn't mean the GM can't get it on some of the action. Presented in this chapter are a few optional rules systems, designed to tweak the flavor and options of your campaign. GMs and players should discuss, in advance, whether they're using some, all, or none of these systems.

CRAFTING RULES

A craft vocation is an aptitude for creating physical items using entirely mundane means. Characters who wish to be able to forge weapons, cook meals, weave cloth, tan hides, and build strong castle walls use craft vocations to determine how good they are at accomplishing these tasks, and how much time and money it takes to do so. Craft vocation have no real use in combat, they are designed purely for players who are interested in exploring and defining the other abilities of their characters.

Though characters might well refer to these knacks as "skills" when talking among themselves, craft vocations do not use the normal rules for skills. A character need not select Baking as a trained skill, nor are the vocations suddenly assigned as class skills to the various classes. In fact, all craft vocations are actually related to other skills (such as Smithing, which is a vocation related to Endurance), and that skill is used for any necessary checks. Thus you do not need to learn whole new skills in order to master a craft vocation (though obviously characters trained in a craft vocation's related skill are better at performing the core tasks of their vocation).

A craft vocation defines what kinds of items it can be used to manufacture, the weight and cost of the basic tools needed to do so, and the time and money required. These definitions are, intentionally, extremely broad. While it can add to a game's depth for one character to be a better cook than another, it takes away from the game's fun, fast pace to worry about how well a character bakes breads, as opposed to grills steak, guts fish, spices fresh tubers or boils stew. Players and GMs should feel free to decide on a few specialties a character has within a vocation, and even areas of lesser experience, but no detailed rules are provided for modifying game rules based on these decisions. If further specialization is desired, simply allow a +2 bonus to related skill checks in areas of specialty and a -2 penalty for areas of inexperience. A character should have the same number of each.

LEARNING CRAFT VOCATIONS

All it takes to learn a craft vocation is time and (usually) money. A character can learn from either a series of manuals, or a master. While these two learning methods are realistically very different, they take the same time and have the same cost in game terms. Each craft vocation lists a learning cost, which is the gp it takes to either buy a manual (if one is available) or pay for a tutor. In truth most characters will actually have access to a blend of written (or drawn) instructions and live teachers. The GM decides when the resources to learn a craft vocation are available.

To learn a craft vocation, you must study it for the time it takes to gain one full level. Thus if a character begins study at midway through 4th level, he won't have mastered it until he hits 6th level (having then gained the full 5th experience level while studying). A heroic character can only study one craft vocation at a time, while paragon character can work on two simultaneously and epic characters can study four craft vocations at once.

MANUFACTURING WITH CRAFT VOCATIONS

Craft vocations allow a character, with the proper tools and resources, to create mundane objects.

In most cases an item's cost in gold pieces is used to determine the skill DC to successfully create it (see the Manufacturing DC Table), and thus the time required in its manufacture. Since items that can be made more easily and quickly require less of the manufacturer's time, they tend to have a lower price point. While this is a gross oversimplification in terms of realism (ignoring materials costs, specialized skills, workforce size and quality, and purely economic forces such as supply and demand) few players want to learn enough about the differences of sword-smithing vs. tailoring, leather-working, or carpentry to make a realistic system workable. (Not to mention that most such players won't gain a lot of enjoyment from using a spreadsheet to tally their *imaginary* costs and potential profit—work many of us have to do in some form in the real world all too often). For those of you who *do* want a more complete economic system, take a look at ***A Magical Medieval Society: Western Europe***, also available from Expeditionary Retreat Press. That book may well have what you're looking for, and much more.

Chapter Six: Optional Rules

A few specific items have separate skill DCs and time requirements, because they are unusually difficult to learn and master. In general, it takes one week of work per 5 gp of an item's final cost. (The simple way to think of this is that a person does 5 gp of work each week.) This time assumes the character has at least a few hours free a day, but is also engaged in other activities (such as exploring a wilderness or patrolling a town). A character doing nothing but manufacturing items all day, without major interruption, can produce 10 gp of work in a week. This also represents the cost of the materials used in that week. (If using a workshop you use only 75% of this cost each week – see Kits and Workshops, below.)

A character must make a skill check (using the craft vocation's related skill) each week to successfully produce their week's-worth of work. A check that fails by 4 or less indicates no work was produced, and the materials used that week were wasted. A failure by 5 or more indicates the item being worked on is ruined. In most cases, characters use their passive skill value (10 + skill bonus) for these checks, but a character wishing to create an item at a higher difficulty level may risk making rolls for these checks if she chooses.

KITS VS. WORKSHOPS

For most adventurers, it's not practical to carry about a full sized anvil, bellows, quenching troughs, a complete set of hammers, tongs, and files, not to mention a wide supply of ingots to ensure exactly the right mix of metals is used to forge a given item. On the other hand, adventurers are a creative lot, and most find a way to condense the critical items they need into portable kits. These kits are make-do subsets of the tools needed to create the full range of items a craft vocation allows for, but they're just barely enough to allow the vocation to at least be used to some degree in the field.

MANUFACTURING DC TABLE

Final Item Cost	Skill DC to Manufacture
0–10 gp	15
11–20 gp	16
21–30 gp	17
31–40 gp	19
41–50 gp	21
51–100 gp	23
101–500 gp	25
501–1,500 gp	26
1,501–10,000 gp	27
10,001 gp+	28

When using a kit, a character must spend the full cost of an item to create it. This represents the waste and difficulty of trying to get by with the bare minimum of professional gear needed to use the craft vocation. A workshop costs 10 times the cost of a kit, and takes up at least one entire room or small building. Using a workshop means a character can create items for 75% of their market cost. While the total time to make a single item is not reduced, with a workshop a character can work on up to four projects at once, plus one for every assistant or apprentice he has.

DESIGNS AND PLANS

Some things are so large, expensive and time consuming it's not practical for a single crafter to construct them. The design or plan to create something costs 10% of the final item, and can be built as a single item. Once a design exists, multiple people can work on building the final item at once. Each person working on an item gets 5 gp of construction done each week (10 gp if doing nothing else). Each character must either have the craft vocation needed to build it, or be directed by a character that does. (See the Construction craft vocation for special cases). A maximum of eight characters can work on a large item or on an item smaller than large. An additional eight characters can work on an item for every size category greater than large. Truly vast constructions (such as castles) are built by item (the west wall, the main hall, the north tower, and so on) rather than as a single Gargantuan item.

ALTERNATE MEANS OF LEARNING

A GM who wants to make craft vocations among PCs more or less common can tweak the system for learning them to match a specific campaign's needs. To increase how common they are, characters could automatically receive one craft vocation related to a skill they are trained in. Under this system, a character trained in Athletics, Endurance, Nature and Religion could automatically choose Carpentry, Smithing, Leatherworking or Scrivening as a craft vocation. Alternatively, characters able to learn rituals might automatically be allowed to pay to learn craft vocations as well, with no time restraint.

A GM wishing to limit craft vocations has two basic options. First, a single feat (Crafting) could be required before a character could learn any craft vocations. Secondly, the availability of manuals and instructors can be kept very low. Though the second option gives the GM more direct control and costs the characters fewer resources, it can also frustrate players as they simply "aren't allowed" to learn new vocations.

EXPANDING THE SYSTEM

Any GM who wishes to can expand the craft vocation system simply by pricing items to be built, and using the Manufacture DC Table to determine the DC to create it. Be sure to make the skills similarly broad – dividing craft vocations into too many different categories increases bookkeeping and makes it *harder* for characters to be good at things, which is the exact opposite of what the system intends. However if a given skill is of great impact to a campaign—the ability to create detailed and accurate maps in a game of sea navigation and exploration for example—a GM can make it a unique craft vocation to highlight how rare and important the craft is.

CRAFT VOCATIONS

ARTISTRY

Learning Cost: 50gp
Kit Cost: 15 gp
Related Skill: Insight

Any artistic endeavor is handled with the artistry vocation, including painting, poetry, sculpture, and even making musical instruments. For most artistic items, the “cost” is the market price the item would go for in a major city (and thus, in this case, cost is a direct indication of quality). For less physical items (such as musical compositions) the cost is the price that would be paid in the same major city to commission such a piece.

BAKING

Learning Cost: 15 gp
Kit Cost: 5 gp
Related Skill: Perception

This craft vocation can be used to create food and processed ingredients of all kind, from grinding grain into flour to producing massive twelve-course meals for an emperor. You can also use this skill to create journeybread, though the DC is never less than 21 (the same for creating a 10-day supply, at 50 gp).

BREWING

Learning Cost: 20 gp
Kit Cost: 50 gp
Related Skill: Streetwise

This is primarily the craft of creating ale, beer and wine, though it can also be used for other potables such as teas and other infusions. For wines, the time to create a wine does *not* include required aging, which may vary from a few weeks to centuries.

CARPENTRY

Learning Cost: 25 gp
Kit Cost: 30 gp
Related Skill: Athletics

Carpentry is the craft vocation of making things from wood, and includes making such things as barrels, cabinets, furniture, frameworks, troughs, coffins, wagons, chariots, wheels, and wooden tools and utensils. As a very general rule, Small items have a cost of 5 gp, Medium items 20 gp, Large items 50 gp, and Huge items 200 gp, but specific items may vary.

CONSTRUCTION

Learning Cost: 100 gp
Kit Cost: 25 gp
Related Skill: Dungeoneering

From simple lean-tos to houses, siege weapons and even castles, you know how to design, oversee and build major constructions. For most things (anything bigger than a shelter for four Medium or one Large creature) you first create a blueprint (see Designs and Plans, above), then oversee a crew for the actual construction work. You can oversee a number of untrained workers (those with no craft vocations of their own) equal to your total Dungeoneering bonus. Skilled workers (those with relevant craft vocations) don't count against this total and can still add their weekly work to a large project.

GEM-CUTTING

Learning Cost: 200 gp
Kit Cost: 50 gp
Related Skill: Thievery

Cutting gems, polishing metals, and making jewelry and jeweled objects of all kinds fall into this category. There is no upper limit to how much jewelry can cost, though the crown jewels of kingdoms often have multiple masters working on them to accomplish the difficult and detailed work such items demand.

LEATHER WORKING

Learning Cost: 25 gp
Kit Cost: 15 gp
Related Skill: Nature

This craft vocation includes making materials out of hard or soft leathers, tanning, and even work with furs. The leatherwork craft vocation covers everything from leather and hide armor to saddles, bags, leather clothing, and straps and harnesses. Cobbling is also included, allowing the vocation to be used to make shoes, gloves and boots.

Chapter Six: Optional Rules

You can create special armors, but they have higher than normal DCs. The armors you can create include feyleather, darkhide (both DC 26), starleather and elderhide (DC 28). For purposes of material costs and time to create, the first two armor types cost 1,500 gp, and the last two 10,000, though no one ever commissions such armor except to enchant as magic items.

SCRIVENING

Learning Cost: 50 gp
Kit Cost: 40 gp
Related Skill: Religion

This broad vocation includes making paper, binding pages into books, creating scrolls, and copying down the words of others. Even mapmaking is included in this craft, and is often the main use adventurers have for such items. A map that covers as much territory as a man can walk in a week, with fair accuracy, costs 20 gp. Maps of excellent quality may cost ten times as much, and maps of larger areas are obviously also more expensive.

SMITHING

Learning Cost: 50 gp
Kit Cost: 50 gp
Related Skill: Endurance

Smithing is the art of working metal with fire, hammer and anvil. This includes common blacksmithing tasks (from making horseshoes to iron fixtures, barrel hoops and metal tool), to armorsmithing and weaponsmithing. You can create special armors, but they have higher than normal DCs. The armors you can create include forgemail, wyrmscale, warplate (all DC 26), spiritmail, elderscale and godplate (all DC 28). For purposes of material costs and time to create, the first three armor types cost 1,500 gp, and the last three 10,000, though no one ever commissions such armor except to enchant as magic items.

TAILORING

Learning Cost: 20 gp
Kit Cost: 10 gp
Related Skill: Diplomacy

The making of anything cloth or clothing related, from weaving silk into long sheets, to making scarves, shirts, tents, blankets, quilts, cord and rope, thread, and even cloth armor. Dying is also included in this vocation, allowing the skill to be used to dye materials to new colors and patterns. Much like jewelry, there is no theoretical limit to how much the grand robes of emperors and demigods may cost, with cost directly relating to quality, materials and style.

You can create special armors, but they have higher than normal DCs. The armors you can create include feyweave (DC 26) and starweave (DC 28). For purposes of material costs and time to create, the feyweave armor costs 1,500 gp, and starweave 10,000, though no one ever commissions such armor except to enchant as magic items.

VIALMAKING

Learning Cost: 300
Kit Cost: 150
Related Skill: Arcana

Combining two separate industries, vialmakers include all forms of glass-blowing and waxworking, to allow the production of the kinds of vials and potion-bottles used by adventurers. It also covers making anything glass-related, candles, scented incenses, seals and waxen figurines. It can also be used to create sunrods, which never have a DC of less than 18, despite their relatively low cost.

LINGERING WOUNDS

Fourth Edition includes a system of healing surges, expanding on the hit points that have existed since the first edition of the game. This allows PCs to rally themselves, both in the midst of and between combats. All hit points, and all surges, restore themselves with an extended rest.

This makes for heroic, cinematic play, but it doesn't appeal to everyone. Some folks like the notion of injuries that can hamper their characters for days or weeks after they've been dealt. So, here you go.

TAKING WOUNDS

Obviously, not every injury can result in a lingering wound. This is still a game of heroic fantasy, after all, and while it's true that very few people in the real world can stand up to even one good whack with an axe, most gamers don't want to model reality *that* closely. So, even under this system, most injuries simply subtract hit points, as they do in the standard game. Your character suffers a major wound—a "lingering injury"—only under select circumstances. Precisely which of these apply in your game depends on just *how* deadly your GM wants to make the campaign. We recommend only making use of the "Slightly Deadly" or "Somewhat Deadly" options, but the others are provided for gaming groups that want a real meat-grinder (and don't mind some extra bookkeeping).

Slightly Deadly: You suffer a lingering injury the first time (after an extended rest) that you are dropped to 0 hit points and have fewer than half your healing surges remaining.

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Somewhat Deadly: As Slightly Deadly, except you take the injury the first time you are dropped to 0 hit points, regardless of how many healing surges you have remaining.

Moderately Deadly: As Somewhat Deadly, *plus* you also suffer a lingering injury the first time (after an extended rest) that you are bloodied and have fewer than half your healing surges remaining.

Severely Deadly: As Moderately Deadly, except you take the injury the first time you are bloodied, regardless of how many healing surges you have remaining.

Are You Mad?! As Severely Deadly, *plus* you also suffer a lingering injury the first time (after an extended rest) that you suffer a critical hit. (Be warned that, at this level of difficulty, it's possible for lingering injuries to bring a character from perfectly healthy to dead in the course of a single day, or even, with bad luck, a single encounter.)

SEVERITY

As discussed below, lingering wounds have five degrees of severity: minor, light, moderate, serious, and critical. Immediately upon taking a lingering wound, roll a saving throw. If the saving throw succeeds, it is a light wound; if it fails, it is a moderate wound.

If you already have a wound when you take another lingering injury, you do not track them separately. Rather, the wound you already have increases in severity. Again, roll a save as soon as you take the wound. If the save succeeds, the wound increases by one category; if it fails, it increases by two categories.

If a new wound increases an existing wound beyond critical, it kills you.

MODELING AND TRACKING LINGERING INJURIES

Lingering injuries use a “track” very much like the disease rules (see D&D 4E DUNGEON MASTERS GUIDE.) Upon taking a lingering wound, you immediately begin suffering the effects listed under that level of severity on the “wound track.”

After each extended rest, make an Endurance check to see if your wounds improve, worsen, or remain at their current level. Unlike diseases, which have fixed DCs, the difficulty of recovering from these wounds rises as you increase in level. (This is intended to model the fact that a higher level character shouldn't necessarily heal from a broken arm any faster than a lower level character.) If you beat or equal a DC equal to $20 + 1/2$ your level, your wound improves by one level of severity (moves up 1 step on the track). If you beat or equal a DC equal to 16

LINGERING INJURY TRACK

State		Effect
Cured		The character is cured.
Minor	◆	The character has 1 fewer healing surge per day.
Light	◆	The character suffers a –1 penalty to all attacks, checks, and defenses. The character has 1 fewer healing surge per day.
Moderate	◆	The character suffers a –2 penalty to all attacks, checks, and defenses. The character has 2 fewer healing surges per day.
Serious	◆	The character suffers a –3 penalty to all attacks, checks, and defenses. The character's base speed is reduced by 1. The character has 3 fewer healing surges per day.
Critical	◆	The character suffers a –3 penalty to all attacks, checks, damage rolls, and defenses. The character's base speed is reduced by 2. The character is weakened. The character has 4 fewer healing surges per day.
Dead		The character dies.

+ $1/2$ your level, but not the higher DC, the wound does not change. If you fail to match the lower DC, the wound worsens one level of severity (moves 1 step down on the track). When you reach the top of the track, the wound has healed; if you reach the bottom (beyond critical), the wound has killed you.

HEALING

An ally can use a heal check in place of your Endurance check to help you recover, as with a disease. In addition, the Heal Injury ritual (see sidebar) can help cure the wound.

OPTIONAL ADDENDUM: INJURY LOCATION

To avoid complication, we've designed the above system to be pretty abstract (not unlike the hit point system itself). It doesn't matter exactly where the wound is; just how severe. However, if you *do* want to incorporate wound locations, roll 1d10 and consult the following table. (Alternatively, if the circumstances under which the wound was received would dictate a specific location, the GM may simply declare where it hit.)

Chapter Six: Optional Rules

HEAL INJURY

The magic flows through you, causing burns to fade and bones to knit.

Level: 8th

Category: Restoration

Time: 1 hour

Duration: Instantaneous

Component Cost: 250 gp

Market Price: 680 gp

Key Skill: Heal

You aid the subject's healing of a lingering injury, via the use of curative magics far more potent than standard healing powers. The ritual causes the lingering wound to improve by two levels of severity (2 steps up on the track). Thus, it may not cure a bad injury with a single use, but it always helps at least to an extent.

However, this ritual is physically taxing to the recipient; if used on an injured character, it can even kill him. Upon completing the ritual, make a Heal check, with a penalty based on the severity of the lingering injury.

Severity of Injury Penalty

Minor	–5
Light	–10
Moderate	–15
Serious	–20
Critical	–25

The result indicates the amount of hit point damage the character takes. Assuming the character survives, this damage can be healed normally.

Heal Check Result Effect on Target

0 or lower	Death
1–9	Damage equal to the target's maximum hit points
10–19	Damage equal to one-half the target's maximum hit points
20–29	Damage equal to one-quarter the target's maximum hit points
30 or higher	No damage

You can use this ritual on an unwilling subject, but you will have to restrain someone unwilling to undergo the ritual.

INJURY LOCATION TABLE

Roll	Location	Result
1	Head	–2 on initiative checks; –1 to Will defense
2	Eyes	–2 to ranged and area attacks; –2 to Perception checks
3–6	Torso	No penalties beyond those listed on the wound track
7	Right arm	–2 to melee and ranged weapon attacks; you cannot wield two-handed weapons, nor can you wield both a sword and shield; –1 to Acrobatics and Athletics checks
8	Left arm	–2 to melee and ranged weapon attacks; you cannot wield two-handed weapons, nor can you wield both a sword and shield; –1 to Acrobatics and Athletics checks
9	Right leg	–1 to base speed; –2 to Acrobatics and Athletics checks; –1 to Reflex defense
10	Left leg	–1 to base speed; –2 to Acrobatics and Athletics checks; –1 to Reflex defense

The results listed above occur *in addition* to those given above for wounds of a given severity, and penalties stack. Thus, be aware that using rules for injury location make this system even more deadly than it would otherwise be.

A FINAL WORD

It's probably pretty obvious by now, but we'll say it anyway. This optional system *substantially* increases

the danger and difficulty of Fourth Edition. The game, as written, assumes that PCs are at full strength after each extended rest—an assumption that no longer holds true if you make use of this system. That added level of difficulty appeals to some players, and that's fine; use it and have fun. Just be aware that lingering injuries can have unexpected repercussions, and potentially turn even otherwise simple fights into character killers, or even campaign enders. Use this system at your characters' own risk.

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